Chapter 14: Divine Magic

Divine magic is granted to a priest by the deity to which they have been ordained. Priests must learn how to direct the energy that is granted to them by their deity to manifest the various spells. Each priesthood has a separate and unique spell list based on the deity that grants them power. Priests ordinarily cannot purchase spells for any deity other than the deity to which they are ordained, but the spell groups of other deities that overlap in domain could be granted at double cost by GM discretion (see “Learning Spells” in Chapter 9).

Unless specified, the base cost of acquiring divine spell groups is 300 EXP.

## Divine Core Spells

All priests have access to certain basic magics in addition to the spell groups specific to their priesthood:

**Curses** are magical ways to hinder and wane the abilities of those that oppose the priest, and usually create intangible and invisible effects that cause passive debuffs.

**Blessings** allow the priest to lay their hope for good fortune on deserving followers of their 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 themself. 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, energies, and holy writs.

**Detections** are used to inform the caster of different things around them, giving them the ability to see the unseen.

**Influences** spells are used by priests to demonstrate the power of the gods and spread their faith.

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

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

| **1. Curses**  1 Curse of Enmity  2 Curse of Insomnia  3 Curse of Clumsiness  4 Curse of Open Wounds  5 Curse of Uncertainty  6 Curse of Suffering  7 Curse of Inability  8 Curse of Rigid Body  9 Curse of Exhaustion  10 Curse of Enfeeblement  11 Curse of Misfortune  12 Curse of Vulnerability  13 Mass Curse | **2. 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 | **3. Fabrications**  1 Create Light  2 Divine Bolt  3 Create Nourishment  4 Summon Scripture  5 Create Holy Water  6 Create Nectar  7 Create Abraxas  8 Create Calming Aura  9 Create Demonic Ward  10 Create Ichor  11 Sacred Blast  12 Create Magical Protection | **4. Detections**  1 Share Vision  2 Detect Divinity  3 Detect Material  4 Detect Life  5 Detect Object  6 Detect Captivation  7 Detect Unlife  8 Detect Motivation  9 Detect Extraplanar  10 Reveal Fear  11 Detect Vitality  12 Detect Ally |
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|  |  |  |  |
| **5. Influences**  1 Revoke Fear  2 Instill Fear  3 Lesser Healing  4 Attention  5 Close Wounds  6 Sight  7 Stabilize  8 Enthrall  9 Healing  10 Paralyze  11 Revoke Curse  12 Divine Word | **6. Revocation**  1–16 Revocation | **7. Defer**  1–16 Defer |  |

#### 

##### Curses

Most Curses leave some sort of mark on the target visible to detection spells like *Detect Divinity* and divine beings (gods, servitors, etc).

| **Divine Spell Name and Details** | | **Description** |
| --- | --- | --- |
| **1 – Curse of Enmity** | |  |
| Time to Cast: | 1 round | For the duration of the spell, the target rolls four six-sided dice when making a Divine Intervention roll, and ignores the lowest rolled result. |
| Resist Check: | 4d6 vs CSE negates |
| Target: | LOS 60 + 15/F’ |
| Duration: | 1 + 1/F days |
| Area: | single creature |
| Effect: | mark with disfavor |
|  |  |  |
| **2 – Curse of Insomnia** | |  |
| Time to Cast: | 1 round | For the duration of the spell, the target must make a resistance check to fall asleep when taking a rest period. If failed, the target does not benefit from the night’s rest as they stay awake, unable to fall asleep. |
| Resist Check: | 4d6 vs WIL negates |
| Target: | LSO 60 + 15/F’ |
| Duration: | 1 + 1/F days |
| Area: | single creature |
| Effect: | trouble sleeping |
|  |  |  |
| **3 – Curse of Clumsiness** | |  |
| Time to Cast: | 1 round | For the duration, if the target fails an AGI resist check by 5 - 1/2F or more, they fall prone in addition to any other effects. |
| Resist Check: | 4d6 vs CSE negates |
| Target: | LOS 60 + 15/F’ |
| Duration: | 1 + 1/F days |
| Area: | single creature |
| Effect: | make clumsy |
|  |  |  |
| **4 – Curse of Open Wounds** | |  |
| Time to Cast: | 1 round | For the duration of the spell, the target only heals half as much DP from any source of healing, and if they start *Bleeding*, nothing can staunch the wounds until this spell ends. |
| Resist Check: | 4d6 vs CSE negates |
| Target: | LOS 60 + 15/F’ |
| Duration: | 1 + 1/F minutes |
| Area: | single creature |
| Effect: | reduced healing |
|  |  |  |
| **5 – Curse of Uncertainty** | |  |
| Time to Cast: | 1 reaction\* | This spell is cast as a reaction to initiative being rolled. The target is *Delayed*. |
| Resist Check: | 4d6 vs INT negates |
| Target: | LOS 60 + 15/F’ |
| Duration: | instantaneous |
| Area: | single creature |
| Effect: | uncertain actions |
|  |  |  |
| **6 – Curse of Suffering** | |  |
| Time to Cast: | 1 round | The next 1 + 1/2F time(s) the target takes any form of physical damage during the spell’s duration, they take an additional 3d6 pure magical damage (*skill*). This curse then ends. |
| Resist Check: | 4d6 vs CSE negates |
| Target: | LOS 60 + 15/F’ |
| Duration: | 1 + 1/F minutes |
| Area: | single creature |
| Effect: | increased suffering |
|  |  |  |
| **7 – Curse of Inability** | |  |
| Time to Cast: | 1 round | The caster chooses an attribute upon casting this spell. The resist check is then 4d6 vs the chosen attribute. For the duration, all skills that are based on the chosen attribute are one die harder. This does not affect *Activated (A)* or *Passive (P)* combat skills. |
| Resist Check: | special\* |
| Target: | LOS 60 + 15/F’ |
| Duration: | 1 + 1/F minutes |
| Area: | single creature |
| Effect: | reduce competency |
|  |  |  |
| **8 – Curse of Rigid Body** | |  |
| Time to Cast: | 1 round | For the duration, the target is treated to be wearing armor with AGI and STR penalties as well as a -20’ movement penalty. If the target is already wearing armor with these penalties, this curse has no effect. |
| Resist Check: | 4d6 vs PWR negates |
| Target: | LOS 60 + 15/F’ |
| Duration: | 1 + 1/F minutes |
| Area: | single creature |
| Effect: | stiff joints |
|  |  |  |

