

# Manual of Spellcraft Vol. 6, Of Faith & Favor

For the Unofficial Elder Scrolls Roleplaying Game Third Edition

By Tutorialtuna

*"To you I charge this, whether by sermon or steel, bring my will to the masses of the land. Now go forth my child and show the doubtful that I am real."*

## **New Spells**

### Restoration

#### - Radiant Destruction

*"The radiant might of the heavens is channeled through your hands."*

#### **Channeling, R Attack (15m)**

Level	1	2	3	4	5	6	7
Cost	6	7	8	9	10	11	12
SP Str	3	4	5	6	7	8	9

### Effect

Once a Target is struck by this spell, they can no longer defend against it on subsequent turns, until it is recast. The Target takes "SpStr" Sunlight damage when struck by the spell and at the start of each of the Caster's turns.

#### - Backlash

*"Brand the target with a divine force that will redouble your efforts against them."*

#### **Direct, Upkeep**

Level	5
Cost	10
SP Str	+0

### Effect

The target must make a +0 Wp test or become marked by the spell. When marked, the caster needs to keep track of all damage inflicted on the Target while the spell is Active. The Spell lasts for 1 round and at the end of the spell's effect, the target immediately takes Half the amount of damage they took over the round as non-negatable damage to the torso.

#### - Cleansing Grace

*"By channeling the purifying light of the Divine you can rid yourself and allies of their afflictions."*

#### **Channeling, AoE (15m)**

Level	1	2	3	4	5	6	7
Cost	11	13	15	17	19	21	23
SP Str	1	2	3	4	5	6	7

### Effect

Heal all allies of the Caster within the 15m Area around the caster for "SpStr" HP at the start of the caster's turn each round. Alternatively, the target of the spell may elect to forgo the Healing to instead remove one of the following conditions.

- Bleeding
- Panic
- Burning
- Dazed
- Slowed

**(NOTE: Channeling** acts like upkeep without the MP cost, instead you can't take any actions aside from maintaining the effect or ending the effect. If the Caster receives more damage than their WpB+EndB within a round, their Channeling spell ends.)

## **New Items**

#### - Blessed Holy Symbols

**Cost:** 800dr

**Quality:** Wearing multiple Blessed Holy Symbols negates all of their effects.

Deity	Blessing
Kynareth	Wearer's Speed and Initiative gains a +1
Akatosh	Wearer reduces incoming Magic damage by 1
Mara	Healing spells cast by the Wearer restores +1 HP
Stendarr	Wearer Inflicts +1 Damage against Undead & Daedra
Talos	Wearer reduces incoming Physical damage by 1
Zenithar	Wearer Gains +1 max Luck Points
Julianos	Wearer's Max Magicka is increased by +3
Arkay	Wearer Gains +2 Max Health
Dibella	Wearer Gains +1 Max Stamina
Almalexia	Wearer's WpB is at +1 for Restraining spells
Sotha Sil	Wearer's WpB is at +1 for Overloading spells
Vivec	Wearer gains +2 to the TN of all trained skills
All-Maker	Wearer Inflicts +2 Damage against Beasts
Shezzar	Wearer Inflicts +1 Damage against Mortal Foes

Blessed Holy Symbols are very rare items that are empowered by the Divine being they are dedicated to directly and are not some common enchanted item. The Symbol can lose its power if the wearer acts in a way that would displease the Deity.

- Sacred Relics

Sacred Relics are not always powerful artifacts, but instead are items that share a bond with an associated deity.

Relics act as a Shrine for the purposes of prayer and worship.

While many Relics are strange items of cultural significance, some are great artifacts that the Divines bestowed upon the world. The items on the following list gain the "Relic" quality.

- *The Brush of Truepaint (Dibella)*
- *The Lord's Mail (Kynareth)*
- *The Ring of the Wind (Kynareth)*
- *Auriel's Bow (Akatosh)*
- *Auriel's Shield (Akatosh)*
- *Mace of Aevan Stone-Singer (All-Maker)*
- *Helm of the Crusader (Dibella)*
- *Cuirass of the Crusader (Akatosh)*
- *Gauntlets of the Crusader (Stendarr)*
- *Boots/Greaves of the Crusader (Mara/Kynareth)*
- *Shield of the Crusader (Julianos)*
- *Mace of the Crusader (Zenithar)*
- *Sword of the Crusader (Arkay)*
- *Kyne's Token (Kynareth)*
- *The Bloodskal Blade (All-Maker)*
- *Clanbringer (All-Maker)*
- *Clever of St. Felms (Almsivi)*
- *Veloth's Judgement (Almsivi)*
- *Stendarr's Hammer (Stendarr)*
- *Crosier of St. Lolthis (Almsivi)*
- *Bow of the Hunt (Kynareth)*
- *Boots of the Apostle (Talos)*
- *Shoes of St. Rilms (Almsivi)*
- *Hair Shirt of St. Aralor (Almsivi)*
- *Old Man's Lucky Coin (Talos)*
- *The Everflow Ewer (Mara)*
- *Amulet of Kings (Shezzar/Akatosh)*

