

CENTAUR GODS

Gods worshipped--

Coran the Golden

Sphere of Influence: Centaurs, oaths, and warriors
Sacred Colors: Sapphire blue, gold
Place of Worship: Temple glade
Worship Days: First day of the week at dawn.
Holy Days: **Coran's Birth Feast** E2.14; the god is born. Feasts and parties, bring your best gifts at this time.
Harvest Home A2.1; feast of plenty. Dedication of homes and marriages. Thanks for the harvest.
Kirstmas 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 Days** Musing and thought on the Centaur way of life. Contains the Holy teaching.
Favored Deities: Vala, Avians
Disliked deities: Diana, Toshira, Zeus
Favored Governments: Eyrie, Coranth, Greece
Disliked Governments: Domain, Haven



Emmela demigod

Sphere of Influence: Pregnancy and Childbirth
Sacred Color: Red
Place of Worship: The home
Worship Days: Any
Holy Days: **Feast of Expectations** E2.1; Celebration for the coming children, gifts given to expectant women, priests bless the mothers to be, a day long party and feast.
Propitiation/Sacrifices: Gifts of food, Afterbirth.



CORA demigod

Sphere of Influence: Art and Music, the Elder Wife
Sacred Color: Gold
Place of Worship: The home
Worship Days: Any
Holy Days: **Festival of Song** F3.5-7 Celebration of culture; Singing, dancing, market festival. Contests of art, music, and dance.
Propitiation/Sacrifices: Handcrafts made by the giver



Suszan McDonald

Sphere of Influence: Female Centaurs, Motherhood, Scotsdale, little creatures
Sacred Color: Blue
Sacred Flower: The Rose
Place of Worship: The home
Worship Days: Any
Holy Days: **Suszan's Birthday** F3.27 Suszan is born, Bring gifts to the goddess, eat have fun.
Propitiation/Sacrifices: Gifts of the heart (blood sacrifices definitely discouraged!!)
Holy Writings: **Musings on Motherhood** A "holy book" unique in the history of the genre. Essays in the style of Erma Bombeck. By the Goddess
Doctrine and Practices Handbook of the priesthood. Tammie
Favored Deities: Coran, Book, Nathaniel, Mephistopheles, Kirt.
Disliked deities: Toshira Nagara, Diana
Favored Governments: Eyrie
Disliked Governments: Domain



Montgomery demigod

Sphere of Influence: Youth, young men
Sacred Color: Red
Place of Worship: Home
Worship Days: Any
Holy Days: **Midsummer Night** F1.14 Not really midsummer, but who cares. A Holiday for the youth. A feast of food fun and frolic. Marrieds and children are kept strictly away. The usual mores have the night off and romance is allowed free rein.
Kirstmas W3.1 The same feast normally held in the Father's name. Monty's emphasis is children. As midsummer is for the older siblings, Kirstmas is for the children. Adults are expected to put up with a certain amount of foolishness.
Passage The 12th birthday of a young man. Males lacking a clear cut "moment" of passage to manhood are granted their twelfth birthday for a rite similar to that of the girls.
Propitiation/Sacrifices: Flowers of the season, incense.



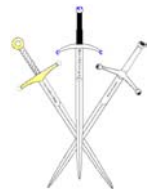
Angela demigod

Sphere of Influence: youth, young women
Sacred Color: Green
Sacred Object: Green gems
Place of Worship: The home
Worship Days: Any
Holy Days: **Midsummer Day** F1.14 Not really midsummer, but who cares. A Holiday for the youth. A feast of food fun and frolic. Marrieds and young adults need not attend. A first chance at the rituals of the adults.
Quicking Any date from E1 to E 3. Celebration of a young woman's first estrus. Held within the family during the girl's first fertile period to make her transision from childhood to womanhood.
Propitiation/Sacrifices: Eggs, handmade objects.



TANOR demigod

Sphere of Influence: Fighters, battle
Sacred Color: White
Place of Worship: Shrine or battlefield
Worship Days: Any
Holy Days: **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 their wielders be safe, and the arms themselves not be needed that year.
Propitiation/Sacrifices: Incense, spoils of war.