| **Divine Spell Name and Details** | | **Description** |
| --- | --- | --- |
| **9 – Curse of Exhaustion** | |  |
| Time to Cast: | 1 round | The caster chooses one physical attribute (STR, AGI, HEA, COM) and one mental attribute (INT, PER, CSE, PWR, WIL). For the duration, the target has an *Inferior Attribute* in the chosen attributes. |
| Resist Check: | 5d6 vs WIL negates |
| Target: | LOS 60 + 15/F’ |
| Duration: | 1 + 1/F minutes |
| Area: | single creature |
| Effect: | exhausted mind and body |
|  |  |  |
| **10 – Curse of Enfeeblement** | |  |
| Time to Cast: | 1 round | For the duration, all of the target’s melee attacks deal only half damage. |
| Resist Check: | 5d6 vs HEA negates |
| Target: | LOS 60 + 15/F’ |
| Duration: | 4 + 2/F rounds |
| Area: | single creature |
| Effect: | weakened attacks |
|  |  |  |
| **11 – Curse of Misfortune** | |  |
| Time to Cast: | 1 round | For the duration, all of the target’s rolls are modified by 1 + 1/4F against them (higher for skill and resist checks, lower for attack rolls and contested checks, etc.). |
| Resist Check: | 5d6 vs CSE negates |
| Target: | LOS 60 + 15/F’ |
| Duration: | 4 + 2/F rounds |
| Area: | single creature |
| Effect: | bad luck |
|  |  |  |
| **12 – Curse of Vulnerability** | |  |
| Time to Cast: | 1 round | For the duration, the target reduces the rank of all of their *Resist* creature abilities and effects by 1 rank. Additionally, any *True Immunity* and *Magic* or *Silver Shield* abilities only halve damage instead of providing complete immunity.  Finessing this spell twice will reduce *Resist* abilities and effects by 2 ranks, and cause *Immunity* abilities to quarter damage. With four finesses, *Resist* abilities and effects are reduced by 3 ranks, and *Immunity* abilities are nullified. |
| Resist Check: | 6d6 vs PWR negates |
| Target: | LOS 60 + 15/F’ |
| Duration: | 4 + 2/F rounds |
| Area: | single creature |
| Effect: | remove resistances |
|  |  |  |
| **13 – Mass Curse** | |  |
| Time to Cast: | 1 round\* | The priest casts this spell in the round before casting a curse from this group. This modifies the affected spell in the following ways:   * The Resist Check is increased by 1 die (up to 6d6) * The Target range is increased to 120 + 30/F’ * The Duration is increased to 1 + 1/F minutes if it isn’t instantaneous * The Area of effect is changed to 20 + 5/F’ radius   Each affected creature will receive the intangible sign of the affected curse, and be affected in the same way. If the caster can choose an effect when the spell is cast, they choose one effect that affects all the creatures, and cannot choose different ones for different targets. |
| Resist Check: | none |
| Target: | caster |
| Duration: | special\* |
| Area: | self |
| Effect: | curse many |
|  |  |  |

