

# The Divine Path

Becoming a priest or paladin is a path of a dedicated character. Firstly, it requires a 20-event roleplay requirement in which a character should be played following the roleplay requirements of each Power. This includes playing 5 consecutive events prior to being granted Priesthood as the candidate character. This means if a character is on their way to priesthood, the last 5 events played by that player must be the candidate character, not a secondary. This also means that if a player goes on Plot, they must play 5 events after returning as the candidate character. Secondly, it continues the strict roleplay requirement after gaining Divine Miracles or Traits; failure to follow the Path could result in your skills being removed from your character. Finally, Priests and Paladins are at the mercy of their Power – if something were to happen to the Power and she is no longer granting Miracles, your skills are no longer available to you.

Each Power has a set of roleplay requirements for their followers. If you are interested in the Divine path, your character should strive to follow the ideas and sentiments listed in the Player's Handbook.

Regardless of the Power, there are two roleplay stipulations that must be followed. The Acolyte must be entirely dedicated to the Divine path. They cannot join a guild or merchant house nor can they be enlisted in any world military. This means several Cultures are prohibited from becoming an Acolyte. Additionally, the Acolyte must show unwavering, undying—even when unrequited—devotion and loyalty to their Power. There is no room for doubt in the faith of the Powers. The Powers test you in mysterious ways—and sometimes, very straightforward ways.

Of most of the things in the game, the path of a religious follower might be considered the hardest to maintain. Unlike all the other skills that do not require constant role-play to keep, followers of a religion that receive the divine gifts must constantly be following their path. One stray action could spell loss of the divine gift. Much of this depends on the power and the relationship with the character. This is to be determined once the character starts to be played. One can say all day long in their history that they are devout, but what really matters is how much they put into it in-play. Unlike all other skills, the ability to use divine powers can be

taken away at a whim.

Each religion has a different path, and different views on how things should be done. Because of this, each power has different requirements for their followers. Some do not like violence, others endorse and encourage it. Most have some type of stipulation on what weapons or armor can be used. And the particularly mean ones require constant sacrifice to prove faith, while a few just want to be checked in on from time to time.

Not all Powers grant Miracles at the same level of dedication. For instance, an Ashton Priest may get the Life Miracle at Divine Level 2; whereas an Armadel Priest may never gain that Miracle. As such, the Divine Miracle list is not organized by level. You should speak with your Priest mentor to discover what level each Miracle is.

## BECOMING AN ACOLYTE

Being an Acolyte of a Temple is the first step to Priesthood. It is as simple as arriving in-play to the appropriate Temple and declaring your intent to become an Acolyte, and having Religion R1 for the appropriate Power on your character card. This can gain you several benefits, such as access to Teachers you may not have had previously, so long as you stay in good standing.

To stay in good standing with your Temple, an Acolyte must do two things: tithe and pray.

At the end of each event, an Acolyte must tithe to their Temple a minimum of 5 units. This is to be turned in with the Character Card. Money for these tithes can be earned from many things: general adventuring, selling items, collecting money from others. But a minimum of 5u every event must be paid.

Secondly, acolytes must dedicate an hour of their event to in-play prayer. This is a roleplay intensive time in which the acolyte halts everything else they are doing for an hour of uninterrupted prayer. The times which an acolyte may do this are based on the Power they wish to serve. They can be found on the next page. During this Prayer, the Acolyte must expend at least 10SP on the Prayer.



Of course, in addition to tithing and praying, the Acolyte must work to uphold the values of their Temple. This can be their interpretation of their Power, or they can choose to seek guidance from their Priest mentor. How the Acolyte interacts with their mentor plays a heavy role in deciding whether the Acolyte is approved for Priesthood.

If a character has announced their intent to a Temple and has become an Acolyte, they have up to 20 events played to revoke that decision. After 20 events, even if they no longer wish to go down the Divine Path or wish to change to a different Power, they will not be able to become an Acolyte for another Power. In short: be very sure the Power you choose is the Power you want, because you may be stuck with them.

