

God worshiped:

Ivan

Sphere of Influence: Love and Creation, matters of the heart

Sacred Color: Red

Holy Writings: *Sollertia e Amor*; (The Way of Love) The writings of the Order of Ivan. Includes poetry, love techniques, and and tales of love. Worshipers often keep it as a pillow book.



Havan

Sphere of Influence: Healing and Creation, matters of the body

Sacred Color: Green

Holy Writings: *Sollertia e Salutaris*; (The Way of Healing) The writings of the Order of Havan. Includes a manual on the art of healing. most healers that can afford one keep a copy, whether they worship or not.



Gregori

Sphere of Influence: Sustenance and Creation, matters of the soul

Sacred Color: Blue

Holy Writings: *Sollertia e Anima*; (The Way of the Spirit) The writings of the Order of Gregori. Contains passages that aid in meditation and relaxation. Many chapters of inspiration for the trials of life.



Place of Worship: Temple

Worship Days: monthly at the double full moon

Holy Days: *Festival of Planting* E1,8-14. Prayers and rituals of fertility. Go out in he fields and show the land how to do it. Children engendered during this festival are considered doubly blessed.

· *Harvest Festival* A2, 15-21. Feasts and thanks for the plenty of the harvest. A general farm fair with all the fun and fattening food.

· *The Feast of Unity* F2,20. Re-dedication of the Temples vestments and holy vessels. A formal cerm,ony in the temple with feast and fun later that night. Modestytakes the night off.

· *BirthFeast* W2, 21-23. One day for each of the gods. A time of merry-making and the giving of gifts.

Propitiation/Sacrifices: Gifts of labor and goods, the congregation is expected to maintain the temple and priests. No specific percentage is required.

Other Holy Writings: *Consuetudo de Reverentia* (Comentaries of Revrance) A guide to sect rites and services.

· *Igia e Gaudium* (A Guide to Life) Doctrine and beliefs of the Church of Creation

Favored Deities: Imperial Family gods, Hera, Ta'ler, Valla, Avian gods

Disliked deities: Churis, Shanti, White god, most Tuatha, Zeus

Favored Governments: Eyrie, Coranth

Disliked Governments: None



Teachings and Other Information -- Worshiper Requirements --

Typical Worshiper: Any citizen of Eyrie or Coranth

Sex of worshiper: Any

Minimum Age: None

Race: Any

Worship of Other Gods?: Yes

If Yes, Any restrictions?: Worship of specialized deities in the CoE

Commandments --

War & Fighting: Avoid war and conflict, but fight for what you hold dear.

· There is no wrong way to fight except to lose. No one questions a corpse whether or not he fought fair.

· The gods will forgive killing done in defense of your home, your family, and your church.

Love and Marriage: Love is a sacrament, marriage is its greatest fulfillment.

· Love as many persons as you can, life is too short for sorrow.

· Marriage does not have to be monogamous, the plural of spouse is spice.

· Remember responsibility in the taking of multiple spouses. Do not commit to more than you can emotionally support, no matter how many you can physically support. Plural marriages with an imbalance of one gender often lead to hard feelings in one or more spouses.

· You can arrange any kind of marriage you wish as long as you are faithful to what you promise.

· Jealousy has no place in your life, banish it, ask the gods for help if you must.

· Give your children the Legacy of Joy. What they learn at your feet will last their whole lives, make sure to past to them the tools of creativity.

Duty to Liege Lord: Obey a good lord, keep the laws and peace of the land in which you live.

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· A Despot is a vexation to the soul, the overthrow of a tyrant is a creative act.

Self Interests: Be creative, true joy and happiness come from letting your spirit soar.

· Be good to yourself. If you can not love yourself you have no chance of loving others.

Others Needs: Help those that can not help themselves. Your neighbor's suffering is also your own.

· If a being will not try to help themselves commend them to the gods, they are beyond mortal aid.

Duty to Religion: Give support to the temple both physical and spiritual. The priest are there for your benefit, take care of them.

Other: Make no oaths you can not keep, it is far better to admit you can not do something than to promise and fail.

· Remain clean, in filth there is pestilence.

· Do not worry. Worry is paying debt you do not owe. If you are troubled come to the Priests, the gods are here to aid you.

· A clear mind, a light heart, and a clean body are needed to live a creative life.

Afterlife Expectations: The creative will enjoy the pleasures of Paradise.

Clerical Requirements General --

Sex of Cleric: Any

Minimum age: Puberty

Race: Any

Sexual Practices Allowed or Required: Priests do not marry, on ordination they join the family of the clergy. They may sire or bear children as their duties allow.

Special Abilities Given by Level: Priests gain the skills of read/write Russian (clerical language), perform singing, and theology with the class.

Wealth and Magic Allowed: A priest shares all wealth with the others of the clergy. Each takes as each needs.

· A Priest may own any magic not an anathema to the religion.

Oaths of Ordination: Obedience, Service, Forsaking of Marriage

Weapons Allowed: Phoenix Blade, this weapon is received on ordination.

Armor Allowed: Chain or less.

Ivanic Order

Statement of Mission: Serve the emotional needs of the worshipers. Priests serve the congregation as teachers and counselors in the art of love and lovemaking. They also deal with art, music, and other creative skills.