##### Blessings

| **Divine Spell Name and Details** | | **Description** |
| --- | --- | --- |
| **1 – Divine Grace** | |  |
| Time to Cast: | 2 minutes | For a period of 24 hours after this blessing is laid on a target by a priest, the target is in a state of divine grace. If the target attempts to call upon a deity for intervention and fails, they can ignore the roll and roll again to check for success. Once used, this blessing ends, and further attempts are made as normal. |
| Resist Check: | 4d6 vs WIL negates |
| Target: | touch |
| Duration: | 24 hours until used |
| Area: | single creature |
| Effect: | raise chances for DI |
|  |  |  |
| **2 – Defer Fate** | |  |
| Time to Cast: | 2 minutes | For a period of 24 hours after this blessing is laid on a target by a priest, one random selection can be avoided. When the GM starts to choose which adventurer is affected by an event by using a random die roll, a target with this blessing expends it by asking to be excluded from the pool of possible targets. The GM then makes the selection, ignoring the target. |
| Resist Check: | 4d6 vs WIL negates |
| Target: | touch |
| Duration: | 24 hours until used |
| Area: | single creature |
| Effect: | avoid one selection |
|  |  |  |
| **3 – Abate Fatigue** | |  |
| Time to Cast: | 2 minutes | The priest lays their hands on the target, helping it recuperate. This has the effect of one night’s rest, healing the target and regenerating their spell ability as if it had rested for a full rest period. This is borrowing against the target’s future recuperation powers, so the next actual rest period will have no effect. |
| Resist Check: | 4d6 vs WIL negates |
| Target: | touch |
| Duration: | instantaneous |
| Area: | single creature |
| Effect: | borrow against rest |
|  |  |  |
| **4 – Optimize Onslaught** | |  |
| Time to Cast: | 2 minutes | For a period of 24 hours after this blessing is laid on a target by a priest, on any physical attack that the target fails, they may choose to ignore the first roll and attempt the roll again. Once this option is taken, this blessing expires. |
| Resist Check: | 4d6 vs WIL negates |
| Target: | touch |
| Duration: | 24 hours until used |
| Area: | single creature |
| Effect: | increase hit chance |
|  |  |  |
| **5 – Enhance Potential** | |  |
| Time to Cast: | 2 minutes | For a period of 24 hours after this blessing is laid on a target by a priest, the target can choose to use the blessing on any one dice roll. When they do this, they make the roll twice, and the higher of the two totals is the true result. |
| Resist Check: | 4d6 vs WIL negates |
| Target: | touch |
| Duration: | 24 hours until used |
| Area: | single creature |
| Effect: | ignore one attack |
|  |  |  |
| **6 – Defy Injury** | |  |
| Time to Cast: | 2 minutes | For a period of 24 hours after this blessing is laid on a target by a priest, the target can ignore the damage from a single physical hand to hand attack. After the GM announces the adventurer has been hit, and before they announce the result, the players can state they are expending the blessing to ignore the damage. |
| Resist Check: | 4d6 vs WIL negates |
| Target: | touch |
| Duration: | 24 hours until used |
| Area: | single creature |
| Effect: | ignore one attack |
|  |  |  |
| **7 – Augment Task** | |  |
| Time to Cast: | 2 minutes | For a period of 24 hours after this blessing is laid on a target by a priest, when the target attempts a skill check and fails, the player can expend this blessing to ignore the result. They then rolls the same check again and abides by its result. |
| Resist Check: | 4d6 vs WIL negates |
| Target: | touch |
| Duration: | 24 hours until used |
| Area: | single creature |
| Effect: | improve chances |
|  |  |  |
| **8 – Attract Fate** | |  |
| Time to Cast: | 2 minutes | For a period of 24 hours after this blessing is laid on a target by a priest, one random selection can be attracted. When the GM starts to choose which adventurer is affected by an event by using a random die roll, a target with this blessing expends it by asking to be the affected one. The GM then acts as if the target was the one selected. |
| Resist Check: | 4d6 vs WIL negates |
| Target: | touch |
| Duration: | 24 hours until used |
| Area: | single creature |
| Effect: | attract one selection |
|  |  |  |

| **Divine Spell Name and Details** | | **Description** |
| --- | --- | --- |
| **9 – Forestall Conflict** | |  |
| Time to Cast: | 2 minutes | In the next 24 hours, the target can expend this blessing by calling out “Stop in the name of” the blessing’s deity. This blessing is used after initiative is rolled but before any other actions have been declared. This does not count as the blessed target’s action for the round. For this entire round of action, creatures cannot take any action that would harm any other creature or object not owned by them. Any spells that would hamper that target in any way would be considered harmful. After the round is complete, all creatures are free to act normally again. |
| Resist Check: | 4d6 vs WIL negates |
| Target: | touch |
| Duration: | 24 hours until used |
| Area: | single creature |
| Effect: | interrupt conflict |
|  |  |  |
| **10 – Second Chance** | |  |
| Time to Cast: | 2 minutes | For a period of 24 hours after this blessing is laid on a target by a priest, when the target attempts a resistance check and fails, the player can expend this blessing to ignore the result. They then roll the same resistance check again and abide by its result. |
| Resist Check: | 4d6 vs WIL negates |
| Target: | touch |
| Duration: | 24 hours until used |
| Area: | single creature |
| Effect: | raise chances |
|  |  |  |
| **11 – Abate Outcome** | |  |
| Time to Cast: | 2 minutes | The target expends this blessing when the GM is rolling one result which will affect the target. The effect then occurs to the target as if the GM rolled the minimum on each die of the effect. A *Fireball* that would do 8d6 of damage does only eight points to the target. This does not change the effect on others sharing the same outcome and the use of this blessing must be announced before the roll result is revealed to the player. |
| Resist Check: | 4d6 vs WIL negates |
| Target: | touch |
| Duration: | 24 hours until used |
| Area: | single creature |
| Effect: | minimize one result |
|  |  |  |
| **12 – Share Grace** | |  |
| Time to Cast: | special\* | A priest uses this spell in combination with any of the other blessings of up to rank eight. The second blessing then can affect as many people as the priest’s CSE attribute. The combined casting time of the two spells is sequential (so it takes a total of four minutes). |
| Resist Check: | special\* |
| Target: | multitouch |
| Duration: | 24 hours until used |
| Area: | touched creatures |
| Effect: | bless a group |
|  |  |  |

