Use "commune" to check your current level of devotion. The highest level is:

*After a moment, you feel a clear presence like a warm blanket covering you beneath the shade of a giant sana'ati tree.*

But natural drift means that usually you will try to stay at or near the second-highest level, which is simple to maintain:

*After a moment, you see a crystal-clear vision of your god who speaks slowly and deliberately, "Your unwavering faith and devotion pleases me greatly, [name]. Go forth and continue your works, and you shall only attain a greater level of purity."*

Note that, when you do rituals, you will see this message:

*You sense that you are as pure of spirit as you can be, and you are ready for whatever rituals might face you.*

This only means that your ritual was successful and has no bearing on your actual devotion level.

Rituals and other methods to raise devotion:

pray <immortal name>

Can be used every several minutes. Very small bonus to devotion, but frequent use helps to maintain your state against devotional drift. Can be performed anywhere.

kneel, kiss <altar>

Can be performed less often than praying, but fairly often. 15–20 minutes or so.

pour wine on <altar>

Not all wine works for this. Wine purchased from clerical shops works, e.g., deep red wine in Crossing.

dance, dance, dance

Must be in front of a devotional altar. Can dance for devotion about as often as kissing an altar. It takes three "dance" commands (which have a roundtime) to complete a dance, but you might fail at the end. If you fail, just start over.

recite line;line;line;...

Recitations that earn devotion should contain words such as a neutral aspect's name, love, praise, blessing, unity. Must be long enough. If not, you see: As you start, you get the feeling you have not praised your deities enough. Must be at an altar, but not all altars work with recitation.

preach line;line;line;...

Preaching works much the same as recitation, but instead of needing to be in a certain devotional spot, you have to be in a crowd.

wash <altar> with water

Hold holy water in one hand (or a container with holy water in it). Altar must be dusty/dirty when you "look" at it.

wave incense at altar

The incense must be lit, which requires flint and something of a suitable metal to strike the flint with ("light incense with flint"). Wave the lit incense at the altar. When you are done with the devotion ritual, "snuff incense" to save it for later. There is also a similar dark-aligned incense ritual that requires specially prepared incense.

play <song type> for <immortal>

Must be at a devotional altar. Must be good enough to play the song type on your instrument without fumbling ("slightest hint of difficulty" is fine). Any style of song above at least arpeggios, played well enough, will net you devotion. The song types Wedding, Hymn, Psalm, Dirge, and Requiem all give extra bonuses to devotion; the harder the song, the more devotion you will gain. Any other song type gives a smaller static bonus. This also gives alignment messaging depending on the aspect you play the song for.

sprinkle <container> on <skin>, put <skin> on altar, offer <skin> on altar

Must have holy water in the container. The skin or pelt must be from an undead or cursed critter. You don't have to have skinned it yourself, but it is level-based. Some altars don't accept skins, but most do. Not all items skinned from undead work (e.g., moss meyhair does not).

offer <stolen item> on altar

Steal something, go to a dark aspect’s altar, sprinkle holy water on the item, and offer the stolen item. This can cause you (and anyone with you) to be hurt, so be cautious. This is a dark-aligned ritual.

offer blood on altar

If you’re actively bleeding on your arm, you can offer the blood on a dark aspect’s altar. Be aware that it will increase the severity of your wound and drain your vitality a huge amount. You can die from this, so consider keeping an empath nearby. This is a dark-aligned ritual.

sacrifice [<person/animal> on altar]

At 20th circle, with a possible additional wisdom or intelligence requirement, visit Khurek in the Crossing temple to learn how to sacrifice. In combat, use "sacrifice" when you are certain your next attack will be a killing blow. The creature must be living, not undead, and must be equal to your skill (no sacrificing goblins at 150th circle). Failure to kill with the command results in a devotion hit rather than a boost. You may also, at certain altars, sacrifice a willing person (or, when they are added to the game, an appropriate animal). This is a dark-aligned ritual.

put <#> <coin type> <currency> in box

You can tithe for devotion at certain areas around Elanthia. There is a tithe box in front of the paladin guild in Crossing (use "dir paladin" to get there) and an almsbox in front of the Crossing Temple ("dir temple"). You cannot have a debt and you can only offer 500 max at one time.

invoke <prayer>

Some shops sell prayer parchments. Invoke them around other players to receive devotion.

touch <altar>

Sometimes, touching an altar will give you a vision. If it does, there is a chance you will also gain devotion. This may depend on the kind of vision you see.

casting rejuve and soul bond on empaths

There is no messaging, but casting Rejuvenation or Soul Bonding on dead empaths might net you devotion.

accuse <person> necromancy

Rightfully accusing another player of necromancy earns devotion. You must accuse them to a town guard.

