

Miraculous Divine Magic, v2

It is not for man to command the divine, but to beseech it. To those that supplicate themselves in prayer, the gods may yet answer.

The default offering and amount of time needed in prayer is determined by the level of the spell the supplicant seeks. Normally, this is done through Preparatory Prayer in anticipation of a coming need, and the time and offering is made in the temple of the god before the supplicant ventures into danger. Later, with a combat action spent in prayer the supplicant can invoke their offerings and make a Prayer Roll on 2d6, adjusted by the modifiers listed below. Based on the outcome, the deity appealed to may grant the prayer, ignore the supplicant, or even curse them for their impudence. Any given character may only have one such outstanding prayer per deity.

Characters in truly desperate straits may also attempt Spontaneous Prayer, asking for boons in exchange for future promises. This increases the base offering for all purposes by one step, but allows the character to immediately make a Prayer Roll as a combat action, modified as below. (For 6th level spells requested in Spontaneous Prayer, treat the base offering as 15,000 gp.)

If a prayer is answered but the offering is not promptly made, a spell of the level granted is cast wrathfully upon the character at the end of each month until full offerings have been made. Any future prayer to that deity will result in Failure and Divine Wrath until *atonement* has been sought and gained.

A supplicant always prays on their own behalf, and may additionally include one further character per level. Naturally, the gods expect proportionally greater sacrifices if aid is asked more broadly, and all offerings must be paid in full for each recipient.

Miracle Level	Base Offering	Time of Supplication
1st level	5 gp	1 turn (1 trivial activity)
2nd level	20 gp	1 hour (1 ancillary activity)
3rd level	75 gp	4 hours (4 ancillary activities)
4th level	325 gp	8 hours (1 dedicated activity)
5th level	1250 gp	24 hours (3 dedicated activities)
6th level	4500 gp	48 hours (6 dedicated activities)

Modifiers to the Prayer Roll

- Piety: Add the WIL modifier of the supplicant.
- Proper Rites: Apply a +1 bonus for having an appropriate Theology proficiency.
- Alignment: Apply a -1 penalty per degree of difference in Alignment between the supplicant and the deity appealed to.
- Offering: Apply a penalty equal to the level of the spell if a generic offering is made or promised, or no modifier for an offering appropriate to the deity appealed to. A successful Theology throw can discern appropriate offerings.
- Dominion: Apply a -1 to -4 penalty if the miracle sought is outside the sphere of influence of the deity appealed to. A successful Theology throw can reveal these modifiers in advance of an appeal.
- Holy Ground: Apply a -1 penalty if not in a sanctified temple of the deity appealed to, unless the supplicant has Prophecy proficiency.
- Preparatory Prayer: Apply a -1 penalty per [spell level] full days since the sacrifice was offered, +1 per additional multiple of the base offering sacrificed, to a maximum of +0.
- Spontaneous Prayer: Apply a penalty equal to the level of the spell, +1 per additional multiple of the base offering sacrificed, to a maximum of +0.

2d6 + Modifiers	Result of Prayer
2-	Failure and Divine Wrath
3 – 5	Failure
6 – 8	Success with Quest
9 – 11	Success
12+	Success and Divine Favor

On a Failure, no miracle is granted. On a result of Failure and Divine Wrath, not only is the miracle denied but the supplicant becomes the target of divine enmity and will be immediately targeted with an appropriately harmful spell of the same level as was requested.

On a Success, the requested miracle is provided. On a Success with Quest, the supplicant's prayers are answered, but the deity demands a service in return as the spell *quest*. The supplicant cannot request further miracles from that deity until the *quest* is fulfilled (such attempts will always result in Failure and Divine Wrath) except those that directly work towards that *quest* (which count additional results of Success with Quest as Successes).

On a result of Success and Divine Favor, not only does the miracle succeed, but the deity provides an additional miracle of equal level to that requested chosen by the Judge based on the prayer offered.

EXAMPLE: Prince Orison, an 11th level Nobiran Champion, will be marching to war against the black sorcerers of Shashar and wishes to be shielded from their dread magics. He enters the temple of Therin and spends an hour in prayer before his altar, beseeching the god for protection from sorcery in the coming battle for himself and eleven companions, donating 36 fine light warhorses (worth 150 gp each) that he had previously captured in battle.

Orison is a Lawful and devout individual with 16 Wisdom, but is not a trained Theologian. His offering of goods taken in battle is quite appropriate to give to the Lawful war-god Therin, as is his request for the 3rd level spell *spellward*. He is enacting prepared prayer on holy ground. This yields a net +2 modifier to his prayer roll.

As a 3rd level miracle, *spellward* has a base expected offering of 150 gp per casting. Orison anticipates the battle to take place within the next week, so he has made an offering worth three times the base offering expected. This will offset up to -2 in penalties from waiting to invoke the deity's favor, which will allow the 3rd level miracle to be called upon up to eight days later at no penalty.

When he marches to battle five days later, he spends a round to call upon Therin to remember Orison's faithfulness and to shield him and his officers from the. He adds up his modifiers once more to confirm his standing: +2 (Wisdom bonus), +0 (lacks Theology), +0 (same Alignment as Therin), +0 (an appropriate offering was made), +0 (Therin has dominion over war), +0 (the offering was made in Therin's temple), -2 (it has been more than 6 but less than 9 days since his offering), +2 (he offered two additional multiples of the base sacrifice), yielding a total of +2. Orison rolls 2d6 + 2 and gets a final result 8, "Success with Quest." Therin blesses him and his allies with *spellwards* as if cast by an 11th level character. The Shasharan sorcerer-lords' magic is impotent against such protection, and Orison joyfully slaughters their undead legion as he sings a hymn of praise. While he is burning their corpses, he receives a vision from Therin, calling for him to undertake a *quest* to find their invisible tower and recover the lost *Histories of Agelmorn* for keeping in the grand temple-archives.

Deity	Sphere of Influence	Appropriate Offerings
Elion	Rule, Judgement, Life, Death, Light	Time, Lands
Therin	Reason, Knowledge, War, Craft, Air	Spoils of War, Rare Books
Rora	Cultivation, Home, Security, Healing, Earth	Animals, Crops
Jash	Quests, Art, Prowess, Storms, Fire	Works of Art, Hunted Animals
Aliya	Love, Wrath, Fortune, Trade, Water	Gems and Jewelry, Silks
Raithen	The Dead, Watch, Travel, Fate, Shadow	Stolen Goods, Secrets

Deity	Sphere of Influence	Appropriate Offerings
Ammonar	Light, Law, Creation	Lands, Doman Income
Calefa	Fortune, Wealth, Funerals	Jewelry
Ianna	Love, War, Victory	Spoils of War
Istreus	Knowledge, Learning, Magic	Rare Books, Items of Power
Mityara	Community, Charity, Civic Virtue	Time
Naurivus	Travel, Weather, Navigation	Wild Animals, Exotic Goods
Turas	Justice, Strength, Martial Virtue	Foes Defeated