

Coran the Oathkeeper

God worshipped: Coran the Golden

Sphere of Influence: Oaths, and warriors

Sacred Colors: Sapphire blue, gold

Place of Worship: Shrine, home or temple glade

Worship Days: First day of the week at dawn.

Holy Days: *The BirthFeast* E2.14 The god is born. Feasts and parties, bring your best gifts at this time.

· *The Day of Arms* F2.14; Arms, weapons and armor are cleansed and blessed. A solemn ceremony of prayer and work. All weapons in the house or camp are cleaned and brought before the priest for blessing. Prayer and sacrifice offered that warriors be safe, and the arms themselves not be needed that year.

· *Harvest Home* A2.1 Feast of plenty. Dedication of homes and marriages. Thanks for the harvest.

· *Yule* W3.1 For the fun of it. Feast and give gifts to one another.

Propitiation/Sacrifices: Made goods, fruit of the field, non-sentient blood.

Holy Writings: *The Book of Hours:* holy text of the sect. Commandments and doctrine

· *The Art of War:* an ancient book on how to conduct war, and the laws of the warrior.

Favored Deities: Vala, Avians

Disliked deities: Diana, Toshira, Zeus

Favored Governments: Eyrie, Coranth, Greece

Disliked Governments: Domain, Haven

Teachings and Other Information-- Worshiper Requirements:

Typical Worshiper: Eyrian soldiers, persons taking oaths

Sex of worshiper: Any

Minimum Age: None

Race: Any

Worship of Other Gods?: Yes

If Yes, Any restrictions?: Children of Eve good only

Commandments--

War & Fighting: Keep a strong defense to avoid conflict. It is your duty to defend your family and your lands.

· When you must fight, fight to win at the least cost to yourself and the greatest cost to your foe.

· The Warrior's first duty is to Country and King.

· The warrior's second duty is to his comrades in arms.

· Obey your commanders without question or hesitation.

· Remain fast in the face of the enemy.

· Commanders, do not spend the lives of your men lightly. To spend lives without cause is an abomination.

· Be respectful of the lives and property of non-combatants. Don't make more enemies than you already have.

· You will not cut fruit bearing trees to make engines of war, nor burn crops to deny your foe food.

· Show mercy to your defeated foe, feed his hungry, heal his wounded.

· Do not hate your foe, hate will make you careless, hate will blind your judgement. Fight if you must, kill if you must, but

carry no hatred

Love and Marriage: Marriage is the foundation upon which the culture is built.

· If you have chosen the life of a warrior think well before you marry. Such a life is hard on both husband and wife. You may survive many wars, your marriage may not.

· Love one another. Jealousy is the cancer that destroys families.

· Males are the head of the household, the defender of your family. In times of trouble, wives and children come first.

· Wives are the center of the family. Husband and children should be her heart's joy.

· Always discipline with love and harmony will fill the home.

· Children, honor your parents. Their knowledge and wisdom will serve you well in later life.

Duty to Liege Lord: Remain in harmony with the Rulers of the land. This does not mean that you must bend to every whim.

Self Interest: The soldier's life is hard and to often short, enjoy every minute of it.

· Don't dwell on what you want or need, this does not mean live like a monk, but don't become obsessed with self.

Others Needs: Help the weak, aid the needy. Kindness to others reaps treasure in Paradise.

Duty to Religion: Obey the commandments, care for the clergy.

Other: Swear no oath you cannot keep.

· An oath sworn in the God's name is a promise on his honor. Break such an oath and you will be destroyed.

· Any other oath is a promise on your honor. Your honor is the one thing no man can take from you, only you can discard it.

· A being without honor is worse than the beasts in the fields

· Do not drink the night before a battle. An aching head is often misplaced. Save the ale and wine for the victory party.

Afterlife Expectations: The true followers will dwell in Paradise.

Clerical Requirements--

Name of Order: The Oathkeepers

Statement of Mission: Oversee the making of oaths, care for the religious needs of the soldiers in the field.

Sex of Cleric: Any

Minimum age: Adult

Race: Any

Sexual Practices Allowed or Required: A priest may marry within the clergy.

· Casual sex is allowed as long as your partner knows the limits of the arrangement and you beget no children.

Wealth and Magic Allowed: A priest should not seek wealth, however being rich is not a vice.

· A priest should keep and use those items that aid. Evil items should be given to the God.

Oaths of Ordination: Obedience, service

Special Attributes Needed: A priest should be long suffering and must be possessed of Intelligence.



Coran the Oathkeeper

Special Abilities Given by Level: The skills of read/write Sindrel (clerical language), endurance, theology, and spellcraft come with the class. The cleric gains a+1 in each skill for every two levels.

- At 1st Level the cleric is immune to fear
- At 4th Level a cleric can cast *endure elements* on themselves at will.
- At 8th Level a cleric may use one extra Divination type spell for the levels 1st thru 3rd.
- At 12th level a cleric can *detect lie* at will
- At 16th Level a cleric can *call weather* once/day.

Weapons Allowed: Long sword

Armor Allowed: Any

Clerical Ranks--

Novice -- 0 to 1st level

Duties: Learn the duties of the priesthood. Obey their Mentor in all things.

