

6b. Divine Magic

Revolution D100 ver 1.0 – 15-Oct-2016. The following text is designated as Open Game Content.

In Fantasy stories, worshippers of deities can call upon their god or goddess in times of need. This is represented by powers known as Divine Blessings. These powers are similar to spells, and can be treated as such when compared against Arcane Magic, but work in a slightly different manner, as each Blessing can be used only once after requesting it from the deity at a holy site. Many Blessings have similar effects as Arcane spells, but are often more powerful than their Arcane equivalent to compensate their one-shot nature. In general, a worshipper is more powerful than a magic user in the specific domain tied to his or her deity, but has little power outside this specific area.

In some settings, worshippers can also use simple “utility” spells called Cantrips which are the equivalent of inferior version of arcane spells. Some religions based mainly on mysticism or spirit worship might lack Blessings and provide only Cantrips.

Assuming you are not using a setting supplement, it is up to the Narrator to determine what kind of powers, Cantrips or Blessings or both, each religion in your game world will provide. The last section of this sub-chapter includes some sample cults that use all of these approaches.

Cosmological and social context

Divine Magic is much more dependant on the context of your game world than other Power Systems. Both the game world cosmology and the mundane hierarchies to which the worshipper belongs have a strong influence on the ways he or she does magic.

Cosmology

The cosmology of your game world has a strong influence on Divine Magic. Where do the gods live? Is it a specific place in the material universe or do they dwell on another plane of existence? Is this the same world where spirits, and other entities that the heroes can meet as opponents, dwell? Can the Player Characters visit such a place?

Answering these questions in a precise way is not within the scope of a rulebook. From now on, we will assume that deities and other non-mundane entities exist in a separate plane of existence called the “otherworld”, with which Player Characters can get in contact through worship and/or through summoning Rituals. All other details must necessarily vary with the setting, and in most game universes the otherworld will be much more complex than this and include several planes of existence and specific realms for the major deities.

Cults and hierarchies

In your game, magicians, psychics and mad scientists may well be loners who develop their arts in isolation, but it is hard to think of a cleric who is not an active part of a religious organisation. We will call this kind of organisation a cult, but this term does not imply the negative connotations that the word “cult” has assumed in contemporary society. A cult, in this book, is just a form of organised religion.

Apart from some mechanical details related to requirements and benefits, we will not provide a detailed treatment of religious cult membership. This is not because this aspect is not important, but rather because general rules might not be adequate to the level of detail required. While there are some similarities between being a Shaolin monk and a Scandinavian *godi* who worships Thor, the differences are so deep that it is better to detail the two careers and the powers and responsibilities that they carry in the appropriate section of a specific supplement and not in the core rules. You can use the short notes accompanying the sample cults as guidelines for developing your own cults.

Cantrips

Cantrips are quick magic tricks derived from Divine powers that low-level worshippers can use. A worshipper who has learned a Cantrip knows how to partake of a small fraction of his or her deity's power, without calling on the deity directly. The effect of the power is reduced accordingly, being only a shadow of what the direct intervention of the deity can bring forth. In this sense, Cantrips are a lesser form of magic created for everyday use.

Any Divine power listed with a fixed numeric value for Might, or with the * range of values, can be used as a Cantrip. A Cantrip is a Trait used in conjunction with the Concentration skill, and thus it is learned as any Trait, and uses up a Concentration slot. In case of variable Might, the Cantrip can be used with a Might of 1 to 4, but never beyond 4. Note that the numeric value may still be followed by a * in the power description, meaning that the actual Might value can be further increased when the power is used as an Arcane Spell or full Divine Blessing, but never as a Cantrip.

Cantrip attributes

Might for Cantrips is determined by the Might specified in the power description, or by the Might you choose when you cast the spell for variable Might Cantrips. The maximum number of targets for a Cantrip is 1, and the power definition specifies whether the caster must Overcome the target in a Conflict for the power to work, as usual.

Those Cantrips that are not limited to touch range can be used at Short range only. The exact distance is equal to the caster's Concentration skill in metres.

Using Cantrips

In order to use a Cantrip, a character spends one Concentration action and one Life Point per Might point of the spell, up to four Concentration Actions and four Life Points for the most powerful effects. A variable-Might Cantrip can be cast at a reduced Might to save time and stamina, but a fixed Might spell always requires the full expenditure to work. The activation roll for the power is on Concentration with the Cantrip Trait itself, and when the Cantrip has the Overcome attribute you should use the standard procedure for Overcoming an unwilling target.

Duration of Cantrips

Cantrips can be pre-activated in Adventure Time, but their duration cannot be extended beyond Combat Time, so all Cantrips expire after a Conflict or Combat. Given their petty nature, Cantrips cannot normally be activated with extended duration, or benefit of the enhanced attributes granted by Ritual casting.

As for other powers, the number of Cantrips your character can pre-activate depends on a character's Channelling. Unlike Arcane spells, each pre-activated Cantrip uses up a number of Channelling points equal to its Might. Channelling for worshippers is not always equal to 10% of the Concentration Skill. Consult the specific instructions for your religion, or the section about Channelling and Holiness below.

Availability of Cantrips

As this kind of "everyday spell" is not suited to settings where magic is rare and reserved to dedicated characters, not all settings will have Cantrips. Some worlds allow only the advanced version of Divine Magic, while others permit magic use in everyday life and then encourage the knowledge of Cantrips. In any case, if Cantrips are in use, a Divine Magician will probably use them as utility spells and reserve Blessings for special occasions.

