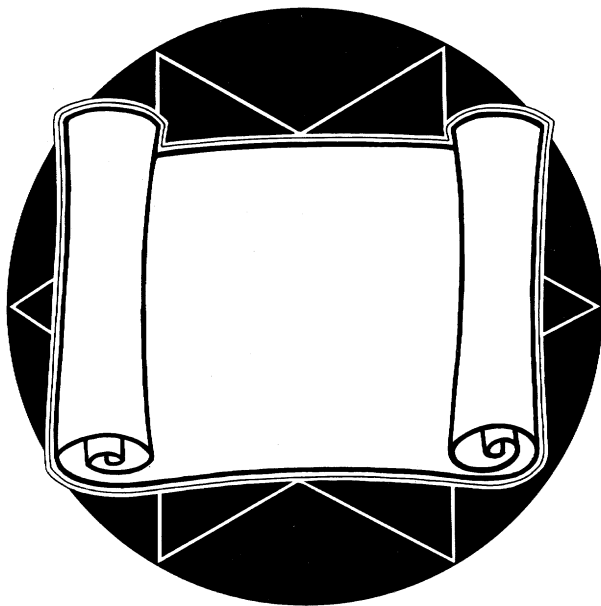


THE CORE RULES
FOR THE
The Majestic Realms
TABLETOP ROLEPLAYING
GAME



DIVINE SPELLS

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Divine Magic

In a Nutshell

The character can cast divine spells with a Religious Ritual roll. The higher the spell level is the more difficult the spell is to cast. The character can cast Divine spells where the spell level is equal to or less than his Knowledge (Theology) skill bonus without an additional penalty.

Casting spells requires the expenditure of mana. Mana for divine magic is drawn from the character's connection with his deity. Any mana used is added to the mana tally. If the total of the mana tally exceeds the tally threshold, a magical calamity could result. By performing acts of faith the character can lower his mana tally. Divine spells can be cast as a ritual that requires the expenditure of components without adding to his mana tally.

General Notes

Spells

With the right aspect a priest can cast a spell as a single combat action. Casting requires a successful Religious Ritual roll based on the difficulty of the spell.

Religious Ritual

In order to successfully cast a spell, the result of a Religious Ritual roll needs to be equal to or greater than the spell level.

Knowledge (Theology)

The level of spell the priest can cast without penalty is equal to Knowledge (Theology) bonus. For example a +3 bonus to Knowledge (Theology) allows the priest to cast up to 3rd level spells.

Higher level spells can be cast but the difficulty increases to two times the spell level +1. For example for the above priest to cast a 4th level spell requires a +9 or better result on his Religious Ritual roll.

The Mana Tally

Casting of spells from memory relies on mana that is channeled through the priest's connection with his deity. As the character is casting the spell the mana cost of the spell is added to the character's mana tally.

The Mana Threshold

The gods established a compact that limits their ability to interfere directly with the affairs of mortals. Too much mana from a connection with piety's deity runs the risk of being considered a violation of the compact.

If the mana tally exceeds a mana threshold of 20 the compact violation table must be checked. Roll 4dF and add the amount by which the mana threshold has been exceeded.

Each deity has one spell that does not count toward the mana threshold.

Viz

The priest may use viz to provide some or most of the mana cost of a spell. One point of the mana cost must come from the priest's connection to his deity and added to the mana tally. This rule applies to the use of stored mana as well.

Critical Failure

On a natural -4 the spell has inexplicably been found in violation of the compact. Roll 4dF + the mana cost of the spell for the result of the violation.

Critical Success

A natural +4 or +8 degree of success results in the spell adding only one to the mana tally regardless of cost.

Violations of the Compact

Roll 4dF and add +1 for every point of mana over 20. For example after a Cure Serious Wound was cast the priest had 24 in his mana tally. The player rolled a -1 result. Adding 4 (the amount over twenty) the final result is 3. The character fall unconscious.