Privileges: As their Mentor sees fit

Vestments: White cassock

Priest -- 1st level and higher

Duties: Serve the worshippers of Coran.

Privileges: Easy and frequent contact with the God

Vestments: White cassock with wing shoulders, tabard of blue from shoulders to point at the waist



Knights Order of the Sword

Statement of Mission: Protect the faithful, defend the weak and remove the threat of Devils and Daemons from the land.

Associated Clerical Order: Priests of Coran Oathkeeper

Sex of Paladin: Any

Minimum age: 13

Race: Any

Sexual Practices Allowed or Required: 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 will not dress himself in wealth.
- A Paladin will retain such funds as he needs to keep himself and those that look to him well supplied. Excess funds are to be given to such that need them as the Paladin encounters them.
- 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 a person of high morals and good judgement.

Special Abilities Given by Level: The Paladin can detect extra-planar creatures within sixty feet by concentrating on locating said in a particular direction. He can do this as often as desired, but each attempt takes one round.

- Will know the foresworn on sight. The foresworn person will have to make a fear check on encountering the paladin. "Foresworn" refers to anyone that has willingly broken a solemn oath or vow. The mere act of lying is not enough.
- A paladin can heal by laying on hands. The paladin restores 2 hit points per experience level. He can heal himself or someone else, but only once per day.
- A Paladin is surrounded by an aura of protection, with a 10 foot radius. Within this radius all summoned and extra-planar creatures suffer a -1 penalty to their attack rolls, regardless of whom they attack. Creatures affected by this aura can spot its source easily, even if the paladin is disguised.
- A paladin can cure diseases of all sorts (though not cursed afflictions such as lycanthropy). This can be done only once per week for each five levels of experience (once per week at levels 1 through 5, twice per week at levels 6 through 10, etc.).
- A paladin is immune to all forms of disease. (Note that certain magical afflictions; lycanthropy and mummy rot are curses and not diseases.)
- A paladin has a +2 bonus to all d20 saving throws.



- A paladin may call for his war horse upon reaching 4th level, or anytime thereafter. This faithful steed need not be a horse; it may be whatever sort of creature is appropriate to the character (as decided by the DM). A paladin's war horse is a very special animal, bonded by fate to the warrior. The paladin prays for guidance, and the "horse" will be a direct gift of the god, delivered in a fitting manner.

- A paladin using a holy sword projects a circle of power 10 feet in diameter when the sword is unsheathed and held. This power dispels hostile magic of a level up to the paladin's experience level.

- A paladin can cast priest spells once he reaches 5th level. He can cast only spells of the combat, divination, healing, and protective spheres. The acquisition and casting of these spells abide by the rules given for priests. Unlike a priest, the paladin does *not* gain extra spells for a high Wisdom score. The paladin cannot cast spells from clerical scrolls nor can he use priest items unless they are allowed to the warrior group.

Weapons Allowed: Any allowed to fighters. A paladin must have a long or broadsword.

Armor Allowed: Any

Special Commandments: You will take faith in the word of Coran and obey his commandments.

- You will defend the truthful and persecute the oathbreaker.

- You will seek out and destroy the Devil and the Daemon wherever you will find them.

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

- You will not recoil before your enemy. Neither will you be a fool about standing up and fighting.

- You will never lie, and will remain ever faithful to your oath.

- You will commend your charity to the needful.

- You will in all things temper your justice with mercy.

- You will be ever and always the champion of Coran against the evil, fell, and oathbreaker.

- You will understand that "All work and no fun makes fellow grim and glum" and let your hair down once in a while.



Who's Who: The Oathkeepers

Coran the Golden

Coran is the Patriarch of the Centaur people, he is the Oathkeeper; He Who's Word is Without Doubt. Well known as a once mortal hero in the late age of Heroes, from before the Undying Wars. For his deeds in mortal life, he became a god in his middle years.

Coran is all knowing and all being, his mood is reflected in the weather. He has sworn to protect the centaur people as long as their own foolishness is not the cause of harm. He is the defender of the centaur way of life, protector of the family and patron of fathers and husbands. He is a smith and holds favor with that profession, but honors all honest work. Above all he holds the word of honor sacred, and *will* strike down those that break oaths made in his name. He is also the Patron of those that fight Devils and Deamons because of his actions in Hell. Defending Li'ona ElSORIA as she confronted Asmodeus he held the door against the entire of the Devil's elite Pit Fiend guard. In this confrontation he killed 50 Pit Fiends. He gained the reputation as a devil killer, and his sword gained its name "Feindslayer".

Coran appears as an 8' male centaur of the color pattern known as "golden", cream colored body with hair, beard, mane, and tail of real gold. The color is extremely rare, and some hold that those showing it are descended from, or marked by the god. Coran himself has withheld comment. His skin is a dark brown, somewhat weathered, he wears his beard and mane long and wild. He is not known for manifesting any other form.

TANOR -- Demigod

Tanor is the son of Coran. He is the parton of arms and the Brotherhood of the Sword. Mortals are awestruck in his presence. On the field of battle he voice carries over everything, and is disheartening to the enemy.

Tanor is a classic golden centaur. A cream colored body with golden hair. He has grey eyes and deeply tanned complexion. He is clean shaven.

