

# Church of Heaven

## God worshipped:

Michael -- The Lord of Paradise

**Sphere of Influence:** Rulers, justice

**Sacred Color:** Purple

**Place of Worship:** Temple

**Worship Days:** First day of the week

**Holy Days:** *New Year*, E1.1 Bless the land, bless children born the previous year, take new oaths. Of late the giving of gifts to each other has entered into the celebrations of this day.

· *High Feast* F1.1-7 High Holy Week cleanse the temples and vestments, priests retake their oaths, Fast and pray in the day, feast and make merry in the night.

· *Feast of Lights* F1.7 Last day of Holy Week. All night pray-a-thon in the temple followed by day long feast.

· *Thanksgiving*, A2.15 Give thanks for the harvest. Day long feasts followed by prayer.

**Propitiation/Sacrifices:** One tenth of income, non-sentient blood

**Holy Writings:** *The Book of Hours*; Doctrine and teachings of the gods of Paradise.



Gabriel -- The Herald

**Sphere of Influence:** Mercy and vengeance

**Sacred Color:** Blue

**Place of Worship:** Temple

**Worship Days:** Any

**Holy Days:** *Day of Mercy* W1.1 A day to forgive past slights and ask forgiveness in turn. Communities that worship commonly release one convict to temple sanctuary on this day.

**Propitiation/Sacrifices:** The blood of animals, and incense

**Holy Writings:** *The Songs of Muriel* The book of holy music. The forms and styles. By an early priest.



Raphael -- The Patron of Arts

**Sphere of Influence:** Musicians, artists, tradesmen

**Sacred Color:** Green

**Place of Worship:** Temple or shop

**Worship Days:** Any, before a major project

**Holy Days:** *Festival of Raphael* F3.25-28 A celebration of art and craftsmanship. A chance to make merry before the rains.

**Propitiation/Sacrifices:** Songs of praise, fine items for the temple.

**Holy Writings:** *The Missal of Canth*, prayers to the Angels



Seba Sandinel -- The Protector of Paradise

**Sphere of Influence:** Warriors, battle

**Sacred Color:** Red

**Place of Worship:** Temple or battlefield

**Worship Days:** Before a battle, or dawn

**Holy Days:** *The Feast of Arms* W2.7 The Warriors feast day. Blessing of arms and armor, prayers for protection during the next years battles. Then party down.



**Propitiation/Sacrifices:** Blood. It is permitted to Paladins and Priests to dedicate any they slay in battle to the god. The Holy Warrior must prepare himself in a special ceremony before such a dedication.

**Holy Writings:** *Code of the Warrior* Conduct and rules of war for the armed men of faith.

Aurora -- The patron of Magic

**Sphere of Influence:** Magicians

**Sacred Color:** Indigo

**Place of Worship:** Temple

**Worship Days:** Any, before the creation of magic items and magical research

**Holy Days:** *The Feast of Aurora* E2.7 A day of and for magic. Magicians cleanse themselves and their tools at the temple. This is necessary to remain in grace with the gods.

**Propitiation/Sacrifices:** Items of small magic, blood

**Holy Writings:** *The Tenets of Solomon* A work on and about magic. The ethics of magic as they apply to the worshiper.

**Disliked deities:** Hell, any evil

**Favored Governments:** none

**Disliked Governments:** Haven, Domain



## Teachings and Other Information--

### Worshiper Requirements:

**Sex of worshiper:** any

**Minimum Age:** any

**Race:** any

**Worship of Other Gods?:** no

### Commandments--

**War & Fighting:** War and killing are wrong. Kill not unless another attempts thy life.

· Make war in defense only. Of thy land or of thy faith.

· Hold thou no hate in thy heart, verily love even thy enemies

**Love and Marriage:** Love is given of Heaven, marriage is the sacrament of its fulfillment.

· Cleave unto thy sanctified mate, and unto them alone.

· Cherish thy children, each is a gift of Heaven.

· Children honor thy parents, and obey them as thou would the gods.

· Remain chaste if thou art not married.

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**Duty to Liege Lord:** Thou shalt love the land of thy birth, and give loyalty to the rightful Lord thereof.

**Self Interests:** Thou shall deem thy needs and wants as the least of thy concerns.

**Others Needs:** Commend thy charity to the poor, and give largess to the needy.

- Be not loud or open in alms giving. Let not thy right hand know what the left doeth.

- If thou giveth all thy substance, thou shall receive again thrice again, and greater stores in paradise.

**Duty to Religion:** Obey thy church and keep his commandments.

- Thou shall hold no god greater than Michael
- Cleave thy faith only unto the Seraphim and their holy servants.
- Defend the clergy and the property of the Church
- Be faithful in thy tithe

**Other:** Do always as thou would have others do also unto thee.

- Cleave thou unto thy given word.
- Covet not wealth. Money and virtue dwell not in the same house.
- Hold not thy race better than thy neighbor.
- Be thou humble. Pride cometh always before the fall.
- Tempt not thy neighbor lest such sin be counted against thee also.

**Afterlife Expectations:** Obeying these commandments thou shall dwell forever in Paradise.

## The Order of St. Michael

### Clerical Requirements--

**Statement of Mission:** The order of Michael shall minister unto the flock, lead the services, aid the needy, and chastise the wicked.

