

DracanusLarp

Gateway to Fantasy & Adventure

The Clerics and Priests Manual

V0.0.1



Religious OC's

Cleric

OC purchase Cost: 2800xp

These men and women commune with their gods in order to receive divine aid, yet, the gifts of the gods comes at a high price. Clerics must use their gifts in order to further the causes of their faith. Most of those in this occupation are Novates to their church. It is their duty to aid the faithful, spread the word of and convert others to the ways of their god. Clerics give worship to all of the gods.

Note – Clerics serve all the Gods of Dracanus or of a racial pantheon where Specialty priests serve a single specific God.

Occupational Starting Skills

Free	Half Cost Skills
Theology (1 God) Reading/Writing Modern	Theology (per God) Reading Writing Modern

Special Abilities

Divine Miracles

Clerics may call upon their faith to perform divine miracles. The cleric must commune with the gods and request such miracles and if the deities view the cleric as worthy they are given such.

Miracles per Day						
Cleric Tier	Spell Tier					Cost
	1	2	3	4	5	
	Spells per Day					
1	6	0	0	0	0	1500
2	8	6	0	0	0	2000
3	10	8	6	0	0	2500
4	12	10	8	6	0	3000
5	14	12	10	8	6	3500

Turning Undead

Clerics and Priests of certain deities have the ability to “Turn” Undead. When confronted by the unliving the Cleric or Priest presents their Holy Symbol and invokes the name of their Deity along with a command for the monsters to return to where they came from. Priests of more Malign Gods may attempt to Control the undead instead of turning them. (Note some of the more intelligent undead can ignore this command (though it may cause them damage or Irritation) and quite possible focus on the Holy person that had the audacity to try!

Turning Undead (Cleric/Priest)					
	Tier 1 Cleric or Priest	Tier 2 Cleric or Priest	Tier 3 Cleric or Priest	Tier 4 Cleric or Priest	Tier 5 Cleric or Priest
Cost	1000	1500	2000	2500	3000
Tier 1 Undead	4	8	2D 8T	4D 6T	6D 8T
Tier 2 Undead	0	4	8	2D 8T	4D 6T
Tier 3 Undead	0	0	4	8	2D 8T
Tier 4 Undead	0	0	0	4	8
Tier 5 Undead	0	0	0	0	4

Restrictions

All clerics are restricted to using Bludgeoning type weapons, Club, Hammer, Mace, Staff, etc.



Specialty Priest

OC purchase Cost: See Pantheons

These men and women worship a specific God and receive spells and abilities in accordance to that which the divine being stands for. Specialty priests start with the same amount of spells per day as a cleric however they are limited in the spheres of magic that they gain access to due to receiving special abilities from their patron God. The specific pantheons of Dracanus are included in the Lore section; each god will have its spheres of Influence as well as any granted abilities, requirements of their faithful and other information.

Occupational Starting Skills

Free	Half Cost Non Tiered	Half Cost Tiered
Theology (God Worshipped)	Theology (per God)	

Special Abilities

All special abilities granted by the Deity will be listed in the Pantheons section with the relevant deity.

Divine Miracles

Specialty Priests are able to call upon their deity to perform divine miracles; they however are limited to the spheres of their patron deity. They receive the first Tier of Miracles for free the cost is listed for those who convert or multiclass into this OC.

Miracles per Day						
Priests Tier	Spell Tier					Cost
	1	2	3	4	5	
	Spells per Day					
1	4					2000
2	6	4				2500
3	8	6	4			3000
4	10	8	6	4		3500
5	12	10	8	6	4	4000



Divine Miracles

This covers the miracles performed by those faithful to a divine being. Though similar in effect to Arcane Magic the holy men and women of the clergy are asking the God they follow to grant them their favor and act as conduits for them. **NOTE:** Since divine miracles are granted by the Gods the deity in question may REFUSE to grant the miracle though it is not common a Deity may refuse (when the miracle is cast NOTHING HAPPENS the miracle in question is still cast but there is no effect).

Spheres of Influence

All divine magic is organized into spheres of Influence, whereas clerics may draw from all of the spheres, Priests are limited to those spheres in which their patron deity has sway.

Spheres of Influence	Description
All	This sphere contains miracles available to all Clergy; They tend to be basic miracles that allow the worshiper to perform their basic duties.
Animal	This sphere contains the miracles that effect insects and animals in some way. The sphere is accessed mostly by those who commune with nature or worship a God dedicated to animals or nature.
Charm	These Miracles affect the attitudes, emotions and mental state of the worshiper or those the miracle are cast upon.
Combat	These miracles call upon the worshiper's God to cause harm to others.
Creation/ Destruction	These Miracles allow a worshiper to create things from nothing, change one thing into another, or destroy objects.
Divination	These Miracles are used to reveal information of some sort to the worshiper
Elemental	These Miracles affect the four elements, fire, water, earth and air.
Guardian	Calls forth a being to guard over a specific item, area or person.
Healing	These miracles are used to cure/cause wounds, regrow lost limbs, remove poisons, and cure diseases.
Necromantic	These miracles can be used to restore or remove some semblance of life to a creature or give and take life from others.
Planar	This sphere grants access to miracles that allow travel through or communication with other planes of existence.
Plant	Miracles that deal with plants, from those that affect agriculture to communicating with plant like creatures.
Protection	Miracles that bestow some protective ward for the priests, their charges or items that such is placed upon.
Summoning	These miracles will call forth items, beings and other things from distant locations.
Weather	Miracles that deal with affecting the natural elements of an area or region, Clerics and priests can manipulate the weather in many different regards.