Noman -- Demigod

Noman is Coran's Herald. This mysterious being carries the word of the god where ever he wills it. Noman never takes offensive action, and no one offends him, twice. This strange formless being has never accepted worship nor sought it. His presence generally is taken as an omen, usually not a good one.

Friends and Enemies

Friends

The Vala --

The centaurs are generally on good terms with this council. The Elves and the Centaurs are both considered first children.

The Avians --

Respect is given these protector deities. In some cases personal friendship.

Coran the Oathkeeper

Enemies

Diana --

This grudge is believed, and confirmed, to have started when Diana crashed a party held by Coran and his friends. The Goddess lost her all important modesty, and Coran would not allow the mortals present to be punished for circumstances they did not cause. In the ensuing "discussion" Diana got kicked through a closed door. She ended up sitting naked in a public street, the remnants of a door on and around her, her diefic dignity in shreds.

Coran has expressed some regret at the last action, and admits he should have opened the door first. As to her lasting enmity, "that is her problem, and I'll kick her ass every time she tries to get even."

Toshira Nagaria --

Coran's best statement on Toshira Nagaria is "He is an honorable man". This is a case of a lasting disagreement on basic philosophy. Coran, has little use for someone that hurts people for fun. There is no enmity, but each side agrees it is best to not

bother the other.

Zeus --

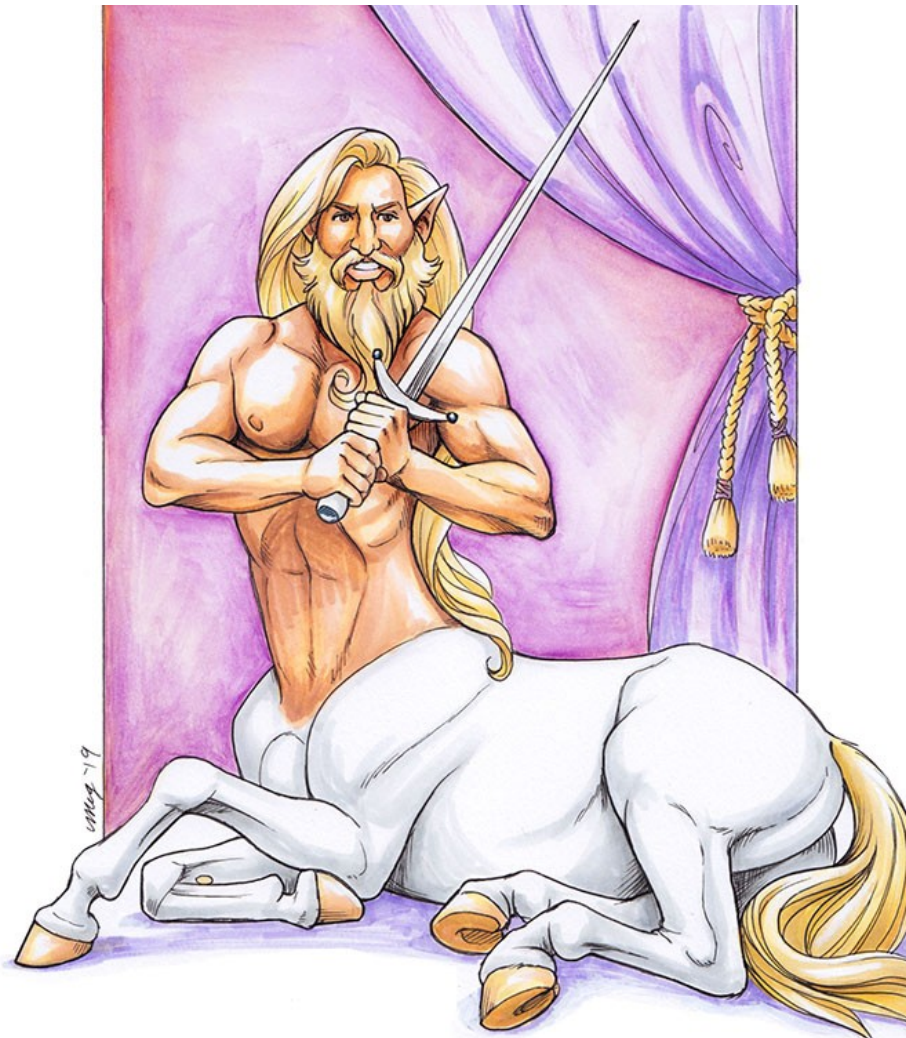
Zeus tried to force Coran into the Olympic pantheon in his early days as a god. Zeus quickly learned he had bitten off more than he could chew. Zeus has since done Coran every dirty turn he could, and Coran has made him eat every one of them. No love lost on either side.

Devils --

Coran has no problem with these being in their place. That is provided that they stay in their place. General policy is parlay first. If the devil is held against its will, release it with the oath to immediately return to Hell, then deal with the summoner. If it is out without leave or coercion squish it.

Daemons --

What needs to be said? These creatures backed the Undying King in the first war, and they have been nothing but trouble since. No parlay, no mercy.