Teachings and Other Information--

Worshiper Requirements:

Typical Worshiper: Centaurs

Sex of worshiper: Any

Minimum Age: None

Race: Any, preference for Centaurs

Worship of Other Gods?: Yes

If Yes, Any restrictions?: Specialized deities of areas not covered by the Centaurs

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.
- Be merciful in victory, vengeance on a people and their land breeds bitterness. If you can, turn former enemies into friends.

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

- Love one another. Jealousy is the cancer that destroys families.
- Men, do not take more wives than you can support. This means emotionally as well as monetarily.
- You are the head of the household, the defender of your family. In times of trouble, wives and children come first.
- The First Wife is the center of the family. All of the children are hers. Husband and junior wives should be her heart's joy.
- Always discipline with love. Do this and harmony will fill the home.
- The Junior Wife is a buttress for stability.
- Let the First Wife be your counselor and guide. Do not set yourself against her. This will destroy the family.
- Children, honor your parents. Even those that did not sire or birth you. 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: Take care of yourself, indulge in moderation.

- Moderation in all things, including moderation.
- Don't dwell on what you want or need. Don't become obsessed with self.

Others Needs: Help the weak, aid the needy. Kindness to others reaps treasure in this world and the one after.

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

Other: Swear no oath you cannot keep.

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

Afterlife Expectations: The true followers will dwell in Paradise.



Clerical Requirements--

The Priests of Coran:

Name of Order: The Priests of Coran

Statement of Mission: Serve and protect the Centaur community.

Sex of Cleric: Any

Minimum age: Adult

Race: Centaurs preferred

Sexual Practices Allowed or Required: Priests come in family sets of two or three. One male and his wives.

- A priest may not marry out of the clergy.

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.

Special Abilities Given by Level: The skills of read/write Sindrel (clerical language), endurance, religion, and spellcraft come with the class

- At 1st Level the cleric is Immune to *fear*
- At 1st Level the cleric can use *augry* once per day per level
- At 4th Level a cleric can cast *endure heat/cold* 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 as the god.

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: none

Priest -- 1st level and higher

Duties: Serve the worshippers of Coran and the other centaur gods..

Privileges: Easy and frequent contact with the god

Vestments: Holy symbol around the neck. A white tabard with the holy symbol is worn for some formal ceremonies



The Priestess of Suszan:

Name of Order: Priestess of Suszan

Statement of Mission: Serve and teach the women of Centaur society

Sex of Cleric: Female

Minimum age: adult

Race: Centaur

Sexual Practices Allowed or Required: Priests come in family sets of two or three. One male and his wives.

- A priestess may not marry out of the clergy.

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

- A priestess 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 priestess must be long suffering and patient.

Special Abilities Given by Level: The skills of read/write Sindrel (clerical language), endurance, religion, spellcraft, healing, and play harp, come with the class

- A Priestess may learn two languages for each skill used for languages.
- At 2nd level a priestess may use an *aura of aalm* once for each two levels a day.
- At 4th level forest creatures will show no fear of the priestess, unless the priestess is hunting
- At 8th level a priestess gains the ability to use *speak with animals* at will.

Weapons Allowed: A priestess may use a staff

Armor Allowed: A priestess may use armor up to chain

Special Commandments: Calm reason should rule your decisions. Rash action leads to regrets.



Knights Order of the Iron Hoof

Statement of Mission: Protect the faithful, defend the weak

Associated Clerical Order: Priests of Centaur Gods

Sex of Paladin: Any

Minimum age: 14

Race: Centaur preferred

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 their 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 show signs of undue wealth.
- A Paladin will retain such funds as he needs to keep themselves and those that look to them 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 their 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 evil creatures within sixty feet by concentrating on locating said in a particular direction. They 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 per five levels they have.
- 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 +4 to save against catching such afflictions.)
- A paladin has a +2 bonus to all d20 saving throws.
- A paladin may call for his companion animal upon reaching 4th level, or anytime thereafter. This faithful beast



Clerical Ranks--

Novice -- 0 to 1st level

Duties: Learn from the mentor, study spellcasting and the holy books. Hey, don't forget having fun.

Privileges: The novice must obey her Mentor's rules. Outside this, her time is her own.

Vestments: None

Priestess -- 1st level and up

Duties: Serve the worshippers of Suszan and the other centaur gods..