**Sex of Cleric:** Any

**Minimum age:** 13

**Race:** any

**Sexual Practices Allowed or Required:** A priest shall remain celibate

**Wealth and Magic Allowed:** A Priest shall keep no more wealth than is needed to live.

- A Priest may keep beneficial magic to aid him in his calling.

**Oaths of Ordination:** Obedience, Poverty, Service

**Special Abilities Given by Level:** Priests of Michael suffer no penalties in areas of great evil.

- They turn minor devils and deamons as undead per its hit dice.

One creature per attempt.

- The skills of read/write Hebrin (clerical language), Theology, Law, and History.

- At 5th level a priest can *detect evil* at will.

- At 14th level the priest can use *dispel evil* at a range. Range is 30' plus 5' per level over 14th. One creature may be affected a round. Touching a creature negates any saving throw.

**Weapons Allowed:** A priest shall use no weapon that cuts the flesh.

**Armor Allowed:** A priest may use armor up to mail.

**Special Commandments:** Priests must keep their word at all costs. A priest that breaks his word will lose his highest level of spells until penance is done. A priest that breaks an oath shall lose all favor of the god until penance is done.

## Clerical Ranks--

**Supplicant / Acolyte** -- 0 to 1st level

**Duties:** Learn the doctrine of Heaven, the rituals and spellcasting. Supplicants serve one year and end by taking the oaths of Obedience and Poverty. Acolytes serve two more years before taking the oath of Service as ordained priests.

**Privileges:** Supplicants and Acolytes remain in the cloister.

**Vestments:** Supplicants wear a grey robe with hood and a rope belt. Acolytes wear a white robe with grey hood and a bead belt, a skullcap the same color as the hood is worn when indoors.

**Father/Mother** -- 1st level and up

**Duties:** Fathers care for the congregation, teach the faith, administer charity to the poor. They are the front line soldier against evil.

**Privileges:** A Father may adventure with permission.

**Vestments:** Sky blue robe with a white hood, a skullcap the same color as the hood is worn when indoors.

**Elder Father/Mother** -- 5th level minimum

**Duties:** Elder Fathers serve much the same duties as Fathers. The title is give to Fathers of long service or the heads of large temples where no Bishop is present. Elder Fathers also teach Supplicants and Acolytes.

**Privileges:** As Fathers

**Vestments:** As Fathers with a deep blue border on the hood, a skullcap the same color as the hood is worn when indoors.

**Bishop** -- 9th level minimum

**Duties:** Administer the larger temples or a number of smaller temples. Bishops always head temples in potentially hostile areas.

**Privileges:** As Fathers. Bishops are expected to live well as a sign of the god's favor.

**Vestments:** sky blue robe and cannons hat. (This is a hat with a round crown and a wide flat brim) A skullcap the same color as the hat is worn when indoors. A miter and cloth of gold tabard are worn during services

**Arch-Bishop** -- 11th level minimum

**Duties:** Administer two or more bishops. Arch-Bishops head temples known as cathedrals

**Privileges:** As Fathers. Arch-Bishops are expected to live well as a sign of the god's favor.

**Vestments:** sky blue robe and deep blue cannons hat. A skullcap the same color as the hat is worn when indoors. A miter and cloth of gold tabard are worn during services

**Patriarch** -- 18th level minimum

**Duties:** Administer all the faithful, there is only one Patriarch per order

**Privileges:** The Patriarch may be granted audience with the god.

**Vestments:** White robe with a sky blue border on the hem, neck and sleeves. Wears a skullcap at all times

## Order Of Gabriel

### Clerical Requirements--

**Statement of Mission:** The order of Gabriel shall spread the word of Heaven unto all the world.

**Sex of Cleric:** Male

**Minimum age:** 13

**Race:** any

**Sexual Practices Allowed or Required:** A priest shall remain celibate

**Wealth and Magic Allowed:** A Priest shall keep no more wealth than is needed to live.

- A Priest may keep beneficial magic to aid him in his calling.

**Oaths of Ordination:** Obedience, Poverty, Service

**Special Abilities Given by Level:** Priests of Gabriel gain a +2 to reaction rolls with non-evils

- They turn minor devils and deamons as undead per its hit dice. One creature per attempt.

- The skills of read/write Hebrin (clerical language), Perform Speaking, Heraldry, and Survival come with the class

- At 5th level a priest can use *tongues* at will.

- At 14th level the priest can use *wind walk* for twice the normal duration.

**Weapons Allowed:** A priest shall use no weapon that cuts the flesh.

**Armor Allowed:** A priest may use armor up to mail.

**Special Commandments:** Priests must keep their word at all costs. A priest that breaks his word will lose his highest level of spells until penance is done. A priest that breaks an oath shall lose all favor of the god until penance is done.

### Clerical Ranks--

**Supplicant / Acolyte --** 0 to 1st level

**Duties:** Learn the doctrine of Heaven, the rituals and spellcasting. Supplicants serve one year and end by taking the oaths of Obedience and Poverty. Acolytes serve two more years before taking the oath of Service as ordained priests.

**Privileges:** Supplicants and Acolytes remain in the cloister.

**Vestments:** Supplicants wear a grey robe with hood and a rope belt. Acolytes wear a white robe with grey hood and a bead belt, a skullcap the same color as the hood is worn when indoors.