## **Worship of the Gods**

## **New Talents**

## New Elite Advance

### Saint

*"Your god has chosen you to be their will upon the world."*

**Costs:** Costs 300 CrP & you must burn 5 luck

**Requirement:** You must worship one of the **Deities** listed below.

Deity
Kynareth
Akatosh
Mara
Stendarr
Talos
Zenithar
Julianos
Arkay
Dibella
Almalexia
Sotha Sil
Vivec
All-Maker
Shezzar

**Note:** Shezzar and the All-Maker share Aedric values (Sins/Virtues)

As a Saint, you have access to the following powers and talents

#### Hand of Fate

*"Your will may alter the world around you in small ways."*

- You may spend your own "Luck Points" on your allies.

#### Gift of Fate

*"Even at your lowest point, you are never alone."*

- Whenever you roll an Unlucky Number, you regain a spent Luck Point.

#### Divine Favor

*"While it is true that the love of the gods is boundless, you are their favored and their will is known to you."*

- You gain further abilities as your Favor increases. Increasing your Favor is based on your actions, by committing Sins and upholding virtues will influence your Favor as shown below.

### Sins

Action	The Aedra	Almsivi
Unjust Murder	D8	D8
Theft	D4	D6
Impure Deviance	D6	D4
Civic Defiance	D6	D8
Blaspheme against the Gods	D8	D8
Betrayal of your Given Word	D8	D6
The Knowing Spread of Lies and Falsehoods	D6	D4
Needless Destruction	D4	D6

### Virtues

Action	The Aedra	Almsivi
The Act of Mercy	D6	D4
Redeeming a Sinner	D6	D6
Cleansing the Wicked	D6	D8
Tithe to the Faith (Minimum of 500dr +1 per 100)	D4	D6
Charity	D6	D6
Self Sacrifice for the Greater Good	D6	D6
Repentance for Past Sins	D4	D4
Defending the Innocent	D8	D6

When you commit one the Actions listed above, you roll the Die noted and adjust your Favor by the number rolled, Sins reduce, Virtues increase.

### Benefits of Favor

Favor	Boon
20	Divine Health
50	Divine Smite
75	Prophetic Dreams
100	Sacred Blessing
150+	Banish the Wicked

## Divine Boons

### Divine Health

*"Your god's grace protects you from mortal ailments."*

You are immune to Disease, magical and mundane, Daedric Curses, Fear, and Posion (not damage).

### Divine Smite

*"You can channel the wrath of the heavens to smite evil and heretics."*

You can spend a Luck Point to add your Favor Bonus (10s place) to the Damage of your next attack (As unnegatable Damage)

### **Prophetic Dreams**

*"In your dreams you can catch glimpses of the future and can use these viewings to capitalize on upcoming scenarios."*

During a Long Rest you can roll a % die and record the outcome, you can then swap it out for any roll made during the time between your rest until your next rest. You can swap out your own roll, an allies roll, or an enemy's roll.

### **Sacred Blessing**

*"Your devotion has earned you a powerful blessing from your Deity to aid you in your quests."*

You gain the following Blessing depending on your patron deity.

<b>Deity</b>	<b>Blessing</b>
Kynareth	
Akatosh	Gain Magic Resistance '2
Mara	Healing spells all gain the Overload attribute
Stendarr	
Talos	
Zenithar	
Julianos	
Arkay	
Dibella	
Almalexia	
Sotha Sil	
Vivec	
All-Maker	
Shezzar	

### **Banish the Wicked**

*"You can call upon the will of your god to banish the vile daedra and punish abuser's of dark magics."*

You can spend 1 Luck point to release a surge of divine power in a 10m area centered on you. All Daedra, Undead, and Enemy magic users must make an opposed Willpower test against the Saint. All who fail suffer the following penalties. This power can only be used once per Long Rest.

- Daedra with less HP than you are banished
- Undead with less HP than you are destroyed
- Magic Users end all active spell effects on them (Armor, Regeneration, ect...)

### **Saintly Talents**

#### **Sacred Avatar**

*"You have become a true embodiment of your gods power upon Mundus and can even invoke their divine power to manifest within you."*

**Master (None), Requires 200+ Favor**

You

#### **Light of the Three**

*"Description"*

**Master (None)**

**???**

*"Description"*

**Master (None)**

**???**

*"Description"*

**Master (None)**

**???**

*"Description"*

**Master (None)**

**???**

*"Description"*

**Master (None)**