Many magical creatures know one or more Cantrips that they use in combat. If your game world does not allow Cantrips for characters, the Narrator is free to remove them from opponents, or to keep them as an ability denied to mundane creatures but not to the denizens of other planes of existence. Animal or spirit companions of Divine Magicians can and should know Cantrips if appropriate to the setting.

Measuring your Faith

A worshipper's belief is what powers Blessings. A character's belief in a philosophy or in transcendent entity is measured by what we will call Allegiance. The mechanics for Divine Magic presented here is only one of the possible variations you can use, and future supplements will include more detailed and varied Divine Magic systems. However, we recommend that all sub-systems for Divine Magic be based on the concept of Allegiance, in order to give the player an objective measure of how well the character is progressing in the path of worship, and linking his or her power to this factor.

Allegiance

Allegiance is a percentile score that measures how deeply your character is committed to his or her faith. The exact name you record on the character sheet usually specifies the nature of worship and the entity, pantheon or philosophy followed. Examples are "Priestess of Ishtar", "Worshipper of Odin", "Practitioner of the Unspeakable Arts", and so on.

You may be called to roll under your Allegiance on percentile dice, but this will happen less frequently than it does with the Concentration Skill in other Power Systems. In any case, your Allegiance score will determine the rough power you can call upon when you invoke your god.

Starting Allegiance

A starting character has 1d6% Allegiance to the deity he or she worships, which means that your character is aware that the deity exists. The chosen profession or the free skill points can increase this value during character generation. In general, Allegiance will remain at a lower level than most skills at the beginning of a game.

Allegiance as a Motivation

Allegiance is also a Motivation. The player of a religious character should select one Motivation (or more) as the expression of his or her beliefs. The Motivation can be as simple as "Believes in [Deity]", or as complex as a summary of the scriptures of an esoteric cult. This implies that the initial score for this Motivation will be calculated in a different way than usual, and will be lower than that of other Motivations, in order to limit access to high level cult membership and advantages that come automatically with Allegiance.

Multiple Allegiances

A character may believe in more than one transcendent entity or philosophy. When faith in such entities is ethically and philosophically compatible, the character will only have one Allegiance expressing his or her belief in an entire pantheon of gods. For example, a believer of the traditional Japanese religion, Shinto, works with literally thousands of deities, but his or her faith is normally expressed with a single "Practitioner of Shinto" Allegiance. If the different pantheons or philosophies do not share a common nature, the character will have a different Allegiance score for each belief. In the Shinto believer example, it is quite likely that he or she also follows the tenets of Buddhism. In this case, the character sheet will contain two different entries, "Practitioner of Shinto" and "Follower of Buddhism".

Channelling and Holiness

Divine worshippers also use the standard Channelling attribute. For worshippers only, we will also refer to Channelling as Holiness, which is a better term for a power user who relies on the intervention of a transcendent entity, rather than manipulating paranormal energies with his or her own Will. The two terms are totally interchangeable for Divine Magic users.

Gaining Holiness

For religions that emphasize meditation and mysticism, it makes sense that your Holiness be proportional to your Concentration Skill, so its base value is the usual 10% of Concentration that you would use as Channelling in other Power Systems.

In other forms of religion, though, Holiness may be based on your position in the cult hierarchies, your WIL, a number of vows, pilgrimages, and other forms of adherence to the tenets of the cult. A simple way of determining Holiness is provided in the "Allegiance, Holiness and cult rank" section of this chapter, but the specific instructions for your character's cult always supersede the generic ones you will find here.

In less organised religions, like the cults present in Lovecraft's mythos, Holiness (or rather Unholiness) may depend directly on the worshipper's personal knowledge, and will therefore be equal to 1 point per 10% or fraction that the character has in an appropriate Skill, or perhaps in Allegiance itself. In any case, we recommend that you adopt a method that rewards appropriate character choices with an increase in Holiness.

Using Holiness

As already explained, Holiness has the same function as Channelling, that is it limits the number of multi-use powers that a believer can pre-activate or sustain with extended duration. In addition to this, Holiness limits the number of one-use Blessings a character can obtain from his or her deity at the same time.

Multiple sources of Holiness

While Allegiance is referred to a specific belief and possibly an object of worship, Holiness may be more generic. If you regard Holiness as a simple measure of spirituality, like the Concentration skill is the generic ability to focus one's mind, then it does not matter how many entities a character worships. The Holiness score will always be unique, regardless of its sources.

On the other hand, there may be situations where Holiness from one source is really different from Holiness from another source. To differentiate this separation from the distinction among Allegiances, the different values of Holiness refer to broader "domains" rather than deities. In this case you should record multiple values in the space for Holiness on the character sheet. These values are independent, although they might still influence each other.

For example, there may be a separation of pantheons according to the four Elements. One of our worshippers might be a priestess of Earth and have obtained a score of ten Earth Holiness. However, since the Earth and Fire pantheons are not enemies, the priestess also worships the Fire Spirits of the Hearth, and has gained a score of two in Fire Holiness. Thus, our priestess has a total of twelve different Blessings she can learn, and if a separation of Blessings "by domain" is in effect she has to choose ten from Earth and two from Fire.

Allegiance, Holiness and cult rank

Although the exact numbers will vary from setting to setting, there is usually a correlation between a character's Allegiance and rank in the mundane hierarchies of his or her cult. Nevertheless, remember that a cult is also a mundane organisation, so promotion to a higher rank may depend more on factors which are unrelated to faith.

