



## THE DIVINIUS

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**"BLESSED BE ERE, MOTHER OF OUR DIVINE PATH, SAVIOUR OF THE NIGHT. SHIELD OF OUR BODIES AND LIBERATOR OF OUR MINDS. WE ARE THE IMMORTAL ASCENDANTS OF THOSE BEFORE US, WE MARCH FORWARD INTO GREATNESS AND LEAVE THE FORBEARANCE OF THIS WORLD'S LIMITATIONS BEHIND US." - EXCERPT VI OF THE DIVINIUS COMMANDMENTS**

Every single [Coerth](#) should be able to wield the Divinius magic but these are more specialized individuals, many abilities overlap but their specializations and ranks are different within Coerth society.

### SAINT

- The Elders of the Coerth, the first wielders of the Divinius that carried that great blessing to their people. The strongest of their kind, the true extent of their power is unknown to most.

### HIEROPHANT

- Debased pleasure seekers that have gorged themselves in all that is the Divinius. Each word they speak is drenched in the Divine and they are the grand advisors to the Saints. Each Hierophant has a grand Cathedral where they host their extreme pain and pleasure sermons. With but a look they can snap the truth out of an individual's soul by burning it with a cleansing flame, any manner of confession that lay within an individual's core will be open to their claws. They are above the political drama of all those under them, but their enhanced cosmic wisdom keeps them eons ahead of most plots formed against them.

### HEAD HELPRIEST(ESS)

- Truly frightening individuals that are placed in charge of Villages or large sections of land. They are not on the same power level as a Hierophant but the power they contain is enough to disintegrate powerful foes in droves. Many of their bones are stained black from the Divinius, many sport long black robes and leather, decorating themselves ornately and carrying Divine Ritualistic Effigies that would burn any regular Dreygsin to a crisp upon a single touch.

### ARBITER

- Solo Divinius Wielders that are sent out by Helpriests, Hierophants or Saints. For matters that are above what the Divini can handle an Arbiter is called in to guide them. Arbiters were once Divini, most were among the first of the order and have since been shaped by war and experience. They are the most powerful and their word is law, under some circumstances they are granted rank above Hierophants where they must direct militaristic, political or economic movements or put a swift end to infighting through any means possible to keep order. Each Arbiter is granted a womb through the will of the Saints, one that is a permanent fixture upon the Dreygsin for while breeding is greatly encouraged among the Coerth- the Saints in particular want more of their beloved Arbiter's bloodline directly from them for while there is power in Seed... the womb-bearers and the pain they go through is more highly honoured. For more, see [Arbiter](#).

### LEGATUS PRIEST

- Those that serve a Head Helpriest, they are advisors and scholars as well as skilled swordsmen that carry out the will of their Masters. They are dedicated fully to the Head Helpriest's congregation or family as they themselves are high ranking members that demand respect. A Legatus Priest is also tasked with rooting out sycophants within the congregation and bringing them to justice.

### APOSTLE

- There are few Apostles, most are followers of Helpriests. They are different from Legatus Priests as they typically wear long robes that cover them and shield their faces, all but their eyes. An Apostle is responsible for travelling around all of Coerth land and sometimes beyond, they are philosophers that write new scriptures and teachings for their priests through their narcissistic and euphoric experiences in their travels.

### DIVINI

- The incredibly skilled Crusade that serves St. Servandius and his will. There are 150 Divini with 150 Doulosi creatures that they ride. They are the will of the Saints, paladins that wear intricate armour and red tabards. (For more info see [Divini](#))

### ARCH EXECUTIONER

- There are few Arch Executioners, they are the Executioners of the noble courts and the Saints themselves. They wield their giant elaborate axe and are responsible for the beheading and crushing of the skulls of nobles and high-ranking individuals that have failed the Coerth.

### GRAND EXECUTIONER

- Divini that have been whose bodies are beyond recovery and regeneration are either retired from the Divini or they can still serve as Grand Executioners. Each Executioner is typically a very seasoned elder Divini that still has frightening skill and should never be underestimated. Each Executioner has one Axe that is made from the spine of their greatest foe, they are responsible for the destruction of the beheading and crushing of the skull to traitorous Dreygsin.

### SERRARE PRIEST

- Priests that specialize in healing, many are considered shepherds of Coerth souls that can guide lost warriors back to their skulls which are normally stored in Healing Churches where walls upon walls of skulls are stored. There the Serrare priest is responsible for bathing the entire skull in the Divine and also torturing individuals in front of the skulls so that the pain and torment of the victims feeds not only the Serrare priest but those needing to recover. They are masters of torture and typically wear long dark holy robes.

### ENSLAVERS

- Enslavers normally travel with the Divini and capture those that are spared the wrath of the Crusade but can yet still serve a purpose. The Enslavers are able to summon chains of pure Divinius magic and break the will of those that try to resist their new life.

### REVEREND

- Reverends are above regular ministers and missionaries. They are speakers of holy pleasures and guides of debauchery. They are responsible for influencing the average civilian and bringing the reverence of the Saints teachings to the regular Coerth who cannot get enough. Most nobles do not waste their time on lesser beings, Reverends gladly accept that role and lead the flock into worlds of holy masochism.

### MISSIONARY

- Normally younger Coerth become Missionaries and travel around the world of Dreyg for life experience while learning the ways of the world and spreading the teachings of Ere and the Saints. These individuals are still finding themselves within Coerth society, normally the offspring of nobles, Divini or higher ups as these opportunities are not often given to civilian Coerth. Most missionaries just end up on Derveni land anyway.

#### ARTICLES UNDER THE DIVINIUS

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