Special Attributes Needed: a good Charisma never hurt.

Special Abilities Given by Level: Ivanic priests gain one craft skill of choice. They also gain perform erotic arts. They get a +1 to these skills for every other level.

· At 4th level priest are immune to *charm*

· At 8th level priest can use *suggestion* once a day.

Havanic Order

Statement of Mission: Serve the physical needs of the worshipers. Priests serve the congregation as teachers and

healers. They aid in childrearing and care for the aged and infirm.

Special Attributes Needed: good Constitution

Special Abilities Given by Level: Priests gain the skills of Healing and craft potions. They get a +1 to these skills for every other level.

· At 4th level priest are immune to Disease

· At 8th level priest can use *cure disease* once a day.

Gregorian Order

Statement of Mission: Serve the needs of the worshipers soul. Support and uplift the spirit. Priests serve the congregation as teachers and moral counselors.

Special Attributes Needed: good Intelligence

Special Abilities Given by Level: Priests gain the skill of profession counselor, and sense motive. They get a +1 to these skills for every other level.

· At 4th level a priest can use *lessor restoration* once a day per four levels.

· At 8th level a priest can use *greater restoration* once a day.

Clerical Ranks --

Acolyte - 0 to 1st level

Duties: Learn the holy teachings, spellcasting, and the duties of priesthood.

Privileges: Acolytes remain cloistered and celibate, they may not keep property

Vestments: Brown robe, no headcover.

Novice - 1st to 2nd level

Duties: Care for the simple needs of the congregation, help with the maintenance of the temple. Novices continue study toward their choice of order.

Privileges: Novices may keep property engage in sexual relations and leave the temple.

Vestments: White cassock with sash in gray and plain headpiece.

Priest - 3rd level minimum

Duties: Care for most needs of the worshipers, counsel, teach, and heal as per their order. Priests are also the primary teachers of Acolytes

Privileges: It is at this time that Priests enter the order they will serve in. This choice is made for life so it has been pondered long and well throughout one's Novitiate. Priests are given the right to sire and bear children.

Vestments: Cassock and mantle in the colors of their order, lined headpiece with the holy symbol in the center.

High Priest - 8th level minimum

Duties: Administration of temples and schools celebration of Holy Days. High Priests are the primary ministers of the church hierarchy.

Privileges: Much as the Priest

Vestments: Cassock and mantle in order colors with embroidered hems lined headpiece with the holy symbol in the center.

Flaman – 14th level minimum

Duties: Administration of diocese, troubleshooting, heads of church departments

Privileges: Much as the Priest

Vestments: Cassock and mantle in order colors with embroidered hems gold lined headpiece with the holy symbol in the center.

Hierophant – 20th level minimum

Duties: Head of the order, there is never more than one Hierophant per order.

Privileges: The right of Divine audience

Vestments: Cassock in holy color, mantle in white with gold edging, headpiece in holy color with the holy symbol in the center in a white circle.

Fighting Orders

The church of Creation does not support a formal fighting order. Individual knights have sworn oaths to the gods of creation, what abilities and restrictions they receive is based on the needs of the Paladin at the time of oathmaking as seen by the god they swear to. A Paladin so ordained wears the cross of his god's priestly order.

Who's Who: Church of Creation The Gods --

The Church of Creation worships three gods. These three are called "The three brothers", although it is known that they are a pair of twins, and the third is the son of Ivan. All three are identical in appearance, with feather patterns that match exactly. The gods as follows:

Ivan: God of love and creation.

Ivan is known as the founder of the Church, and the second oldest of the Phoenix gods. It was he that found the insane Eecreeana, and with Tesral's aid returned him to sanity.

Ivan appears as a 7'4" Phoenix. While other forms have been recorded, he is not known to have used any one more than once. It is said that Ivan was a misborn soul, born as a human, into a Novimereian (Russian) family. His adventures as a young man brought him to Abba Sanctuary, where the house, longing for Phoenixes, saw his true form, and changed his body to match his soul. It was also to him that the clues to the identity of Abba Eecreeana were given, and to him the power of a god, so he might free the trapped Phoenix elder.

It is said that no woman can resist Ivan's romantic appeal, his nature as the god of love is such that all women love him. He can create souled creatures at will. Other animals and non-living objects are even simpler. In addition, he can perform any mortal skill at will. He carries a crystal ball with unusual powers, one of which is to raise the dead in mass.

Haven: God of healing and creation

Haven is the twin brother of Ivan. He left home to find his brother, who had left three years before, and not returned. He found his changed brother, not only a Phoenix, but also a god. It was he that bore the news back to their parents. So strong was the twin bond, that Haven also wished to join his brother in the new form. Ivan put forth his new power, and his brother did match him.

As his brother had always leaned toward the emotional, Haven leaned toward the practical. As he joined his brother in godhood, he sought to aid the physical needs of the worshipers. In addition to the creation powers of his brother, Haven is sovereign over all illness and injury. He can banish the effect of age, and raise the dead, no matter how long they have laid in the grave.

Gregori: Sustenance and Creation

Gregori is the son of Ivan. Once he had reached full adult height and plumage, it was often remarked how closely he resembled his father. A quiet boy, given to introspection and soul searching, he took up the life of an itinerant priest to his Father.