**Father --** 1st level and up

**Duties:** Fathers go out into the world and spread the faith to every people.

**Privileges:** A Father may call upon assistance from any order of Heaven in times of need

**Vestments:** green robe with a white hood, a skullcap the same color as the hood is worn when indoors.

**Elder Father --** 5th level minimum

**Duties:** Elder Fathers serve much the same duties as Fathers. The title is give to Fathers of long service or the heads of large missions where no Bishop is present. Elder Fathers also teach Supplicants and Acolytes.

**Privileges:** As Fathers

**Vestments:** As Fathers with a deep green border on the hood, a skullcap the same color as the hood is worn when indoors.

**Bishop --** 9th level minimum

**Duties:** Administer the Missions and teaching houses.

**Privileges:** As Fathers. Bishops are expected to live well as a sign of the god's favor.

**Vestments:** green robe and cannon's hat. (This is a hat with a round crown and a wide flat brim) A skullcap the same color as the hat is worn when indoors. A miter and cloth of gold tabard are worn during services

**Arch-Bishop --** 11th level minimum

**Duties:** Administer two or more bishops. Arch-Bishops head major missions.

**Privileges:** As Fathers. Arch-Bishops are expected to live well as a sign of the god's favor.

**Vestments:** green robe and deep green cannon's hat. A skullcap the same color as the hat is worn when indoors. A miter and cloth of gold tabard are worn during services

**Patriarch --** 18th level minimum

**Duties:** Administer all the faithful, there is only one Patriarch per order

**Privileges:** The Patriarch may be granted audience with the god.

**Vestments:** White robe with a green border on the hem, neck and sleeves. Wears a skullcap at all times

## Order of Raphael

### Clerical Requirements--

**Statement of Mission:** The order of Raphael shall foster the arts and sciences where ever they may go, to bolster the faithful and improve their lives.

**Sex of Cleric:** Any

**Minimum age:** 13

**Race:** Any

**Sexual Practices Allowed or Required:** A Brother need not remain celibate.

- A Brother shall be responsible with members of the apposite sex. They will not engender children, nor violate another's marriage vows.

- A Brother shall not marry.

**Wealth and Magic Allowed:** A Brother shall keep no more wealth than is needed to live.

- A Brother may keep beneficial magic to aid him in his calling.

**Oaths of Ordination:** Obedience, Poverty, Service

**Special Abilities Given by Level:** The skills of read/write Hebrin (clerical language), read/write all tongues spoken, perform instrument (their choice of three), singing, music theory, and one trade (smith, tailor, wood-carver etc.).

- Brothers are immune to *fear*, *confusion*, and like spells or effects at 4th level.

- At 8th level brothers may play a *song of calm*, that extends their personal protection to all who listen.

- At 12th level a Brother may use a *suggestion*, once a day.

**Weapons Allowed:** A Brother shall make use of the staff for defense.

**Armor Allowed:** A Brother shall wear no armor.

**Special Commandments:** Brothers must keep their word at all costs. A Brother that breaks his word will lose his highest level of spells until penance is done. A Brother that breaks an oath shall lose all favor of

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the god until penance is done.

- A brother should strive to remain cheerful, and to aid the spirit and courage of those around them.
- A Brother must be willing to question all about them in the search for new knowledge. To be willing to challenge his own faith when need be.

## Clerical Ranks --

**Supplicant / Acolyte** -- 0 to 1st level

**Duties:** Learn the doctrine of Heaven, the rituals and spellcasting the arts and sciences. Supplicants serve one year and end by taking the oaths of Obedience and Poverty. Acolytes serve two more years before taking the oath of Service as ordained Brothers.

**Privileges:** Supplicants and Acolytes remain in the cloister.

**Vestments:** Supplicants wear a grey robe with hood and a rope belt. Acolytes wear a white robe with grey hood and a bead belt, a skullcap the same color as the hood is worn when indoors.

**Brother** -- 1st level and up

**Duties:** Brothers mainly travel, except for the few needed to run the abbeys

**Privileges:** A Brother may expect to be given what ever he needs in any church, abbey or chapter house of any order.

**Vestments:** White cassock and a green tabard with a hood, a white skullcap is worn when indoors.

**Elder Brother** -- 5th level minimum

**Duties:** Elder Brothers serve in the abbeys. The title is given to Brothers of long service. Elder Brothers also teach Supplicants and Acolytes.

**Privileges:** As Brothers

**Vestments:** White cassock and a green tabard with a hood, a white skullcap is worn when indoors.

**Abbot** -- 9th level minimum

**Duties:** Administer the order houses.

**Privileges:** As Brothers. Abbots are expected to live as do brothers without undue signs of wealth.

**Vestments:** White cassock trimmed in green and a green tabard with a hood, a white skullcap is worn when indoors.

**Patriarch** -- 18th level minimum

**Duties:** Administer all the faithful, there is only one Patriarch per order

**Privileges:** The Patriarch may be granted audience with the god.

**Vestments:** Green cassock and a white tabard with a hood, white skullcap is worn when indoors.

## Order of Seba Sandinel

### Clerical Requirements--

**Statement of Mission:** The order of Seba Sandinel shall protect and defend the worshipers.

**Sex of Cleric:** Any

**Minimum age:** 13

**Race:** any

**Sexual Practices Allowed or Required:** A Brother need not remain celibate.

· A Brother shall be responsible with members of the opposite sex. They will not engender children, nor violate another's marriage vows.

