

Magi of Abba Eecreeana

God worshipped: Abba Eecreeana

Sphere of Influence: Magic, Magicians

Sacred Colors: Gold and Scarlet

Sacred Animal: Unicorn, Pegasus, Great Eagle

Place of Worship: Temple

Worship Days: Monthly at the full moon

Holy Days: *Meditation*; F2, 10 Contemplation of the gift of Magic. The day is spent in meditation and self reflection. A feast is served at sunset. The holy day is most observed by Magicians

· *Liberation*; F3, 17 Abba Eecreeana is freed from his 7000 year curse of insanity. Major sacrifices and gifts brought to the god, whoop it up and party hearty.

· *Temple Feast*; A1,1 Day of Dedication. Rededicate the Temples and the holy symbols on the alter. Give service for the souls of those that died.

· *YearFeast*; W3, 21-28 Celebrate the past year and look forward to the new. Decorate homes and give gifts to one another.

· *New Year Day*; E1,1 The high day of the YearFeast. Dedicate children born the previous year, undertake holy quests and oaths.

Propitiation/Sacrifices: Goods and services, non-sentient blood, willing sentient blood

Holy Writings: *The Concordance Aij'n*: Details the rites and doctrine of the various orders worshipping Abba Eecreeana.

· *The White Book of Mazz*: Daily practice of the worship of Abba Eecreeana. A primer for an ethical life.

· *The Red Book of L'haren*: The spells given of Abba Eecreeana

· *The Discipline of Manna, The Study, Practice, and Teaching; An Ethical Approach to the Practice of Magic*: The benchmark of elementary magic texts. Considered a holy work of the order. A must for the student and teacher alike. Contains cantrips and commonly known spells of 1st level.

· *Manna for the Adept*: A guide for magicians on their way to the mastery of magic. Should be in every journeyman's and adept's library. Considered a holy work of the order.

· *Manna Esoterica*: Legend has it that a low level magician can not even open this tome, those that know aren't talking. The capstone in Eecreeana's three book series for the magician. Considered a holy work of the order.

· *The Four Sources of Manna, Their Polarities and Inter-Reactions*: A very scholarly tome, useless to the dabbler as it has never been translated from the Arcane. A must when trying to translate spells of another system.

· *The Legacy of Aquilin*: Plans of the Temple of the Test and instructions as to its maintenance. Rules of behavior for Riders and Priests. Only one copy of this book exists. It is very well guarded.

Favored Deities: Children of Eve

Disliked Deities: Al'Kabar, Belial, Deamons

Favored Governments: Markia, Viridistan, Eyrie, Valon

Disliked Governments: none



Teachings and Other Information-- Worshiper Requirements:

Typical Worshiper: Magicians citizens of Markia, members of Abba's many households,

Sex of worshiper: any

Minimum Age: any

Race: any

Worship of Other Gods?: yes

If Yes, Any restrictions?: Must not conflict with the teachings of Abba

Commandments--

War & Fighting: Avoid war, fight only to preserve your life and freedom.

· The Blood of the faithful is the price of freedom. The freedom the choose is the legacy we buy for our Children. Never let this slip away.

· When you must fight, fight to win. There are no awards for second place in war.

Love and Marriage: Nice to have, definitely desirable, one is not required for the other.

· Take care of your children. You made them, its your responsibility.

· Love is inclusive, not exclusive.

· Love whenever you can and as many as you can. No matter how long you live there is never time enough for love.

Duty to Liege Lord: Obey the lord of the land, but remember guard your freedom.

· Abide no Lord that would force the worship of evil upon you.

· Tyrants never succeed when they make big moves against the people. Watch for little restrictions, they add up.

Self Interests: Live life well. Create, love, find joy in all the good that life can offer.

· Don't dwell on things. In the end you will leave it all behind. Those that hold things dear are less free than those that can leave everything and walk away.

· Never cry over anything that can't cry over you.

· If wealth is in your fate enjoy it. Misers are the poorest people in the world

Others Needs: Give of yourself and your substance. The needs of others mirror your own, fill them and you fulfill yourself.

· Don't give hand-outs if you can avoid it. Offer a being work



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instead. This way they will respect you and respect themselves. If they don't want to work, then they aren't needy enough to bother with.

Duty to Religion: It is the duty of the worshipper to maintain the temple and the clergy as well as the congregation can afford.

- Those that do but lip service to the god or swear faith and break with it will suffer his wrath.

Other: Unwilling sacrifice is an abomination.

- Power begets responsibility, the more power, the more responsibility. This is the price of power. If you have no stomach for this do not seek power over others.

- The power of magic carries a special price, the fear of those who can not understand. The common man will ever fear that which he can not hold in his hand, know this and accept it.

- Don't get bogged down in the rules. If it feels good, its probably good.

- Don't dwell on your mistakes. All that breast beating produces nothing but bruised breasts.

Afterlife Expectations: Those that are faithful to Abba Eecreeana will enjoy the fruits of Valinor.