After many years of faithful, but unremarkable service, he came upon a village dominated by the demon of power. Gregori put forth himself to stop this creature of evil. In great danger of losing both his soul as well as his life, he faced the demon down. The battle raged the demon being sent back to his plane of darkness in the fires of Gregori's cycle. So badly injured was the faithful son that Ivan again put forth his hand, and raised the son to be the equal of father and uncle.

The powers of Gregori are not as well known as those of the other two gods. He manifests much less. This much is known. He shares the ability to create, he is always surrounded by an aura of calm, such that violent actions cannot be taken, even violent thoughts are suppressed. Prayers for guidance in spiritual matters are always answered. He is thought to heal grief, and mental anguish.

Demigods --

MORGAKARTH --

A Minatour of superior size and strength. Ivan defeated him in battle, and he swore his service. "Karth as he is often called serves as intelligent guidance when needed. He is the herald of the three gods.

GAR --

A former adventurer that swore himself to service, and was rewarded with divine status at the end of a long life. A human male Gar aid worshipers in matters of strength.

Alexardrea --

A female hobbit of great beauty, she adds her magic skill to the demigod mix.

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Krieel --

A female Griffon, Krieel is unusually intelligent for her kind. She will sometimes serve as a mount for a great hero, if the quest is important enough.

Other immortals --

The Walkers --

A group of human or half avian appearing women with feathered hair that serve the three gods. They will aid worshipers in distress, carry the word of the deity, and so forth. It is held that this is a reward given women willing to sacrifice mortal life to be with the gods. All are very beautiful, and powerful fighters and magicians.

Family --

The three are best know for keeping family out of Diefic affairs.

Important Clerics--

Jonathan -- Hierophant of The Havanic Order

Male Human. A soft spoken man, Jonathan is known for his kind face and gentle manner. A Priest of long years and long service, he is the second oldest of the cleric of the church.

MARA -- Hierophant of The Ivanic Order

Female Phoenix. One of the first clerics to serve Ivan, even before the church as it was formed. Mara is a loving and willing person. Also a capable administrator of many years. She is also said to be one of the god's lovers, she only smiles at this, and will not confirm or deny it.

Heather -- Hierophant of The Gregorian Order

Female Human. A small and unimposing woman, Heather never raises her voice, and never has to. There is a calming effect around her, even the most hotly upset people calm down after a minute or two with her.

Friends & Enemies

Favored Deities:

Vala --

The Elven gods are held in high regard by the religion and the gods. The Three work out of the plane of Valinor, home of these gods.

Avian Gods --

Rather the three brother's peer group. They enjoy good relations with all of the Avians.

Imperial Family gods --

This is Ivan's family, as the is a member of the Eyrian Imperial Family. There is a great deal of crossover between this group and the Avian gods.

Hera --

The Greek goddess took shelter with Ivan during one of Zeus's worst fits. Seems he didn't like the sandal on the other foot. This time *she* found a lover, Ivan in fact. Zeus found that kicking the daylights out of a Phoenix was not easy, especially when the Phoenix's family is breathing down your neck.

Ta'ter --

The Orgy Pantheon's goddess of Fertility. Is it surprising she finds Ivan attractive? Again she has hung out with Ivan and his brothers when the home front has been less than she desires. Nananton, unlike Zeus, finds no reason to get hot under the collar.

Disliked Deities:

Churis --

The Orgy god of Serpents. This cult has crossed swords with the gods and the Church more than once. Keep an eye on them. They have a fondness for unwilling sacrifice.

Shanti --

The Orgy god of women, rather anti-male. The three have found her objection to her teachings more than once. She has a dislike for the tolerance practiced by the Church of Creation, and they a dislike for her lack of it.

The Tuatha --

Nothing personal here, but the Tuatha have tangled with the Vala of late, a little matter of who owned the British Isles. The Tuatha did not win, but where allowed to stay. Keep an eye on them.

Zeus --

Anyone that treats his wife that way doesn't deserve one. Sure He gets to play around, but he throws a fit if she looks at another fellow. He needs to soak his head.

Zero Level Spells

Cleanse
Cure Minor Wounds
Detect Magic
Detect Poison

DC:
Guidance
Inflict Minor Wounds
Mending

Spells / Day:
Minor Darkness
Minor Light
Purify Food and Drink

Cast:
Read Magic
Resistance
Virtue

First Level Spells

Animal Friendship
Bless
Bless Oil
Ceremony I
Cleanse, greater
Combine
Comfort I
Command
Condition
Control Fertility I

DC:
Cure Light Wounds
Darkness
Detect Evil
Detect Good
Detect Poison
Detect Snares & Pits
Divine Favor
Endure Elements
Entangle
Faerie Fire

Spells / Day:
Fear
Inflict Light Wounds
Invisibility to Animals
Invisibility to Undead
Light
Locate Animals or Plants
Magical Stone
Magic Weapon
Pass Without Trace
Penetrate Disguise

Cast:
Portent
Predict Weather
Protection From Evil
Protection From Good
Remove Fear
Rebuke
Sanctuary
Shield of Faith
Summon Monster I
Tongues