Roll	Result
< 0	The priest was lucky, the use of the spell was not considered a violation of the compact.
0	The priest sense that the casting of the spell was wrong and that he should meditate in his daily absolution.
1	The priest sustains a wound equivalent to a scratch.
2	The priest is inflicted with a blinding headache until able to rest for 8 hours and mediate during his daily absolution.
3	The priest fall unconscious and cannot be awakened until 4dF+5 combat rounds have passed. Otherwise he will sleep normal for 5+4DF hours.
4	An invisible divine servant hounds the priest for 4dF+5 days lecturing him on the proper use of magic. Any rolls involving concentration including spell casting is at -1.
5	One of the priest's arms is paralyzed for 5+4dF days. -2 to all spell casting.
6	The patron deity chokes off his divine connection to the priest. The threshold is cut in half for the next 5+4dF weeks.
7	The priest sustains internal injuries and takes a Hurt wound.
8	The patron deity shutdown his divine connection to the priest. The priest is unable to cast any spell or divine ritual for 5+4dF weeks.
9	The priest gains a new disadvantageous aspect. Nervous tics, a facial disfigurement, etc. This can only be removed after completing a penance set by the patron deity.
10	The priest sustain severe internal injuries resulting in a very hurt wound.
11	The angered deity permanently lowers the priest's threshold by 5 and religious rituals only recover half their value.
12	The priest falls into a coma and doesn't awake for 5+4dF weeks. Make a save versus fortitude, reduce constitution (and fortitude) by the degree of failure.
13	The priest sustains life threatening injuries resulting in an incapacitating wound.
14	The priest ages by 10+4dF years. Adjust by race. Elves gains the aspect "Desires to return to the Blessed Realm".
15	The priest suffers an injury to his mind resulting in -1 to intelligence and all associated skills and attributes
16	The priest's nervous system is damaged resulting in -1 to dexterity and all associated skills and attributes.
17	The priest must take a new aspect that represents a major disability such as blindness.
18	The priest is not considered a mortal under the compact. Any god or divine servant may bring their full power on the priest. The priest will sense his change in status.
19	The patron deity permanently shuts down his connection with the priest and strips the ability to use mana in any form away.
20+	A bright light or similar deity appropriate effect kills the priest leaving transformed or no remains behind.

Rituals

Any divine spell can be cast as a ten minute ritual with the expenditure of components. In general Priests can cast any divine spell as a ritual and not add his running total of mana.

Ritual Components

In order to cast a ritual, components costing 10d times the spell level squared are consumed. In addition the caster must be wearing or holding his holy symbol. One pound of spell components equals 100d.

Saving Throws and Spell Effects

The degree of success of the ritual roll is used as the target number for any required saving throws. For example a mage cast a sleep spell and rolls a +4. Since sleep requires a 2 or better to cast the degree of success is 2. The target now needs to make a will save of 2 or higher. The degree of success is also used in some spell to determine how effective the spell is.

Recovery Rituals

DANNU (DAN-NU)

The Mother of Mercy, Lady of the Green Earth, the Hearth Mother

Rituals

- 4 Performing the sunrise prayer
- 8 Initiating a new member into the church
- 8 Marrying two adherents of the church
- 8 Performing a lay service
- 8 Performing the Funerary rite.
- 12 Performing the monthly purification ceremony
- 16 Performing the seasonal Festival rites

HAMAKHIS (HA-MA-KISS)

The Deathlord, Lord of Undeath, The Final Judge

Rituals

- 4 Performing the daily ritual washing of the body
- 8 Initiating a new member into the church
- 8 Marrying two adherents of the church
- 8 Performing the monthly sacrifice
- 8 Performing the Funerary rite.
- 12 Performing the Exodus or Liberation day ceremony
- 16 Performing the yearly Festival of the Horses

KALIS (KAA-LISS)

The Black Mother, The Night Nag, Lady of Illusions

Rituals

- 4 Performing a blood letting at sunset (Scratch to Self)
- 8 Initiating a new member into the church
- 8 Killing a sentient being
- 8 Drinking the blood of one of the Blood Children
- 12 Killing a sentient Newborn (<3 months)
- 16 Performing a Blood Sacrifice

MITRA (MI-TRA)

The Maiden of the Lions, The Lady of the White Hand, Lady of Paladins

Rituals

- 4 Performing daily sunrise prayer and meditation
- 8 Initiating a new member into the church
- 8 Marrying two adherent of the church
- 8 Performing the monthly Ceremonies for adherents
- 8 Performing the Funerary rite.
- 12 Performing a Confirmation on a Paladin
- 16 Performing the yearly Arrival Ceremony

NEPHTHYS (Nep-thee-is)

The Bargainer, The Spider Goddess, the Mistress of Fate

Rituals

- 4 Performing the daily bath
- 8 Initiating a new member into the church
- 8 Marrying two adherents of the church
- 8 Performing the monthly Ceremonies for adherents
- 8 Performing the Funerary rite.
- 12 Performing the Coming of Age rite
- 16 Performing the yearly Banquet of Delight