Clerical Orders--

The Order of Abba

Statement of Mission: Serve, teach, and protect the worshipers of Abba Eecreeana.

Sex of Cleric: any

Minimum age: Adult

Race: any

Sexual Practices Allowed or Required: Cleric may marry with the permission of their superiors. Causal sex is permitted, however any children engendered are the responsibility of the cleric. We know that causes that, get protection.

Wealth and Magic Allowed: Clerics may procure what wealth they can as long as it does not interfere with their duty to god and church.

- A cleric will give two tenths of his outside income to the church.

- A cleric may own any magic item whose function is not in discordance with their oaths or the Order's teachings.

Oaths of Ordination: Obedience, service

Special Attributes Needed: Clerics must have a high intelligence

Special Abilities Given by Level: The skills of read/write Aij'h (clerical language) and Arcane (language of magic), theology, spellcraft, and diplomacy come with the class. The cleric gains a +1 in each skill for every two levels they have.

- Clerics of 5th level may learn 1st level magician spells. The total known may not exceed one half of the clerics allowed 1st level spells.

- Clerics of 7th level may learn 2nd level magician spells. The total known may not exceed one half of the clerics allowed 2nd level spells.

- Clerics of 9th level may learn 3rd level magician spells. The total known may not exceed one half of the clerics allowed 3rd level spells.

- Clerics of 11th level may learn 4th level magician spells. The total known may not exceed one half of the clerics allowed 4th

level spells.

- Clerics of 13th level may learn 5th level magician spells. The total known may not exceed one half of the clerics allowed 5th level spells.

Weapons Allowed: Daisho (Katana & Wakasasi), sacrificial knife

Armor Allowed: Magic, leather, or chain

Special Commandments: The Knife of Sacrifice must never be used for any propose but that for which it is dedicated.

Clerical Ranks--

Novice - 0 to 1st level

Duties: Learn the disciplines of faith and spellcasting.

Privileges: Novices are cloistered, they may not keep property and must remain celibate

Vestments: Plain black cassock with a black obi.

Priest - 1st and higher

Duties: Service to the god and church, care for the temple and congregation. Higher level Priests lead temples and teach Novices

Privileges: Priests may hold property and marry as per the teachings. They may be granted permission to adventure.

Vestments: Black cassock with a gold shortcoat and a red obi. The holy symbol of Abba is on both breasts each shoulder and the back.

Elder - 14th level minimum

Duties: Administration of larger temples. Elders always lead teaching temples. They may be sent on trouble-shooting missions.

Privileges: As a Priest. Elder may also be granted divine audience.

Vestments: Black cassock with a gold shortcoat trimmed in red and a red obi. The holy symbol of Abba is on both breasts each shoulder and the back.

Patriarch -- 25th level minimum

Duties: Head of the clergy. There is never more than one Patriarch per order.

Privileges: The Patriarch may do what ever the god lets him.

Vestments: Red cassock with a gold shortcoat trimmed in black and a black obi. The holy symbol of Abba is on both breasts each shoulder and the back.

The Guardians of Aquilin

Statement of Mission: The Guardians will maintain and defend the Temple of the Test. They will give aid and comfort to the Riders of Aquilin. This is a rather small and localized order.

Sex of Cleric: any

Minimum age: Adult

Race: any

Sexual Practices Allowed or Required: Cleric may marry with



the permission of their superiors. Causal sex is permitted, however any children engendered are the responsibility of the cleric. We know that causes that, get protection.

Wealth and Magic Allowed: The massing of wealth is not encouraged, it distracts from the care of the Temple and the riders.

· Magic to heal and defend is welcome. Baneful items should be locked away never to see light again. Other Items should be sold for the greater good.

Oaths of Ordination: Obedience, service to the Riders

Special Attributes Needed: Clerics must have a high Strength and Constitution

Special Abilities Given by Level: The skills of read/write Aij'h (clerical language) religion, survival, and history come with the class. The cleric gains a +1 in each skill for every two levels.

· At 4th level the cleric can cast *endure elements* on themselves at will.

· At 8th level they can cast *detect lie* at will.

· At 12th level Clerics gain a permanent *true sight*

Weapons Allowed: Daisho (Katana & Wakasasi).

Armor Allowed: Magic, leather, or chain

Special Commandments: A Priest must be ready to lay down his life for the defense of his congregation or the Temple of the Test.

Clerical Ranks--

Novice - 0 to 1st level

Duties: Learn the disciplines of faith and spellcasting.

Privileges: Novices are cloistered, they may not keep property and must remain celibate

Vestments: Plain white cassock with a white obi.

Priest -- 1st and higher

Duties: Tend the Temple of the Test and care for the non-rider congregation.

Privileges: Priests may hold property and engage in sexual relations but may not marry.

Vestments: White cassock with a white shortcoat and a white obi. The holy symbol of Aquilin is on both breasts each shoulder and the back.

Defender -- 3rd level minimum

Duties: Travel and adventure, see what there is to see then report to the Temple. Care for the Riders in the field.