Second Level Spells

Aid
Augury
Barkskin
Bear's Endurance
Bird Charm
Bull's Strength
Chant
Charm Person or Mammal
Chill Metal
Consecrate
Cure Moderate Wounds
Detect Charm

DC:
Dust Devil
Eagle's Splendor:
Enthrall
Find Traps
Fire Trap
Flame Blade
Flame Portal
Gentle Repose
Goodberry
Heat Metal
Hold Person
Holy Symbol

Spells / Day:
Inflict Moderate Wounds
Make Whole
Messenger
Obscurement
Owl's Wisdom
Produce Flame
Remove Paralysis
Resist Energy
Restoration, Lesser
Silence
Slow Poison
Shatter

Cast:
Shield Other
Sound Burst
Speak With Animals
Spiritual Weapon
Status
Summon Monster II:
Trip
Warp Wood
Withdraw
Wyvern Watch
Zone of Truth

Third Level Spells

Call Lightning
Cremate Undead
Comfort II
Continual Darkness
Continual Light
Control Fertility II
Create Food & Water
Ceremony II
Cure Blindness or Deafness
Cure Disease
Cure Heavy Wounds

DC:
Curse
Dispel Magic
Feign Death
Fire Proofing
Flame Walk
Glyph of Warding
Helping Hand
Hide Object
Hold Animal
Inflict Heavy Wounds

Spells / Day:
Invisibility Purge
Locate Object
Magical Vestment
Meld Into Stone
Negative Plane Protection
Plant Growth
Prayer
Protection From Energy
Protection from Fire
Pyrotechnics

Cast:
Remove Curse
Searing Light
Snare
Speak With Dead
Spike Growth
Starshine
Stone Shape
Summon Monster III
Tree
Wind Wall

Fourth Level Spells

Air Walk
Animal Summoning I
Aura of Fear
Call Aviasn
Call Woodland Beings
Cloak of Bravery
Control Temperature
Cure Serious Wounds
Detect Lie
Death Ward

DC:
Dimensional Anchor
Dismissal
Divination
Divine Power
Feathers to Birds
Free Action
Giant Vermin
Hallucinatory Forest
Hold Plant
Imbue With Spell Ability

Spells / Day:
Inflict Serious Wounds
Invisible Forest
Magic Weapon, Greater
Minor Creation
Neutralize Poison
Plant Door
Poison
Produce Fire
Protection from Elemental Attack

Cast:
Protection from Evil, 10' Radius
Protection from Good 10' Radius
Quench Fire
Repel Vermin
Restoration
Sending
Speak With Plants
Spell Immunity
Summon Monster IV

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Fifth Level Spells

Animal Growth
 Animal Summoning II
 Anti-Plant Shell
 Break Enchantment
 Ceremony III
 Command, Greater
 Commune
 Commune With Nature
 Control Winds
 Cure Critical Wounds
 Cure Light Wounds, Mass

DC:
 Dispel Evil
 Dispel Good
 Disrupting Weapon
 Flame Strike
 Inflict Critical Wounds
 Inflict Light Wounds, Mass
 Insect Plague
 Lightning Strike
 Mark of Justice
 Minor Awe
Minor Immolation

Spells / Day:

Moonbeam
 Pass Plant
 Plane Shift
 Prismatic Bridge
 Quest
 Rain-bow
 Raise Dead
 Reduce Animal
 Righteous Might
 Scrying
 Slay Living

Cast:

Spike Stones
 Spell Resistance
 Summon Monster V
 Sundered Earth
 Symbol of Pain
 Symbol of Sleep
 Transmute Mud to Rock
 Transmute Rock to Mud
 True Seeing
 Wall of Fire
 Wall of Stone

Sixth Level Spells

Animal Summoning III
 Animate Object
 Anti-Animal Shell
 Banishment
 Bear's Endurance, Mass
 Bull's Strength, Mass
 Blade Barrier
 Conjure Animals
 Conjure Elemental

DC:
 Cure Moderate Wounds, Mass
 Dispel Magic, Greater
 Eagle's Splendor, Mass
 Find the Path
 Fire Seeds
 Forbiddance
 Harm
 Heal
 Heroes' Feast

Spells / Day:

Inflict Moderate Wounds, Mass
 Liveoak
 Owl's Wisdom, Mass
 Part Water
 Planar Ally
 Speak With Monsters
 Stone Tell
 Summon Monster VI

Cast:

Symbol of Persuasion
 Transport Via Plants
 Turn Wood
 Undeath to Death
 Wall of Thorns
 Weather Summoning
 Wind Walk
 Word of Recall

Seventh Level Spells

Animate Rock
 Changestaff
 Chariot of Sustarre
 Confusion
 Conjure Greater Elemental
 Control Weather
 Cure Serious Wounds, Mass:

DC:
 Ethereal Jaunt
 Exaction
 Finger of Death
 Holy Word
 Inflict Serious Wounds, Mass
 Major Awe
 Major Creation

Spells / Day:

Regenerate
 Restoration, Greater
 Resurrection
 Repulsion
 Scrying, Greater
 Succor
 Summon Monster VII

Cast:

Sunray
 Symbol of Stunning
 Symbol of Weakness
 Transmute Metal to Wood
 Transmute Wood to Metal
Winged Fury
 Wither

Eight Level Spells

Antimagic Field:
 Create Greater Undead
 Cure Critical Wounds, Mass
 Dimensional Lock

DC:
 Discern Location
 Earthquake
 Fire Storm
 Holy Aura

Spells / Day:

Inflict Critical Wounds, Mass
 Planar Ally, Greater
 Quench Fire, Greater
 Spell Immunity, Greater

Cast:

Summon Monster VIII
 Symbol of Death
 Symbol of Insanity

Ninth Level Spells

Astral Projection
 Avatar
 Energy Drain

DC:
 Gate
Greater Creation
 Harm, Mass

Spells / Day:

Heal, Mass
 Miracle
 Soul Bind

Cast:

Storm of Vengeance
 Summon Monster IX
 True Resurrection



Sect Spells

First Level

Bless Oil (Transmutation)

Sphere: All
Level: 1
Range: Touch
Components: V, S, M
Duration: instantaneous .
Casting Time: 1 minute
Area of Effect: The oil touched.
Saving Throw: None
Spell Resistance: No

This transmutation imbues a flask (1 pint) of olive oil with holy energy, turning it into holy oil. It is fit to use in ceremonies of the god's relation, or to damage undead.

The material component of the spell is the olive oil which must be virgin oil from the first pressing and 25 sp of powdered silver.

Comfort 1 (Alteration)

Level: 1
Range: 30'
Components: V, S
Duration: 8 hours
Casting Time: 1 round
Area of Effect: 12 persons
Saving Throw: None

When *comfort 1* is cast the recipients require no food or drink for the duration of the spell. While under the effect of the spell the recipients will feel nourished as if they had eaten and drunk normally. At the end of the spell duration the recipients will feel no more hungry or thirsty than when the spell was cast.

This spell can not be used more than three times in a row to replace normal consumption. Should a fourth time be attempted the recipients will be ravenous and thirsty at the duration's end as if all four spells had never been cast.

Control Fertility 1 (Alteration)

Level: 1
Range: Touch
Components: V, S, M
Duration: See test
Casting Time: 1 round
Area of Effect: 1 creature
Saving Throw: None (Fort negates)
Spell Resistance: No

The spell allows the caster to control the fertility of the target creature. Either making them functionally sterile or improving fertility as desired.

The target creature must have functional sex organs for the spell to work. The spell will not correct the effects of a curse. The spell will not restore damaged sex organs. It will not reverse a castration or hysterectomy.

When used on a female to halt fertility it stops the menstrual

cycle and leaves the female in question with a very active libido for a period of 24 hours. Females that have no libido when not in estrus will have a slight libido at all times and be receptive to mating, with some convincing. This lasts for three months.

When used on females to improve fertility it will bring the female into estrus and ready to get pregnant. This casting works for one estrus.

On a male target the spell stops sperm production and renders inert any sperm in the male's system. Again there is a period of enhanced libido. The spell lasts for three months,

When used to improve fertility it will double sperm production. In the case of males with low sperm production it gets it back to normal. This will last for a week.

The material component is a fertile egg, for the reverse an egg shaped cinder.

Second Level

Bird Charm (Enchantment/Charm)

Sphere: Animal
Level: 2
Range: 90 yds.
Components: V, S
Duration: Special
Casting Time: 5
Area of Effect: 90-ft. cube
Saving Throw: None

When this spell is cast, a hypnotic pattern is set up that causes one or more birds to cease all activity and fly as the caster directs, the duration of the spell is 1d4+2 turns; if the birds are unaroused, the charm lasts 1d3 turns; if the birds are angry or attacking, the spell lasts 1d4+4 rounds. The priest casting the spell can charm birds whose total hit points are less than or equal to those of the priest. On the average, a 1st-level priest could charm birds with a total of 4 or 5 hit points; a 2nd-level priest could charm 9 hit points, etc. The hit points can be those of a single bird or those of several birds, but the total hit points cannot exceed those of the priest casting the spell. A 23-hit point caster charming a dozen 2-hit point birds would charm 11 of them. This spell is also effective against any avian monster, giant eagle, roc etc, subject to magic resistance, hit points, and so forth.

The birds can be directed to perch and remain calm fly in circles around the caster, fly away, or fly a area that would obscure attack they cannot be used to directly attack however. Birds that sing can be directed to perch and sing.

Flame Portal (Enchantment/Charm, Evocation)

Sphere: Protection
Level: 2
Range: 10 feet
Components: V, S, M
Duration: Special
Casting Time: 5
Area of Effect: One Door
Saving Throw: None

This spell causes the door it is cast on to be filled with a flickering

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curtain of flame. The spell can be cast only on a door leading into a area sacred to the Three. The curtain will exclude any whom the caster of the spell has not named as permitted to pass. The casting priest can specify , within a board class, who can and cannot pass the *Flame Portal*. In every case the permitted must be associated with the Church of Creation. All worshipers, confirmed worshipers, priests, high priests, etc. Under no circumstances can a non-worshiper pass the portal. A priest also cannot create a *Flame Portal* that he himself is excluded from.