Priest Spells Coran the Oathkeeper

Zero Level Spells

Cleanse
Create Water
Cure Minor Wounds
Detect Magic

DC:
Detect Poison
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
[Augury](#)
Bless
Bless Water
Ceremony I
Cleanse, greater
Combine
Condition
Command
Cure Light Wounds
Darkness

DC:
[Detect Charm](#)
[Detect Extra-Planar](#)
Detect Evil
Detect Good
Detect Snares & Pits
Divine Favor
Endure Elements
Entangle
Faerie Fire
Fear
[Find Traps](#)

Spells / Day:
Inflict Light Wounds
Invisibility to Animals
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
[Sunscreen](#)
Shield of Faith
Summon Monster I
Tongues
[Umbrella](#)

Second Level Spells

Aid
Barkskin
Bear's Endurance
Bull's Strength
Chant
Charm Person or Mammal
Chill Metal
Consecrate
Cure Moderate Wounds
Death Knell:
Dust Devil
Eagle's Splendor:

DC:
Enthrall
Fire Trap
Flame Blade
Gentle Repose
Goodberry
Heat Metal
[Hide Object](#)
Hold Person
Holy Symbol
[Locate Object](#)
[Lots](#)
Inflict Moderate Wounds

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

Cast:
Snake Charm
Sound Burst
Speak With Animals
[Speak With Dead](#)
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
Curse
[Detect Lie](#)

DC:
Dispel Magic
Feign Death
Flame Walk
Glyph of Warding
Helping Hand
Hold Animal
Inflict Blindness or Deafness
Inflict Heavy Wounds
Invisibility Purge
Magical Vestment

Spells / Day:
Meld Into Stone
Negative Plane Protection
Plant Growth
Prayer
Protection From Energy
[Reflecting Pool](#)
Pyrotechnics
Remove Curse
Searing Light

Cast:
Snare
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
[Battle Shout](#)
Call Woodland Beings
Cloak of Bravery
[Commune with Nature](#)
Control Temperature
Cure Serious Wounds
Death Ward

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

Spells / Day:
Inflict Serious Wounds
Invisible Forest
Lower/Raise Water
Magic Weapon, Greater
Neutralize Poison
Plant Door
Poison
Produce Fire
Protection from Elemental Attack
Protection from Evil, 10' Radius

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

Priest Spells Coran the Oathkeeper

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
[Find the Path](#)
 Disrupting Weapon
 Flame Strike
 Inflict Critical Wounds
 Inflict Light Wounds, Mass
 Insect Plague
[Lightning Strike](#)
[Mark of Justice](#)
 Minor Awe

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
 Cure Moderate Wounds, Mass

DC:

Dispel Magic, Greater
 Eagle's Splendor, Mass
 Fire Seeds
 Forbiddance
 Harm
 Heal
 Heroes' Feast
 Inflict Moderate Wounds, Mass
 Liveoak

Spells / Day:

Owl's Wisdom, Mass
 Part Water
 Planar Ally
[Rally](#)
 Speak With Monsters
 Stone Tell
 Summon Monster VI
 Symbol of Fear
 Symbol of Persuasion

Cast:

Transmute Dust to Water
 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
 Cure Serious Wounds, Mass:

DC:

Creeping Doom
 Ethereal Jaunt
 Exaction
 Finger of Death
 Holy Word
 Inflict Serious Wounds, Mass
 Major Awe

Spells / Day:

Regenerate
 Reincarnation, Greater
 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
 Wither

Eighth 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

Cast:

Spell Immunity, Greater
 Summon Monster VIII
 Symbol of Death

Ninth Level Spells

Astral Projection
 Avatar
 Energy Drain
 Etherealness

DC:

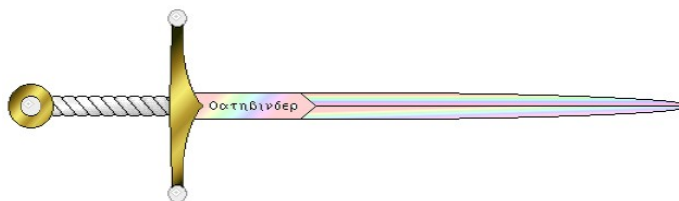
Gate
 Harm, Mass
 Heal, Mass

Spells / Day:

Implosion
 Miracle
 Soul Bind

Cast:

Storm of Vengeance
 Summon Monster IX
 True Resurrection



Granted Abilities

Augury (Divination)

Sphere: Divination
 Special Ability: Priests of Coran
 Range: 0
 Components: V, S, M
 Duration: Special
 Casting Time: 2 minutes
 Area of Effect: Special
 Saving Throw: None
 Spell Resistance: No

The priest casting an *augury* spell seeks to divine whether an action in the immediate future (within one-half hour) will benefit or harm the party. For example, if a party is considering the destruction of a weird seal that closes a portal, an *augury* spell can be used to find if weal or woe will be the immediate result. If the spell is successful, the DM yields some indication of the probable outcome: "weal," "woe," or possibly a cryptic puzzle or rhyme.

For example, if the question is "Will we do well if we venture to the third level?" and a terrible troll guarding 10,000 sp and a **shield +1** lurks near the entrance to the level (which the DM estimates the party could beat after a hard fight), the *augury* might be: "Great risk brings great reward." If the troll is too strong for the party, the *augury* might be: "Woe and destruction await!" Likewise, a party casting several *auguries* about the same action in quick succession might receive identical answers, regardless of the dice rolls.