It is usually appropriate to have cult rank be a Trait, normally a Status Trait which uses up a Communication slot. What level of wealth and nobility each rank implies depends on the context. In a theocratic society, being part of the clergy is a great advantage. In most cults, your rank will also affect your ability to learn Blessings, as well as your Holiness. All these details are better left to your game world and cult description, although all the Blessings and rules that follow will provide a default interpretation, like the suggestion that a Blessing requiring an Allegiance of 61 or more be reserved to Priests.

The table below gives you the suggested Allegiance values for ranks in a sample religious cult, and the Holiness for a character who has attained that rank, if the religion does not use the “Concentration / 10” method. All the Blessings and cults described here will use this table, but any setting specific rules always supersede it.

Rank	Allegiance	Holiness
Lay Member	1-10	-
Initiate	11-30	1/4 of WIL
Acolyte	31-60	1/2 of WIL
Priest	61-90	3/4 of WIL
High Priest	91+	WIL

Sample domains

The sample domains described in the following table will help you when creating a cult. Each deity may have from one to three domains, depending on the cult importance. Do not feel limited by this list. Deities should be tailored to your campaign and game world, not constrained in a grid of standard domains.

Domain	Traits	Cantrips	Energy/Power	Suggested Blessings
Life	Nature, Endurance, First Aid	Confusion, Heal, Neutralise Magic	Magic	Cloak of Life, Grant Immunity to Disease, Healing Touch of [Deity], Turn Undead
Death	[Weapon], Willpower, Command	Disruption, Neutralise Magic, Second Sight	Magic	Berserk, Parry, Shield of [Deity], True [weapon]
Earth	Brawn, Endurance	Hinder, Protection, Resist Magic	Kinetic	Shield of [Deity], Parry, Grant Immunity to Poison, Infallible Endurance
Fire	[Ranged weapon], Willpower	Fireblade, Firearrow, Speedart	Fire, Enemy: Cold	Fire Bolt, Cloak of Fire, Fiery Blade of [Deity], Grant Immunity to Fire
Water	Boat, Brawn, Swim	Heal, Neutralise Magic, Shimmer	Cold, Enemy: Fire	Frost Bolt, Cloak of Mist, Grant Immunity to Frost, Infallible Swim
War	[Weapon], Willpower, Command	Bladesharp, Protection, Fanaticism	Kinetic	Berserk, Parry, Shield of [Deity], True [weapon]
Air	Dodge, Jump	Haste, Lighting blade, Lightning arrow	Lightning	Flight, Grant Immunity to Lightning, Lightning Bolt, Lightning Blade of [Deity]

Darkness	Hearing, Hide, Sneak	Darkwall, Dark Vision, Demoralize	Darkness, Enemy: Light	Cloak of Darkness, Disappear, Infallible Acute Hearing, Mass Demoralize
Light	Command, Vision, Insight	Light, Lightwall, Shimmer	Light, Enemy: Darkness	Cloak of Light, Holy Blade of [Deity], Infallible Acute Vision, Light Bolt
Truth/Knowledge	Persuade, Insight, [any Knowledge]	Detect Substances, Detect Magic, Second Sight	Magic	Analyze Magic, Detect Lie, Infallible Insight, Mind Read
Beast	Brawl, Nature, Track	Ironclaw, [Environment] Movement	-	Head of the [Beast], Holy talon of the [Beast], Totem of the [Beast], True Lycanthropy

Blessings

Allegiance and Holiness determine how many and which Blessings you can ask from your deity. While Cantrips are tricks that imply a small magical manipulation, Blessings represent a direct intervention of the deity to help the worshipper. They are the most powerful form of supernatural power in the game, and also the easiest to use once the deity has granted a character their use.

Praying for Blessings

In order to gain Divine Magic, a character visits a temple, church, altar or sacred sight, and prays for a specific Blessing. The character can gain one different Blessing per point of Holiness, but can have multiple instances of the same Blessing, given that each individual Blessing learned will work only once. There are specific pre-requisites for learning a Blessing, usually a minimum Allegiance score and/or a specific position in the cult hierarchy. Other restriction may apply, at the Narrator's option, if the character's Holiness comes from multiple sources.

Praying to receive one Blessing requires one round in Narrative Time if the character is assisted by a priest or a congregation of worshippers, and one round in Downtime if the character is alone in the holy place and must seek to contact the deity without any help. If the Holiness limit has been reached, the character may remove any unused Blessing already prayed for during this process. It is customary that the worshipper make a sacrifice to the deity, in the form of a financial offer (100 credits will be enough), or the sacrifice of a suitable beast or agricultural commodity.

Unlike powers based on Manipulation Traits, Divine Blessings come in an already-manipulated form, although some attributes will vary if the worshipper has an Allegiance score above the minimum required. For this reason, it may be necessary to note any enhancement to the Blessing attributes when the character prays for them. For instance, some holy places, relics, or magic items provide a Bonus to a believer's Allegiance, allowing Blessings normally not accessible at his or her level of Allegiance, or to obtain "overcharged" Blessings with enhanced effects.

Blessing attributes

Blessing attributes cannot be manipulated via Traits, and have fixed values. In some cases, the attribute may increase if the worshipper has a higher Allegiance score (by at least 10%) than the minimum required to obtain that Blessing. The table below summarizes the detail for all attributes.

Attribute	Default value	Manipulation via Trait	Increases with Allegiance
Combine	-	No	No
Might	As per spell	No	When marked +
Range	Allegiance in metres (S)	No	Yes
Targets	As per spell	No	When marked +

Using Blessings

The invocation of a Blessing in Combat takes one Concentration action, and costs no Life Points. It is the deity that fuels the power, not the worshipper. Unless the description itself specifies otherwise, all Blessings that are not limited to Touch range can be used at Short range, in metres equal to the worshipper's Allegiance.

