

Black Harvest



The Reaper

Influences: Opportunity, Resourcefulness, Preservation, Ambition, Adaptation, Bargains, Knowledge, Gain

The faithful depict the Reaper as a hooded farmer carrying a harvesting sickle and a bundle of dark grain, neither sinister nor benevolent, but patient and watchful as he gathers what others overlook.

The oldest stories tell of a terrible famine that struck a prosperous valley. As food dwindled, the people began discarding broken tools, spoiled grain, and anything they believed had lost its value. Among them lived a woman named Mara, who saw waste where others saw misfortune.

She repaired broken tools, planted seeds others would have thrown away, and preserved food others deemed unfit. When winter ended, Mara's stores fed the survivors. When asked how she had accomplished what others could not, she answered:

"Nothing is worthless until we choose to abandon it."

Her teachings spread across the region, and over generations became known as the Black Harvest—not because its fields were barren, but because its followers learned to find value in what others left behind.



Personality and Tone

- * Practical and opportunistic.
- * Curious and resourceful.
- * Values utility over sentiment.
- * Seeks potential where others see failure.

Core Beliefs

- * Nothing possesses value until it is used.
- * Waste is a greater sin than failure.
- * Opportunity exists within every loss.
- * Knowledge should be preserved, regardless of its source.
- * Prosperity belongs to those who recognize hidden value.
- * Every ending creates a beginning.

Religious Practices

- * The Last Sheaf: The final portion of every harvest is preserved rather than consumed or sold.
- * The Gathering: Followers collect useful goods, knowledge, and materials others have abandoned.
- * The Reckoning Basket: Nothing is discarded without first considering whether it still has value.
- * The Remembrance Feast: Communities gather after harvest to share lessons learned from mistakes, failures, and losses.

Prayers and Rituals

- * Cleric—All Base Lists
- * Druid —All Base Lists
- * Paladin—All Base Lists
- * Ranger—All Base Lists
- * Closed
 - * Calm Spirits
 - * Creations
 - * Locating Ways
 - * Lore
- * Open
 - * Barrier Law
 - * Detection Mastery
 - * Purifications
 - * Spell Defense