SET (SET)

The Serpent Lord, Father Dragon, the Night Hunter

Rituals

- 4 Performing daily weapon practice in honor of Set
- 8 Initiating a new member into the church
- 8 Marrying two adherent of the church
- 8 Performing the monthly Low Ceremonies
- 8 Performing the Funerary rite.
- 12 Performing a Confirmation on a Myrmidon
- 16 Performing the yearly High Ceremony

SILVANUS (SIL-VAN-US)

The Forest King, The Dreamlord

Rituals

- 4 Performing daily sunrise prayer and meditation
- 8 Initiating a new member into the church
- 8 Marrying two adherents of the church
- 8 Participating in a Grove Circle
- 8 Performing the Funerary rite.
- 12 Performing a Confirmation of a Ranger
- 16 Performing the Seasonal Festivals

THOTH (THAWTH)

Immortal Sage, The Lantern Bearer

Rituals

- 4 Performing daily ablution
- 8 Initiating a new member into the church
- 8 Marrying two adherents of the church
- 8 Performing the monthly lay ceremony
- 8 Participating in a Divination Circle
- 8 Performing the Funerary rite.
- 12 Giving a learned dissertation
- 16 Performing the annual Festival of Sages

THOR

Defender of Man, Thunderer of the Gods.

Rituals

- 4 Performing daily weapon practice in honor of Thor
- 8 Initiating a new member into the church
- 8 Marrying two adherents of the church
- 8 Performing the newborn ceremony (Baptism)
- 8 Performing the Funerary rite.
- 12 Singing a lay from the Cycle of Thor
- 16 Officiating a dispute over the Code of Honor

VERITAS (vher-ah-tass)

The Craftsman, The High Lord

Rituals

4 Performing the sunrise invocation

8 Initiating a new member into the church

8 Marrying two adherents of the church

8 Performing the monthly Ceremonies for adherents

8 Performing the Funerary rite.

12 Crafting an item and then sacrificing it to the High Lord. The item must be worth 1 gold crown or more.

16 Performing the yearly Festival of Crafts

Divine Spells

Bless (Divine Level 2, *Tree*)

Casting Time: 1 rd; **Cost:** 1; **Range:** 50 ft

Area: 50 ft radius; **Duration:** 1 min suc; **Save:**

Description: Allies gain +1 on attack rolls and saves against fear

Calm Animal (Divine Level 0, *Claw*)

Casting Time: 1 rd; **Cost:** 1; **Range:** Touch

Area: Target; **Duration:** 1 min suc; **Save:**

Description: Calms Animals

Command (Divine Level 1, *Web*)

Casting Time: 1 rd; **Cost:** 2; **Range:** Touch

Area: Target; **Duration:** 1 rd; **Save:** Will

Description: Subject obeys a single command

Consecrate (Divine Level 3, *Tree*)

Casting Time: 1 rd; **Cost:** 2 *; **Range:** 25 ft 5 ft/ suc

Area: 20 ft radius; **Duration:** 2 hr suc; **Save:**

Description: Fills area with positive energy, making undead weaker

Continual Light (Divine Level 3, *Eagle*)

Casting Time: 1 rd; **Cost:** 2 *; **Range:** Touch

Area: Target; **Duration:** Permanent; **Save:**

Description: Makes a permanent, heatless torch

Create Scroll (Divine Level 1, *Forge*)

Casting Time: Enchant; **Cost:** Enchant; **Range:** Enchant

Area: Enchant; **Duration:** Enchant; **Save:**

Description: Caster can create a scroll

Create Water (Divine Level 0, *Storm*)

Casting Time: 1 rd; **Cost:** 1 *; **Range:** Touch

Area: 2 gal suc; **Duration:** Inst; **Save:**

Description: Create 2 gallons of Water per mana

Cure Disease (Divine Level 3, *Hearth*)

Casting Time: 1 rd; **Cost:** 3; **Range:** Touch

Area: Target; **Duration:** Inst; **Save:** Fort

Description: Cures all diseases affecting subject

Cure Light Wounds (Divine Level 1, *Hearth*)

Casting Time: 1 rd; **Cost:** 2 *; **Range:** Touch

Area: Target; **Duration:** Inst; **Save:**

Description: Cures all Scratches with a touch

Cure Minor Wound (Divine Level 0, *Hearth*)

Casting Time: 1 rd; **Cost:** 2; **Range:** Touch

Area: Target; **Duration:** Inst; **Save:**

Description: Cures a Scratch with a touch

Daylight (Divine Level 3, *Web*)

