

# Coran The Oathkeeper

**God worshipped:** Coran the Golden

**Sphere of Influence:** Oaths, and warriors

**Sacred Colors:** Sapphire blue, gold

**Place of Worship:** Shrine, home or temple glade

**Worship Days:** First day of the week at dawn.

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

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

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

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

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

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

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

**Favored Deities:** Vala, Avians

**Disliked deities:** Diana, Toshira, Zeus

**Favored Governments:** Eyrie, Coranth, Greece

**Disliked Governments:** Domain, Haven

## Teachings and Other Information-- Worshiper Requirements:

**Typical Worshiper:** Eyrian soldiers, persons taking oaths

**Sex of worshiper:** Any

**Minimum Age:** None

**Race:** Any

**Worship of Other Gods?:** Yes

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

## Commandments--

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

- When you must fight, fight to win at the least cost to yourself and the greatest cost to your foe.
- The Warrior's first duty is to Country and King.
- The warrior's second duty is to his comrades in arms.
- Obey your commanders without question or hesitation.
- Remain fast in the face of the enemy.
- Commanders, do not spend the lives of your men lightly. To spend lives without cause is an abomination.
- Be respectful of the lives and property of non-combatants. Don't make more enemies than you already have.
- You will not cut fruit bearing trees to make engines of war, nor burn crops to deny your foe food.
- Show mercy to your defeated foe, feed his hungry, heal his wounded.
- Do not hate your foe, hate will make you careless, hate will blind your judgement. Fight if you must, kill if you must, but carry no hatred

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

- If you have chosen the life of a warrior think well before you marry. Such a life is hard on both husband and wife. You may

survive many wars, your marriage may not.

- Love one another. Jealousy is the cancer that destroys families.
- Males are the head of the household, the defender of your family. In times of trouble, wives and children come first.
- Wives are the center of the family. Husband and children should be her heart's joy.
- Always discipline with love and harmony will fill the home.
- Children, honor your parents. Their knowledge and wisdom will serve you well in later life.

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

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

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

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

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

Other: Swear no oath you cannot keep.

- An oath sworn in the God's name is a promise on his honor. Break such an oath and you will be destroyed.
  - Any other oath is a promise on your honor. Your honor is the one thing no man can take from you, only you yourself can discard it.
  - A being without honor is worse than the beasts in the fields
  - Do not drink the night before a battle. An aching head is often misplaced. Save the ale and wine for the victory party.
- Afterlife Expectations: The true followers will dwell in Paradise.

## Clerical Requirements--

**Name of Order:** The Oathkeepers

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

**Sex of Cleric:** Any

**Minimum age:** Adult

**Race:** Any

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

**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 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.

**Weapons Allowed:** Long sword

**Armor Allowed:** Any

## Clerical Ranks--

Novice -- 0 to 1st level

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

**Privileges:** As their Mentor sees fit

**Vestments:** White cassock

Priest -- 1st level and higher

**Duties:** Serve the worshippers of Coran.

**Privileges:** Easy and frequent contact with the God

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

## Knights Order of the Sword

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

**Associated Clerical Order:** Priests of Coran Oathkeeper

**Sex of Paladin:** Any

**Minimum age:** 13

**Race:** Any

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

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

- A Paladin will not dress himself in wealth.
- A Paladin will retain such funds as he needs to keep himself and those that look to him well supplied. Excess funds are to be given to such that need them as the Paladin encounters them.
- A Paladin may keep such items of magic that are useful to his cause.

**Oaths of Ordination:** Obedience, Service

**Special Attributes Needed:** The Paladin shall be a person of high morals and good judgement.

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

- Will know the foresworn on sight. The foresworn person will have to make a fear check on encountering the paladin. "Foresworn" refers to anyone that has willingly broken a solemn oath or vow. The mere act of lying is not enough.
- A paladin can heal by laying on hands. The paladin restores 2 hit points per experience level. He can heal himself or someone else, but only once per day.
- A Paladin is surrounded by an aura of protection, with a 10 foot radius. Within this radius all summoned and extra-planar creatures suffer a -1 penalty to their attack rolls, regardless of whom they attack. Creatures affected



by this aura can spot its source easily, even if the paladin is disguised.

- A paladin can cure diseases of all sorts (though not cursed afflictions such as lycanthropy). This can be done only once per week for each five levels of experience (once per week at levels 1 through 5, twice per week at levels 6 through 10, etc.).
- A paladin is immune to all forms of disease. (Note that certain magical afflictions; lycanthropy and mummy rot are curses and not diseases.)
- A paladin has a +2 bonus to all d20 saving throws.
- A paladin may call for his war horse upon reaching 4th level, or anytime thereafter. This faithful steed need not be a horse; it may be whatever sort of creature is appropriate to the character (as decided by the DM). A paladin's war horse is a very special animal, bonded by fate to the warrior. The paladin prays for guidance, and the "horse" will be a direct gift of the god, delivered in a fitting manner.
- A paladin using a holy sword projects a circle of power 10 feet in diameter when the sword is unsheathed and held. This power dispels hostile magic of a level up to the paladin's experience level.
- A paladin can cast priest spells once he reaches 9th level. He can cast only spells of the combat, divination, healing, and protective spheres. The acquisition and casting of these spells abide by the rules given for priests. Unlike a priest, the paladin does *not* gain extra spells for a high Wisdom score. The paladin cannot cast spells from clerical scrolls nor can he use priest items unless they are allowed to the warrior group.