Using a Blessing requires no activation roll. However, whenever the general power rules prescribe that an activation rolls suffer one Penalty, a cleric invoking a Blessing must roll Allegiance, without any Penalty, to activate it. Blessings with the Overcome or Projection attribute also require Concentration [Willpower] rolls, either to Roll for Effect in the Parallel Conflict to Overcome the target, or as the Ranged Attack roll in the case of a Projection power.

For instance, if you use Dismiss Magic as a reaction against a hostile spell, you need not roll as this spell is usable at full effectiveness in defence. If you decide to use a Blessing with an Absorb Magic component, such as Cloak of the Moon, as a last ditch defence against magic, you must roll Allegiance, as the power description for the Absorb [Power] spell dictates a Penalty when the latter is used as a Reaction. Using the same Reactions while on a ground sacred to a hostile deity would require an Allegiance roll for Dismiss Magic and an Allegiance roll with a Penalty for Cloak of the Moon.

The effect of the Blessing is exactly the one described when praying for the Blessing, including all enhancements for having an Allegiance above the minimum requirements. No further manipulation is allowed. Once a Blessing is used, it is considered spent. To regain it the worshipper must pray for it again at an appropriate site. A Blessing used as a Bonus in a non-violent Conflict is also considered spent, save for the option of keeping it active as if it had been pre-activated.

A big difference between Blessings and other powers is that they operate by default on the Adventure Time Scale, rather than Combat Time. Once activated in Combat or Adventure Time, a Blessing will remain active until the Time Scale goes up to Narrative Time, and potentially last for several Combats and/or Conflicts. This means that you never pre-activate a Blessing, as simple activation already extends its duration more than pre-activation would do with a Cantrip. There is no limit to the number of Blessings a character can activate at a time. The limiting factor of Holiness applies to Cantrips only.

Casting Blessing with an Extended Duration of Narrative Time is not allowed. However, with Narrator approval, you can use Ritual casting to extend and improve a Blessing, and even enchant it permanently into an item. Blessings have a high Base Value, and you must defeat a score that is three or four times the Base Value to extend or enchant them. Most worshippers will not be able to endure the necessary Conflict.

Defining Blessings for your religions

While we have provided several templates and examples of Blessings, the actual ones used in play are defined by the game setting, and we recommend that you create special Blessings for your own deities. To create Blessings for your religion, first look at the templates provided in this chapter. Some pre-designed Blessings, like Heal Wound, may be appropriate. Cantrips, or even basic powers if you have not assigned Cantrips to the cult, may be turned into simple Blessings using the Invoke, Invoke Minor and Smite with templates.

In order to create your own Blessings, add up the powers you wish to insert in the Blessing and find the total Value of the Blessing, including Might, Range and Targets. The Might of each power included in the Blessing is counted separately, while Range and Targets apply to all effects in the same way. Remember to add at least 1 for Targets if the Blessing can be cast on someone else than the worshipper, and 2 if it can be cast at range. Multiply the total Value by five and subtract four; this is the minimum Allegiance needed to pray for the Blessing. If cult positions are connected to Allegiance in your game world, this will also determine which rank in your cult can learn the Blessing.

If it fits the nature of the Blessing, add the possibility to increase Might if the worshipper has a greater Allegiance score than the minimum required. The increase should be in steps of two per each 10% of additional Allegiance. If the Blessing has more than one effect where Might is important, split the extra Might between effects. In some cases, it will be Range or number of Targets that increase with Allegiance increases. We do not recommend to give worshippers the ability to improve both Might and other attributes for the same Blessing. Divine Magic should be powerful, but less flexible, than arcane powers.

If a Blessing comes from a deity whose domain include its constituent powers, it should be less generic, but at the same time more effective than the general version found in the power list. Apply the following two changes to any Blessing you develop for your religion in order to make them more unique to the deity, making sure that they balance each other or balance some extra Bonus you have given to the spell:

- Add one extra restriction appropriate to the deity to the usage of the Blessing.
- Lift one restriction that the power usually has, or apply a particularly broad qualifier if appropriate to the deity.

When developing a cult of the Bear God you might want to grant its worshippers the ability to become their totem animal. This requires a combination of Shapechange to Bear Might 4 (the bear Size Class), which you may want to combine with Protection and Damage Boosting Might 1 to become a bear with enhanced claw damage and extra armour on top of its fur. In addition to this, we wish to add Grant [Smell] to the combination, as the Trait is not automatically granted by Shapechange. Thus the Value of the Blessing will be 4 for the Shapechange Might, plus 1 each for the three additional powers, for a total of 7.

We do not want bear worshippers to be able to cast this magic on other people, and thus we need neither Targets nor Range. By multiplying the Value by five and subtracting four, we learn that the basic Allegiance for this Blessing is 31+, exactly the value for acolytes in our game world. As a boon for advanced users, we determine that for each 10% of extra Allegiance the Damage Boosting and Protection effect will gain 1 Might each.

Blessing list

The list that follows is a sample of the type of Blessings available to a worshipper in a generic fantasy environment, and is more an invitation to build your own list than a complete system.

Each Blessing or Blessing Template lists the minimum Allegiance and cult rank needed to pray for it. Temporary increases in Allegiance provided by holy relics and sites allow to pray for stronger blessings. The cult rank provided is only valid if you use the Cult Rank table in this chapter, otherwise only the Allegiance requirement remains valid and the cult rank is modified according to your cult customs.