Privileges: Defenders may marry.

Vestments: White cassock with a white shortcoat and a six-color obi. The holy symbol of Aquilin is on both breasts each shoulder and the back.

Watcher - 12th level minimum

Duties: Take arms to defend the Temple, lead and train the militia. At least one Watcher will be at the Temple of the Test at all times.

Privileges: Watchers may marry.

Vestments: White cassock with a white shortcoat trimmed in gold and a six-color obi. The holy symbol of Aquilin is on both breasts each shoulder and the back.

Patriarch -- 25th level minimum

Duties: Head of the clergy. There is never more than one Patriarch per order.

Privileges: The Patriarch can do anything the god lets him.

Vestments: Red cassock with a white shortcoat trimmed in gold and a six-color obi. The holy symbol of Aquilin is on both breasts each shoulder and the back.

The Household Order



Statement of Mission: Serve the household of Abba Eecreeana and the personal servants of the god.

Sex of Cleric: any

Minimum level: 5th level

Race: any

Sexual Practices Allowed or Required: The cleric may marry with the permission of Abba.

· Causal sex is permitted, however any children engendered are the responsibility of the cleric. We know that causes that, get protection.

· Priests of the household order are called on to perform many unusual tasks for the god and his family. Monogamous marriage does not fit into these duties and is not permitted.

Wealth and Magic Allowed: Clerics will have all they need and most of what they want. Abba is extremely generous with priests of the Household Order.

· A cleric may own any magic item whose function is not in discordance with their oaths or the Order's teachings.

Oaths of Ordination: Obedience, service

Special Attributes Needed: Clerics of the Household Order are selected from the other orders to personally serve the god and his house. No priest elects to serve in this order, they are elected to serve in it. The numbers of this order seldom exceed 100 members.

Special Abilities Given by Level: All skills and abilities normally given with the cleric's original order. Priest of the Household Order continue to gain these abilities with additional levels they earn in addition to the benefits of the Household Order.

· All Priests of the Household Order are fireproof.

· All Priests of the Household Order have a permanent *endure elements* on their persons.

· All Priests of the Household Order can *cure light wounds*, and *comfort 1* at will.

Weapons Allowed: Daisho, sacrificial knife

Armor Allowed: Magic, leather or chain

Special Commandments: The Knife of Sacrifice must never be used for any purpose but that for which it is dedicated.

Clerical Ranks--

Household Priest - 5th and higher

Duties: Service to the god and family

Privileges: Priests may hold property and marry as per the teachings. They may be granted permission to adventure in cases of need. They enjoy frequent divine audience.

Vestments: Red cassock with a black shortcoat and a gold obi. The holy symbol of Abba's Household order is on both breasts

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each shoulder and the back.

Patriarch – 25th level minimum

Duties: Head of the clergy. There is never more than one Patriarch per order.

Privileges: The Patriarch may do what ever the god lets him.

Vestments: Red cassock with a gold shortcoat trimmed in black and a gold obi. The holy symbol of Abba's Household order is on both breasts each shoulder and the back.

Paladin Orders--

The Order of Magi

Statement of Mission: To teach the free and ethical use of magic. To protect the magicians that abide by these tenets.

The Order of Magi are Magician paladins. The primary duty is one of teaching. To this end they will run schools and provide material support for the magic using community.

The secondary duty is one of defense. Should the free and ethical use of magic come under attack their duty is to stop that attack be it from the superstitious or a government wishing to control the access and use of magic.

Associated Clerical Order: The Order of Abba

Sex of Magi: Any

Minimum age: Any

Race: Any

Sexual Practices Allowed or Required: Causal sex is permitted, however any children engendered are the responsibility of the Fellow. We know that causes that, get protection.

· Marriage is not encouraged among active members of the fellowship, but is not specifically forbidden.

Wealth and Magic Allowed: The gathering of wealth is not encouraged. However, if wealth comes your way, use it responsibly.

· Few if any magic items cannot be put to a good use, so find a good use for them

Oaths of Ordination: Service, Obedience, Tolerance.

Special Abilities Given by Level: The Fellow is immune to disease.

· The Fellow receives +1 to each roll of hit points.

· A Fellow can cure wounds by the laying on of hands. +2 hit points per level. The ability works once a day per three levels.

· At 5th level the Fellow can use *detect magic* at will.

· At 8th level the Fellow can use *identify* at will.

Special Attributes Needed: All Fellows must have at least a 14 in their prime stat.

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

· You will teach the way of magic ordained by Abba Eecreeana,

· You will respect the oppressed and will constitute yourself the defender of them.

· You will forsake all temporal lords.

· You will obey the law of the land unless it conflicts with the will and creed of your god. In such case you will break the law willfully and encourage other in the breaking thereof also.

· You will not be a fool in combat. Win, don't worry about bravery and honor.

· You will not lie, unless lives are at stake, then lie like a rug.

· 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 tolerance against injustice and evil.