##### Fabrications

| **Divine Spell Name and Details** | | **Description** |
| --- | --- | --- |
| **1 – Create Light** | |  |
| Time to Cast: | 1 round | The caster summons a small floating ball of light from their deity’s plane that floats around them for the duration of this spell. The light created is equal to a common torch. The light can be thought-commanded to move by the caster as a free action, but cannot be more than 30’ away from the caster. |
| Resist Check: | none |
| Target: | caster |
| Duration: | 2 + 1/F hours |
| Area: | 30’ radius |
| Effect: | create light |
|  |  |  |
| **2 – Divine Bolt** | |  |
| Time to Cast: | 1 round | The caster calls forth a small amount of divine power. A brilliant flash of light is fired at the target, doing 2d6 light damage. Aesthetic effects appear around the spell when cast, changing based on the deity. |
| Resist Check: | none |
| Target: | LOS 60 + 15/F’ |
| Duration: | instantaneous |
| Area: | single target |
| Effect: | divine damage |
|  |  |  |
| **3 – Create Nourishment** | |  |
| Time to Cast: | 1 minute | Upon casting this spell on a patch of ground or rocks, pure water will begin to flow. Parts of the ground can also be shaped into bread, fish, or meat. This provides enough supplies to sustain 2 + 2/F people for one day. |
| Resist Check: | none |
| Target: | touch |
| Duration: | instantaneous |
| Area: | ground or rocks |
| Effect: | create supplies |
|  |  |  |
| **4 – Summon Scripture** | |  |
| Time to Cast: | 1 minute | This spell allows the caster to summon a book of scripture from their temple. This scripture is infused with divine magic. It is always seen in the caster’s primary language, unless that language has no written form (in which it then appears in Paroli). This scripture can be used to reveal secrets or provide the priest with advice from the past. For the duration of the spell the caster may take 1 die off any Lore: Religion checks. |
| Resist Check: | none |
| Target: | caster |
| Duration: | 10 minutes |
| Area: | self |
| Effect: | summon scripture |
|  |  |  |
| **5 - Create Holy Water** | |  |
| Time to Cast: | 1 round\* | This spell is used to turn water into *Holy Water*. If the water is splashed on creatures considered unholy, such as hirudo, undead, or demons, then the creature takes 2d6 light damage.  The caster may use this spell as a reaction to Water being summoned via magical means, such as *Water Magic* and *Neptune* spells within 60’ of them. The affected spell gains extra damage from *Holy Water* but only once during the spell’s duration. |
| Resist Check: | none |
| Target: | touch |
| Duration: | instantaneous |
| Area: | 1 + 1/F vials of water |
| Effect: | sanctify water |
|  |  |  |
| **6 – Create Nectar** | |  |
| Time to Cast: | 1 minute | The caster of this spell changes a small bottle of holy water into a silver liquid. When drunk, the target rolls a 2d4 and adds this amount to one of their unit pools. The target can only drink one vial of *Nectar* per full rest. Further attempts to restore units this way result in the target taking 2d4 pure magical damage. |
| Resist Check: | none |
| Target: | touch |
| Duration: | instantaneous |
| Area: | 1 vial of *Holy Water* |
| Effect: | regain units |
|  |  |  |
| **7 – Create Abraxas** | |  |
| Time to Cast: | 1 round | The caster clenches their fist whilst casting this spell. When casting is done, the caster will be holding a small newly crafted symbol of their faith. The symbol is always made of silver, and the area moves with the caster for the duration of the spell. If an undead or demonic creature starts their turn in the area, or enters the area on their turn, it must make the resist check or become *Dazed*. A *Dazed* creature can reattempt the resist check at the end of each of its turns, ending the effect on a success. Once a creature succeeds against this spell, it cannot be affected by it for 24 hours. |
| Resist Check: | 4d6 vs WIL negates |
| Target: | caster |
| Duration: | 4 + 2/F rounds |
| Area: | 30 + 10/F’ radius |
| Effect: | create holy symbol |
|  |  |  |
| **8 – Create Calming Aura** | |  |
| Time to Cast: | 1 minute | The caster draws a circle on the ground around the area of the spell. This creates a calming aura in the area. If wishes to incite violence within the area of effect, then they must make the resist check. If they fail, they are unable to bring themselves to harm others whilst in the area of effect. |
| Resist Check: | 4d6 vs WIL negates |
| Target: | touch |
| Duration: | 2 + 2/F hours |
| Area: | 60 + 15/F’ radius |
| Effect: | create calming aura |
|  |  |  |