Utility Blessings

This list includes Blessings that are often available to many religions, in one variant or another. To create the specific variant of the Blessing for your cult, replace the generic qualifier in brackets with a creature, energy, power or Cantrip included in the description of your deity or of one of his or her domains.

Command [creature]

Initiate/Allegiance 11+

Might 1+, Overcome [Will], Range S, Target 1 creature

This spell works like Dominate, except that its Might must equal to the creature Size class to be effective. The Might of the Blessing increases by 1 point per full 10% the worshipper has in Allegiance beyond the minimum. For disembodied spirits, consider one Size class per d6 of Will the creature has on average. Cults will only teach Command spells for mundane creatures sacred to the cult and otherworld creatures if appropriate.

Consecrate

Priest/ Allegiance 61+

Combine 1, Enchantment, Might 1, Range C (refers to the blessed area)

This spell creates an area that is sacred to the caster's deity. All creatures of the caster's religion receive a Bonus to Concentration or Allegiance within it. If any hostile creature enters the area, the enchanter is immediately aware of the trespassing. The caster can combine the casting with Ward if desired, extending the warding effect to the entire area.

Like all enchantments, this spell may have Consequences. Typically, they manifest when the casting cleric is away from the Sanctified area, making him or her bound to the temple, and rendering multiple Sanctified areas inconvenient.

When the original enchanter of a Consecrated area dies or abandons it, another believer can take it over by challenging the Might of the Consecrate and all combined Wards in a Conflict. Winning the Conflict makes him the equivalent of the original caster. However, he or she can take advantage of the holy ground Bonus for this Conflict, making this procedure more convenient than a simple re-casting.

Consecrate is normally used to create a temple or holy site. Its main purpose when on an adventure is that of allowing regaining of spent Blessings by means of prayer at a temporary holy site.

Create Familiar

Acolyte / Allegiance 31+

Enchantment, Might *, Target 1 creature

See the generic power description. The creature must be significant to the cult.

Create Spell Matrix

Acolyte / Allegiance 31+

Combine 1, Enchantment, Target 1 item

See the generic power description. The Blessing is limited to one the creator knows, and which requires a base Allegiance not greater than his or her own Allegiance. The effects of the Blessing when cast will depend on the user's Allegiance, not the creator's. Once cast, the spell matrix must be recharged with the same procedure used to pray for a Blessing, including a pilgrimage to a suitable holy spot if necessary.

Dismiss Magic

Initiate / Allegiance 21+

Instant, Might 2+, Range S, Target 1 power

Equivalent to Neutralize Magic 2, plus 2 more points per each full 10% the worshipper has in Allegiance beyond the minimum.

Divination

Acolyte / Allegiance 31+

Might 1, Ritual, Target 6+ words

This Blessing allows the worshipper to ask a question to his or her god, who will provide the required information to the best of his or her knowledge. Keep in mind that not all gods are omniscient, and some only have power over a very specific domain. The answer should be no longer than six words, plus two more words per each full 10% the worshipper has in Allegiance beyond the minimum. If the worshipper fails an Allegiance roll the answer will be obscure and cryptic.

Heal Wound

Initiate/ Allegiance 11+

Instant, Might 2+, Target 1 wound, Touch

The worshipper can use a Heal 2 effect on any single wound of a target, plus 2 Might per each extra 10% he or she has in Allegiance beyond the minimum.

Invoke Lesser [Cantrip]

Initiate / Allegiance 11+

Attributes as per Cantrip, except Range which becomes Touch

The worshipper chooses a non-offensive Cantrip taught by the cult up to Might 2. The worshipper need not have the Cantrip as a Trait. It is sufficient that it is available to the cult. The Blessing has the same effect as the Cantrip. If the Cantrip is normally usable at range, it becomes Touch instead.

Invoke [Cantrip]

Initiate / Allegiance 21+

Attributes as per Cantrip, except Range which becomes Touch

The worshipper chooses a non-offensive Cantrip taught by the cult. The worshipper need not have the Cantrip as a Trait. It is sufficient that it is available to the cult. The Blessing has the same effect as the Cantrip. If the Cantrip is normally usable at range, it becomes Touch instead.

Smite with [offensive Cantrip]

Acolyte / Allegiance 31+

Attributes as per base Cantrip

The worshipper chooses an offensive Cantrip taught by the cult with an Overcome attribute. The worshipper need not have the Cantrip as a Trait. It is sufficient that it is available to the cult. The Blessing has the same effect as the Cantrip. Although the attack is automatically successful without the need for any activation roll, the caster will have to use his or her Allegiance score to Roll for Effect in the Overcome Conflict against the target.

Soul Sight

Acolyte/ Allegiance 31+

Might 1+, Target self

The worshipper gains the Second Sight power with Might 1, plus 2 Might per each extra 10% he or she has in Allegiance beyond the minimum. The worshipper also receives the ability to check whether an observed character has an Allegiance with the deity granting the Blessing. The exact value of the Allegiance is not known, although the observer will understand if it is higher than his or her own Allegiance or not.

Summon [creature]

Acolyte / Allegiance 31+

Combine 1, Might 1+, Overcome [Will], Ritual, Target 1 creature

This spell calls an otherworld creature or an elemental from the appropriate plane. The Blessing Might increases by 2 per full 10% the worshipper has in Allegiance beyond the minimum, and must be equal to the creature Size class for the spell to work. For disembodied spirits, consider one Size class per d6 of Will the creature has. The Blessing can be Combined with a Command spell, and in this case the Conflict used to call the creature from the otherworld will also grant control over it.

Calling an unknown entity from another plane requires Narrative Time, whereas Adventure Time is enough for an entity whose True Name is known to the magician or whom has been summoned before.