· A Brother shall not marry.

**Wealth and Magic Allowed:** A Brother shall keep no more wealth than is needed to live.

· A Brother may keep beneficial magic to aid him in his calling.

**Oaths of Ordination:** Obedience, Poverty, Service

**Special Abilities Given by Level:** Brothers of Seba Sandinel suffers no penalties in areas of great evil.

· The skills of read/write Hebrin (clerical language), perception, diplomacy, Heraldry, and Endurance

**Weapons Allowed:** A Brother shall make all weapons known to him.

**Armor Allowed:** A Brother shall protect himself as well as he can.

**Special Commandments:** Brothers must keep their word at all costs. A Brother that breaks his word will lose his highest level of spells until penance is done. A Brother that breaks an oath shall lose all favor of the god until penance is done.

· A Brother may gain favor (Extra permanent spell, favored enemy or some such) by taking a special Oath of Geas. Should a Brother by act of will break the Oath of Geas they will lose forever all benefit gained as well as suffer the penance for a broken oath.

Should a Brother break the Oath of Geas without an act of will they will lose all benefit until atonement is done.

## Clerical Ranks--

**Supplicant / Acolyte** -- 0 to 1st level

**Duties:** Learn the doctrine of Heaven, the rituals and spellcasting the discipline of arms. Supplicants serve one year and end by taking the oaths of Obedience and Poverty. Acolytes serve two more years before taking the oath of Service as ordained Brothers.

**Privileges:** Supplicants and Acolytes remain in the cloister.

**Vestments:** Supplicants wear a grey robe with hood and a rope belt. Acolytes wear a white robe with grey hood and a bead belt, a skullcap the same color as the hood is worn when indoors.

**Brother** -- 1st level and up

**Duties:** Brothers are the defenders of the faith. They journey where needed to face a threat to local congregations and priests of other orders.

**Privileges:** A Brother may adventure with permission.

**Vestments:** White robe with blood red cloak, a white skullcap is worn when indoors. Blood red cloak over armor with symbol on the breast in the field.

**Elder Brother** -- 5th level minimum

**Duties:** Elder Brothers serve much the same duties as Brothers. The title is given to Brothers of long service. Elder Brothers also teach Supplicants and Acolytes.

**Privileges:** As Brothers

**Vestments:** White robe with red trim, blood red cloak, a white skullcap with red trim is worn when indoors. Blood red cloak over armor with symbol on the breast in the field..



**Abbot** -- 9th level minimum

**Duties:** Administer the order houses and command the order's armies.

**Privileges:** As Brothers. Abbots are expected to live as brothers as a sign of humility.

**Vestments:** White robe with red trim, blood red cloak, q red skullcap is worn when indoors. Blood red cloak over armor with symbol on the breast in the field..

**Patriarch** -- 18th level minimum

**Duties:** Administer all the faithful, there is only one Patriarch per order

**Privileges:** The Patriarch may be granted audience with the god.

**Vestments:** Red robe with white trim, white cloak, red skullcap with white trim is worn when indoors. White cloak with red trim over armor with symbol on the breast in the field..

## Order of Aurora

### Clerical Requirements--

**Statement of Mission:** The order of Aurora shall teach and apply the ethical use of mana

**Sex of Cleric:** Any

**Minimum age:** 13

**Race:** Any

**Sexual Practices Allowed or Required:** A Brother need not remain celibate.

- A Brother shall be responsible with members of the apposite sex. They will not engender children, nor violate another's marriage vows.

- A Brother shall not marry.

**Wealth and Magic Allowed:** A Brother shall keep no more wealth than is needed to live.

- A Brother may keep beneficial magic to aid him in his calling.

- A Brother will keep and study magics deemed evil or dangerous in order to learn how better to combat them.

**Oaths of Ordination:** Obedience, Poverty, Service

**Special Abilities Given by Level:** The skills of read/write Hebrin (clerical language), read/write arcane, knowledge arcane, dungenering, and spellcraft

- At 4th level a Brother may learn one third of his fist level spells as magician spells. (Normal magician rules apply)

- At 6th level a Brother may learn one third of his second level spells as magician spells.

- At 8th level a Brother may learn one third of his third level spells as magician spells

- At 10th level a Brother may learn one third of his fourth level spells as magician spells

- At 12th level a Brother may learn one third of his fifth level spells as Magician spells. No higher levels are possible in magician spells

**Weapons Allowed:** A Brother shall make use of the staff for defense.

**Armor Allowed:** A Brother shall wear no armor.

**Special Commandments:** Brothers must keep their word at all costs. A Brother that breaks his word will lose his highest level of spells until penance is done. A Brother that breaks an oath shall lose all favor of the god until penance is done.

- A brother should seek out those that use magic, and teach them in the proper use of it. You must be willing to chastise the wicked, and defend the weak against those that would abuse the gifts of mana.

## Clerical Ranks--

**Supplicant / Acolyte** -- 0 to 1st level

**Duties:** Learn the doctrine of Heaven, the rituals and spellcasting the arts and sciences of mana. Supplicants serve one year and end by taking the oaths of Obedience and Poverty. Acolytes serve two more years before taking the oath of Service as ordained Brothers.