Ranks--

Student – 0 to 1st level

Duties: Learn the disciplines of magic and spellcasting.

Privileges: Students are cloistered, they may not keep property and must remain celibate

Vestments: Plain black cassock with a black obi.

Brother Novice – 1st to 4th level

Duties: Service to the god and magic, care for the Order House and student body. Continued study into the advanced theory of magic

Privileges: Brother Novices may hold property. They can not marry but need not remain celibate.

Vestments: Black cassock with a black shortcoat and a white obi. The holy symbol of the Magi is on the left breast.

Brother – 5th to 11th level

Duties: Teach students the art and science of magic. Care for the Order House and student body.

Privileges: Brothers may hold property and marry as per the teachings. They may adventure with permission.

Vestments: Black cassock with a black shortcoat trimmed in red and a white obi. The holy symbol of the Magi is on the left breast.

Brother Adept -- 12th to 17th level

Duties: The Brother Adept runs the school of magic. As usual ones education never ends.

Privileges: Brothers may hold property and marry as per the teachings. They may adventure on their own accord if the goal will benefit the Order.

Vestments: Black cassock with a black shortcoat trimmed in gold and a white obi. The holy symbol of the Magi is on both the left breast.

Magi – 17th level and higher

Duties: Administration of the Order Houses. Original research and creation of magical items. They may be sent on trouble-shooting missions.

Privileges: Magi may be granted divine audience

Vestments: Black cassock with a black shortcoat trimmed in gold and a gold obi. The holy symbol of the Magi is on the left breast.

Elder Magi – 17th level and higher

Duties: As Magi, this rank is give for long service.

Privileges: Elder Magi may be granted divine audience

Vestments: Black cassock with a black shortcoat trimmed in gold

and red, and a gold obi. The holy symbol of the Magi is the left breast.

Patriarch -- 25th level minimum

Duties: Head of the clergy. There is never more than one Patriarch per order.

Privileges: The Patriarch meets with the god regularly.

Vestments: Red cassock with a black shortcoat trimmed in gold and a white obi. The holy symbol of the Magi is on the left breast.

The Flameguard of Eecreeana

Statement of Mission: Protect the various orders of Abba eecreeana and the congregations that worship him.

Associated Clerical Order: The Order of Abba

Sex of Paladin: Any

Minimum age: Any

Race: Any

Sexual Practices Allowed or Required: The Guard is required to treat sex responsibly as in all things. Causal sex is permitted, however any children engendered are the responsibility of the guard. We know that causes that, get protection.

· Marriage is not encouraged among active members of the Guard, but is not specifically forbidden.

Wealth and Magic Allowed: The gathering of wealth is not encouraged. However, if wealth comes your way, use it responsibly.

· Few if any magic items cannot be put to a good use, so find a good use for them

Oaths of Ordination: Service, Obedience.

Special Abilities Given by Level: The Flameguards have the standard abilities as given in the Player's Handbook for Paladins.

· When selecting spells, Flameguards may select either magician or clerical spells freely.

Special Attributes Needed: All Flameguards must have at least a 14 in their prime stat.

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

· You will defend the Orders that follow Abba Eecreeana above all others.

· You will respect the worshiper and will constitute thyself the defender of them.

· You will forsake all temporal lords.

· You will obey the law of the land unless it conflicts with the will and creed of your god. In such case you will break the law willfully and encourage others in the breaking thereof also.

· You will not be a fool in combat. Win, don't worry about bravery and honor.

· You will not lie, unless lives are at stake, then lie like a rug.

· 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 tolerance against injustice and evil



Ranks--

Squire -- 0-1st level

Duties: Learn the ways of the fellowship from the Mentor.

Privileges: What the mentor will grant.

Vestment: Blank Shield.

Guard -- 1st level and up

Duties: Fulfill the obligations set forth in the creed.

Privileges: Those of any worshiper of Abba.

Vestment: A black surcoat with the symbol of the order. Symbol of the order in the deter chief of the shield.

Master -- 5th level and up

Duties: Care for the chapter houses.

Privileges: Those of any worshiper of Abba.

Vestment: A black surcoat with the symbol of the order. Symbol of the order in the deter chief of the shield.

Grandmaster -- 11 level and up

Duties: Fulfill the obligations set forth in the creed.

Privileges: Those of any worshiper of Abba.

Vestment: A black surcoat with the symbol of the order. Symbol of the order in the deter chief of the shield.

The Fellowship of Mycr

Statement of Mission: Prevent the propagation of evil and evil acts of unwilling sacrifice. Rescue these persons if at all possible.



Persons of any class can be Fellows of Mycr.

The Order behaves as ninjas, going about their daily business not making noise about who they are or what they are doing.

Sex of Fellow: any

Minimum age: Adult

Race: any

Sexual Practices Allowed or Required: A Fellow may marry with the permission of their superiors. Causal sex is permitted, however no children the work is dangerous, you may have to flee leaving all behind. Do not endanger children. We know that causes that, get protection.