Warding

Acolyte / Allegiance 31+

Combine 1, Enchantment, Might 1+, Target 1 area

This spell creates a magical trap triggered when a creature hostile to the cult or temple enters the location affected by the ward. The triggered creature is immediately hit by an elemental attack of the type appropriate to the deity (kinetic energy if there is no appropriate elemental attack) which hits like a Project [Energy] effect of equivalent Might and 100% accuracy. The target can still Dodge the attack. The attack can be triggered Might times per day. Might increases by one point per 10% Allegiance the caster has in excess of the minimum requirement.

Many clerics combine this spell with Consecrate to protect their temples. In this case, the Consequences of the enchantment are subsumed in those for Consecrate.

Sample Blessings

The following list includes specific Blessings that you can use as they are if they fit the cult you are describing, or treat as templates like the ones presented in the following section. However, adapting them to other cults will require more creativity on the part of the Narrator than template Blessings.

Analyze Magic

Acolyte / Allegiance 31+

Might 1+, Target 1 item

The worshipper chooses an object or individual as a target and starts concentrating on it. The Blessing allows the caster to receive information on the item as though having a Second Sight active with a Might equal to 1 point, plus five points per each full 10% the worshipper has in Allegiance beyond the minimum.

Berserk

Initiate / Allegiance 21+

Might 1+, Target self

The worshipper becomes affected by Fanaticism, and automatically succeeds in any Endurance rolls to resist disablement. He or she becomes also immune to the detrimental effects of Negative Life Points until they reach the point when death ensues. Might increases by 2 per full 10% the worshipper has in Allegiance beyond the minimum, but the only effect is to make the Blessing more difficult to Neutralise.

Detect Lie

Acolyte / Allegiance 31+

Might 1+

The worshipper can determine if anyone in his or her presence is lying. Only a Resist [appropriate power type] of sufficient Might can block the effects of the Blessing and allow the protected subject to lie to the worshipper without being caught. Might increases by 2 per full 10% the worshipper has in Allegiance beyond the minimum, but the only effect is to make the Blessing more difficult to resist.

Disappear

Acolyte / Allegiance 31+

Might 6, Target 1 individual, Touch

The worshipper gains the Invisibility power, assuming that the element sacred to his or her deity (darkness, mist, etc.) is present to hide him or her. It also makes the recipient harder to hear by granting an Improve Sneak effect. Invisibility goes on as per normal Blessing rules, but dissipates normally as soon as the recipient initiates combat.

Flight

Initiate / Allegiance 21+

Concentration, Might 1+, Range S, Target 1 item or individual

The worshipper can use this Blessing to levitate an item, or an individual if the Might of the Blessing is sufficient. The Might of the spell increases by 1 point per full 10% the caster has in Allegiance beyond the minimum. All other information provided in the basic Fly power description remains in effect, including the cases in which the power acquires the Overcome Trait.

Infallible [Trait]

Initiate / Allegiance 21+

Might 3, Target 1 individual, Touch

The target of the spell receives the same effect as the Improve [Trait] power whenever using the Trait for an opposed roll or a Conflict. If an unopposed roll is called for, it automatically succeeds.

Mind Read

Acolyte / Allegiance 31+

Might 1, Overcome [Will], Range S, Target 1 individual

The worshipper starts a telepathic link with an unwilling target, subject to the rules for Overcoming the target's resistance. As long as the worshipper concentrates, he or she can read the conscious thoughts of the victim. Having won the Conflict of Will necessary for the Blessing to work implies that the victim could not help but let at least some of the information desired by the caster surface among his or her explicit thoughts. Further investigation to gather more information might require a further Overcome Conflict.

Parry

Initiate / Allegiance 11+

Might 1+, Target 1 weapon, Touch

The blessed weapon or limb gains 1 point of Parry per Might of the Blessing, making it more difficult to Overwhelm its parry. The weapon also gains one level of quality per Might, thus making it harder to break with a Damage Weapon effect. The basic Might of the Blessing increases by one point per each full 10% the worshipper has in Allegiance beyond the limit.

Turn Undead

Initiate / Allegiance 21+

Might 2, Overcome [Will], Range S, Target 1 undead

This Blessing has the same effects as Demoralise if it overcomes the Will of the target with a Quick Exit, and as Palsy if it overcomes it completely. It only works on creatures with the Undead attribute. For undead creatures of Size Class bigger than Medium, Confusion replaces Palsy.

Blessing Templates

The following list includes templates for Blessings that your cult may provide. The descriptions that follow are meant for being adapted and personalised by specifying an appropriate creature, energy, power or Cantrip as suggested in the description of your deity or of one of his or her domains.

Blessed [tool] of [Deity]

Initiate / Allegiance 11+

Might 2, Target 1 Tool, Touch

The worshipper bestows a Bonus to a Trait favoured by the deity on the specified tool (not weapon) or cult paraphernalia, which he or she must be touching. While the Blessing lasts and a character uses or wears the item while applying the Trait in a Conflict, he or she receives the Bonus. The usual limitations on Bonuses are still in effect.

Cloak of [Deity]

Acolyte / Allegiance 31+

Might 2+, Range S, Target 1 Individual

The worshipper blesses the recipient with the Absorb power for an energy type appropriate to the deity and an appropriate Resist power depending on the deity (usually Magic but other power definitions may apply). Both effects start at Might 2, plus one extra point of Might each per each full 10% the worshipper has in Allegiance beyond the minimum.