The view of the answering power must also be considered in the *augury*. If the power considers the outcome worth the risks a cleric might be directed with a favorable *augury* when the odds are very poor. It is also possible that a power may choose to speak of an entirely different matter in an *augury*. Something the power considers more important than the question asked by the priest. A cleric must be aware of omens given when the answer to an *augury* spell has little or no relation to the question at hand.

The material component for an *augury* spell is a set of gem-inlaid sticks, dragon bones, or similar tokens of at least 100 gp value (which are not expended in casting).

Aura of Calm (Enchantment/Charm)

Special Ability: Priests of Susan
 Sphere: Protection
 Range: 0
 Components: V, S
 Duration: Special
 Casting Time: Special
 Area of Effect: one person + one person per level
 Saving Throw: None
 Spell Resistance: Yes

This ability causes all persons in the area of effect to cease all hostile actions. The area of effect is centered on the priestess and moves with her. Any persons coming into, or brought into, the area of effect will be affected, even if they enter after the ability is first used. Creatures in the area of effect will stop fighting as long as the priestess remains neutral, any offensive action by the priestess negates the calming effect the second the action is started. No

initiative bonus will be gained. The ability is also negated if one of the priestess' allies outside of the area of effect takes offensive action. Such persons must be readily associated with the priestess. Allies inside the area of effect are likewise under its charm.

Persons under the effect of the *Aura of Calm* retain their free will, except that they cannot take offensive action. They need not be reasonable or are they required to listen to anything the priestess says. They remain in command of voice and wit, and can, if they wish, shout down the priestess. They cannot leave the area of effect to initiate offensive action. They can leave the area before the durations end if the priestess moves away from them, or they give up the urge to fight and depart intending to leave the scene.

Spells

Augury (Divination)

Sphere: Divination
 Level: 1
 Range: 0
 Components: V, S, M
 Duration: Special
 Casting Time: 2 minutes
 Area of Effect: Special
 Saving Throw: None
 Spell Resistance: No

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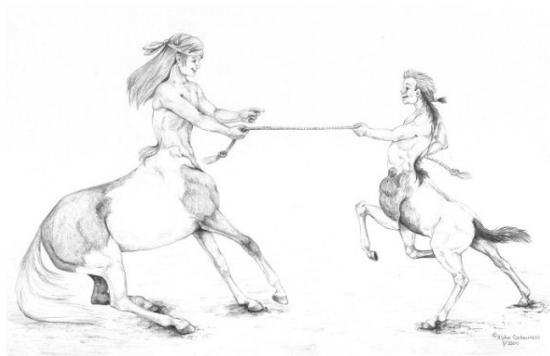
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The material component for an *augury* spell is a set of gem-inlaid sticks, dragon bones, or similar tokens of at least 100 gp value (which are not expended in casting).



Coran the Oathkeeper



Ceremony (Invocation)

Sphere: All
Level: 1
Range: Touch
Components: V, S, M
Duration: Permanent
Casting Time: 1 turn to 1 hour
Area of Effect: Special
Saving Throw: Special
Spell Resistance: No

The additional *Ceremonies* of "*Battle Blessing*" and "*Solemn Oath*" are used by the Priests of Coran. Priest of Suszan can use these spells, but seldom do.

Battle Blessing: This ceremony is performed on the eve or morning before a battle. Up to 500 participants per celebrating priest can benefit from this ceremony. Celebrants receive the benefit one free moral check during the battle, or an automatically made saving throw vs spells or fear. *Battle Blessing* can be performed by any ordained priest, and is rendered when requested before a battle.

Solemn Oath: This ceremony is required to insure that the god (Coran in this instance) hears and acknowledges an oath made on his name. While Coran has been known to punish a broken oath on his name when this ceremony is not used, this assures that he does hear, and will act. This is not a ceremony to be casually undertaken. While the charge is nominal, the participants are well warned that breaking this oath will, not might, not maybe, not perhaps, but **will** result in the death of the oathbreaker. *Solemn Oath* can be performed by any ordained priest, and is rendered when requested without charge to dedicated worshipers, and for 10 gp to non-worshipers.

Detect Charm (Divination)

Sphere: Divination
Level: 1
Range: 30 yds.
Components: V, S
Duration: 1 turn
Casting Time: 1 round
Area of Effect: 1 creature/rd.
Saving Throw: Will Neg.
Spell Resistance: Yes

When used by a priest, this spell can detect if a person or

monster is under the influence of a *charm* spell, or similar control such as *hypnosis*, *suggestion*, *beguiling*, *possession*, etc.. The creature rolls a Will saving throw and, if successful, the caster learns nothing about that particular creature from the casting. A caster who learns that a creature is being influenced has a 5% chance per level to determine the exact type of influence. Up to 10 different creatures can be checked before the spell wanes. If the creature is under more than one such effect, only the information that the charms exist is gained. The type (since there are conflicting emanations) is impossible to determine.

The reverse of the spell, *undetectable charm*, completely masks all charms on a single creature for 24 hours.