**Privileges:** Supplicants and Acolytes remain in the cloister.

**Vestments:** Supplicants wear a grey robe with hood and a rope belt. Acolytes wear a white robe with grey hood and a bead belt, a skullcap the same color as the hood is worn when indoors.

**Brother** -- 1st level and up

**Duties:** Brothers are the troops of the order. They go into the field and do the work of the order.

**Privileges:** A Brother may adventure with permission.

**Vestments:** Indigo robe with a hood, a white skullcap is worn when indoors.

**Elder Brother** -- 5th level minimum

**Duties:** Elder Brothers serve much the same duties as Brothers. The title is given to Brothers of long service. Elder Brothers also teach Supplicants and Acolytes.

**Privileges:** As Brothers

**Vestments:** Indigo robe with a hood, a white skullcap is worn when indoors.

**Abbot** -- 9th level minimum

**Duties:** Administer the order houses.

**Privileges:** As Brothers. Abbots are expected to live well as a sign of the god's favor.

**Vestments:** Indigo robe with a hood, a white skullcap is worn when indoors.

**Patriarch** -- 18th level minimum

**Duties:** Administer all the faithful, there is only one Patriarch per order

**Privileges:** The Patriarch may be granted audience with the god.

**Vestments:** White robe with a hood trimmed in Indigo, a white skullcap is worn when indoors.

## The Fighting Orders

The Fighting Orders of the church, usually called Paladins vary mainly in mission. Each has a Cherubim that they look to as patron and specific rules pertaining to that order. Each order is associated with a peculiar clerical order as well. The following rules are observed by all orders.

- Thou shall take faith in the word of thy god and obey his commandments.

- Thou shall defend the Church.

- Thou shall respect the oppressed and will constitute thyself the defender of them.

- Thou shall be loyal to thy chosen temporal lord, obeying his law and will unless it conflicts with the will of thy god.

- Thou shall not recoil before thine enemy.

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- Thou shall not lie, and thou shall remain ever faithful to thy pledged word.
- Thou shall commend thy charity to the needful
- Thou shall in all things temper thy justice with mercy.
- Thou shall be ever and always the champion of Heaven against injustice and evil

## Door Knights of the Temple of St. Simon (Templers)

**Statement of Mission:** Protect pilgrims traveling to holy shrines, keep open and maintain the roads to such shrines.

**Associated Clerical Order:** Order of Gabriel

**Sex of Paladin:** Male

**Minimum age:** 13

**Race:** Any

**Sexual Practices Allowed:** A Paladin will remain chaste.

**Wealth and Magic Allowed:** A Paladin shall not keep, for his personal use, more than one suit of armor and shield, and one each of such weapons as he is proficient at.

- A Paladin shall not keep more funds that he needs to keep well supplied himself, and those that look to him.
- A Paladin may keep up to 5 such items of magic that are useful to his cause.

**Oaths of Ordination:** Poverty, Chasity, Obedience

**Special Attributes Needed:** The Paladin shall be of high moral character and good judgment.

**Special Abilities Given by Level:** A Paladin senses the presence of evil. (Up to 60' away in direction facing, the effort must be made for detection.)

- A Paladin is immune to disease
- A Paladin receives +1 to each roll of hit points
- A Paladin never tires no matter how long the march or the battle. (Effect of a *comfort 1* spell on self once per day)
- A Paladin can cure wounds by the laying on of hands. (2 points per level)
- A Paladin is surrounded by an *aura of protection* (10 foot radius, -1 to all evil rolls)
- A Paladin my call upon a horse given of the gods after he has taken his oaths (1st level)
- A Paladin can use priest spells of the spheres of combat, protection, healing and divination at 5<sup>th</sup> level

**Weapons Allowed:** Any allowed to fighters.

**Armor Allowed:** Any

## Knights of the Hospital of St. Jude (Hospitalers)

**Statement of Mission:** Protect the clergy in their service of the congregations and the poor. Protect isolated citadels of the faith.

**Associated Clerical Order:** Order of Aurora

**Sex of Paladin:** Any

**Minimum age:** 13

**Race:** Any

**Sexual Practices Allowed:** A Paladin will remain chaste.

**Wealth and Magic Allowed:** A Paladin shall not keep, for his personal use, more than one suit of armor and shield, and one each of such

weapons as he is proficient at.

- A Paladin shall remain simple in dress.
- A Paladin shall not keep more funds that he needs to keep well supplied himself, and those that look to him.
- A Paladin may keep such items of magic that are useful to his cause.

**Oaths of Ordination:** Poverty, Chastity, Obedience

**Special Attributes Needed:** The Paladin shall be of high moral character and good judgement.

**Special Abilities Given by Level:** A Paladin senses the presence of evil. (Up to 60' away in direction facing, the effort must be made for detection.)