Divine Miracle List

Tier 1	Tier 2	Tier 3	Tier 4	Tier 5
Break/Repair Limbs	Augury	Animate Dead	Drain/Restore Life	Atonement
	Deafen	Command	Neutralize Poison	Breath of Life
Comprehend Languages	Detect Spirit	Control Undead		
	Globe of Air	Cure Medium Wounds		
Cure Minor Wounds	Hold Undead			

		Elemental Shield		
Detect Magic		Plant Door		
Holy Light		Regenerate Limb		
Magic Stone				
Repel Undead				

Divine Miracles Descriptions

Explanation of the Divine Miracle Table:

Tier: This is the overall power of the Divine Miracle and is significant to the amount of times that a Cleric or Priest can call for a Divine Miracle each day.

Name: The name of the Miracle that the Cleric or Priest is calling upon from their Deity

Duration: This is how long the effects last or when they will take effect.

Sphere: This denotes the category type of the Miracle; it is significant mostly to specialty priests that may have limited or no access to specific types of magic as it goes against the ethos of the Deity.

Phys Rep Needed: Any Physical materials that are needed to represent the effects of the Miracle.

Base Description: A generalized description of what the miracle will accomplish.

Prayer: The words that a Cleric or Priest needs to say to summon forth the power of the Miracle to be cast. The Prayer unlike Arcane spells does not have to be spoken verbatim. We encourage players to devise their own unique prayers that seek out the aid of their Deity as well as gives a basic understanding of what the miracle will do.

Magnitude (Mag): This denotes the power of the Miracle to be performed as the priest gains experience they also acquire more faith and trust in their Deity allowing them to become better receptacles of the Divine Power.

Advanced Description: This outlines more exacting information on the effects of the Miracle, what it does how many it affects, for how long, the range of the Miracle and much more.

Cost: The experience required to upgrade the miracle to the next magnitude. Base is what each Priest or Cleric is able to call upon when pray for the spell, each magnitude must be purchased in sequence.

Note: Unlike Alchemical Recipes, Arcane Spells and Magical Sigils, Clerics and Priests do not have to collect or learn to use Divine Miracles. They are intuitively aware of all the Miracles that are available to them from their Deity. Those able to use Divine Miracles should however note down any Miracle that they have increased in Magnitude.



Tier 1

Break/Repair Limbs

Duration	Sphere	Phys Rep Needed
Instant	Healing	Miracle Card
Base Description	This will cause the bones in a person's appendage to break or be completely repaired, upon the mere touch of the cleric/priest	
Prayer		
Mag	Advanced Description	Cost
1	Repairs/Breaks 1 broken bone in the recipient.	Base
2	Repairs/Breaks 3 broken bones in the recipient	
3	Repairs/Breaks 5 broken bones in the recipient	
4	Repairs/Breaks 7 broken bones in the recipient	
5	Repairs/Breaks 10 broken bones in the recipient	

Comprehend Languages

Duration	Sphere	Phys Rep Needed
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See Advanced Description		
Base Description	The caster is able to understand the spoken word or text that they are touching. Though they understand what is said or written they may not grasp the meaning of the words. This Miracle will not decipher encrypted messages or reveal hidden messages, nor will the caster be able to speak the language that they hear or read.	
Prayer		
Mag	Advanced Description	Cost
1	When cast this miracle allows the player to understand anything written or spoken for 30 seconds.	Base
2	When cast this miracle allows the player to understand anything written or spoken for 60 seconds.	
3	When cast this miracle allows the player to understand anything written or spoken for 120 seconds. The Caster may respond to verbal communications that require simple yes or no answers and be understood.	
4	When cast this miracle allows the player to understand anything written or spoken for 150 seconds. The Caster may respond to verbal communications with short sentences (less than 10 words).	
5	When cast this miracle allows the player to understand anything written or spoken for 180 seconds. The Caster may respond and be understood for the duration of the miracle.	