[Element] blade/bludgeon/talon of [Deity]

Acolyte / Allegiance 31+

Might 4+, Touch, Target 1 weapon

The worshipper bestows an [Elemental] blade effect and an additional Damage Enhancement 2 on a cult weapon of the deity he or she is touching, plus two extra points of damage enhancement per each full 10% the worshipper has in Allegiance beyond the minimum. The limitation that no other damage enhancement effect can be used on the weapon is still valid, only the enhancement intrinsic to the Blessing is exempt. If the weapon has not been Ritually dedicated to the deity, a roll on the Allegiance score is necessary to activate the power or the Blessing will fail. Using the Blessing on a weapon of the right kind, but holy to an enemy deity is possible, but the Allegiance roll will suffer a Penalty.

[Element] bolt

Acolyte / Allegiance 31+

Might 3, Projection, Range C, Target 1 individual

The worshipper fires a bolt of Might 3 elemental energy towards one target at Close range.

Grant Immunity to [Energy]

Acolyte / Allegiance 31+

Might 6, Touch, Target 1 individual

The worshipper makes a touched target immune to an energy appropriate to the deity. Variants for Poison, Disease, and Combat Effects exist.

Greater Shield of [Deity]

Priest / Allegiance 61+

Might 5+, Touch, Target 1 individual

This Blessing has the same effect as Shield of [Deity], including the fact that both effects start with a Might of 5 with the minimum required Allegiance of 61. However, the recipient of the Blessing can choose to exchange three points of both protective effects in order to acquire Immunity to an energy of the appropriate type for the deity. The recipient can make the swap on receiving the Blessing, or at a later time by spending one Concentration action and one Life Point. The same procedure can be applied to change back the Immunity into three points of both effects.

Head of the [beast]

Initiate / Allegiance 11+

Might 1+, Target self

The worshipper's head becomes that of the cult's totem animal. The caster gains the Bite Trait, and all other sensory Traits. The caster gains one free attack with the head in Advanced Combat, after which each bite attack costs 5 SR. If the beast's bite is normally capable of injecting venom, the Allegiance requirement becomes 21+ and the bite injects venom with a Might equal to the caster's CON. Any headgear worn must be removed, but the head location gains 2 AP per each extra 10% the worshipper has in Allegiance beyond the minimum, up to the normal AP value for the animal. The coverage for this armour is 0+ on the head, 9+ for non-localized armour.

Healing touch of [Deity]

Acolyte / Allegiance 31+

Might 3+, Target 1 individual, Touch

The worshipper imbues the touched target with an Antidote against poisoning and disease of Might 3, and applies a Restore Flesh effect of Might 3 that can be used to cure acid burns or maimed limbs that are beyond the capabilities of the basic Heal power. Both effects gain 1 Might per each extra 10% the worshipper has in Allegiance beyond the minimum.

Holy blade/bludgeon/talon of [Deity]

Acolyte / Allegiance 31+

Might 2+, Range S, Target 1 weapon

The worshipper bestows a Bonus to use and an additional Damage Enhancement 2 on a touched cult weapon of the deity, plus two extra points of Damage Enhancement per each full 10% the worshipper has in Allegiance beyond the minimum. If the weapon has not been Ritually dedicated to the deity, a roll on the Allegiance score is necessary to

activate the power, or the Blessing will fail. Using the Blessing on a weapon of the right kind, but holy to an enemy deity is possible, but the Allegiance roll will suffer a Penalty.

Mass [offensive power]

Priest / Allegiance 61+

Might 2, Overcome [as per basic power], Range S, Target 7+ individuals

The worshipper chooses an offensive power with an Overcome attribute available to the cult. The power can be used at once on up to seven targets, plus two additional targets per each full 10% the worshipper has in Allegiance beyond the minimum.

Shield of [Deity]

Acolyte / Allegiance 31+

Might 2+, Range S, Target 1 individual

The worshipper blesses the recipient with the Protection power and an appropriate Resist power depending on the deity (usually Magic but other power definitions may apply). Both effects start at Might 2, plus one extra point of Might each per each full 10% the worshipper has in Allegiance beyond the minimum.

Totem of the [beast]

Acolyte / Allegiance 31+

Might 3+, Self

The worshipper shapechanges into an animal up to Medium size class which is holy to the cult. In addition to this, the caster receives the following benefits:

- Either the ability to shapechange into an animal of Large Size Class if the totem animal is bigger than Medium, or the acquisition of a major innate power the animal form has, like breathing underwater, flying or using venom.
- All Traits, senses and natural attacks, that the totem animal has and humans usually lack.
- One point of Protection and one point of Damage Boosting on the animal's natural weapon, plus one additional Might to each per each full 10% the worshipper has in Allegiance beyond the minimum.

True Lycanthropy

Priest / Allegiance 61+

Might 6+, Self

The worshipper gains the same benefits as Totem of the Wolf, plus Immunity to kinetic weapons. Elemental-based attacks still affect him or her, as does magical damage. The variable Traits and Powers gained are Bite, Smell and Track. Other were-beast variants can be devised from this template by improving Totem of the [beast].

True [weapon]

Initiate / Allegiance 31+

Might 6+, Target 1 weapon, Touch

The worshipper bestows a Damage Enhancement 6 on a cult weapon of the deity, plus two extra points of damage enhancement per each full 10% the worshipper has in Allegiance beyond the minimum. If the weapon has not been Ritually dedicated to the deity, a roll on the Allegiance score is necessary to activate the power or the Blessing will fail. Using the Blessing on a weapon of the right kind but holy to an enemy deity is possible, but the Allegiance roll will suffer a Penalty. This Blessing is very powerful, and only the most single-minded war cults grant it. Other war cults will grant the variant that includes elemental damage or a Bonus.