- A Paladin is immune to disease
- A Paladin receives +1 to each roll of hit points
- A Paladin never tires no matter how long the march or the battle. (Effect of a *comfort 1* spell on self once per day)
- A Paladin can cure wounds by the laying on of hands. (2 points per level)
- A Paladin is surrounded by an *aura of protection* (10 foot radius, -1 to all evil rolls)
- A Paladin my call upon a horse given of the gods after he has taken his oaths (1st level)
- A Paladin can use priest spells of the spheres of combat, protection, healing and divination at 5<sup>th</sup> level

**Weapons Allowed:** Any allowed to fighters.

**Armor Allowed:** Any

## Good Knights of the Order of St. Constant (Constantine Knights)

**Statement of Mission:** Form the armies lead by the Order of Seba Sandinel.

The Order of Constantine Knights is not a permanent one. Its ranks are filled by those warriors seeking to fulfill holy oaths or quests, give sacrifice to the gods by service, or in penitence for sins past or future. The usual term of service is five years. During that time a Knight is expected to obey the oaths usually taken by paladins, but receives no abilities special to the orders. After honorable discharge from the order a Constantine Knights is entitled to wear the arms of the order in the dexter chief of their shield, as a symbol of their honorable service to the gods.

**Associated Clerical Order:** Order of Seba Sandinel

**Sex of Paladin:** any

**Minimum age:** 13

**Race:** Any

**Sexual Practices Allowed:** A Knight will remain chaste for the term of his service.

**Wealth and Magic Allowed:** A Knight is expected to tithe of the booty of war.

- A Knight may keep such items of magic that are not baneful to the faith.

**Oaths of Ordination:** Obedience for the term of service.

**Special Attributes Needed:** A Knight should not be married, or have obligation to any but his god.

**Weapons Allowed:** Any allowed to fighters.

**Armor Allowed:** Any

## Order of the Star of St. Lanuel (Seekers)

**Statement of Mission:** Seek out and destroy evil in the land. Seek out and protect the relics of the Church known as the Stars and Cups of Heaven, sometimes called the Stars and Cups of Virtue

**Associated Clerical Order:** Order of Michael

**Sex of Paladin:** Any

**Minimum age:** 13

**Race:** Any

**Sexual Practices Allowed:** A Paladin may marry. Unmarried sexual relations are not encouraged, but not forbidden.

**Wealth and Magic Allowed:** A Paladin shall not keep, for his personal use, more than one suit of armor and shield, and one each of such weapons as he is proficient at.

- A Paladin shall remain humble in dress.
- A Paladin shall not keep more funds than he needs to keep well supplied himself, and those that look to him.
- A Paladin may keep such items of magic that are useful to his cause.

**Oaths of Ordination:** Obedience, Service

**Special Attributes Needed:** The Paladin shall be of high moral character and good judgement.

**Special Abilities Given by Level:** A Paladin senses the presence of evil. (Up to 60' away in direction facing, the effort must be made for detection.)

- A Paladin is immune to disease
- A Paladin receives +1 to each roll of hit points
- A Paladin never tires no matter how long the march or the battle. (Effect of a *comfort 1* spell on self once per day)
- A Paladin can cure wounds by the laying on of hands. (2 points per level)
- A Paladin is surrounded by an *aura of protection* (10 foot radius, -1 to all evil rolls)
- A Paladin may call upon a horse given of the gods after he has taken his oaths (1st level)
- A Paladin can use priest spells of the spheres of combat, protection, healing and divination at 5<sup>th</sup> level

**Weapons Allowed:** Any allowed to fighters.

**Armor Allowed:** Any

## Ranks--

Ranks are the same in all orders. The Constantine Knights have no Pages or Squires under oath

**Page** -- 0 level and up

**Duties:** Learn the commandments, and the ways of the warrior. Serve your Mentor

**Privileges:** What the Mentor will grant

**Squire** -- 1st level and up

**Duties:** Perfect your skills under the Mentor

**Privileges:** What the Mentor will grant

**Knight** -- 1st level and up

**Duties:** Fulfill the will of Michael and the purpose of the Order

**Privileges:** All those granted a full fellow of the Order

**Master** -- 5th level and up

**Duties:** A Master is a Knight that commands a stronghold of the Order. He is responsible for the up-keep and defense of the stronghold, and all within it.

**Privileges:** All those granted a full fellow of the Order

**Grandmaster** -- 5th level and up

**Duties:** The head of the Order, there is only one Grandmaster

**Privileges:** All those granted a full fellow of the Order

## Who's Who: Church of Heaven

### The Seraphim --

#### Michael -- The Lord of Paradise

Michael is the first god of Paradise, responsible for the maintenance and the progress of all the souls under his care. It is also his purpose to promote virtue and honor in the world of mortal men.

Michael is all knowing and all present, he has the power of creation, and can make any thing or any living creature.

His countenance is terrible such that mortal man cannot stand the bare sight of it, and will stand rooted to the ground with awe in his naked glory, however Michael is merciful, and seldom appears in all his glory before mortal man. He is kind, gentle with all but with a firm and fatherly discipline of all beneath him.

It has been noted that his position on the marriage of clerics and women in the clergy has softened since he himself took a wife.

Michael appears, when he chooses to move among mortals, as a tall male with dark curly hair, he is handsome in a mature fashion, preferring this over beauty. It is said that he will appear as a member of ones own race in dreams and visions, for such things are of little matter to immortals that have existed since the dawn of time.

Michael was chosen by Eve to assume the Throne of Paradise after Al'kabar proved himself unworthy of the post when Eve tested all the Lords of the afterlife planes. The result of this test was the abolishment of the Abyss and the chaining of Absu, the replacement of Al'kabar for his lack of vision and tolerance, and the affirming of Mephistopheles as Lord of Hell.

#### Gabriel -- The Herald

Gabriel has been the Herald of Paradise since time began. Placed in his post by Eve herself. He is the arm of Heaven, and deals more with mortals than any other of the Seraphim.