When someone in the excluded class attempts to pass a flame portal they first receive a warning, in the form of an sub-vocal message that they are not to pass. If they attempt to pass none the less, they will be repelled by the barrier and take 1 hit point damage. Those with harm to the Church or its congregation on their minds will take 1d6 hit points fire damage per level of the casting priest, and be violently thrown from the doorway.

The *Flame Portal* ends after three hours, when the door is closed and locked, or when the casting priest passes through it.

A permanent version of this spell is created across the arch into the tabernacle of every Temple of Creation when the Temple is sanctified. It will permit the passage of priest or those accompanied by a Priest only.

The Material component is an amount of holy oil sprinkled across the lintel of the door to be warded.

Goodmeat (Alteration, Evocation)

Sphere: Healing

Level: 2

Range: Touch

Components: V, S, M

Duration: 1 day + 1 day/level

Casting Time: 1 rd.

Area of Effect: 2d4 fresh meatballs

Saving Throw: None

Up to four freshly made meatballs plus one per two levels of the cleric become magical. Meatballs with the magic enable a hungry creature of approximately man size to eat one and be as well-nourished as if a full normal meal were eaten.

The material component of the spell is the caster's holy symbol passed over the freshly made meatballs to be enspelled . the type of meat is not important.

Third Level

Comfort 2 (Enchantment/Charm)

Level: 3

Range: 30 feet

Components: V, S

Duration: 18 hours

Casting Time: 1 Action

Area of Effect: 12 creatures

Saving Throw: None

Spell Resistance: Yes

This spell sustains all recipients for the full duration without sleep, food, or water. They will not become fatigued, and gain a +4 to all saves vs. *fear*. The spell will revive any persons that are

fatigued, tired, hungry or thirsty, and allow a second save with bonus to those affected with *fear*. At the spell's end all recipients will return to the physical state they where in before the spell was cast. Should an attempt be made to use the spell more than three times in a row, all recipients will fall into an exhausted slumber for 12 hours, and wake ravenous. While sleeping they will be unarousable and once up must eat before they do anything else.

Control Fertility 2 (Alteration)

Level: 3

Range: Touch

Components: V, S, M

Duration: Permanent

Casting Time: 1 round

Area of Effect: 1 creature

Saving Throw: None

Spell Resistance: No

The spell allows the caster to control the fertility of the target creature. Either making them functionally sterile or Improving fertility as desired.

The target creature must have sex organs for the spell to work. The spell will restore damaged sex organs. It will not reverse a castration or hysterectomy. The spell will not correct the effects of a curse.

When used on a female to halt fertility it stops the menstrual cycle and leaves the female in question with a very active libido for a period of 24 hours. Females that have no libido when not in estrus will have a slight libido at all times and be receptive to mating, with some convincing. This is permanent until reversed.

When used on female to improve fertility it will repair any damage to the sex organs as long as they are present, damage from disease, congenital malformation, or physical damage is corrected returning her to full sexual function. Such healing is permanent. If the female is already in good condition it will bring the female into estrus and ready to get pregnant, improving her chances of getting pregnant, if inseminated promptly, to 100%. This casting works for one estrus.

On a male target the spell stops sperm production and renders inert any sperm in the male's system. Again there is a period of enhanced libido. The spell is permanent until reversed.

When used to improve fertility it will repair any damage to the sex organs as long as they are present damage from disease, congenital malformation, or physical damage is corrected returning him to full sexual function. Such healing is permanent. If the male is already in good condition it will double sperm production. This will last for a month.

The material component is a fertile egg, for the reverse an egg shaped cinder.



Create Food & Drink (Alteration)

Sphere: Creation
Level: 3
Range: 30'
Components: V, S
Duration: Special
Casting Time: 1 round
Area of Effect: 1 cu. ft./level
Saving Throw: None
Spell Resistance: No

The priest causes food and drink to appear. The food thus created is highly nourishing food and a cider-like drink. If the cleric desired the "Food" can all be meat instead of a mix. Each cubic foot of the material sustains three human-sized creatures or one horse-sized creature for a full day. The food decays and becomes inedible within 24 hours, although it can be restored for another 24 hours by casting a purify food and drink spell upon it. For each experience level the priest has attained, 1 cubic foot of food or drink is created by the spell. For example, a 6th-level priest could create 3 cubic feet of food and 3 cubic feet of drink.

Cremate Undead (Alteration)

Sphere: Combat
Level: 3
Range: 30yds plus 10 yds / level
Components: V, S
Duration: 6 rounds
Casting Time: 1 action
Area of Effect: 2-12 HD plus 1HD/level
Saving Throw Fort, half

This spell causes the bodies of corporeal undead to spontaneously combust, completely cremating them in a matter of minutes. Each undead effected will take 1d6 hit points fire damage per round cumulative. i.e. 1d6 the first round 2d6 the second etc. Lesser undead such as Skeletons and Zombies receive no save. Greater types from Ghouls to Vampires receive their normal fortitude save for half damage.