Detect Extra-Planer (Divination)

Sphere: Divination
Level: 1
Range: 120 yards
Components: V, S, M
Duration: 1 turn + 5 minutes /level
Casting Time: 1 action
Area of Effect: 10 foot path
Saving Throw: None
Spell Resistance: No

This spell discovers if any creature or object in a path 10 foot wide to the end of the spell range is of extra-planer origin.

The kind of plane (elemental, inner, outer, demi, etc) can be noted. It will not give the exact plane of origin however. The duration of a *detect extra-planer* spell is one turn plus five minutes per level of the priest. Thus, a 1st-level priest can cast a spell with a 15 minute duration, a 2nd-level priest can cast a spell with a 20 minute duration, etc. The spell has a path of detection 10 feet wide in the direction the priest is facing. The priest must concentrate; stop, have quiet, and intently seek to detect the aura for at least one round to receive a reading.

The spell requires the use of the priest's holy symbol as its material component, with the priest holding it before him.

Find Traps (Divination)

Sphere: Divination
Level: 1
Range: 0
Components: V, S
Duration: 3 turns
Casting Time: 1 Action
Area of Effect: 10 ft. x 30 yds.
Saving Throw: None
Spell Resistance: No

When a priest casts a *find traps* spell, all traps, concealed normally or magically, of magical or mechanical nature become apparent to him. Note that this spell is directional, and the caster must face the desired direction in order to determine if a trap is laid in that particular direction.

A trap is any device or magical ward that meets three criteria: it can inflict a sudden or unexpected result, the spellcaster would view the result as undesirable or harmful, and the harmful or undesirable result was specifically intended as such by the creator.

Thus, traps include alarms, glyphs, and similar spells or devices.

The caster learns the general nature of the trap (magical or mechanical) but not its exact effect, nor how to disarm it. Close examination will, however, enable the caster to sense what intended actions might trigger it. Note that the caster's divination is limited to his knowledge of what might be unexpected and harmful. The spell cannot predict actions of creatures (hence, a concealed murder hole or ambush is not a trap), nor are natural hazards considered traps (a cavern that floods during a rain, a wall weakened by age, a naturally poisonous plant, etc.). If the DM is using specific glyphs or sigils to identify magical wards (see the 3rd-level spell *glyph of warding*), this spell shows the form of the glyph or mark. The spell does not detect traps that have been disarmed or are otherwise inactive.

Sunscreen (Alteration)

Sphere: Protection
 Level: 1
 Components: V, S
 Duration: 18 hours
 Casting time: 1 action
 Area of Effect: creature touched
 Saving Throw: none
 Spell Resistance: No

This spell protects the creature touched from sunburn for the duration of the spell. It will not protect the eyes from damage from looking at the sun, heatstroke, sunstroke, or dehydration. It does not give any protection from heat or fire.

Umbrella (Invocation)

Sphere: Protection
 Level: 1
 Range: 0
 Components: V, S
 Duration: 3 turn + 1 turn/level
 Casting Time: 1 action
 Area of Effect: 1 person
 Saving Throw: none
 Spell Resistance: No

The *Umbrella* spell forms a curving field over their head. This field extends three feet on all sides of the recipient. The field will repel rain, snow, or other forms of precipitation as if it were a solid object. It will stop hail up to 0.5 inches across, objects larger than 0.5 inches will fall unimpeded by the field. The field will remain over the recipient no matter how they move. The spell will not work if there is not at least 10 feet clearance above the recipient's head. This does not include over head foliage.



Lots (Divination)

Sphere: Divination
 Level: 2
 Range: 0
 Components: V, S, M
 Duration: Special
 Casting Time: 1 minute
 Area of Effect: Special
 Saving Throw: None

This spell provides a means of gaging the wisdom of an action in the near future. A question is asked that can be answered by means of opposites (yes/no, hot/cold, left/right, etc.) The spell reveals only matters of fact; Is the castle to the right or the left. Are enemies on the five miles of road ahead. Etc. It answers the question as applies to the here and now. No future event can be determined. If a question is asked that is a matter of opinion, or cannot be answered in the described fashion, the question is not answered and lost. The practitioner casts the spell while tossing a specially prepared set of sticks, stones, or bones. He then reads the result in the pattern of the lots and can give an answer to the question. The accuracy of the casting is 60% plus the level of the caster, in no case can a greater than 90% accuracy be achieved.

For every 5 levels the priest possess he can cast the lots an additional time I.E. twice at 6th level, three time at 11th, etc.

The material component of the spell is the set of lots. They can be made of stone, bone, or wood. The priest must prepare the set in advance and let no other person handle them. Should the lots be mishandled they must be cleansed and re-keyed to the caster before they can be used again. The lots are not consumed in the spell.

Locate Object (Divination)

Reversible
 Sphere: Divination
 Level: 2
 Range: 60 yds. + 10 yds./level
 Components: V, S, M
 Duration: 8 hrs.
 Casting Time: 1 turn
 Area of Effect: 1 object
 Saving Throw: None

This spell helps locate a known or familiar object. The priest casts the spell, slowly turns, and will sense when he is facing in the direction of the object to be located, provided the object is within range, for example, 90 yards for 3rd-level priests, 100 yards for 4th, 110 yards for 5th, etc. The spell locates such objects as apparel, jewelry, furniture, tools, weapons, or even a ladder or stairway. Once the caster has fixed in his mind the items sought, the spell locates only that item. Attempting to find a specific item, such as a kingdom's crown, requires an accurate mental image. If the image is not close enough to the actual item, the spell does not work; in short, desired but unique objects cannot be located by this spell unless they are known by the caster. The spell is blocked by lead. The spell lasts for eight hours or until the Cleric uses another spell.