After 20 consecutive played events of tithing and praying, the character may ask their Priest mentor to teach them either Divine Miracles or Divine Traits. Staff must give approval before either Skill may be learned by the acolyte. If they are approved, they are considered inducted into the order and become a Priest.

## PLAYING A PRIEST

Becoming a Priest opens the character to a world of possibilities within their Temple, but it also closes off many.

A Priest must be dedicated to the Temple and their Power. They may not be a part of any other Guild, Conglomerate, Business, or other official group.

A Priest must continue to both tithe and pray as they did as an Acolyte; 5 units and one hour each event played.

If a Priest is given a task or order from their Temple or their Power, they must follow through with it to the best of their abilities and without hesitation. What sort of orders that would be given could be anything from a directive to go on a Mod, to killing your best friend. Each Power has different requirements of their Priests, and it can be very situational.

## PRAYING

Anyone can pray to any Power, although they are limited in the number of Skill Points they may use on a single prayer to 2SP. Those with Religion R1 may expend up to 10SP; Religion R2 up to 20SP, and Religion R3 up to 30SP when praying to the respective Power.

Acolytes and Priests, as mentioned above, are required to dedicate one hour of their time in-play to prayer. Prayers must start at one of the described times for each Power, and last an hour. These must also be in a public area, such as outside the Tavern, in a phys-repped Temple, etc.. There are at least 2 times associated with each Power; one will be consistent, and one may require the player to do some research. When the player is about to initiate the prayer, a Plot, Staff, or Storyteam member must be made aware.

Armadel: 8am, 8pm.

Ashton: Sunrise; 1pm.

Cheva: The Golden Hours, 11am

Cobanoglu: The coldest hour of the day; 6pm.

Dew: When the weather hits the dew point; 9am

Echpen: 10am & 10pm

Everglave: Sunrise; Midnight

Filter: Middle of the solar day, 7pm

Gallo: Moonrise; 12pm; during any astrological event

Goddamas: Moonrise; 8am

Grim: Any time, but cannot be the same time twice for 5 events

Latansee: 1pm (1300); 6pm

Nelteveye: 9am; 2pm

Reglaity: 4am; before breaking fast

Relanegi: Hottest hour of the day; 4pm

Reyka: Hottest hour of the day; 5pm

Riot(s): 11; during a storm

Sawa: Any time

Selita: Before eating a large meal, 3pm

Sev: Sundown, Midnight

Sonla: 7am, 7pm

Supralitize: Right before going to sleep; 11pm

Tinder: 9am, 9pm

Trom: When the Sun is at its zenith; 12pm

Utili: Hour after Sunrise. 4pm

When beginning the Prayer, the Acolyte or Priest should first spend time preparing the area they are praying in. For an Acolyte, it may be cleaning the area or marking it; lighting incense or otherwise preparing. A Priest must lay down a Holy Circle, if able. The 10SP expenditure for the Prayer is inclusive of the Holy Circle; if it costs 2SP to lay a Holy Circle, the Priest can spend 8SP on the prayer for a total of 10SP.

What a character does within that hour will vary based on the Power being worshipped. Some, like Goddamas, may prefer feats of strength or training drills. Others, like Cheva, may ask for art to be created or sang. Some like Filter may only require quiet contemplation. Reach out to Staff for your requirements.

## LOSING THE DIVINE PATH

We have said it before and we will say it again: playing a Priest is not for the casual player. It requires dedication, commitment, a desire to understand the world of Xadune, and the ability to accept if you have made a mistake and atone for it.

## LOSING CONTACT WITH YOUR POWER

In certain circumstances, your character may lose contact with their Power. This can happen if the character finds themselves on a far-flung plane, somewhere their Power cannot reach, or even if something happens to their Power. An example of the later would be the Reaping of AFS 135, when the world lost contact with Armadel for 6 months. Any in-play Armadel Priests could not contact her.

When this happens, the character loses the ability to cast Divine Miracles or use Divine Traits, until such a time that they return to a place their Power is or their Power is back to normal. There is nothing which can be done in these situations to remedy the lack of abilities; it is simply as if the abilities on the character card aren't there.