kill undead or cursed critters

Randomly, you can gain devotion for killing undead or cursed monsters.

pray <dead creature>

On consecrated ground (you can use the Meraud commune for this), pray for the dead creature and gain devotion. This only works if the creature has not been skinned or looted and has no effect with cursed creatures.

ritual bathing

Need two of: lavender, chamomile, sage. At least two parts of each (the "bag" from the clerical shop will work). Go into an appropriate pool and "rub lavender" and "rub chamomile". Then just wait. One of the appropriate bathing pools is in the Crossing temple, off to the west. You can also gain devotion by filling the pool if it's empty, unless it’s winter, as it will be frozen. You must "fill pot with rivulet", "prep bless", "cast water", "pour pot in bath". Then "go bath" (you may have to fill the bath several times to make sure the bath is full, not too shallow). Get your herbs out and rub them to apply them to yourself. Then enjoy your bath!

sprinkle water on <self>

If you are at the lowest level of devotion, you can sprinkle holy water on yourself. You may need to avoid the command "commune" for a few minutes in case of activating Tamsine’s commune.

Anloral pins:

Anloral pins get dirty over time (to check, simply look at it) and can be cleaned for devotion. To clean it, hold a container with holy water in one hand and "clean pin with water". This ritual can be light- or dark-aligned, depending on the aspect represented. The cleric must have their last favor from the god represented by the pin, or the anloral will explode.

Sirese seeds:

First, you have to find a sirese seed. In an appropriate room (try out the Northeast Gate of Crossing and north some), "gather seed" until you manage to find one. This doesn't seem to be dependent on foraging skill, or if it is, there's a wild random factor as well. Move at least one room away (generally to a room with plants growing in it already) and "plant seed"; get out your holy water container and "sprinkle my <container> on room". Seeds will die after a while (that is, they won't net you any devotion if you try to plant them), so be sure to plant them quickly.

Carved beads:

Carving beads is good for mech lore and also scholarship if you use a primer. Offering the beads is good for devotion. Using primers, you can start to carve neutral beads around 50 mech lore ranks, light aspect beads around 100, and dark aspect beads around 150. A plain "limb" is one of the easiest things to carve. You can also buy blocks from the acolyte that sells primers, but some are much more difficult to carve. There are acolytes in several cities, such as Dirge and Haven.

If you use a primer, "open primer", "study primer", "turn primer". Repeat the last two until you reach the end. This depends on your scholarship skill, and if you read a primer and then successfully carve a bead, you'll learn a nice chunk of scholarship. Primers will eventually wear out, but it takes a while. If you have enough mech lore, you can skip the primer step, but they will make it easier to carve beads at lower ranks.

Forage up a limb (or stick). You can also "forage <woodtype> limb" to make blocks of higher difficulty. Get out your holy water container and "sprinkle <container> on limb", then "prep bless" and "cast my limb". Get out your carving knife and "carve my limb with my knife" until you have a block. You can make a bunch of blocks at once, if you'd prefer, and shape beads later; alternatively, you can buy blocks from the acolyte.

Get out a wood shaper and "shape my block to <symbol>", where the symbol is the symbol of an immortal. For instance, "raven" or "dove." Keep shaping until the block breaks or you end up with a bead.

You can use beads to get specific favors from immortals at the right favor altars. Dark aspect beads may not always be acceptable offerings.

And, of course, you can use beads to gain devotion, as long as you carved them yourself. Get a prayer chain and "put bead on chain". Go to any devotional altar, hold the prayer chain in your hand, and "meditate chain". The bead will eventually detach, spin around, and shatter. When it shatters, you earn devotion. You get more devotion from better-quality beads (beads you didn't mess up on) and higher-quality materials (harder wood type, etc.). This can also affect your alignment, depending on the aspect type.

As a last note: people from other guilds can also carve beads, but it requires much more mech lore. Primers will help, but it requires more scholarship for non-clerics.

Pilgrim's badge:

push <altar> with badge

There are altars scattered throughout the lands that you can collect with a pilgrim's badge (sold in the back room of the clerical shop, where only clerics can get in/lead a group in). Collecting a new altar earns devotion. There's a fairly short timer attached to the devotion gain. You can collect other altars before the time limit is up, but you won't get the devotion for it. Still, if you're planning to get a whole series at once, and you're in a hurry, it won't actually harm you to collect them early.

pray badge

Must hold the badge in your hand. This can be a significant boost to devotion (depending on how many altars you've collected) but can only be performed every hour and a half or so. Luckily, praying too soon does not reset the timer.

There are other area-specific rituals you can perform for devotion, such as using a dream candle in Damaris' Ratha temple or meditating at Eluned's pool on the Northern Trade Route.