| **Divine Spell Name and Details** | | **Description** |
| --- | --- | --- |
| **9 – Create Demonic Ward** | |  |
| Time to Cast: | 1 round | The caster summons the symbol of their deity. Any demons within the area of effect must leave upon failing the resist check. A creature failing the check must remain outside the area for the duration of the effect. Once a creature succeeds against this spell, it cannot be affected by it for 24 hours. This can also *Revoke* demonic magic influencing a person by touching the symbol to the person. This acts as a rank 10 *Revocation* that only works against demonic magic. |
| Resist Check: | 4d6 vs WIL negates |
| Target: | caster |
| Duration: | 4 + 2/F rounds |
| Area: | 30 + 10/F’ radius |
| Effect: | ward demons |
|  |  |  |
| **10 – Create Ichor** | |  |
| Time to Cast: | 1 minute | This caster changes a small vial of *Holy Water* into a golden liquid. When drunk, the target rolls a 4d4 and adds this amount to one of their unit pools. The target can only drink one vial of *Ichor* per full rest. Further attempts to restore units this way result in the target taking 4d4 pure magical damage. |
| Resist Check: | none |
| Target: | touch |
| Duration: | instantaneous |
| Area: | 1 vial of  *Holy Water* |
| Effect: | regain units |
|  |  |  |
| **11 – Sacred Blast** | |  |
| Time to Cast: | 1 round | The caster calls forth divine power from their god. A small burst of light is created wherever the spell is placed. This burst does 9d6 light damage to all creatures within the radius of the spell. Aesthetic effects appear around the spell when cast, changing based on the deity. |
| Resist Check: | 5d6 vs PWR halves |
| Target: | LOS 120 + 30/F’ |
| Duration: | instantaneous |
| Area: | 20 + 5/F’ radius |
| Effect: | divine blast |
|  |  |  |
| **12 – Create Magical Protection** | |  |
| Time to Cast: | 3 rounds | The caster summons a colorful cloak around the target of this spell. While worn, the cloak grants either 1 + 1/2F ranks of *Resist Elemental* or 1 + 1/2F ranks *Resist Psionics* (caster’s choice) for the duration of the spell. |
| Resist Check: | 5d6 vs PWR negates |
| Target: | touch |
| Duration: | 1 minute |
| Area: | single creature |
| Effect: | resist magic |
|  |  |  |

##### Detections

| **Divine Spell Name and Details** | | **Description** |
| --- | --- | --- |
| **1 – Share Vision** | |  |
| Time to Cast: | 1 round | The priest casts this spell immediately after casting any spell or receiving any effect that would give them a vision. They may share this vision with up to 1 + 1/F creatures they touched during casting. This can also be used to share the vision granted by other *Detections* spells. The duration of this effect matches the duration of the vision or other *Detections* spell. |
| Resist Check: | willing targets |
| Target: | multitouch |
| Duration: | special\* |
| Area: | 1 + 1/F creatures |
| Effect: | share sight |
|  |  |  |
| **2 – Detect Divinity** | |  |
| Time to Cast: | 1 round | This spell causes creatures, people, and objects blessed with divine magic to glow with a white aura. The stronger the holiness, the brighter the light appears. Priests have a faint glimmer, and prophets shine brightly. This spell will also detect demonic or desecrated creatures, people, and objects, which glow with a black aura. The spell does not reveal creatures and objects hidden to the caster. |
| Resist Check: | none |
| Target: | caster |
| Duration: | 10 + 5/F minutes |
| Area: | LOS |
| Effect: | see divine |
|  |  |  |
| **3 – Detect Material** | |  |
| Time to Cast: | 1 round | When casting this spell, the caster must concentrate on a mundane non-magical material they know of, such as iron, stone, or blood. Upon casting, for the duration of the spell the caster will see a faint maroon glow around objects containing the material within the range of the spell. This light can be seen through walls. |
| Resist Check: | none |
| Target: | caster |
| Duration: | 10 + 5/F minutes |
| Area: | 300 + 100/F’ radius |
| Effect: | locate material |
|  |  |  |
| **4 – Detect Life** | |  |
| Time to Cast: | 1 round | For the duration of this spell, everything the caster sees that has a life force has a faint blue aura surrounding it that only the caster can see. |
| Resist Check: | none |
| Target: | caster |
| Duration: | 10 + 5/F minutes |
| Area: | 100 + 20/F‘ radius |
| Effect: | find similar object |
|  |  |  |
| **5 – Detect Object** | |  |
| Time to Cast: | 1 round | When casting this spell, the caster focuses on a specific non-magical object on their person. Upon casting, for the duration of the spell the caster will see a faint mauve glow around objects similar to the one they selected. For instance, if the caster were to use this on a plant, they could find other plants of the same species. If the caster were to use this on a plank of wood, they could find wood of similar size and of the same material. |
| Resist Check: | none |
| Target: | caster |
| Duration: | 10 + 5/F minutes |
| Area: | 300 + 100/F’ radius |
| Effect: | locate object |
|  |  |  |
| **6 – Detect Captivation** | |  |
| Time to Cast: | 1 round | This spell allows the caster to see an orange aura around those who are under mind controlling or charming magic. |
| Resist Check: | none |
| Target: | caster |
| Duration: | 10 + 5/F minutes |
| Area: | LOS |
| Effect: | reveal charm |
|  |  |  |
| **7 – Detect Unlife** | |  |
| Time to Cast: | 1 round | This spell causes any creature in the area that does not have a life force of its own to obtain a black aura. This will reveal invisible and ethereal creatures. This includes but is not limited to, zombies, mummies, ghosts, hirudo, golems, and magically animated constructs. |
| Resist Check: | none |
| Target: | caster |
| Duration: | 10 + 5/F minutes |
| Area: | 100 + 20/F‘ radius |
| Effect: | see undead |
|  |  |  |
| **8 – Detect Motivation** | |  |
| Time to Cast: | 1 round | The priest sees a glimmer around all intelligent creatures. The color of the glimmer varies depending on the motivation. The priest intuitively knows what each color represents. Mind control and magical effects are able to disguise a target’s motive. |
| Resist Check: | none |
| Target: | caster |
| Duration: | 10 + 5/F minutes |
| Area: | LOS |
| Effect: | reveal motive |
|  |  |  |

