

# Chapter 0

## Divine Core Magic

### 0.1 Organization

Divine Core Magic All priests, except those who worship T'or, have access to certain basic magics in addition to the spell groups specific to their sects.

Ceremonies are the magical component of the standard ceremonies performed by all sects. While these magics are shared, the actual form of the ceremony always differs from sect to sect. The spells have few noticeable effects, but they are very valuable from a roleplaying point of view.

Revocation spells are used to cancel another priest's magic. They have no effect on elemental magic.

Blessings allow the priest to lay his hope for good fortune on deserving followers of his flock and favored friends. All blessings last no longer than 24 hours, or until the time they take effect. The priest can only cast blessings on others, not himself. When the priest casts a blessing on one of his own faith, it works automatically. When cast on one outside the faith, the GM will ask the target to succeed a check against the target's PWR of a number of dice reflecting the GM's opinion of the target's piety and similarity of creed. Only one blessing can be on a target at one time. Blessings may not be used in conjunction with the Defer spell.

Fabrication spells allow the caster to create and manipulate various objects and holy writs.

Detections are used to inform the caster of different things around him. These spells also allow the priest to reach into a man's mind and learn his inner self.

Influence spells are used by priests to show others the way of his faith, and guide them along the true path.

Bind spells are the means by which a priest manufactures magical items and creates permanent or delayed spell effects.

Defer spells are the means by which a priest manufactures divine items or delayed spell effects.

## 0.2 Divine Core Spells

### 1. Ceremonies

1. Worship
2. Consecrate Item
3. Dedication
4. Unification
5. Last Rites
6. Ordination
7. Excommunication
8. Atonement
9. Mortify
10. Sanctify
11. Forbiddance
12. Miracle

### 2. Revocation

1. Revocation 1
2. Revocation 2
3. Revocation 3
4. Revocation 4
5. Revocation 5
6. Revocation 6
7. Revocation 7
8. Revocation 8
9. Revocation 9
10. Revocation 10
11. Revocation 11
12. Revocation 12

### 3. Defer

1. Defer 1
2. Defer 2
3. Defer 3
4. Defer 4
5. Defer 5
6. Defer 6
7. Defer 7
8. Defer 8
9. Defer 9
10. Defer 10
11. Defer 11
12. Defer 12

### 4. Blessings

1. Divine Grace
2. Deter Fate
3. Abate Fatigue
4. Optimize Onslaught
5. Enhance Potential
6. Defy Injury
7. Augment Task
8. Attract Fate
9. Forestall Conflict
10. Second Chance
11. Abate Outcome
12. Share Grace

### 5. Fabrications

1. Create Water
2. Speak The Word
3. Create Bread
4. Capture The Word
5. Create Fish
6. Create Meat
7. Transfer The Word
8. Create Holy Water
9. Create Holy Symbol
10. Create Fervor
11. Produce Vestments
12. Produce Truth

### 6. Detections

1. Detect Divinity
2. Uncover Affection
3. Detect Life
4. Unveil Fear
5. Detect Captivation
6. Share Joy
7. Discern Motivation
8. Disclose Sin
9. Reveal the Past
10. Divulge Virtue
11. Commune
12. Manifest Destiny

### 7. Influences

1. Revoke Fear
2. Instill Fear
3. Share Vision
4. Attention
5. Paralyze
6. Curse
7. Revoke Curse
8. Enthrall
9. Devotion
10. Disenchant
11. Quest
12. Divine Word