Wealth and Magic Allowed: Fellows may procure what wealth they can as long as it does not interfere with their duty to god and church.

· A Fellow may own any magic item whose function is not in discordance with their oaths or the Fellowship's teachings.

Oaths of Ordination: Obedience, service

Special Attributes Needed: Fellows must have a high intelligence

Special Abilities Given by Level: The skills of read/write Aij'h (clerical language) theology, and a craft or profession as a cover skill.

· At 3rd level Fellows can use *blend* once a day.

· At 5th level they gain access to clerical spells like a paladin

· At 12th level clerics may use *invisibility* once a day and *blend* at will.

Weapons Allowed: Any, be creative

Armor Allowed: Magic, leather or chain

The Magi of Abba

Special Commandments: A Fellow must be ready to lay down their life for the defense of an unwilling sacrifice.

· The Fellow of Mycr will attempt to rescue any person they knows of that is going to be sacrificed unwillingly.

Ranks--

Novice – no level

Duties: Learn the way of the Fellows

Privileges: Novices are cloistered, they may not keep property and must remain celibate

Vestments: None

Fellow of Mycr – 1st and higher

Duties: Service to the god and church, plant yourself where you might be useful.

Privileges: Priests may hold property and marry as per the teachings. They may be granted permission to adventure.

Vestments: Black cassock with a white shortcoat and a white obi. The holy symbol of Mycr is on the left breast, but mostly none.

Elder of Mycr – 11th level minimum

Duties: Administration cells and keep the communication between cells going.

Privileges: As a Fellow. Elder may also be granted divine audience.

Vestments: Black cassock with a white shortcoat and a white obi. The holy symbol of Mycr is on the left breast, but mostly none..

Patriarch – 25th level minimum

Duties: Head of the clergy. There is never more than one Patriarch per order.

Privileges: The Patriarch meets with the god on a regularly.

Vestments: Red cassock with a white shortcoat trimmed in gold and a white obi. The holy symbol of Mycr is on the left breast. The Patriarch wears vestment only in the temples or the presence of the god. They are as deliberately rag-tag as the rest of the order otherwise.



Who's Who, The Magi of Abba

Abba Eecreeana -- The Elder Phoenix, Master of Magic

Known for his mastery of any form of magic. Said to be able to cast any spell in a thought, and believed to be able to cast several spells at once. A major player in the late Undying Wars he is credited with ending the first war. Abba Eecreeana also takes his place as the Elder Phoenix. First among equals in the council of the Avian Elders. He is also known as a protector of children, any children.

Abba Eecreeana will manifest himself as a Phoenix of great stature (8'3"), other manifestations and/or avatars are said to be a half Elven healer that wanders the countryside aiding and rewarding who he will (note; Abba Eecreeana is not known as a healer god, no explanation for this is given) and a wizened old human mage with a long beard an irascible manner and an eye for the ladies. It is also accepted that Abba, or an avatar of the god rules the Eyrian nation of Janorda. Images of the god in Phoenix form are common.

The god is known to be active among his clergy, willing to aid when such is truly needed, and short with a priest that calls with little reason. He has never been known to slay an erring priest, but tales of what he does do to priests that display a lack of fortitude or tolerance is more than enough to make anyone think twice about angering him.

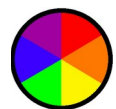
The god is said to have been born to human parents as a sign (of what is not said) 69,000 years before the founding of the Eyrian empire. His parents, the King and Queen of ancient Janorda, one of the first nations to rise from the ashes of the Holocaust. Abba killed his father in a blood rage when he came of age, sobered by the experience he left his home and sought others of his kind, to teach him his proper heritage and the ways of the Phoenix. Many tales of Abba's wit and wisdom are told of the millennia of his life, the one consistent story is that he always sought to increase his mastery of magic..

In the year 5991 BE the god Shu of the Egyptian Council sought to make himself a coat of Phoenix feathers. He demanded of the Phoenixes a tribute of feathers. The race refused. Shu went forth in anger and slew them. The only Phoenixes he could not destroy, were Tesral the god of judgment, and Abba Eecreeana, yet a mortal of his kind, but too powerful for even a god to slay. Shu placed a curse of madness on the ancient Phoenix, causing him to forget what he was, and denying him the healing cycle. Right before Tesral destroyed him. 7000 years later Tesral learned that Abba Eecreeana still lived from the new Phoenix god Ivan (created by magic left by Abba) the two went forth and bent their wills to heal the Elder. Abba came forth as a god, and took his place as the Lord of Magic. The three together put forth their power and raised again the mighty race of the Phoenix.

Demigods

Moriah--

A Former Personal Servant that reached the limit of her endurance to sacrifice. Abba elevated her to demigod for her years of service. She oversees the needs of the Order of Aquilin



Sally --

A cleric of Mycr that sacrificed herself so her fellows could save the helpless victims of an evil temple. Abba elevated her as reward and to allow continued service. She oversees the Order of Mycr.



Lisa --

A former apprentice that Abba found extreme favor with. He elevated her to oversee the Protective Order of Magi.



