

# *Guardians of Utaemia*

## *Divinationist Abilities and Spells* [Challengergames.net](http://Challengergames.net)

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# Adventurer Abilities and Spells:

You will begin your character with Modification Points (M.P.). These points are used to purchase certain abilities, miscellaneous modifications, combat adjustments, experience point modifiers, spells and more.

When you create your character (your Seeker) you will be level zero. While you are a Seeker (from 0 to 5th level), you may ONLY choose Seeker Abilities. Upon advancing to level #6, you will no longer be considered "Seeker", but an adventurer. It will then be up to you to decide what you will be based on what abilities and spells you learn.

Notes and things you should be aware of:

Abilities and Spells do not stack (or add together) unless otherwise specifically stated.

# Divinationist

Holy spell-caster. Seer. Can sense the future.

# Prerequisites:

1. Divine Favors: Must have at least one Divine Favor from a holy aligned Jahtha
2. Seeker Abilities: "Divination Studies"

# Archon Bolt (Spell)

A bolt of pure, white, energy that is cast from the palm of the hand at a foe.

Modification Point cost: 10

**Area of Effect:** One target.

**Avoidance-roll:** None.

**Casting time:** 1 turn (5 seconds)

**Damage:** 1-D6 +1 per level advanced.

**Duration:** Instant.

**Effect time:** Instant.

**Explanation:** When this spell is cast a lightning-fast bolt of white energy will exit the palm of the hand toward the intended target. The Divinationist must roll to strike his or her target as normal, yet with a +1 x level added to strike.

This spell is considered as a hurled weapon and will effect spiritual matter.

**Hand movement:** One hand extends towards the target as the spell is cast.

**Healing:** None.

**Immunities:** None.

**Maximum adjustment:** None.

**Notes:** None.

**Range:** 1 space (5') x level (but target must be seen)

**Resting time:** None.

**Special:** An Undead or UnHoly creature struck with 75% or more of the maximum damage must make a successful avoidance-roll vs. "Faith" or be stunned, unable to do anything for 1 turn (5 seconds).

**Spell Preparation:** None.

**Spell-points to cast:** 5

**Susceptibilities:** None.

**Value:** Scroll: 18,000 white-gold / Spell-rune: 180 white-gold

# Future-Tell (Spell)

This spell will empower the Divinationist to see into the future.

Modification Point cost: 60

**Area of Effect:** Caster only.

**Avoidance-roll:** Divinationist must make a successful avoidance-roll vs. "Faith"

**Casting time:** 1 hour (720 turns).

**Damage:** None.

**Duration:** 1 hour (720 turns).

**Effect time:** 1 hour (720 turns).

**Explanation:** If the Divinationist successfully makes his or her avoidance-roll vs. "Faith" this spell will give the power to see into the future. What the Divinationist will see will be solely up to the discretion of the game master. How far into the future something will be revealed (in part of fully) is strictly based upon the level of the Divinationist. The higher the level, the further into the future something will be revealed. This is completely up to the discretion of the game master.

**Hand movement:** None.

**Healing:** None.

**Immunities:** None.

**Maximum adjustment:** None.

**Notes:** None.

**Range:** Caster only.

**Resting time:** 1 hour (720 turns) if a vision of the future opens up to the caster.

**Special:** None.

**Spell Preparation:** None.

**Spell-points to cast:** 30 Spell-points will not regenerate if a vision has been opened to the Divinationist until the "Resting time" is ended.

**Susceptibilities:** None.

**Value:** Scroll: 500,000 white-gold / Spell-rune: 5,000 white-gold

# Holy-Lightning (Spell)

Strands of pure white lightning cascade down from the heavens above.

Modification Point cost: 30

**Area of Effect:** One target.

**Avoidance-roll:** None.

**Casting time:** 1 turn (5 seconds)

**Damage:** 1-D6 +1 per level advanced.

**Duration:** 1-D4 turns. Each turn Holy-lightning will continue to cascade down, wave after wave, until the duration ends.

**Effect time:** Instant.

**Explanation:** When this spell is cast pure white lightning strands of energy will cascade down from the heavens above automatically striking any within the “Area of Effect”. There will be 1 strand of Holy-lightning per 5 levels advanced, each doing 1-D6 damage.

**Hand movement:** Raise both hands to the heavens, palms facing upward, fingers close together. At the end of the casting, turn hands downwards, extending fingers out in a claw-like fashion and lowering them down until at waist level.