The casting requires the use of a piece of lodestone.

The reversal, *obscure object*, hides an object from location by

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spell, **crystal ball**, or similar means for eight hours. The caster must touch the object being concealed.

Neither application of the spell affects living creatures.

Speak With Dead (Necromancy)

Sphere: Divination

Level: 2

Range: 1

Components: V, S, M

Duration: Special

Casting Time: 1 turn

Area of Effect: 1 creature

Saving Throw: Special

Upon casting a *Speak With Dead* spell, the priest is able to ask several questions of a dead creature in a set period of time and receive answers according to the knowledge of that creature. Of course, the priest must be able to converse in the language that the dead creature once used. The length of time the creature has been dead is a factor, since only higher level priests can converse with a long-dead creature. The number of questions that can be answered and the length of time in which the questions can be asked depend on the level of experience of the priest. Even if the casting is successful, such creatures are as evasive as possible when questioned. The dead tend to give extremely brief and limited answers, often cryptic, and to take questions literally. Furthermore, their knowledge is limited to what they knew in life.

A dead creature that opposed the priest's religion in life or of higher level or Hit Dice than the caster's level receives a Will saving throw. A dead creature that successfully saves can refuse to answer questions, ending the spell. The casting of this spell on a given creature is restricted to once per week.

The priest needs a holy symbol and burning incense in order to cast this spell upon the body, remains, or a portion thereof. One of the portions must be the intact head of the creature, and or the part than contains the speech organs. The remains are not expended.

Caster's Level	Max. Length of Time Dead	Time Questioned	No. of Questions
1-7	1 week	1 round	2
7-8	1 month	3 rounds	3
9-12	1 year	1 turn	4
13-15	10 years	2 turns	5
16-20	100 years	3 turns	6
21+	1,000 years	1 hour	7

Detect Lie (Divination)

Sphere: Divination

Level: 3

Range: 30 yds.

Components: V, S

Duration: 3 turns +1 turn/level

Casting Time: 1 Action

Area of Effect: 1 creature

Saving Throw: Will Neg.

A priest who casts this spell is immediately able to determine if the subject creature deliberately and knowingly speaks a lie. It does not reveal the truth, uncover unintentional inaccuracies, or necessarily reveal evasions. The subject receives a saving throw

vs. Will. In the case of this spell triple the caster's wisdom bonus is added to the spell DC.

Reflecting Pool (Divination)

Sphere: Divination

Level: 3

Range: 10 yds.

Components: V, S, M

Duration: 1 minute/level

Casting Time: 1 hour

Area of Effect: Special

Saving Throw: None

This spell enables the caster to cause a pool of normal water found in a natural setting to act as a scrying device. The pool can be of no greater diameter than 2 feet per level of the caster. The effect is to create a scrying device similar to a **crystal ball**. The scrying can extend only to the Ethereal Plane and the Inner Planes (which includes most demiplanes).

The following spells can be cast through a reflecting pool, with a 5% per level chance for operating correctly: *detect magic*, *detect snares and pits*, and *detect poison*. Each additional detection attempt requires a round of concentration, regardless of success. *darkvision*, if available, operates normally through the reflecting pool.

The material component is the oil extracted from such nuts as the hickory and the walnut, refined, and dropped in three measures upon the surface of the pool. (A measure need be no more than a third of an ounce of oil.)

The casting of this spell is extremely draining, and it may not be cast more than once a day.

Divination (Divination)

Level: 4

Range: 0

Components: V, S, M

Duration: Special

Casting Time: 1 turn

Area of Effect: Special

Saving Throw: None

A *divination* spell is used to garner a useful piece of advice concerning a specific goal, event, or activity that will occur or has occurred within a one week period in the future or of the past. This can be as simple as a short phrase, or it might take the form of a cryptic rhyme or omen. In any case the information will be useless if not acted upon as planned. A change of plan will shift the alignment of the possible, rendering the given future unreachable.

The base chance for a correct divination is 60% plus 1% for each experience level of the caster. No better than 90% can be attained regardless of the caster's level. If the dice roll is failed the caster knows that the spell has failed, unless specific magic yielding false results is at work.

The material component is incense burned at the time of casting, a brazier purified to the purpose of magic, and the lots (the last two are not consumed in the spell).

Battle Shout (Alteration)

Sphere: Combat
 Level: 4
 Range: Touch
 Components: V, S, M
 Duration: 1 minute / level of the caster
 Casting Time: 1 action
 Area of Effect: Special
 Saving Throw: None

This spell allows the recipient to be heard from one end of a battle field to another (effective range a radius of one mile) It can be used in a non-combat situation such as a large construction gang.