Cynic & Skeptic --

Twin pixies that asked to serve Abba. They perform special duties and missions for the god. It is advised you do not call on them unless you are in imminent danger of dying, and that might be preferred to one of their jokes.

Notable persons in the god's family;

Molly τια Eecreeana da Abba

Molly (the wife of) Eecreeana (of the family) Abba Divine Servant; Molly is said to be the most beautiful mortal woman alive. Of Airlan extraction she is tall (6'6") and classically proportioned. She has honey gold hair and green eyes. Molly is the chosen wife of Abba Eecreeana. She is also a personal servant and his divine servant, able to use any power of the god at will. The story of his courtship of the lady is one of classic love and self-sacrifice. In all her long years Abba was the first to love her for herself and not her great beauty. It is said that Molly is the daughter of Eve, and fated to love the man that could see past the beauty without, and love the beauty within. Molly gave herself body and soul to Abba Eecreeana, becoming his personal servant, and later his wife.

Other Personal Servants

Mihail -- male human, former Novimeerian warrior.

Tpillan -- female one, exotic and mysterious

Gail -- female human, second oldest Personal Servant

Kim -- female human, frail beauty

IRAWANA -- female human, often seen in the Plateau lands. A giant of a woman (7'0")

LUCERA -- female human, a dark woman. She was instrumental in the end of the Third Undying War

Notable Children

Abba Book -- Eecreeana and Molly's first child. A god in his own right. Prince of Sewahaven.

Abba Armand -- Prince of Hell, and he earned it, also out of Molly.

Important clerics;

Sydney Goldberg **Patriarch of the Household Order**

Male human, Sydney is the head of the small and exclusive Household Order. Members of this order are hand picked from the other orders of Abba Eecreeana. Sydney is a stern business first type, he has a reputation as the god's hatchet man.

Kenneth of Abba **Patriarch of the Order of Abba**

Male human, a soft spoken man appearing to be in his middle years. Those that cross him learn there is steel under the silk. A kind man willing to listen and accommodate. He is only inflexible where church commandments are involved.

Steven of Mycr **Patriarch of The Fellowship of Mycr**

Male human, an old firebrand, and former missionary of the cause. Steven is gifted with a golden tongue. Nothing magical about it, but when he speaks, people listen.

Ooris of Aquin **Matriarch of the Order of Aquin**

Female human, competent and sturdy. Not a person of great imagination, but she can get the job do.

Amaya Hariōanisan **Matriarch of the Order of Magi**

Female human, a Hindu of uncertain age, and certain beauty. She operates with understated competence. She seldom raises her voice, but never has trouble being heard.

Friends & Enemies

Favored Deities:

Children of Eve --

Abba enjoys good relations with all members of the council of the Children of Eve. It had been noted that it is hard to make him your enemy, but once you have, he never forgets. It should be noted that in spite of his long life Abba has few enemies, this is not because he does not make them...

Disliked Deities:

Al'Kabar --

Disliked for his intolerance to other religions and points of view. Abba and Al'Kabar have crossed on several occasions, Abba tends to come out better every time.

Belial --

This former Prince of Hell, now Guardian of Coventry, assaulted Molly. In spite of Belial having paid for the act, Abba does not trust him.

Oaemons --

This entire class of gods is on Abba's shit list. They aided the Undying King and should be destroyed if for no other reason.

Priest Spells: The Magi of Abba

Zero Level Spells

Cleanse
Cure Minor Wounds
Detect Magic
Detect Poison

DC:
Guidance
Inflict Minor Wounds
Mending
Minor Darkness

Spells / Day:
Minor Light
[Produce Flame](#)
Purify Food and Drink

Cast:
Read Magic
Resistance
Virtue

First Level Spells

Animal Friendship
Bless
[Bless Oil](#)
Ceremony I
Cleanse, greater
Combine
Command
Condition
Cure Light Wounds
Darkness

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

Spells / Day:
Invisibility to Animals
Invisibility to Undead
Light
Locate Animals or Plants
Magical Stone
Pass Without Trace
Penetrate Disguise
Portent
Predict Weather

Cast:
Protection From Evil
Protection From Good
Remove Fear
Rebuke
Sanctuary
Shield of Faith
[Smiting Arms](#)
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
Death Knell
Detect Charm

DC:
Dust Devil
Eagle's Splendor:
Enthrall
Find Traps
Fire Trap
Flame Blade
Gentle Repose
[Goodmeat](#)
Heat Metal
Hold Person
Holy Symbol
Inflict Moderate Wounds

Spells / Day:
Make Whole
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

Animate Dead
Call Lightning
Cloudburst
Continual Darkness
Continual Light
[Create Food & Drink](#)
Ceremony II
[Cremate Undead](#)
Cure Blindness or Deafness
Cure Disease
Cure Heavy Wounds

DC:
Curse
Dispel Magic
Feign Death
Flame Walk
Glyph of Warding
Helping Hand
Hide Object
Hold Animal
Inflict Blindness or Deafness
Inflict Disease

