

Divine Magic Spell Flowchart

Meditation
10 Minute of focus
Requires timer
Regenerate 3 Mana

Improved Meditation
10 Minute of focus
Requires timer
Regenerate 5 Mana

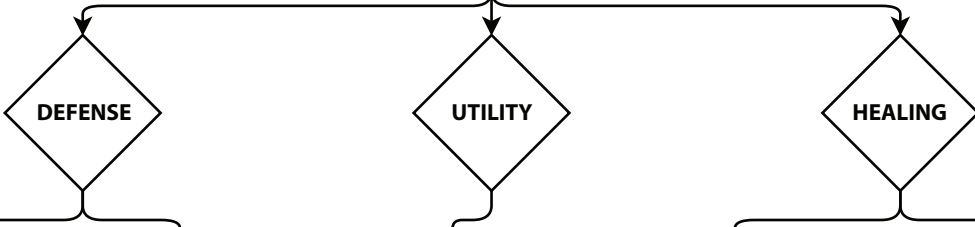
Greater Meditation
10 Minute of focus
Requires timer
Regenerate 7 Mana

Mana Reserves
+ 3 Mana

Improved Mana Reserves
+ 3 Mana

Greater Mana Reserves
+ 3 Mana

Divine Magic
+ 4 Mana



Flare
1 Mana
Silver beads (if primed) and white glow effect
2 charges (if primed) or 1 charge (no prime)
Active shield use is ok
10' Range
Knock Back 5'

Protection
2 Mana
30 Second Role Play
Gold beads
Protection Aura
Physical Attack Only (Self and others)

Dispel Bolt
2 Mana
White spellbag and glow effect
Dispel 1 aura, end Ice Bolt effect, or damage undead
May Prime 2

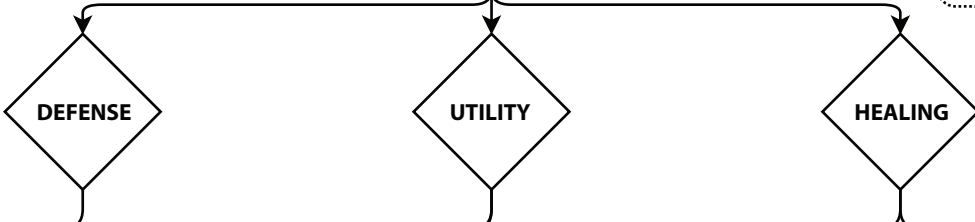
Anchor Soul
1 Mana
30 Second Role Play
Silver beads (hands) & Gold beads (body) and white glow effect
Halt Bleed Out Timer (Mortal or Dying)
30 Minute Max

Revive
3 Mana
1 Minute Role Play
Silver Beads
Change Dying to Mortally Wounded
Target 30 min Fatigue

Transcendent Meditation
1 Mana (2 Mana) [3 Mana]
May choose special Meditation: The Caster Heals 1 (2) [3] Treated Light Wounds on Themselves While at end of meditation
May Only Heal One Light Wound per Level of Meditation. This meditation regains zero mana.
No Mortal Wounds.

Improved Divine Magic
+ 4 Mana

Weaver
+ 1 Mana
+ 1 Mana Regen while Meditating
Able to weave unique auras



Divine Barrier
2 Mana
Silver beads or white glow effect
Must Keep Arms Out Palms >45 degree angle
15' Barrier for Undead or Corruption, no Walk

Cleanse
1 Mana per Cleanse Rating
1 Min Role Play / 5 Cleanse
Silver beads in hands, gold ribbon on wounds
Can remove Diseases/etc.
Cleansing a Treated Wound (2 mana Light, 4 mana Mortal)
Prevents Infection and Gives a Chance to Heal During Downtime, -1 Cost if recipient has Disease Resistance

Bless Weapon
3 Mana
1 Minute Role Play
Gold beads on weapon
Allows for Divine Finish

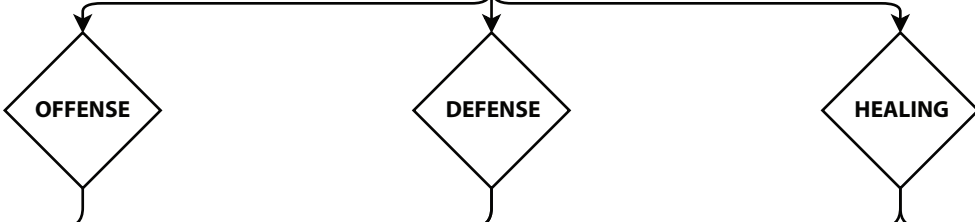
Divine Aid
2 Mana (4 Mana)
1 Minute (2 Minute)
Role Play
Silver beads
Treat a Light Wound with clean bandage (Treat a Mortal Wound with bloody bandage)

Sacrifice
1 Mana (2 Mana)
1 Minute (5 Minutes)
Silver beads
Transfers a Treated Light Wound (Treated Mortal Wound) to the caster. Painful role play. (If Mortal, target has 5 minute Fatigue)

Mana Transfer
1 Minute Roll Play
Spend the Amount (Max 4) of Mana you Wish to Transfer
1 Minute Cooldown for Recipient.
Inclusion ability.

Greater Divine Magic
+ 4 Mana

Syndar
+3 Mana
+2 Mana Regen while Meditating
All Syndar have Mana Transfer



Divine Wrath
4 Mana
Silver beads and white glow effect
Destroy an Undead
Damage greater Undead

Improved Protection
2 Mana
30 Second Role Play
Gold beads
Second Protection Aura (Self Only)
Physical Attack Only

Sanctuary
2 Mana (4 Mana)
Silver beads or white glow effect
Stagger with Arm Up (Also Touch Mortally Wounded or Dying Target)
Immune to Harm

Divine Intervention
5 Mana
1 Minute Role Play
Silver beads
Changes a Treated Mortal Wound to a Treated Light Wound
Must touch wound with 2 hands
Armor (> Garment) Removed

Restoration
1 Mana
1 Minute Role Play
Silver beads
Restores 1 Hit Point