## LOSING YOUR PRIESTHOOD

While extremely uncommon, it is possible to lose your Priesthood. Unlike losing contact with your Power, this is completely character-driven. There are three ways in which a character could lose their Priesthood:

**Acting Out of Character:** A Priest has to act as such. While Priests of different Powers can see the world in wildly different ways, the roleplay requirements for each Power are not bendable. Priests are expected to further the domain of their Power within the world of Xadune and beyond—they may proselytize to people on other planes, they may bring the joys of their Power to the Broken Rabbit Inn; there are many ways to embody the religion. Acting directly against the domains of their Power will lead to repercussions. A Filter Priest who steals, for instance, will quickly lose their Priesthood.

This also includes failing to tithe and pray each played event. A Priest who has dedicated their life to a Power will simply not forget to do these things.

**Forgoing or Neglecting Orders:** Sometimes, your Temple will have a task for you to complete. Other times, you will be given a direct order from your Power. Failure to complete these orders promptly and to the best of your abilities will cause the character to lose their Priesthood. For example, if another Priest from the Temple of Ashton asks you to heal a sick child, and you decide against it, this will have repercussions.

**Voluntary Revoking of Priesthood:** At any time, a character can leave their Church. When this happens, the character will no longer be required to follow the roleplay requirements of their Priesthood, but they do not continue to have the boons of their Priesthood either.

If you lose your Priesthood, you immediately lose the ability to cast Divine Miracles or to use Divine Traits. You cannot continue to learn from the Temple and any Skills you were currently learning from the Temple cease. Moreover, other Temples may look down upon you for losing your faith. However, you are not banned from the Temple (unless there are special circumstances). It should be noted that a Priest who loses their Priesthood cannot

join another Temple, and can only gain their Priesthood again through Atonement with the same Temple they began with.

## ATONEMENT

In the rare event that a Priest loses their Priesthood, they will need to Atone for their misdeeds in order to get it back.

Atonement has two parts: Correction and Re-Dedication.

Typically, the action which caused the Priest to lose their Priesthood will need to be corrected. If they failed to complete an order, the order must be completed. If they acted inappropriately, they must prove they can act appropriately. Correction will be different for every Priest and every situation. In the event an order cannot be completed, due to time or other circumstances, the Priest may consider how they can correct the issue. All Corrections will need to be approved by Staff.

Re-Dedication is the process of, well, re-dedicating oneself to their Power. Rather than one hour in prayer, the Priest must spend two hours in Prayer every event they are Re-Dedicating. The amount of time Re-Dedication is to occur will depend on the Priest and how they lost their Priesthood; additionally, the longer a Priest takes to begin their Re-Dedication process after they have lost their Priesthood, the longer the Re-Dedication time will be.

**Acting Out of Character:** Atonement for this typically lasts no more than 9 events, although may be longer if the offence was particularly egregious. Acting further out of character during atonement will extend the atonement or otherwise cause the priest to be removed from the priesthood entirely.

**Forgoing or Neglecting Orders:** Atonement for neglecting orders is no less than 9 events, and may be longer. Further neglect of orders will typically result in an immediate termination from Priesthood.

Each event that a Priest has not begun atonement after the offending incident will add a minimum of 2 events to their atonement. If a Priest does not begin their atonement within 3 events of their offense, they will be immediately removed from Priesthood.

## CHOOSING TO LEAVE THE CHURCH

The Divine Path is one of the only paths a character can go down, leave, and return from. If a player decides they no longer wish to be a Priest, whether following a voluntary loss of Priesthood or one based on their actions, they will lose access to the Divine Skills on their character card. However, over time, the Priest can gain back the XP spent on those Skills. After 20 played events declared to Staff of forfeiting the Priesthood, a character will have the XP for all Divine Skills returned to their Free XP pool and the Skills will be removed from their character card.

## DIVINE MIRACLES

Divine Miracles are granted to a Priest or Paladin on a player-by-player basis, and sometimes event-to-event. A Priest is required to have a prayer book, much like a mage's grimoire, which is to



contain at minimum the prayers available to the Priest. Which of these prayers will be granted in the form of a Miracle will be determined by Staff.