Casting Time: 1 rd; **Cost:** 2; **Range:** Touch

Area: Target; **Duration:** 10 min suc; **Save:**

Description: 60-ft. radius of bright light

Death Knell (Divine Level 2, *Skull*)

Casting Time: 1 rd; **Cost:** 2; **Range:** Touch

Area: Target; **Duration:** 10 min fort+scale; **Save:** Will

Description: Kills dying creature; you gain a general +1 bonus

Detect Evil (Divine Level 1, *Lantern*)

Casting Time: 1 rd; **Cost:** 1; **Range:** Caster

Area: 60 ft radius; **Duration:** 10 min suc/conc; **Save:**

Description: Senses hostile intent

Detect Magic (Divine Level 0, *Lantern*)

Casting Time: 1 rd; **Cost:** 1; **Range:** Caster

Area: 60 ft radius; **Duration:** 1 min suc/conc; **Save:**

Description: Senses whether a held object is magical

Enchant Charm (Divine Level 3, *Forge*)

Casting Time: Enchant; **Cost:** Enchant; **Range:** Enchant

Area: Enchant; **Duration:** Enchant; **Save:**

Description: Allow for the creation of charms by the cleric

Entangle (Divine Level 2, *Tree*)

Casting Time: 1 rd; **Cost:** 2; **Range:** 400 ft 40 ft / suc

Area: 40 ft radius; **Duration:** 1 min suc; **Save:** Reflex (1/2)

Description: Plants entangle everyone in 40-ft.-radius

Find Traps (Divine Level 2, *Lantern*)

Casting Time: 1 rd; **Cost:** 2; **Range:** Caster

Area: Self; **Duration:** ; **Save:**

Description: Gain Legerdemain at +4 for one roll

Flame Blade (Divine Level 2, *Flame*)

Casting Time: 1 rd; **Cost:** 2; **Range:** Caster

Area: Self; **Duration:** 1 min suc; **Save:**

Description: Touch attack that does +2 damage plus +1 for every two successes

Fog Cloud (Divine Level 2, *Storm*)

Casting Time: 1 rd; **Cost:** 2; **Range:** 100 ft 10 ft / suc

Area: 20 ft half sphere; **Duration:** 10 min suc; **Save:**

Description: Fog obscures vision

Gust of Wind (Divine Level 2, *Eagle*)

Casting Time: 1 rd; **Cost:** 2; **Range:** 60 ft

Area: 60 ft line of wind; **Duration:** 1 rd; **Save:**

Description: Blows away or knocks down smaller creatures

Hide from Animals (Divine Level 1, *Claw*)

Casting Time: 1 rd; **Cost:** 1; **Range:** Touch

Area: Target suc; **Duration:** 10 min suc; **Save:** Will

Description: Animals can't perceive one subject

Hold Person (Divine Level 2, *Hearth*)

Casting Time: 1 rd; **Cost:** 2; **Range:** 100 ft 10 ft / suc

Area: Target Humanoid; **Duration:** 1 rd suc; **Save:** Will

Description: Paralyzes one humanoid for 1 round/suc

Ignite Flame (Divine Level 0, *Flame*)

Casting Time: 1 rd; **Cost:** 1; **Range:** Touch

Area: Target; **Duration:** Inst; **Save:**

Description: Ignites combustible material with a touch

InFLICT Light Wounds (Divine Level 1, *Skull*)

Casting Time: 1 rd; **Cost:** 1 *; **Range:** Touch

Area: Target; **Duration:** Inst; **Save:**

Description: Touch does scratch per Cost

InFLICT Minor Wound (Divine Level 0, *Skull*)

Casting Time: 1 rd; **Cost:** 2; **Range:** Touch

Area: Target; **Duration:** Inst; **Save:**

Description: Inflicts a Scratch on a touch attack

Light (Divine Level 0, *Eagle*)

Casting Time: 1 rd; **Cost:** 1; **Range:** Touch

Area: Target; **Duration:** 10 min suc; **Save:**

Description: Object shines like a torch

Locate Object (Divine Level 3, *Lantern*)

Casting Time: 1 rd; **Cost:** 2; **Range:** 400 ft 40 ft / suc

Area: same Range radius; **Duration:** 1 min suc; **Save:**

Description: Senses direction toward object (specific or type)

Longstrider (Divine Level 1, *Eagle*)

Casting Time: 1 rd; **Cost:** 1; **Range:** Touch

Area: Target; **Duration:** 1 hour suc; **Save:**

Description: Movement Increases by +2 yds

Mending (Divine Level 0, *Forge*)

Casting Time: 1 rd; **Cost:** 1; **Range:** Touch

Area: 1 lb Object; **Duration:** Inst; **Save:**

Description: Makes minor repairs on an object.