Privileges: Easy and frequent contact with the god

Vestments: Holy symbol around the neck. A white tabard with the holy symbol is worn for some formal ceremonies



will be a dog, hunting cat, bird, or whatever sort of creature is appropriate to the character (as decided by the DM). A paladin's companion beast is a very special animal, bonded by fate to the warrior. The paladin prays for guidance, and the beast 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 6th 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 enemies of the faithful where ever your find them.
- 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 and the fell.
- You will understand that "All work and no fun makes fellow grim and glum" and let your hair down once in a while.
- You will be a cheerful and positive influence upon the community.



Knights Order of the Hare

Statement of Mission: Protect the cheerful, defend the happy, and puncher the pompous.

Associated Clerical Order: Priests of The Centaur Gods

Sex of Paladin: Any

Minimum age: 13 for humans or age of maturity for other races

Race: Any

Sexual Practices Allowed or Required: Have fun, but be responsible. Paladins are not encouraged to marry, neither is it 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.

- A knight of the Order of the Hare will wear as a symbol of his office the ears of a Hare, be they preserved or made of some other substance such as metal or leather, upon the helm, helmet, or hat that they commonly wear.

Special Abilities Given by Level: The Paladin will gain the skill of play stringed instrument in their choice of instrument that is easily portable and can be sung to. They shall also gain a pleasant voice to listen to, if they do not already have one.

- At 4th level the Paladin has access to the following 0 level spells. *Doze, Flare, Dancing lights, Ghost sound, Mage Hand, Mending, Prestidigitation.* The Paladin can use one zero level spell for every other level once daily.

- 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 simplicity, with a 20 foot radius. Within this radius all pompous and self important creatures suffer a -2 penalty to their social dexterity.

- 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 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 craft spells once he reaches 6th level. 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 or craft scrolls nor can he use priest or craft items unless they are allowed to the class group they belong to.

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 never take yourself seriously. Your mission and your god, you can take seriously, but never yourself.
- You will defend the weak and the downtrodden.
- You will seek out and embarrass the pompous and self important where ever you 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 "fair" fights.
- 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 understand that "All work and no fun makes fellow grim and glum" and let your hair down whenever the chance is given.
- In all things be a positive and cheerful influence upon the people around you.

Who's Who, the Centaur Gods

The Gods --

Coran the Golden

Coran is the Patriarch of the Centaur people. He is 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 that profession in his favor, 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.

Coran appears as an 8' male centaur of the color pattern known as "golden", a 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.

Suszan McDonald

Suszan is the first wife of Coran, and the head of his household of women. She began as a human woman, it is said from another world. She fell in love with Coran, changed her species, and married him. Suszan is well known for the "unique" approach to things. She has a rapport with the local wildlife, and they bring her news and warnings about the happenings about her estate in Scottsdale. She is the patron of centaur females, especially wives and mothers. She is aware of all that is happening to centaurs, and has been known to take personal action when the need is great. It has been noted that weapons shot at her hit the

user, not the target.

Suszan appears as a 7'4" centaur with a golden chestnut body with four white stockings with lightning marks and red-gold hair. Her eyes are amber, and she is of a fair complexion. She has been known to manifest as a human woman occasionally when space or circumstance would not accommodate her normal appearance.

Emmela -- Demigod

Emmela is the patron of childbirth, and the junior wife. She has the power to grant wishes, and none can argue or become aggressive in her presence. She can ease a difficult childbirth or assure a easy one. It is for this most women sacrifice to her.

She is a 7' 4" tall red chestnut with four white stockings and red gold hair. She has green eyes, and an olive complexion. Most images show her with a child at side, or pregnant.

CORA -- Demigod

Cora is the patron of Centaur arts. She is the oldest of Coran's wives. She has a voice that charm birds from the trees. She can perform any artistic skill with ease, and grant talent in a skill to mortals.

Cora is 7'10" with a raven black body, and raven black hair. She has dark chocolate eyes, and a milk chocolate complexion.

Centauran tradesman will usually have an image of her in their shop, using the tools of their trade.

MONTGOMERY -- Demigod

Montgomery is the son of Coran and Suszan. He is the patron of youth, the unmarried men, and children. He has the power of creation, and has been know to manifest in many places at once. He is prayed to in matters of romance and love.

Montgomery has a copper red body and gold hair in the manner of his father. His eyes are amber eyes and his complexion is fair. He remains clean shaven. A trait unusual in golden centaurs.