Once they have proven their faithfulness, they will be allowed to purchase the 1st Level Divine skill. This is typically thought of as divine intervention and the character will get a feeling that their authenticity is allowing them to move towards a higher cause. The last thing a character needs to be able to cast divine miracles is a holy symbol of the appropriate power.

Once a character has received the blessing of a Power, they can start to partake in their Divine gifts. Like arcane magic, each level of Divine Miracles needs to be purchased via XP. But, unlike the arcane mage, a priest can gain these levels without a teacher. Instead, they are granted or allowed by the Power. A character might have the XP to purchase a rank of divine for a few months, but be forced to wait until the Power decides it is time to advance. Normally this is nothing big and often just as simple as a request for advancement or a sign of faith to their power on the character's behalf. However, rapid advancement is normally not common. If you are devoting all your XP to raise in power in the divine arts it might become frustrating to learn that it is not given out as fast as you can earn the XP.

The faithful normally carry a prayer book, in which lays a normal arrangement of prayers a Priest might call upon. Which of these prayers will be answered in the form of Miracles is decided on by the Power. Miracles are normally given to the character by the Power upon rank advancement. There is no use searching for new prayers, your Power will grant them to you. This does mean that your character may not be granted the prayers they ask for, be it for whatever reason; and other times they are given prayers for reasons only the Powers know.

### *Divine Level*

Number of Miracles of Respective	1st	2nd	3rd	4th	5th
1					
2		1			
3		2	1		
4		3	2	1	
5		4	3	2	1

Advancing in levels of Divine Miracles gains you more Miracles from the previous level. The number of Miracles a character gains per level of Divine is listed here:

Each Power has their own set of unique Miracles, but all priests share the same general pool of prayers as well. All powers have many editions of these lists, but it's safe to say that some spells from one religion will be the same as another.

Miracle casting is similar to arcane magic. The character conducts a prayer (incantation) and then the Miracle is cast. Unlike arcane magic, the priest does not have the ability to have shorter prayers as they advance. All incantations need to be discussed and approved with Staff before being used. Most players will have three or four basic prayers which they will use each time for different spells.

Priests also have the option of attempting to pray for a Miracle that they do not know or an effect which they are unable to perform, for one reason or another. These prayers are normally a long request for assistance on the power's behalf. These unorthodox requests are not taken lightly, and are not good to do constantly. When these situations occur, it is asked that Staff be made aware as quickly as possible that a prayer request has started.

Most all priests are adept in the general prayers of blessing others and granting light protections. A good deal are also well known for their abilities to heal. In fact, almost all priests, save a few, are able to heal others in need. The most well-known ability a priest has is to bring a spirit back from the Twilight. Some of the most powerful can do this even on the battlefield.

Speaking of the battlefield, many are also versed with a few holy prayers capable of harming most foes. Another category that most priests are good at is the art of divination. And lastly, all of the faithful are capable of creation of some sort or another on behalf of their power; an art that arcane magic has of yet been unable to reproduce.

Players wishing to take the path of Divine Miracles are always in the path of a very heavy role-play experience. It is not recommended for the light of heart that does not like having to do what is described above. Those that fall from the path are normally not taken lightly in the eyes of their once loved Power. Switching religions is rare, but can happen. In doing so, the character normally loses a good deal of their advancement in their previous religion, but are still capable of putting some of their skill to use in the new Power. Those that just completely lose their faith are left normally powerless and are forced to start anew. Those players still have their XP on the books spent toward the divine arts, but they do nothing for the character.

Playing a priest can be one of the most difficult things to role-play in the game. Showing your faith and devoutness is a necessity for a priest to keep their powers and granted spells. For some players this might prove both awkward and difficult and that is why it is a restricted skillset which requires long discussions with Staff before being allowed to play one.

On a closing note, any and all characters can make prayers to a power. Being faithful and proven will not guarantee you the granting of spells and abilities, but just because you are not their priest does not mean that they do not look down on you. Powers have been known to grant warriors intense bravery before a war, and sometimes even answer the prayers of the dying.