

Divination Studies:

Taps into the powers of the Divinationist.

Modification Point cost 2

Prerequisites

1. Divine Favors: Must be granted one Divine favor from a holy Jahtha; only then will this path open to the seeker.
2. Seeker Abilities: "Magical Prowess"

Prayer

This spell will give the Divinationist and all his or her allies an increase in faith.

Modification Point cost: 2

Area of Effect: Divinationist's Mental-strength = Spaces out all the way about the Divinationist.

Avoidance-roll: None. This spell only works on the willing.

Casting time: 1 turn (5 seconds)

Damage: None.

Duration: 1-D10 turns.

Effect time: Instant.

Explanation: +1 to all avoidance-roll vs. "Faith" For every 5 levels advanced after learning this spell there will be a +1 added to this adjustment.

Hand movement: None.

Healing: Not applicable.

Immunities: This spell will only work on the willing.

Maximum adjustment: +6

Notes: None.

Range: Awareness of the caster.

Resting time: None.

Special: None.

Spell Preparation: None.

Spell-points to cast: 2

Susceptibilities: None.

Value: Scroll: 190 white-gold / Spell-rune: 19 white-gold

Revoke UnHoly Fear

This will give the Divinationist a +5 on his or her avoidance-rolls vs. "Fear" and Cursed / UnHoly attacks and effects.

Modification Point cost: 2

Area of Effect: Self.

Avoidance-roll: None.

Casting time: 1 turn (5 seconds)

Damage: None.

Duration: 1-D10 turns.

Effect time: Instant.

Explanation: This spell will increase the chance for the caster to overcome FEAR, CURSED and UNHOLY attacks by +5

Hand movement: None.

Healing: None.

Immunities: None.

Maximum adjustment: +5

Notes: None.

Range: Self.

Resting time: None.

Special: None.

Spell Preparation: None.

Spell-points to cast: 2

Susceptibilities: None.

Value: Scroll: 280 white-gold / Spell-rune: 28 white-gold