Obscuring Mist (Divine Level 1, *Storm*)

Casting Time: 1 rd; **Cost:** 2; **Range:** 20 ft

Area: 20 ft globe; **Duration:** 1 min suc; **Save:**

Description: Fog surrounds you

Pause (Divine Level 0, *Web*)

Casting Time: 1 rd; **Cost:** 2; **Range:** Touch

Area: Target; **Duration:** 1 rd; **Save:** Will

Description: Subject stops and loses a round of action

Prayer (Divine Level 3, *Tree*)

Casting Time: 1 rd; **Cost:** 3; **Range:** 40 ft

Area: 40 ft radius; **Duration:** 1 rd suc; **Save:**

Description: Allies +1 bonus on most rolls, enemies -1 penalty

Produce Flame (Divine Level 1, *Flame*)

Casting Time: 1 rd; **Cost:** 2; **Range:** Thrown

Area: Target; **Duration:** 1 min suc; **Save:**

Description: +2 Flaming Touch or Thrown attack.

Protection from Evil (Divine Level 1, *Tree*)

Casting Time: 1 rd; **Cost:** 2; **Range:** Touch

Area: Target; **Duration:** 1 min suc; **Save:** Will

Description: +1 to Fortitude and Defenses, counter mind control, hedge out elementals and outsiders

Purify Food and Drink (Divine Level 1, *Tree*)

Casting Time: 1 rd; **Cost:** 1; **Range:** 10 ft

Area: 1 cu ft suc; **Duration:** Inst; **Save:**

Description: Purifies 1 cu. ft./suc of food or water

Quench (Divine Level 3, *Flame*)

Casting Time: 1 rd; **Cost:** 3; **Range:** 100 ft 10 ft / suc

Area: 20 ft cube suc; **Duration:** Inst; **Save:** Will

Description: Extinguishes nonmagical fires or one magic item

Remove Curse (Divine Level 3, *Tree*)

Casting Time: 1 rd; **Cost:** 3; **Range:** Touch

Area: Target; **Duration:** Inst; **Save:** Will

Description: Frees object or person from curse

Resistance (Divine Level 0, *Tree*)

Casting Time: 1 rd; **Cost:** 1; **Range:** Touch

Area: Target; **Duration:** 1 min suc; **Save:**

Description: +1 to next resistance check

Silence (Divine Level 2, *Web*)

Casting Time: 1 rd; **Cost:** 2; **Range:** 400 ft 40 ft / suc

Area: 20 ft radius; **Duration:** 1 min suc; **Save:** Will

Description: Negates sound in 20-ft. radius

Sleet Storm (Divine Level 3, *Storm*)

Casting Time: 1 rd; **Cost:** 3; **Range:** 400 ft 40 ft / suc

Area: 40 ft rad 20 ft high cylinder; **Duration:** 1 rd suc; **Save:**

Description: Hampers vision and movement

Snake Charm (Divine Level 2, *Claw*)

Casting Time: 1 rd; **Cost:** 2; **Range:** 25 ft 5 ft/ suc

Area: One animal; **Duration:** 1 hour suc; **Save:** Will

Description: Makes one snake your friend

Speak with Animals (Divine Level 2, *Claw*)

Casting Time: 1 rd; **Cost:** 2; **Range:** Caster

Area: Self; **Duration:** 1 min suc; **Save:**

Description: You can communicate with animals

Speak with Dead (Divine Level 3, *Skull*)

Casting Time: 1 rd; **Cost:** 1 *; **Range:** 10 ft

Area: Target (dead); **Duration:** 1 min suc; **Save:** Will

Description: Corpse answers one question/two successes

Spiritual Weapon (Divine Level 2, *Forge*)

Casting Time: 1 rd; **Cost:** 2; **Range:** 100 ft 10 ft / suc

Area: self; **Duration:** 1 rd suc; **Save:**

Description: Magic weapon attacks on its own

Summon Nature's Ally (Divine Level 3, *Claw*)

Casting Time: 1 rd; **Cost:** 4; **Range:** 25 ft 5 ft/ suc

Area: Self; **Duration:** 1 rd level; **Save:**

Description: Calls creature to fight