Spells / Day:
Inflict Heavy Wounds
Invisibility Purge
Locate Object
Magical Vestment
Meld Into Stone
Negative Plane Protection
Plant Growth
Prayer
Protection From Energy
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 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

Spells / Day:
Inflict Serious Wounds
Invisible Forest
[Magic Font](#)
Magic Weapon, Greater
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

Priest Spells: The Magi of Abba

The Magi of Abba

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
 Moonbeam

Spells / Day:

Pass Plant
 Plane Shift
 Prismatic Bridge
 Quest
 Rain-bow
 Raise Dead
 Reduce Animal
 Reincarnation
 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:
 Create Undead
 Cure Moderate Wounds, Mass
 Dispel Magic, Greater
 Eagle's Splendor, Mass
 Find the Path
 Fire Seeds
 Forbiddance
 Harm
 Heal

Spells / Day:

Heroes' Feast
 Inflict Moderate Wounds, Mass
 Liveoak
 Owl's Wisdom, Mass
 Planar Ally
 Speak With Monsters
 Stone Tell
 Summon Monster VI
 Symbol of Fear

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:
 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

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
 Harm, Mass
 Heal, Mass

Spells / Day:

Miracle
 Soul Bind
 Storm of Vengeance

Cast:

Summon Monster IX
 True Resurrection



The Magi of Aōōa

Sect Spells:

Zero Level

Produce Flame (Alteration)

Sphere: Elemental (Fire)

Level: 0

Range: 0

Components: V, S

Duration: 1 minute/level

Casting Time: 1 action

Area of Effect: Special

Saving Throw: None

A bright flame, equal in brightness to a torch, springs forth from the caster's palm. The flame does not harm the caster, but it is hot and it causes the combustion of flammable materials (paper, cloth, dry wood, oil, etc.). The caster is capable of hurling the magical flame as a missile, with a range of 120' (considered short range). The flame flashes on impact, igniting combustibles within a 3-foot diameter of its center of impact, and then it goes out. A creature struck by the flame suffers 1d4+1 points of damage and, if combustion occurs, must spend a round extinguishing the fire or suffer additional damage assigned by the DM until the fire is extinguished. A miss is resolved as a grenade-like missile. If any duration remains to the spell, another flame immediately appears in the caster's hand. The caster can hurl a maximum of one flame per level, but no more than one flame per round.

The caster can snuff out magical flame any time he desires, but fire caused by the flame cannot be so extinguished. This spell does not function under water.

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.



Smiting Arms (Alteration)

Sphere: Combat

Level: 1

Range: Touch

Components: V, S, M

Duration: 4 rds. + 1 rd./level

Casting Time: 1 Action

Area of Effect: 1 weapon

Saving Throw: None

This spell enables the caster to change his weapon regardless of type, even body weapons or bare hands into a magical weapon that gains a +1 bonus to its attack and damage rolls. The weapon does normal damage otherwise. The spell inflicts no damage to the weapon. The caster must wield the weapon.

The material components of this spell are the weapon and the caster's holy symbol.

Second Level

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

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. Lessor 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

Level Four

Animal Summoning I (Conjuration, Summoning)

Sphere: Animal, Summoning
 Level: 4
 Range: 1 mi. radius
 Components: V, S
 Duration: Special
 Casting Time: 1 Action
 Area of Effect: Special
 Saving Throw: None

The caster calls up to eight animals, or double than number of birds, that have 4 Hit Dice or less of whatever sort the caster names when the summoning is made. Only animals appropriate to the terrain and climate at the time the spell is cast will come. The Spell will produce animals. They will arrive in 1d4 turns after being summoned. The animals summoned aid the caster by whatever means they possess, staying until a fight is over, a specific mission is finished, the caster is safe, he sends them away, etc. Only normal or giant animals can be summoned; fantastic animals or monsters cannot be summoned by this spell (no chimerae, dragons, gorgons, manticores, etc.).



Magic Font (Divination)

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

The spell causes a holy oil font to serve as a scrying device. The spell does not function unless the priest is in good standing with his deity. The basin of holy oil becomes 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 *magic font*, 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 *magic font*.

For each vial of capacity of the basin, the priest may scry for one minute, up to a maximum of one hour. Thus, the duration of the *magic font* spell is directly related to the size of the holy oil receptacle.

The priest's holy symbol and the font and its trappings are not consumed by the spell.

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



Level Five

Animal Summoning II (Conjuration/Summoning)

Sphere: Animal, Summoning
 Level: 5
 Range: 60 yds./level
 Components: V, S
 Duration: Special
 Casting Time: 1 Action
 Area of Effect: Special
 Saving Throw: None

The caster calls up to six animals, or double than number of birds, of 8 Hit Dice or less, or 12 animals of 4 Hit Dice or less, of whatever sort the caster names. Only animals appropriate to the terrain and climate at the time the spell is cast will come. The Spell will produce animals. They will arrive in 1d4 turns after being summoned. The animals summoned aid the caster by whatever means they possess, staying until a fight is over, a specific mission is finished, the caster is safe, he sends them away, etc. Only normal or giant animals can be summoned; fantastic animals or monsters cannot be summoned by this spell (no chimerae, dragons, gorgons, etc.).