Images of this demigod are not common. Youth seeking his favor have begun wearing a medallion depicting the thorny red rose, his chosen symbol.

Angela -- Demigod

Angela is the second child of Coran and Suszan. She is coming of age as a goddess. She has made the more female of concerns her's shareing many attributes with her older brother. She is being worshiped by young women coming of age themselves, and is seen at the patron of the change between childhood and adulthood. She is also a part of her Mother's sphere in the care of children, but in the role of elder sister. Evil things cannot abide her presence, and she can create life and lessor objects at will.

Angela has a dark cream body, a warm tan color, with copper-gold hair. Her complexion is fair, and she is a little fuller figured than her mother.

Images of Angela are uncommon, but her symbol of a green cut gem is a common gift to children.

TANOR -- Demigod

Tanor is the son of Coran. He is the parton of arms and centaur paladins. 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.

His symbol is usually the bared sword.

Other Notables --

Shanee -- Personal Servant to Coran

Female Centaur. Shanee is the First Priestess and Headwife of Coran's Lakelands household. She manages his religious woman and such matters as he leaves in her hands.

Darilban -- Personal Servant to Suszan

Male Ane. Darilban is Suszan's first Personal Servant. Daril, as he is commonly called, is Suszan's constant sidekick. He handles small matters for her and runs interference with busybodies.

Tammi -- Clerical advisor to Suszan, Jr Wife

Tammi is the surviving member of a clerical trio. She was 97 at the time she joined the Scotsdale household. Coran brought her in as a stabilizing influence on the house, and to help Suszan through her transitional period from Immortal to God.

If Tammi were human she would remind you of those frail-looking old women that seem possessed of endless energy and strength, and indomitable will. Well other than she is a Centaur and still has her figure, she is.

Seeing a need (his) Coran rejuvenated Tammi and made her a full wife, with her all to willing consent.

Salamarcis -- Immortal

Female Human. Sal is Suszan's body servant and first maid. She sees to the lady's needs in the household. Sal was given immortal status for her years of faithful service. She also handles small matters of religion for the goddess in keeping with her new abilities.

No Man -- Demigod

Good Question. No Man is Coran's Herald. This mysterious being carries the word of the god wherever he wills it. No Man 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 on good terms with this council. The Elves and the Centaurs are both considered first children. While some would consider the Centaurs a cadet of the Vala, such is not the case. Mutual respect for cousins is more the reality of the matter.

The Avians --

Respect is given these protector deities. In some cases personal friendship. Tesral was Coran's Last mortal lord, and he still performs some functions within Tesral's government as well as living on Eyrian soil. Abba Eecreeana is a respected friend and Ivan a member of the Eyrie Imperial family. The other Avians in this informal council are not considered close.

Abba Book --

Abba Book is the God responsible for Suszan McDonald being on Greyhawke in the first place. He brought her over from one of his trips to other worlds. Abba Book is a frequent visitor to the Scottsdale house, and the Father of Anna's given child Jason.

Nathaniel --

Nathaniel was one of the people that helped Suszan become comfortable in her new world. He remains a fast friend.

Mephistopheles --

Some would consider this an unlikely friend. However, Mephistopheles and Suszan were thrown into unusual circumstances together. The result was Suszan acquired the McDonald clan, and a fast friendship with the Lord of Hell.

Kirt --

Kirt seems to be everyone's friend. He is a frequent visitor to the Scottsdale house and an old friend of Coran's.

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, and 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 Nagara --

Coran's best statement on Toshira Nagara is "He is an honorable man". Suszan will not say as much. This is a case of a lasting disagreement on basic philosophy. Coran, and Suszan have 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.