The Baltic Pantheon

Rather than including a generic list of cults not connected to any mythology or setting, we have chosen to present here a selection of deities taken from the ancient Baltic religion practised in Latvia, Lithuania and Prussia until the 14th or 15th Century. These deities are unusual enough to sound unfamiliar to most readers, yet easy to adapt to a fantasy setting of your invention if you do not want to create a new pantheon at first. We have used the Latvian spelling for some deities and the Lithuanian spelling for some others.

Baltic people are initiated to the cult of the gods (Romuva in Lithuanian, Dievturība in Latvian) during their adulthood rites, when they become lay members of their religion. Common worshippers with an Allegiance of 11+ become

Initiates and can learn simple blessings from any deity. Any member with an Allegiance of 31+ can be considered a full time priest and should choose a specific deity to worship, although he or she can learn blessings from other deities if their priests permit. There are no formal ranks among priests, so the only requirement in effect for learning Blessings is that of Allegiance. The only title with an actual position of prestige is that of High Priest, reserved to the mysterious Kriwe, a holy man hiding in the woods of Prussia.

Laima, Mistress of Fate

Laima is the goddess of fate, fertility, and good luck, who determines the destiny of children and adults alike. She is also the patron goddess of mothers-to-be, who ensure a fruitful pregnancy and prevent miscarriages

Domains: Life, Truth

Favoured Traits: Nature, First Aid, Persuade, Insight, any Knowledge

Cantrips: Confusion, Detect Magic, Heal, Neutralise Magic, Second Sight

Blessings: Analyze Magic, Blessed [plough, robe] of Laima, Cloak of Laima*, Detect Lie, Dismiss Magic, Divination, Heal Wound, Healing Touch of Laima, Infallible Insight, Mind Read, Soul Sight.

[*] Includes Absorb Kinetic and Resist Magic

Perkunas, Lord of Thunder

The Lord of Thunder is an important deity in the Baltic pantheon. While some other populations on the Baltic coast revered the Thunder God in his aspect as the bringer of fertility through rain, Lithuanian tribes mainly worshipped Perkunas as a war god.

Domains: Thunder, War

Favoured Traits: Command, Endurance, Jump, any Weapon, Willpower

Cantrips: Bladesharp, Protection, Fanaticism, Haste, Lightning arrow

Blessings: Berserk, Heal Wound, Lightning Blade of Perkunas, Lightning Bolt, Mass Disruption, Grant Immunity to Lightning, Greater Shield of Perkunas, Invoke [Bladesharp, Fanaticism, Haste, Protection], Shield of Perkunas, Smite with Disruption.

Saule, Lady of the Sun

Saule is the Baltic goddess of the sun, the most powerful and most beautiful of all female deities. She rides her magic chariot in the sky during the day, and sails on the waves of the world sea during the night. Saule is the bride of Mēness, but is constantly enraged with him, because the Moon God has cheated on her. For this reason, the two deities do not meet each other in the skies.

Domains: Fire, Light

Favoured Traits: Command, Insight, any Ranged Weapon, Vision, Willpower

Cantrips: Light, Light Wall, Fire Blade, Fire Arrow, Speedart

Blessings: Cloak of Fire*, Fiery Spear of Saule, Fire Bolt, Grant Immunity to Fire, Infallible Arrow/Javelin, Infallible Vision, Invoke [Fire Arrow, Fire Blade, Fire Wall, Light, Speedart].

[*] Includes Absorb Fire and Resist Magic

Mēness, the Moon

Mēness is the Baltic moon god, who shines in the sky at night, where his wife Saule shines during the day. The myth tells that Mēness counted the stars and found that Auseklis, the morning star god, was missing. At this point, he kidnapped his bride, with which he had fallen in love. For this adultery Saule is constantly enraged with him.

Domains: Darkness, Water

Favoured Traits: Boat, Deceit, Hearing, Hide, Sneak

Cantrips: Darkwall, Demoralize, Grant Dark Vision, Heal, Shimmer

Blessings: Cloak of the Night*, Dark Blade of the Moon, Dark Bolt, Disappear, Dismiss Magic, Grant Immunity to Frost, Heal Wound, Infallible Dagger, Invoke [Darkness Wall, Dark Vision, Shimmer], Mass Demoralize, Smite with Demoralize.

[*] Includes Absorb Cold/Darkness and Resist Magic

Vilkatis, the Wolf

Originally a lonesome creature of the wilds, the man-wolf has turned into a fearful monster in Baltic mythology.

Worshippers of this entity gain the power to become beasts of prey. As a minor deity, the Vilkatis can grant very few Blessings, but some of them are truly fearsome. This deity is more appropriate for enemies than for Player Characters.

Domains: Wolf

Favoured Traits: Brawl, Nature, Track

Cantrips: As a minor cult, the Vilkatis teaches no Cantrips.

Blessings: Command Wolf, Create Wolf Familiar, Grant Immunity to Kinetic, Infallible Track, Invoke Night Vision, Head of the Wolf, Totem of the Wolf, True Lycanthropy.

Ragana, the Witch

The term Ragana originally referred to village witches who practiced petty magic, but it has become associated with a sort of malignant deity of the woods and swamps. Members of this cult do not actually worship this entity, but rather indulge in shamanistic practices and communication with the spirits of the dead and their queen (Velu mate in Latvian), from which they receive Cantrips instead of Blessings.

Domains: Death, Spirit.

Cantrips: All.

Blessings: as a witch cult, the Ragana teaches no Blessings.