The recipient's voice will carry to the furthest corner of the field. Everyone, friend and foe alike can hear them. Their voice will have the quality of a roar. All that the recipient says can be clearly heard. This causes an immediate moral check in all enemy troops. Those not engaged in melee will rout if the check is failed. Troops in melee will lose one moral class should they fail. The check need be made only once no matter what the duration of the spell. Failing troops will rout at once. Friendly troops that are unsteady become steady and routing troops gain a second moral check as if a hero had joined them.

Commune (Divination)

Sphere: Divination
 Level: 4
 Range: 0
 Components: V, S, M
 Duration: Special
 Casting Time: 1 turn
 Area of Effect: Special
 Saving Throw: None

By use of a *commune* spell, the priest is able to contact his deity, or agents thereof, and request information in the form of questions that can be answered by a single sentence. The priest is allowed one such question for every three experience levels he has attained above the minimum necessary to cast the spell. One question at 9th level, two at 12th, level, three at 15th level, and so forth, up to a limit of one third the caster's wisdom. The answers given are correct within the limits of the entity's knowledge. "I don't know" is a legitimate answer, as powerful outer planar beings are not necessarily omniscient. The spell will, at best, provide information to aid character decisions. Entities communed with structure their answers to further their own purposes. The *commune* spell can only be used once per week, for the greater powers dislike frequent interruptions. Likewise, if the caster lags, discusses the answers, or goes off to do anything else, the spell immediately ends.

The material components necessary for a *commune* spell are the priest's religious symbol, holy water, and incense. If a particularly potent commune is needed, a sacrifice proportionate with the difficulty of obtaining the information is required. If the offering is insufficient, no information or only partial information is gained.

Commune With Nature (Divination)

Sphere: Divination, Elemental
 Level: 4
 Range: 0
 Components: V, S
 Duration: Special
 Casting Time: 1 turn
 Area of Effect: Special
 Saving Throw: None

This spell enables the caster to become one with nature, thus being empowered with knowledge of the surrounding territory. For each level of experience of the caster, he can "know" one fact--ahead, left, or right, about the following subjects: the ground, plants, minerals, bodies of water, people, general animal population, presence of woodland creatures, etc. The presence of powerful unnatural creatures also can be detected, as can the general state of the natural setting. The spell is most effective in outdoor settings, operating in a radius of one-half mile for each level of the caster. In natural underground settings--caves, cavern, etc.--the range is limited to 10 yards per caster level. In constructed settings (dungeons and towns), the spell will not function.



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Find the Path (Divination)

Sphere: Divination
Level: 5
Range: Touch
Components: V, S, M
Duration: 1 turn/level
Casting Time: 3 rounds
Area of Effect: 1 creature
Saving Throw: None

The recipient of this spell can find the shortest, most direct physical route that he is seeking, be it the way into or out of a locale. The locale can be outdoors or under ground, a trap, or even a maze spell. Note that the spell works with respect to locales, not objects or creatures within a locale. Thus, the spell could not find the way to "a forest where a green dragon lives" or to the location of "a hoard of platinum pieces." The location must be in the same plane as the caster.

The spell enables the subject to sense the correct direction that will eventually lead him to his destination, indicating at the appropriate times the exact path to follow or physical actions to take. For example, with concentration the spell enables the subject to sense trip wires or the proper word to bypass a glyph. The spell ends when the destination is reached or when one turn for each caster level has elapsed. The spell frees the subject, and those with him, from a maze spell in a single round, and will continue to do so as long as the spell lasts.

Note that this divination is keyed to the caster, not his companions, and that, like the find traps spell, it does not predict or allow for the actions of creatures.

The spell requires a set of divination counters of the sort favored by the priest, bones, ivory counters, sticks, carved runes, or whatever.

The reverse spell, lose the path, makes the creature touched totally lost and unable to find its way for the duration of the spell, although it can be led, of course.



Lightning Strike (Evocation)

Sphere: Combat
Level: 5
Range: 60 yds.
Components: V, S
Duration: Instantaneous
Casting Time: 1 action
Area of Effect: 5 ft. radius x 30 ft. column
Saving Throw: half

When the priest evokes a *Lightning Strike* spell, a vertical bolt of lightning flashes downward in the location called for by the caster. Any creatures within the area of effect must roll a saving throw vs. spell. Failure means the creature sustains 6d8 points of damage; otherwise, the damage is halved.

Rally (Invocation)

Sphere: Combat
Level: 6
Range: 0
Components: V, S, M
Duration: 1 turn / level of the caster
Casting Time: 1 action
Area of Effect: Special
Saving Throw: None

This spell causes the cleric to become the focus of divine favor. They will glow as if with an inner light. Their voice will deepen and take on an echoing quality. Additionally it can be heard to roll across the battlefield like thunder.

The sight of the priest causes all friendly troops to rally and raises their moral to unshakable (those within 240 yards). All friendly troops within the sound of the cleric's voice (2000 yards) gain a +2 on all moral checks. Enemy troops that see this sight must check morale one step below their current morale status, or rout.

Mass Heal (Alteration)

Sphere: Healing
Level: 7
Range: 0
Components: V, S, M
Duration: Permanent
Casting Time: 1 round
Area of Effect: 50 yard radius
Saving Throw: None

This spell gives the benefit of a *Cure Serious Wounds* spell (2d8+1 hit points) to all living creatures within 50 yards of the casting priest.