The Magi of Ἀδδα

Wall of Fire (Conjuration/Summoning)

Sphere: Elemental (Fire)

Level: 5

Range: 100 yds.

Components: V, S

Duration: Special

Casting Time: 1 Action

Area of Effect: Special

Saving Throw: None

The *wall of fire* spell brings forth an immobile, blazing curtain of magical fire of shimmering color, in reds and oranges. The spell creates an opaque sheet of flame up to one 20-foot square per level of the spellcaster, or a ring with a radius of up to 10 feet + 10 feet for every two levels of experience of the priest, and 20 feet high.

The wall of fire must be cast so that it is vertical with respect to the caster. One side of the wall, selected by the caster, sends forth waves of heat, inflicting 2d6 points of damage upon creatures within 10 feet and 1d6 points of damage upon those within 20 feet. In addition, the wall inflicts 4d6 points of damage, plus 2 point of damage per level of the spellcaster, to any creature passing through it. Creatures especially subject to fire may take additional damage, and undead always take twice normal damage. Note that attempting to directly catch moving creatures with a newly created wall of fire is difficult. A successful Reflex save enables the creature to avoid the wall, while its rate and direction of movement determine which side of the created wall it is on. The wall of fire lasts as long as the priest concentrates on maintaining it, or two rounds per level of experience of the priest in the event he does not wish to concentrate upon it.

Level Six

Animal Summoning III (Conjuration, Summoning)

Sphere: Animal, Summoning

Level: 6

Range: 100 yds./level

Components: V, S

Duration: Special

Casting Time: 1 Action

Area of Effect: Special

Saving Throw: None

This spell is the same in duration and effect as the 4th-level animal summoning I spell, except that up to four animals, or double that number of birds, of no more than 16 Hit Dice each can be summoned, or eight of no more than 8 Hit Dice, or 16 creatures of no more than 4 Hit Dice. Only animals appropriate to the terrain and climate at the time the spell is cast will come. The Spell will produce animals. They will arrive in 1d4 turns after being summoned. The animals summoned will aid the caster by whatever means they possess, staying until a fight is over, a specific mission is finished, the caster is safe, he sends them away, etc. Only normal or giant animals can be summoned; fantastic animals or monsters cannot be summoned by this spell (no chimerae, dragons, gorgons, manticores, etc.).

Conjure Elemental (Conjuration/Summoning)

Sphere: Elemental

Level: 6

Range: 80 yds.

Components: V, S

Duration: 1 turn/level

Casting Time: 1 Round

Area of Effect: Special

Saving Throw: None

Upon casting a conjure elemental spell, the caster opens a special gate to the elemental plane of choice, and an elemental is summoned to the vicinity of the spellcaster. It is 65% likely that a 12 Hit Dice elemental appears, 20% likely that a 16 Hit Dice elemental appears, 9% likely that two to four elemental creatures appear, 4% likely that an Jinn appears, and 2% likely that a huge elemental of 21 to 24 Hit Dice appears. The caster need not fear that the elemental force summoned will turn on him, so concentration upon the activities of the elemental (or other creatures summoned) or protection from the creature is not necessary. The elemental summoned helps the caster however possible, including attacking the caster's opponents. Jinn while not openly hostile are not automatically willing to fight for the caster. While the magic of the spell prevents them from taking openly hostile action they will attempt to pervert the commands given them unless the caster will bargain for their services. The elemental or other creature summoned remains for a maximum of one turn per level of the caster, or until it is slain, sent back by a dispel magic spell, an abjure spell or similar magic.

Water elementals cannot be summoned. There must also be a source of the appropriate element nearby to act as a seed for the gate.

Level Seven

Conjure Greater Elemental (Conjuration/Summoning)

Sphere: Elemental (Earth), Summoning

Level: 7

Range: 40 yds.

Components: V, S

Duration: 1 turn/level

Casting Time: 1 round

Area of Effect: Special

Saving Throw: None

A caster who performs a *conjure greater elemental* spell summons an elemental of the largest size to do his bidding. The elemental is 60% likely to have 16 Hit Dice, and 40% likely have 21 to 24 Hit Dice (20 + 1d4). Further, the caster needs but to command it, and it does as desired. The elemental regards the caster as a friend to be obeyed. The elemental remains until destroyed, dispelled, sent away by dismissal or a *holy word* spell (see the *conjure elemental* spell), or the spell duration expires.

The reverse of the spell will dismiss any conjured or summoned elemental of less than 16 hit dice without a save. Elementals of 16 or greater hit dice are entitled to a Will save vs the spell -4 to the roll. The priest can always dismiss an elemental of their own conjuring.

Water elementals can neither be summoned or dismissed.