The spell will not effect non-corporeal undead such as Ghosts, Wraiths, and Specters

Fire Proofing (Alteration)

Sphere: Protection
Level: 3
Range: 10 feet
Components: V, S, M
Duration: special
Casting Time: 1 turn
Area of Effect: special
Saving Throw: None

This allows the priest to protect an object against the effects of fire. Living creatures cannot be protected in this manner. The protection will last for 1d4 days. A cubic foot of material, or the walls, floor and ceiling of a 10'x10' area (6000 square feet) can be protected for each two levels of the casting priest. Protected walls are immune to fire only on the protected side. The spell is permanent on any structure dedicated as a temple or shrine to the

Three Brothers. A single casting is sufficient to protect an entire temple, no matter its size, or the level of the casting priest.

The spell can be rendered permanent if the casting priest cleanses and *Blesses* the item first. It must lay on an altar for 3 days and have an *Atonement* spell cast on it.

The material component is a drop of Holy Oil rubbed into the wall or item.

Flame Walk (Alteration)

Sphere: Elemental (Fire)
Level: 3
Range: Touch
Components: V, S, M
Duration: 2 rd. + 2/level
Casting Time: 5
Area of Effect: Creature(s) touched
Saving Throw: None

The caster empowers one or more creatures to withstand nonmagical fires of temperatures up to 4,000 °F. (enabling them to walk upon molten lava). It also confers a +2 bonus to saving throws against magical fire and reduces damage from such fires by one-half, even if the saving throw is failed. For every experience level above the minimum required to cast the spell (5th), the priest can affect an additional creature. This spell is not cumulative with *resist fire* spells or similar protections.

The material component of the spell is the priest's holy symbol

Protection From Fire (Abjuration)

Sphere: Protection, Elemental (Fire)
Level: 3
Range: Touch
Components: V, S
Duration: Special
Casting Time: 6
Area of Effect: 2 creatures
Saving Throw: None

The *Protection from Fire* Spell confers complete invulnerability to: normal fires (torches, bonfires, oil fires, and the like); exposure to magical fires such as fiery dragon breath; spells such as *Burning Hands*, *Fireball*, *Fire Seeds*, *Fire Storm*, *Flame Strike*, and *Meteor Swarm*; hell hound or pyrohydra breath, etc. The invulnerability lasts until the spell has absorbed 24 points of heat or fire damage per level of the caster, at which time the spell is negated.

Fourth Level

Call Avians (Conjuration/Summoning)

Sphere: Summoning
Level: 4
Range: 100 yds./level
Components: V, S
Duration: Special
Casting Time: Special
Area of Effect: Special
Saving Throw: Neg.

The Church of Creation

By means of this spell, the caster is able to summon certain Avians to his location. Naturally, this spell works only outdoors. The caster begins the incantation and continues uninterrupted until some called creature appears or two turns have elapsed. (The verbalization and somatic gesturing are easy, so this is not particularly exhausting to the spellcaster.) Only one type of the following sorts of beings can be summoned by the spell. They come only if they are within the range of the call.

The caster can call three times, for a different type each time. Once a call is successful, no other type can be called without another casting of the spell. (The DM will consult his outdoor map or base the probability of any such creature being within spell range upon the nature of the area the caster is in at the time of spellcasting.)

The creature(s) called by the spell are entitled to a saving throw vs. spell (with a -4 penalty) to avoid the summons. Any avian beings answering the call are favorably disposed to the spellcaster and are willing to listen to the caster, and aid if they can. However, if the caller or members of the caller's party ask the creatures to perform an act against the ethics of that creature(s) they will depart with all due haste. They are by no means compelled to stay. If the action requested are sufficiently repulsive (DM's call) to the creature(s) they will return with reinforcements and attack the caster and his party, or if they feel they are of sufficient strength they will attack then and there. If the caster requests that the summoned creatures engage in combat on his behalf, they will do so only if the creatures to be fought are of a dangerous nature to the summon creature(s). Under no circumstances will the creature(s) fight their own or an allied kind.

If the caster personally knows a certain individual avian, that being can be summoned at double the normal range. If this is done, no other avians are affected.

If a percentage chance is given in the accompanying table. The spell allows limited communication with non-sentient avians that do not speak a language.

Type Called	Percentage Available
2d8 Common Hawks	70%
1d4 Great Hawks	20%
1 Giant Eagle	30%*
1 Roc	10%*
1d4 Aarakocra	30%**
1 Kenku	05%**
1d6 True Avians	
Auroran	02%
Aviard	15%
Darklin	01%
Glacian	10%*
Phoenix	05%

* Can be called in mountainous areas only

** Aarakocra and Kenku have limited home ranges. It is pointless to call them outside of that area.

Fifth Level

Minor Creation (Evocation)

Sphere: Creation
Level 5
Range: 10 yds.
Components: V, S
Duration: Special
Casting Time: 1 turn
Area of Effect: Special
Saving Throw: None

The *Minor Creation* spell enables the priest to pull wisps of material from the Positive Material Plane to create an item of nonliving nature--soft goods, rope, wood, leather, etc. The priest can also create mineral objects--stone, crystal, metal, etc. The item created cannot exceed 1 cubic foot per level of the spellcaster in volume. The duration of the created item varies with its relative hardness and rarity:

Material	Duration
Vegetable or animal matter	Permanent
Common stone or crystal	2 hours/level
Precious metals	1 hour/level
Gems	2 turn/level
Mithrial/Adamantite	2 rounds/level

Attempting to use any non-permanent created items as material components in a spell will cause the spell to fail. Items created in this fashion have no artistic embellishments. A created silk robe would be of fine silk, but undyed or decorated in any fashion. A gold Bracelet would be of a plain functional style, etc. Permanent items can be use as raw materials for better finished goods.