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

**Armor Allowed:** Any

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

- You will defend the truthful and persecute the oathbreaker.
- You will seek out and destroy the Devil and the Daemon wherever you will find them.
- You will be loyal to thy chosen temporal lord, obeying his law and will unless it conflicts with the will of your god.
- You will not recoil before your enemy. Neither will you be a fool about standing up and fighting.
- You will never lie, and will remain ever faithful to your oath.
- You will commend your charity to the needful.
- You will in all things temper your justice with mercy.
- You will be ever and always the champion of Coran against the evil 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.

## Ranks--

Seeker -- 0-1st level

**Duties:** Servethe brother and learn the ways of the order.

**Privileges:** As the Brother Mentor sees fit

**Vestments:** Livery of the Order. A surcoat of Blue and White check

Brother -- 1st level and higher

**Duties:** Go forth and do the work of the order

**Privileges:** As granted by Coran

**Vestments:** The Arms of the Three Swords worn on coat and shield

## Who's Who: Coran the Oathkeeper

### Coran the Golden

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

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

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

### TanOR -- Demigod

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

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

### Noman -- Demigod

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

### Friends and Enemies

#### Friends

##### The Vata --

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

##### The Avians --

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

#### Enemies

##### Diana --

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

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

##### Toshira Nagaria --

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

##### Zeus --

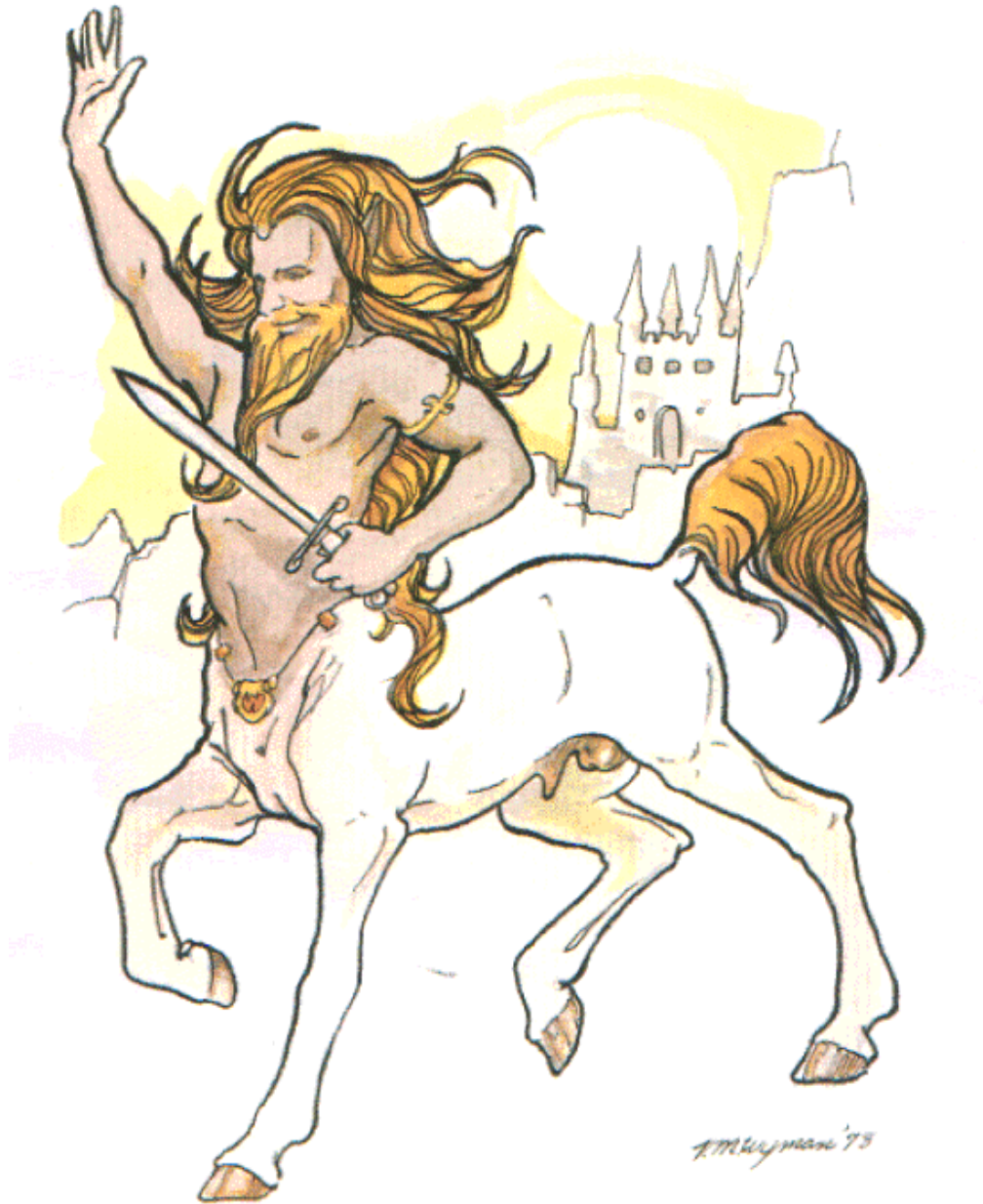
Zeus tried to force Coran into the Olympic pantheon in his early days as a god. Zeus quickly learned he had bitten off more than he could chew. Zeus has since done Coran ever dirty turn he could, and Coran has made him eat every one of them. No love lost on either side.