| **Divine Spell Name and Details** | | **Description** |
| --- | --- | --- |
| **9 – Detect Extraplanar** | |  |
| Time to Cast: | 1 round | For the duration of this spell, the caster may see varying auras around extraplanar creatures and objects. Demonic creatures and objects affected by demonic magic appear red, spirits and spiritual objects such as Incants glow blue, elementals and elemental objects glow yellow, and any other extraplanar creatures or objects will glow a different color. |
| Resist Check: | none |
| Target: | caster |
| Duration: | 10 + 5/F minutes |
| Area: | LOS |
| Effect: | detect non-native |
|  |  |  |
| **10 – Reveal Fear** | |  |
| Time to Cast: | 1 round | If the target fails the resist check, then the caster will learn the target’s greatest fear. The caster receives a die off any *Psychology* checks made against the target for the next 1 + 1/F weeks. |
| Resist Check: | 5d6 vs WIL negates |
| Target: | LOS 40 + 10/F‘ |
| Duration: | instantaneous |
| Area: | single creature |
| Effect: | reveals fear |
|  |  |  |
| **11 – Detect Vitality** | |  |
| Time to Cast: | 1 minute | For the duration of this spell, the caster sees a pink aura around all creatures. The brightness of the aura is dictated by the amount of DP the creature has. Due to this, the caster is able to discern the amount of DP something has, rounded to the nearest 10. |
| Resist Check: | none |
| Target: | caster |
| Duration: | 5 + 1/F minutes |
| Area: | LOS |
| Effect: | see DP |
|  |  |  |
| **12 – Detect Ally** | |  |
| Time to Cast: | 1 minute | The caster chooses a willing target to become permanently linked to. The caster may then spend 1 round and 1 DU to activate the spell. Once activated, for the next hour, the caster will know the location of the target, as well as their amount of DP and whether they are in danger. The caster may create up to their CSE/2 in links. |
| Resist Check: | willing target |
| Target: | special\* |
| Duration: | special\* |
| Area: | single creature |
| Effect: | link and detect friend |
|  |  |  |