Gabriel appears as a humanoid being of indeterminate gender or species. Those that report seeing him usually report seeing their own gender and race, even in a mixed group. In all cases his skin is the color of lightning, and his hair is fire. His voice is like distant thunder. He has not displayed his power before mortal man.

Gabriel has been known to appear as a mortal, in such rare cases he appears as a young man with fair skin and white hair.

#### Raphael -- The Patron of Arts

Raphael is the creative angel. He has the power to create anything or living creature. His specialty however are works of art. He has

## Church of Heaven

complete knowledge of every craft and skill, and often inspires gifted mortals to create greater works of art.

Like all of the older Angels Raphael is seemingly unconcerned with gender or species. Many a person has hosted this holy one unaware they have done so. While usually appearing as a beautiful young man, Raphael has also been known to manifest as a maiden, and old man, even a songbird. His choice of hair or complexion likewise varies. He has never been known to appear in glory.

Raphael is less strict than some of the angels. It has been known for him to aid the cause of young lovers, or to later have been found to be in the company of travelling players, or to lead singing in a bawdy tavern. He is one of the angels that has welcomed the easing of traditional constraints with eagerness, even delight.

### Seba Sandinel -- The Protector of Paradise

Seba Sandinel is one of the new angels. Chosen since the fall of Al'kabar. Seba was chosen as a mortal man by Michael himself to take the post of the Guardian that Michael had once held.

Seba Sandinel, as a late mortal, has definite ideas as to how he looks. A male human in his middle years. He has rich brown hair and grey eyes. While he can manifest in the glory that all the Seraphim possess, he has never done so to mortals.

Seba Sandinel is the commander of the Hosts, and the Protector of the walls of Heaven. It is his place and duty to see that only the invited and worthy pass the Gates of Heaven. It is he that bears the Sword and Shield of Paradise.

Seba (as he prefers to be called) is also known as the Storyteller. He was a weaver and hedge wizard by trade when Michael called him. It is well known that the god can be found on the Prime, sitting at his loom and telling stories to the village children. An image much in contrast with the stern warrior you would expect. The observant will note that the Sword of Paradise is leaning against that loom. Seba is the reluctant warrior. Gentle when ever he can be, and swift and just when he must be.

### AURORA -- The patron of Magic

Aurora is also one of the new angels. She was called to replace Urial when that one unfortunately chose exile rather than accept the new order imposed by Eve. Aurora was originally chosen to replace Akitriel when that one fell from grace. As she was a Cherubim under Urial she was chosen to take his place.

Aurora is the youngest of the Seraphim. She, like Seba has brought new thought and vitality to the ancient orders of the Angels. She is of one of the new races among mortals, a half Auroran, a human and avian cross. She is tall and fair with silver hair. Her wings are a rainbow of color. She has yet to manifest herself much on the prime, and has not been witnessed in her glory.

## The Patriarchs

### Simon St. Michael -- Patriarch of the Order of St. Michael

Simon is new to his honors and serious about them. A middle aged human called from the lower ranks of priests. Much a surprise to many, but the will of the god be done. Simon has not instituted any reforms as of yet, but many believe he will be called on to do this. If the commandments of the New Order of the Star, and the number of priests that have been released from vows of chastity by the god himself are any indication. Interest in this is high, because where the Order of St. Michael goes, the others will follow.

### Ehlerrian St. Gabriel -- Patriarch of the Order of Gabriel

Ehlerrian is a middle aged grey elf, and while long in his honors, he is not likely to be going anywhere. Placid and steady he has weathered the storms of the Undying Wars and the changes they wrought while keeping his order on the track set by the god. An unremarkable man, remarkable only in that he has kept his Order unremarkable through troubled times.

### Annalie St. Raphael -- Patriarch of the Order of Raphael

Annie, a stunningly beautiful half-Elven woman, is the first female to ever serve as a Patriarch of any order (she insisted on retaining the title as it is, and not be called the Matriarch. Annalie is well known for her skill with voice and harp as well as her sense of humor. She refuses to see her appointment as any thing remarkable. The god's will be done. Nothing has or should be changed just because the Patriarch is female.

### Gregory St. Sandinel -- Patriarch of the Order of Seba Sandinel

Gregory is an iron hard warrior who was most surprised to be called as the Patriarch of the priestly order he himself followed. After all, he wasn't a priest. Well, when your god calls you don't make excuses, you do. He is the first divinely ordained priest of any of the Angelics in a good long time.

Gregory has redeemed the god's faith in his ability. Both as a warrior that can lead and as an administrator of a widely spread brotherhood.

### Kitia -- Patriarch of the Order of Aurora

Kitia is not only unusual for her gender, but for her race. An Avaird of 2 cycles she has been a priest of the angels for 150 years. She was a priest of Urial and accepted the change when it came. More loyal to the tenets of Heaven than any one god.

She is not a soft spoken priest, but hard in her faith, and unwilling to bend for any reason. Heaven's way or the highway. She was chosen to bring the demoralized order back to normalcy. In spite of her unlimited expected life, or because of it is not known. It is hoped that time in the position or words from the god will mellow her before her rigidity, now a benefit, become a liability.