Minor Immolation (Alteration)

Sphere: Elemental (fire)
Level: 5
Range: 0 yds.
Components: V, S
Duration: 2 rds./level
Casting Time: 1
Area of Effect: Caster
Saving Throw: None

This spell causes the casting priest to immolate at the "low" level common to Phoenixes. This effect will last until the duration of the spell expires or the priest ends it. The *Minor Immolation* will cause the priest's body to radiate at a temperature of 500°F. Anyone grabbing the priest will suffer 1-8 points damage until they let go. Likewise, anyone the priest grabs will automatically suffer 1d8 hit points damage until he lets go.

A Phoenix priest that uses this spell can remain at "high immolation" for the duration of the spell without cost.

All objects on the priest when the spell is cast are protected for the duration of the spell. The priest (and everything on him) are likewise totally immune to any fire damage for the duration of the spell.

Seventh Level

Major Creation (Evocation)

Sphere: Creation

Level: 7

Range: 10 yds.

Components: V, S

Duration: Special

Casting Time: 1 turn

Area of Effect: Special

Saving Throw: None

The *Major Creation* spell enables the priest to pull wisps of material from the Positive Material Plane to create an item of nonliving nature--soft goods, rope, wood, leather, etc. The priest can also create mineral objects--stone, crystal, metal, etc. The item created cannot exceed 1 cubic foot per level of the spellcaster in volume. The duration of the created item varies with its relative hardness and rarity:

Material	Duration
Vegetable or animal matter	Permanent
Common stone or crystal	Permanent
Precious metals	2 hours/level
Gems	1 hour/level
Mithrial/Adamantite	2 turn/level

Attempting to use any non-permanent created items as material components in a spell will cause the spell to fail. Items created in this fashion have no artistic embellishments. A created silk robe would be of fine silk, but undyed or decorated in any fashion. A gold Bracelet would be of a plain functional style, etc. Permanent items can be use as raw materials for better finished goods.

Major Immolation (Alteration)

Sphere: Elemental (fire)

Level: 7

Range: 0 yds.

Components: V, S

Duration: 2 rds./level

Casting Time: 1

Area of Effect: Caster

Saving Throw: None

This spell causes the casting priest to immolate at the "high" level common to Phoenixes. This effect will last until the duration of the spell expires or the priest ends it. The *Major Immolation* will cause the priest's body to radiate at a temperature of 2500°F. Anyone coming within 10 feet of the priest will suffer 2-d10 points damage until they leave. Likewise, anyone the priest gets within 10 feet of will automatically suffer 2d10 hit points damage per round until he leaves.

A Phoenix priest that uses this spell can double the radius of their high immolation.

All objects on the priest when the spell is cast are protected for the duration of the spell. The priest (and everything on him) are likewise totally immune to any fire damage for the duration of the spell.

Winged Fury (Conjuration/Summoning)

Sphere: Animal, Summoning

Level: 7

Range: 0

Components: V, S

Duration: 4 rds./level

Casting Time: 1 rd.

Area of Effect: Special

Saving Throw: None

When the caster utters the spell of *Winged Fury*, he calls forth a mass of from 500 to 1,000 $(1d6 + 4) \times 100$ small birds. This aerial ameboid mass swarms in an area 20 yards square. Upon command from the caster, the flock swarms at 100 feet per round toward any prey within 240 yards, moving in the direction in which the caster commands. The winged fury slays any creature subject to normal attacks, as each of the small birds inflicts 1 point of damage (each then dies after its attack), so that up to 1,000 points of damage can be inflicted on creatures within the path of the *Winged Fury*. If the winged fury travels more than 240 yards away from the summoner, it loses 50 of its number for each 10 yards beyond 240 yards. There are a number of ways to thwart or destroy the creatures forming the swarm. The solutions are left to the imaginations of players and Dms.

Ninth Level

Greater Creation (Evocation)

Sphere: Creation

Level: 7

Range: 10 yds.

Components: V, S

Duration: Special

Casting Time: 1 turn

Area of Effect: Special

Saving Throw: None

The *Greater Creation* spell enables the priest to pull wisps of material from the Positive Material Plane to create an item of nonliving nature--soft goods, rope, wood, leather, etc. The priest can also create mineral objects--stone, crystal, metal, etc. The item created cannot exceed 1 cubic foot per level of the spellcaster in volume. The duration of the created item varies with its relative hardness and rarity:

Material	Duration
Vegetable or animal matter	Permanent
Common stone or crystal	Permanent
Precious metals	Permanent
Gems	2 hours/level
Mithrial/Adamantite	1 hour/level

Attempting to use any non-permanent created items as material components in a spell will cause the spell to fail. Items created in this fashion have no artistic embellishments. A created silk robe would be of fine silk, but undyed or decorated in any fashion. A gold Bracelet would be of a plain functional style, etc. Permanent items can be use as raw materials for better finished goods.