**Healing:** Holy creatures will be healed instead of damaged by the power of this spell.

**Immunities:** Holy creatures do not take damage. See: “Healing”

**Maximum adjustment:** None.

**Notes:** None.

**Range:** 1 space (5') x level.

**Resting time:** 3 turns (15 seconds)

**Special:** None.

**Spell Preparation:** None.

**Spell-points to cast:** 15

**Susceptibilities:** An UnHoly creature struck will take maximum damage (best of three rolls for damage).

**Value:** Scroll: 72,000 white-gold / Spell-rune: 720 white-gold

# Holy Stun (Spell)

This spell will stun Undead and UnHoly creatures, even if they cannot normally be stunned.

Modification Point cost: 20

**Area of Effect:** 1 space (5') and the next 3 spaces (15') out from that space (35' radius).

**Avoidance-roll:** Caster must pit Constitution vs. Constitution and win with each undead within the "Area of Effect".

**Casting time:** 2 turns (10 seconds)

**Damage:** None.

**Duration:** 1 turn (5 seconds) per 10 levels advanced.

**Effect time:** Instant.

**Explanation:** This spell will send a holy power ripping through the "Area of Effect" that can possibly render all undead completely immobile and susceptible to attacks without the chance to evade.

**Hand movement:** Hold both hands out as if in rejection towards the intended "Area of Effect"

**Healing:** None.

**Immunities:** Only undeads are susceptible to this form of spell attack.

**Maximum adjustment:** None.

**Notes:** None.

**Range:** 1 space (5') x level.

**Resting time:** 2 turns (10 seconds)

**Special:** None.

**Spell Preparation:** Caster must one holy crest/symbol upon his or her person in order for this spell to work.

**Spell-points to cast:** 10

**Susceptibilities:** None.

**Value:** Scroll: 40,000 white-gold / Spell-rune: 400 white-gold

# Past Revelation (Spell)

This spell will empower the Divinationist to see into the present

Modification Point cost: 45

**Area of Effect:** Caster only.

**Avoidance-roll:** Divinationist must make a successful avoidance-roll vs. "Faith" and then must then make a successful avoidance-roll vs. "Awareness".

**Casting time:** 1 hour (720 turns).

**Damage:** None.

**Duration:** 1 hour (720 turns).

**Effect time:** 1 hour (720 turns).

**Explanation:** If the Divinationist successfully makes his or her avoidance-roll vs. "Faith" and "Awareness" this spell will give the power to see what is transpiring in the present.

**Hand movement:** None.

**Healing:** None.

**Immunities:** None.

**Maximum adjustment:** None.

**Notes:** None.

**Range:** Caster only.

**Resting time:** 1 hour (720 turns) if a vision of the future opens up to the caster.

**Special:** None.

**Spell Preparation:** None.

**Spell-points to cast:** 22 Spell-points will not regenerate if a vision has been opened to the Divinationist until the "Resting time" is ended.

**Susceptibilities:** None.

**Value:** Scroll: 250,000 white-gold / Spell-rune: 2,500 white-gold

# Word of Power (Spell)

Forces unHoly creatures to flee the presence of the Divinationist.

Modification Point cost: 20

**Area of Effect:** One target per 10 levels advanced.

**Avoidance-roll:** Divinationist must pit his or her mental-strength against unHoly creatures and win.

**Casting time:** Instant.

**Damage:** None.

**Duration:** 72 hours. In which time effected creature cannot effect the Divinationist in any way personally.

**Effect time:** Instant.

**Explanation:** When this spell is cast upon unHoly creatures it will force them to flee the presence of the Divinationist for the "Duration" of the spell.

Note: If the Divinationist fails to drive unHoly creatures away, they will become enraged, focusing all energies upon the Divinationist, gaining +1 attack per turn and cause x2 damage upon the Divinationist if a maximum-strike occurs (+30 above the defensive roll of the Divinationist).

**Hand movement:** Divinationist points at UnHoly creatures targeted, holding the other hand out as if in rejection to them.

**Healing:** None.

**Immunities:** Only unHoly creatures can be effected by this spell.

**Maximum adjustment:** None.

**Notes:** None.

**Range:** 1 space (5') x level of the caster.

**Resting time:** 1 turn (5 seconds) x the number of unHoly creatures effected.

**Special:** None.

**Spell Preparation:** None.

**Spell-points to cast:** 10 x the number of unHoly creatures Divinationist is attempting to effect.

**Susceptibilities:** None.

**Value:** Scroll: 230,000 white-gold / Spell-rune: 2,300 white-gold