##### Influences

| **Divine Spell Name and Details** | | **Description** |
| --- | --- | --- |
| **1 – Revoke Fear** | |  |
| Time to Cast: | 1 round | This spell causes the target to lose cause for fear, removing the *Frightened* status on a target. Succeeding the resistance check allows the target to regain control of their actions. |
| Resist Check: | 3d6 vs WIL accepts |
| Target: | LOS 20 + 10/F’ |
| Duration: | instantaneous |
| Area: | single creature |
| Effect: | removes fear |
|  |  |  |
| **2 – Instill Fear** | |  |
| Time to Cast: | 1 round | The target of this spell suddenly becomes afraid of everyone and everything around them, causing them to take on the *Frightened* status. |
| Resist Check: | 3d6 vs WIL negates |
| Target: | LOS 30 + 10/F’ |
| Duration: | 4 + 2/F rounds |
| Area: | single creature |
| Effect: | causes fear |
|  |  |  |
| **3 – Lesser Healing** | |  |
| Time to Cast: | 1 fifth | The target of this spell heals 1d6 damage points up to their maximum. |
| Resist Check: | willing target |
| Target: | LOS 20 + 5/F’ |
| Duration: | instantaneous |
| Area: | single target |
| Effect: | restore some DP |
|  |  |  |
| **4 – Attention** | |  |
| Time to Cast: | 1 round | *Attention* allows the priest to grab the attention of those within clear hearing of their voice and make them listen to what they have to say. It does not affect their opinion of the caster or their message. |
| Resist Check: | 4d6 vs WIL negates |
| Target: | caster |
| Duration: | 1 + 1/F minutes |
| Area: | clear hearing |
| Effect: | forces others to listen |
|  |  |  |
| **5 – Close Wounds** | |  |
| Time to Cast: | 1 round | This spell removes the *Bleeding* status effect from the target. If this spell is finessed twice, it may staunch a magical effect, such as *Curse of Open Wounds*. |
| Resist Check: | 3d6 vs CSE\* |
| Target: | touch |
| Duration: | special\* |
| Area: | single creature |
| Effect: | stop bleeding |
|  |  |  |
| **6 – Sight** | |  |
| Time to Cast: | 1 round | This spell can restore vision to one who has recently been *Blinded*. Additionally, the affected creature cannot be *Blinded* for the duration of the spell. |
| Resist Check: | willing target |
| Target: | touch |
| Duration: | 1 + 1/F minute |
| Area: | single creature |
| Effect: | provides sight |
|  |  |  |
| **7 – Stabilize** | |  |
| Time to Cast: | 1 minute | The target of this spell makes a progressive check against CSE.  If the target makes 3 dice, they may remove the *Dazed* status effect.  If the target makes 4 dice, they may remove the *Stunned* status effect.  If the target makes 5 dice, they may remove the *Unconscious* and *Dying* status effects. If the target had less than 1 DP, they are healed up to having 1 DP.  The caster may finesse the effect of this spell to reduce the amount of dice required to make the check by 1/2F dice. |
| Resist Check: | special\* |
| Target: | touch |
| Duration: | instantaneous |
| Area: | single creature |
| Effect: | regain stability |
|  |  |  |
| **8 – Enthrall** | |  |
| Time to Cast: | 3 rounds | Like *Attention*, this spell forces others to listen to the priest’s words. It also causes the targets to make the resistance check or believe, at least temporarily, what the priest says. When the duration expires, its effects slowly fade over one hour. |
| Resist Check: | 4d6 vs WIL negates |
| Target: | caster |
| Duration: | 10 + 5/F minutes |
| Area: | clear hearing |
| Effect: | influence others |
|  |  |  |

| **Divine Spell Name and Details** | | **Description** |
| --- | --- | --- |
| **9 – Healing** | |  |
| Time to Cast: | 1 fifth | The target of this spell heals 3d6 damage points up to their maximum. |
| Resist Check: | willing target |
| Target: | touch |
| Duration: | instantaneous |
| Area: | single creature |
| Effect: | restore DP |
|  |  |  |
| **10 – Paralyze** | |  |
| Time to Cast: | 2 rounds | The target becomes incapable of voluntary muscle movement, making the target *Magically Paralyzed* and causing them to fall *Prone* for the duration of the spell. The target may reattempt the resist check each time they take damage and at the end of each of its turns, ending the spell on a success. |
| Resist Check: | 5d6 vs WIL negates |
| Target: | LOS 60 + 15/F’ |
| Duration: | 1 + 1/F minutes |
| Area: | single creature |
| Effect: | paralysis |
|  |  |  |
| **11 – Revoke Curse** | |  |
| Time to Cast: | 2 rounds | This spell allows the caster to lift a curse.  If the curse being revoked is cast on an item or non-living target, then the caster must succeed at a 4d6 vs CSE check to revoke the curse.  If the curse is cast on a person, then this spell acts as a rank 12 Revocation spell against the curse.  Unique curses might require specific rituals and ingredients to be successfully revoked. |
| Resist Check: | special\* |
| Target: | touch |
| Duration: | instantaneous |
| Area: | single creature |
| Effect: | removes curse |
|  |  |  |
| **12 – Divine Word** | |  |
| Time to Cast: | 1 round | This spell requires no motions. The priest simply utters a few words in the form of a command. **All within hearing, including the caster**, must succeed at the resistance check or follow that command for the spell’s duration. |
| Resist Check: | 6d6 vs CSE negates |
| Target: | caster |
| Duration: | 30 + 10/F minutes |
| Area: | clear hearing |
| Effect: | forces obedience |
|  |  |  |

##### Revocation (Divine)

| **Divine Spell Name and Details** | | **Description** |
| --- | --- | --- |
| **1–16 – Revocation (Divine)** | |  |
| Time to Cast: | 3 - 1/2F rounds | The *Revocation* spell disrupts other magical effects. Roll *(rank of Revocation)d6 Counterspell* targeting one magical effect within range.  When targeting enchanted items, roll *Counterspell* as normal. On success, the item turns into a mundane version of itself for 1 hour per rank of Revocation.  The Divine *Revocation* spell may be used on elemental, psionic, or other non-divine effects and items but receives a 2-1/2F die penalty on the *Counterspell* roll. |
| Resist Check: | none |
| Target: | LOS 80 + 20/F’ |
| Duration: | instantaneous |
| Area: | 1 magical effect |
| Effect: | nullify divine power |
|  |  |  |