Priest Spells; Centaur Gods

1st Level Spells

Animal Friendship	Cure Light Wounds	Find Traps	Protection from Evil
Augury*	Detect Charm	Invisibility to Animals	Purify Food & Drink
Bless	Detect Evil	Keen Edge	Remove Fear
Ceremony	Detect Extra-Planer	Light	Sanctuary
Cleanse	Detect Magic	Locate Animals or Plants	Sunscreen
Combine	Detect Poison	Pass Without Trace	Tongues
Command	Detect Snares & Pits	Penetrate Disguise	Umbrella
Create Water	Endure Heat/Cold	Portent	

2nd Level Spells

Aid	Hold Person	Produce Flame	Speak with Animals
Chant	Holy Symbol	Resist Fire/Cold	Speak With Dead
Charm Person or Mammal	Locate Object	Silence 15'r	Warp Wood
Enthrall	Lots	Slow Poison	Withdraw
Flame Blade	Messenger	Snake Charm	Wyvern Watch
Heat Metal	Obscurement		

3rd Level Spells

Call Lightning	Detect Lie	Magical Vestments	Remove Curse
Cloudburst	Divination	Negative Plane Protection	Remove Paralysis
Continual Light	Dispel Magic	Prayer	Starshine
Create Food & Water	Glyph of Warding	Protection from Fire	Water Breathing
Cure Disease	Hold Animal	Reflecting Pool	Water Walk

4th Level Spells

Abjure	Commune	Hallucinatory Forest	Repel Insects
Animal Summoning 1	Commune with Nature	Imbue with Spell Ability	Speak With Plants
Battle Shout	Control Temperature, 10'r	Neutralize Poison	Spell Immunity
Call Woodland Beings	Cure Serious Wounds	Protection From Evil 10'r	Sticks to Snakes
Cloak of Bravery	Free Action	Protection From Lightning	True Seeing

5th Level Spells

Air Walk	Cure Critical Wounds	Moonbeam	Raise Dead
Animal Growth	Dispel Evil	Plane Shift	Stone Tell
Animal Summoning 2	Find the Path	Prismatic Bridge	Transmute Rock to Mud
Atonement	Lightning Strike	Quest	Wall of Fire
Control winds	Minor Awe	Rain-bow	

6th Level Spells

Aerial Servant	Conjure Animals	Part Water	Turn Wood
Animal summoning 3	Forbiddance	Rally	Wall of Thorns
Animate Object	Heal	Speak With Monsters	Weather Summoning
Anti-Animal Shell	Hero's Feast	Transmute Water to Dust	Word of Recall
Blade Barrier			

7th Level Spells

Astral Spell	Earthquake	Mass Heal	Sunray
Avatar	Exaction	Regenerate	Symbol
Confusion	Fire Storm	Restoration	Transmute Metal to Wood
Control Weather	Gate	Resurrection	Wind Walk
Creeping Doom	Holy Word	Succor	

Granted Abilities

Augury (Divination)

Special Ability: Priests of Coran

Range: 0

Components: V, S, M

Duration: Special

Casting Time: 2 rds.

Area of Effect: Special

Saving Throw: None

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

Range: 0

Components: V, S

Duration: Special

Casting Time: Special

Area of Effect: one person + one person per level

Saving Throw: None

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's 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 rds.

Area of Effect: Special

Saving Throw: None

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).

Ceremony (Invocation)

Sphere: All

Level: 1

Range: Touch

Components: V, S, M

Duration: Permanent

Casting Time: 1 hour

Area of Effect: Special

Saving Throw: Special

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 participates 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 rd.

Area of Effect: 1 creature/rd.

Saving Throw: Neg.

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 saving throw vs. spell 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.



Detect Extra-Planer (Divination)

Sphere: Divination

Level: 1

Range: 120 yards

Components: V, S, M

Duration: 1 turn + 5 rounds /level

Casting Time: 1 round

Area of Effect: 10 foot path

Saving Throw: None

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 rounds per level of the priest. Thus, a 1st-level priest can cast a spell with a 15-round duration, a 2nd-level priest can cast a spell with a 20-round 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: 5

Area of Effect: 10 ft. x 30 yds.

Saving Throw: None

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
Area of Effect: creature touched
Saving Throw: none

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 + 1turn/level
Casting Time: 1
Area of Effect: 1 person
Saving Throw: none

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 .5 inches across, objects larger than .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 20 feet clearance above the recipient's head. This does not include over head foliage.

Lots (Divination)

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

This spell provides a means of gauging 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 priest 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 absolute. For every 5 levels the priest possesses he can cast the lots an additional time I.E. twice at 6th level, three times 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. 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 casting requires the use of a piece of lodestone.

The reversal, *obscure object*, hides an object from location by 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. The priest must be able to converse in a 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 saving throw vs. spell. 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 that 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)

Reversible

Sphere: Divination

Level: 3

Range: 30 yds.