# Priest Spells: Church of Heaven

Church of Heaven

## Zero Level Spells

Cleanse  
Create Water  
Cure Minor Wounds  
Detect Magic

### DC:

Detect Poison  
Guidance  
Mending

### Spells / Day:

Minor Darkness  
Minor Light  
Purify Food and Drink

### Cast:

Read Magic  
Resistance  
Virtue

## First Level Spells

Animal Friendship  
Bless  
Bless Water  
Ceremony I  
Cleanse, greater  
Combine  
Condition  
Command  
Cure Light Wounds  
Darkness

### DC:

Detect Evil  
Detect Good  
Detect Poison  
Detect Snares & Pits  
Divine Favor  
Endure Elements  
Entangle  
Faerie Fire  
Fear  
Invisibility to Animals

### Spells / Day:

Invisibility to Undead  
Light  
Locate Animals or Plants  
Magical Stone  
Magic Weapon  
Pass Without Trace  
Penetrate Disguise  
Portent  
Precipitation

### Cast:

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  
Bull's Strength  
Chant  
Charm Person or Mammal  
Chill Metal  
Consecrate  
Cure Moderate Wounds  
Detect Charm  
Dust Devil

### DC:

Eagle's Splendor:  
Enthrall  
Find Traps  
Fire Trap  
Flame Blade  
Gentle Repose  
Goodberry  
Heat Metal  
Hold Person  
Holy Symbol  
Make Whole

### Spells / Day:

Messenger  
Obscurement  
Owl's Wisdom:  
Produce Flame  
Remove Paralysis  
Resist Energy  
Restoration, Lesser  
Silence  
Slow Poison  
Snake Charm  
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  
Cloudburst  
Continual Darkness  
Continual Light  
Create Food & Water  
Ceremony II  
Cure Blindness or Deafness  
Cure Disease  
Cure Heavy Wounds  
Dispel Magic

### DC:

Feign Death  
Flame Walk  
Glyph of Warding  
Helping Hand  
Hide Object  
Hold Animal  
Invisibility Purge  
Locate Object  
Magical Vestment

### Spells / Day:

Meld Into Stone  
Negative Plane Protection  
Plant Growth  
Prayer  
Protection From Energy  
Pyrotechnics  
Remove Curse  
Searing Light  
Snare

### Cast:

Speak With Dead  
Spike Growth  
Starshine  
Stone Shape  
Summon Monster III  
Tree  
Water Breathing  
Water Walk  
Wind Wall

## Fourth Level Spells

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

### DC:

Dismissal  
Divination  
Divine Power  
Feathers to Birds  
Free Action  
Giant Vermin  
Hallucinatory Forest  
Hold Plant  
Imbue With Spell Ability  
Invisible Forest

### Spells / Day:

Lower/Raise Water  
Magic Weapon, Greater  
Neutralize Poison  
Plant Door  
Produce Fire  
Protection from Elemental Attack  
Protection from Evil, 10' Radius  
Protection from Good 10' Radius  
Quench Fire

### Cast:

Repel Vermin  
Restoration  
Sending  
Speak With Plants  
Spell Immunity  
Sticks to Snakes  
Summon Monster IV  
Teeth to Rats  
Whiskers to Weasels

# Priest Spells: Church of Heaven

## *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

### *DC:*

Cure Light Wounds, Mass  
 Dispel Evil  
 Dispel Good  
 Disrupting Weapon  
 Flame Strike  
 Insect Plague  
 Lightning Strike  
 Mark of Justice  
 Minor Awe  
 Moonbeam

### *Spells / Day:*

Pass Plant  
 Plane Shift  
 Prismatic Bridge  
 Quest  
 Rain-bow  
 Raise Dead  
 Reduce Animal  
 Righteous Might  
 Scrying  
 Spike Stones

### *Cast:*

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  
 Heal  
 Heroes' Feast  
 Liveoak

### *Spells / Day:*

Owl's Wisdom, Mass  
 Part Water  
 Planar Ally  
 Speak With Monsters  
 Stone Tell  
 Summon Monster VI  
 Symbol of Fear  
 Symbol of Persuasion  
 Transmute Dust to Water

### *Cast:*

Transmute Water to Dust  
 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

### *DC:*

Cure Serious Wounds, Mass  
 Creeping Doom  
 Ethereal Jaunt  
 Exaction  
 Holy Word  
 IMajor Awe

### *Spells / Day:*

Regenerate  
 Restoration, Greater  
 Resurrection  
 Repulsion  
 Scrying, Greater  
 Succor

### *Cast:*

Summon Monster VII  
 Sunray  
 Symbol of Stunning  
 Symbol of Weakness  
 Transmute Metal to Wood  
 Transmute Wood to Metal

## *Eight Level Spells*

Antimagic Field:  
 Cure Critical Wounds, Mass  
 Dimensional Lock

### *DC:*

Discern Location  
 Earthquake  
 Fire Storm

### *Spells / Day:*

Holy Aura  
 Planar Ally, Greater  
 Quench Fire, Greater

### *Cast:*

Spell Immunity, Greater  
 Summon Monster VIII  
 Symbol of Death

## *Ninth Level Spells*

Astral Projection  
 Avatar  
 Gate

### *DC:*

Heal, Mass  
 Miracle

### *Spells / Day:*

Soul Bind  
 Storm of Vengeance

### *Cast:*

Summon Monster IX  
 True Resurrection