##### Defer (Divine)

| **Divine Spell Name and Details** | | **Description** |
| --- | --- | --- |
| **1–16 – Defer** | |  |
| Time to Cast: | 1 minute | Casters use the *Defer* spell to delay the effects of another spell. The caster picks a single item and casts the *Defer* spell on it. This places a magical field about the item that can hold another spell in rank equal to or less than the rank of the *Defer* spell used. Immediately after this, the caster casts another onto the same item. Finesses must be included at the moment of casting, but do not increase the required rank of Defer. The magical field created by the *Defer* ensnares this spell, holding it within the field.  As long as the *Defer* spell lasts, the holder of the item can direct the ensnared spell to discharge, having the same effect as if they had cast it originally. The spell’s release from the *Defer* depends on the spell’s casting time and rank of the *Defer*.   * Spells with casting time of “fifth”, “reaction” or “none” are always activated with the same action cost. * *Defer 1-6* is activated as a fifth. * *Defer 7-16* is activated as a standard action.   The person triggering the spell is considered the caster for the purpose of dropping the spell during its duration. Spells released with the *Defer* are not valid targets for *Maintained Cast (CS).*  Casting a *Defer* spell above rank 12 does not require experience points to cast. |
| Resist Check: | none |
| Target: | touch |
| Duration: | 2 + 1/F hours |
| Area: | 1 item, 1 spell |
| Effect: | delay spell effect |
|  |  |  |

## Divine Core Rituals

| Atonement The ritual can be performed by any priest with at least 30 divine spells. Time to complete the ritual varies between deities, but generally takes around 20 minutes.  An excommunicated follower can be brought back into the fold. After they meet other requirements, this spell renews their connection to their deity. |
| --- |

| Bless Item The ritual can be performed by any priest with at least 10 divine spells. Time to complete is 1 minute and deity specific items worth 10 gold coins are used as an offering.  Priests often perform this ritual on items used for other divine ceremonies. The ritual can bless up to 50 lb. of items in one casting. When performed on a weapon, the weapon deals an additional point of divine light damage on every hit for the next day and has a faint aura of the deity around itself. |
| --- |

| Consecration The ritual can be performed by any priest with at least 40 divine spells. Time to complete is 1 day and deity specific items worth 50 gold coins are used as an offering.  This ritual dedicates a new temple or shrine to a deity. |
| --- |

| Dedication The ritual can be performed by any priest with at least 15 divine spells. Time to complete is 1 hour and deity specific items worth 25 gold coins are used as an offering.  This ritual dedicates a place and makes it holy to the priest’s deity. It affects the area of up to 200’ radius centered on the ritual site. Followers of the deity receive a +1 bonus to all attributes for the purpose of resistance while in the area.  The ritual might fail if the deity finds the place unsuitable as a holy place. |
| --- |

| Excommunication The ritual can be performed by any priest with at least 30 divine spells. Time to complete is 15 minutes.  When a follower or priest must be expelled from the flock, this ceremony is used to withdraw the protection and any powers granted by the deity. The ritual is only used when the casting priest is absolutely sure of wrongdoings and reason for excommunication, otherwise the magic backfires and it is the priest who is excommunicated.  The target of *Excommunication* does not have to be present for the ritual to succeed. |
| --- |

| Last Rites The ritual can be performed by any priest with at least 20 divine spells. Time to complete is 5 minutes.  This ritual, when performed on recently dead creatures, detaches the soul from the physical body, allowing safe drift to the afterlife. The area of the ritual can be adjusted from a single corpse to up to 100’ radius area.  Last Rites are commonly performed on just about every dead humanoid creature by priests to prevent the soul from suffering or being used for nefarious purposes. This ritual does not prevent the soul from being brought back to life with resurrection effects. |
| --- |

| Miracle The ritual can be performed by any priest with at least 60 divine spells. Time to complete is 1 minute and depending on the effect the deity might ask for offerings.  The ceremony is used by the priest to ask their deity to assist them to perform any stated miracle. The success of the miracle is not dependent on the spell power, but on the whim or will of the deity. Adjudication of the miracle depends on the circumstances and is at the GM’s discretion. |
| --- |

| Ordination The ritual can be performed by any priest with at least 30 divine spells. Time to complete the ritual varies between deities, but generally takes around 10 minutes.  The *Ordination* ritual induces a worshiper into the priesthood. The exact details differ from priesthood to priesthood, check the appropriate sections. |
| --- |

| Unification The ritual can be performed by any priest with at least 15 divine spells. Time to complete is 10 minutes.  *Unification* is the process of making a person acceptable for worship of a deity. When someone declares that they wish to worship a deity, when they have met all the other requirements, the priest uses this ritual to alert the deity to the existence of the new worshiper. This ceremony is also often used to indicate that children have “come of age” and are full worshippers. |
| --- |

| Worship The ritual can be performed by any priest with at least 1 divine spell. Time to complete the ritual varies between deities, but generally takes around 30 minutes.  *Worship* is performed during normal temple ceremonies to gain the attention and favor of the deity. When a priest performs the ritual for the first time each day they additionally gain DU equal to their PWR attribute. |
| --- |