Components: V, S

Duration: 3 turns +1 turn/level

Casting Time: 7

Area of Effect: 1 creature

Saving Throw: 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. spell, which is adjusted only by the Wisdom of the *caster*; for example, if the caster has a Wisdom of 18, the subject's saving throw roll is reduced by 4 (see Table A 5 -- Wisdom, PHB page 5).

The spell's reverse, *undetected lie*, prevents the magical detection of lies spoken by the creature for the duration of the spell.

Divination (Divination)

Sphere: 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 within a one week period. This can be as simple as a short phrase, or it might take the form of a cryptic rhyme or omen. Unlike the *augury* spell, this gives a specific piece of advice.

For example, if the question is "Will we do well if we venture to the third level?" and a terrible troll guarding 10,000 gp and a **shield +1** lurks near the entrance to the level (the DM estimates the party could beat the troll after a hard fight), the divination response might be: "Ready oil and open flame light your way to wealth." In all cases, the DM controls what information is received and whether additional divinations will supply additional information. Note that if the information is not acted upon, the conditions probably change so that the information is no longer useful (in the example, the troll might move away and take the treasure with it).

The base chance for a correct divination is 60%, plus 1% for each experience level of the priest casting the spell. The DM makes adjustments to this base chance considering the actions being divined (if, for example, unusual precautions against the

spell have been taken). If the dice roll is failed, the caster knows the spell failed, unless specific magic yielding false information is at work.

The material components of the *divination* spell are a sacrificial offering, incense, and the holy symbol of the priest. If an unusually important *divination* is attempted, sacrifice of particularly valuable objects or even creatures may be required.

Reflecting Pool (Divination)

Sphere: Divination

Level: 3

Range: 10 yds.

Components: V, S, M

Duration: 1 rd./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. Infravision, if available, operates normally through the reflecting pool.

The image is nearly always hazy enough to prevent the reading of script of any type.

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.

Battle Shout (Alteration)

Sphere: Combat

Level: 4

Range: Touch

Components: V, S, M

Duration: 1 round / level of the caster

Casting Time: 1 round

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.



Find the Path (Divination)

Reversible

Sphere: Divination

Level: 6

Range: Touch

Components: V, S, M

Duration: 1 turn/level

Casting Time: 3 rds.

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: 8

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 round

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 check. Enemy troops that see this sight must check moral one step below their current moral status, or rout.

Avatar (All)

Sphere: All

Level: 7

Range: 0 yds.

Components: V, S

Duration: Special

Casting Time: 1 turn

Area of Effect: Caster

Saving Throw: Special

Avatar is a very dangerous spell for the caster himself. When cast the Priest opens himself to the direct power of the god. If accepted, the Priest is temporarily granted a limited access to the Primal Power of the god. For the duration of the spell, the priest can cast any number of Clerical spells of any level with a -4 to all saves against them. He has 400 hit points and an armor class of -10. It requires a +3 or better weapon to hit the priest, and then he takes only the magical bonus in damage. He is immune to all spells that allow a saving throw, and has a save of 3 against those that do not allow a save. He can access any of the god's minor powers, or access one major or prime power once. Use of a major or prime power negates the spell at will cost the priest greatly.

The Priest must make a save vs 5d6 on their Wisdom to successfully use the spell. The duration of the *Avatar* is from 1-10 rounds, and will be terminated, or allowed to continue at the god's pleasure. No moral can withstand the primal power for more rounds than they have Constitution points. The Priest burns one Constitution point for each round the *Avatar* spells lasts. Those Constitution points are lost permanently. They can be restored with a *Restoration* spell however.

When the spell ends the Priest must make a System Shock check at their new Constitution score. Failing this check means the death of the priest. In the rare occasions when the god intervenes directly and keeps the spell going for more than the ten rounds or the priest has a Constitution that low, the Priest might be consumed by the spell. Any priest that is reduced to zero Constitution by the spell is forever dead. Their body consumed physically by divine power. Use of a major or prime power by the Priest will burn an additional number of points. Major powers will cost three Constitution points, prime powers

from 5 to 9 points. Again, any mortal reduced to zero Constitution is forever dead.

On the positive side, anyone that is consumed in an *Avatar* spell is considered a saint of the religion.

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.



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