## Devils --

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

## Dæmons --

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





# Priest Spells: Coran the Oathkeeper

## 1st Level Spells

Animal Friendship  
Bless  
Ceremony  
Cleanse  
Combine  
Command  
Create Water

Cure Light Wounds  
*Detect Evil*  
Detect Extra-Planer  
Detect Magic  
Detect Poison  
Detect Snares & Pits  
Endure Heat/Cold

Invisibility to Animals  
Keen Edge  
*Light*  
Locate Animals or Plants  
Pass Without Trace  
Penetrate Disguise  
Portent

Protection from Evil  
Purify Food & Drink  
*Remove Fear*  
Sanctuary  
Sunscreen  
Tongues  
Umbrella

## 2nd Level Spells

Aid  
Augury  
Chant  
Charm Person or Mammal  
Detect Charm  
Enthrall

Find Traps  
Flame Blade  
Heat Metal  
Hold Person  
Holy Symbol  
Lots

Messenger  
Obscurement  
Produce Flame  
Resist Fire/Cold  
Silence 15'r  
Slow Poison

Snake Charm  
Speak with Animals  
Warp Wood  
Withdraw  
Wyvern Watch

## 3rd Level Spells

Call Lightning  
Cloudburst  
*Continual Light*  
Create Food & Water  
Cure Disease

Dispel Magic  
Glyph of Warding  
Hold Animal  
*Locate Object*  
Magical Vestments

Negative Plane Protection  
Prayer  
Protection from Fire  
Remove Curse  
Remove Paralysis

Speak With Dead  
Starshine  
*Water Breathing*  
Water Walk

## 4th Level Spells

Abjure  
Animal Summoning 1  
Battle Shout  
Call Woodland Beings  
Cloak of Bravery

Control Temperature, 10'r  
Cure Serious Wounds  
Detect Lie  
Divination  
Free Action

*Hallucinatory Forest*  
Imbue with Spell Ability  
Neutralize Poison  
Protection From Evil 10'r  
Protection From Lightning

Reflecting Pool  
Repel Insects  
Speak With Plants  
Spell Immunity  
Sticks to Snakes

## 5th Level Spells

Air Walk  
*Animal Growth*  
Animal Summoning 2  
Atonement  
Commune

Commune with Nature  
Control winds  
Cure Critical Wounds  
Dispel Evil  
Lightning Strike

Minor Awe  
Moonbeam  
Plane Shift  
Prismatic Bridge  
Quest

Rain-bow  
Raise Dead  
Transmute Rock to Mud  
True Seeing  
Wall of Fire

## 6th Level Spells

Aerial Servant  
Animal summoning 3  
Animate Object  
Anti-Animal Shell  
Blade Barrier

Conjure Animals  
*Find the Path*  
Forbiddance  
Heal  
Hero's Feast

Part Water  
Rally  
Speak With Monsters  
Stone Tell  
*Transmute Water to Dust*

Turn Wood  
Wall of Thorns  
Weather Summoning  
Word of Recall

## 7th Level Spells

Astral Spell  
Avatar  
Confusion  
Control Weather  
Creeping Doom

Earthquake  
Exaction  
Fire Storm  
Gate  
Holy Word

Mass Heal  
Regenerate  
Restoration  
*Resurrection*  
Succor

Sunray  
Symbol  
*Transmute Metal to Wood*  
Wind Walk

# Priest Spells: Coran the Oathkeeper

## 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).

## 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.

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**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-worshippers.

### **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

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

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

### **Locate Object** (Divination)

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

This spell helps locate a known or familiar object. The priest casts the spell, slowly turns, and will sense when he is facing in the direction of the object to be located, provided the object is within range. 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 than contains the speech organs. The remains are not expended.

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

### **Detect Lie** (Divination)

**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.