Cure Minor Wounds

Duration	Sphere	Phys Rep Needed
Instant	Healing	Miracle Card
Base Description	This miracle restores a small amount HP to any person that the caster decides to bestow it upon. HP restored cannot exceed the player's maximum amount. This miracle will NOT restore any lost DP.	
Prayer		
Mag	Advanced Description	Cost
1	Restores 3 HP	Base
2	Restores 6 HP	
3	Restores 10 HP	
4	Restores 15 HP	
5	Restores 20 HP	

Detect Magic

Duration	Sphere	Phys Rep Needed
Base Description		
Prayer		
Mag	Advanced Description	Cost
1		Base
2		
3		
4		
5		

Holy Light

Duration	Sphere	Phys Rep Needed
Base Description	This miracle has two purposes, to provide illumination and to repel undead creatures. However once cast it must be centered on a location and cannot be moved. Should the caster move outside of the lit area, performs a hostile act, or more people enter the radius than the aura can accommodate the miracle ends. Note regardless of the magnitude of the miracle there are some undead creatures that are so powerful that they are able to ignore the effect.	
Prayer		
Mag	Advanced Description	Cost
1	When this miracle is cast it creates a stationary aura of light that extends outwards in a 3ft diameter. The spell also acts to repel any minor undead creatures (Tier 1 undead). (Undead are unable to enter the lit radius or strike at anything within the lighted area. The aura of light is only able to accommodate the	Base

	caster.	
2	When this miracle is cast it creates a stationary aura of light that extends outwards in a 5ft diameter. The spell also acts to repel any minor undead creatures (Tier 2 undead or less). Undead are unable to enter the lit radius or strike at anything within the lighted area. The aura of light can accommodate 3 people including the caster.	
3	When this miracle is cast it creates a stationary aura of light that extends outwards in a 7ft diameter. The spell also acts to repel any minor undead creatures (Tier 3 undead or less). Undead are unable to enter the lit radius or strike at anything within the lighted area. The aura of light can accommodate 10 people including the caster.	
4	When this miracle is cast it creates a stationary aura of light that extends outwards in a 7ft diameter. The spell also acts to repel any minor undead creatures (Tier 4 undead or less). Undead are unable to enter the lit radius or strike at anything within the lighted area. The aura of light can accommodate 10 people including the caster.	
5	When this miracle is cast it creates a stationary aura of light that extends outwards in a 10ft diameter. The spell also acts to repel any minor undead creatures (Tier 5 undead or less). Undead are unable to enter the lit radius or strike at anything within the lighted area. The aura of light can accommodate 10 people including the caster.	

Magic Stone

Duration	Sphere	Phys Rep Needed
		Spell card, Mana Bag for each stone enchanted
Base Description	Produces a magical stone when thrown at a target causes Damage to anyone it strikes as though it is an enchanted weapon. If used against undead creatures it causes double the damage	
Prayer	I call upon the power of (insert deities name) to imbue this/these (number of) stone/s with divine power	
Mag	Advanced Description	Cost
1	The enchanted stone causes 4 points of damage to the target it strikes and acts as a +1 enchanted item. Note: do not add the +1 to the damage being caused this number merely indicates that it acts as a weapon in regards to what it can strike.	Base
2	The enchanted stone causes 6 points of damage to the target it strikes and acts as a +2 enchanted item. The caster may opt to enchant two stones that will cause 3 points of damage and act as a +1 enchanted item.	
3	A single enchanted stone causes 8 points of damage and acts as +3 enchanted item or the caster may opt to enchant 2 stones which causes 4DMG and act as a +2 enchanted item or 3 stones for 3 DMG and act as +1 enchanted item.	
4	A single enchanted stone causes 10DMG acts as a +4 enchanted item or 2 stones that cause 8DMG acts as a +3 enchanted item or 3 stones that cause 6DMG and act as a +2 enchanted item or 4 stones that cause 3DMG and act as a +1 enchanted item.	
5	A single enchanted stone causes 12DMG and acts as a +5 enchanted item or 2 stones that cause 10DMG and acts as +4 enchanted item, 3 stones that cause 8DMG and acts as a +3 magical item, 4 stones that cause 6DMG and act as a +2 enchanted item or 5 stones that cause 3 Damage and act as a +1 enchanted item.	

Repel Undead

Duration	Sphere	Phys Rep Needed
Base Description	Undead Equal to or less in Tier then the person under the effect of this miracle will not be able to approach within 5ft. However if the Cleric/Priest/Paladin attempt engage or approach the undead the spell ends and the Undead will no longer be repelled.	
Prayer		
Mag	Advanced Description	Cost
1		Base
2		
3		
4		
5		



Tier 2

Augury

Duration	Sphere	Phys Rep Needed
Base Description	<p>This miracle allows the Cleric or Priest to request divine aid in the form of information, it is of particular use to Clerics, Priests and Paladins whom have fallen into disfavor with their deity and must learn what actions to perform as penance. Note that when making use of this Miracle it is quite possible for the response to be “I don’t know” or with no response what so ever depending on the magnitude of the spell being cast. If the answer exceeds the amount of words available to the magnitude the miracle ends immediately with no information gained. Any answers received will always be the truth however they may be cryptic as divine beings rarely like being contacted by mortals. The caster must also state the sort of question(s) during the casting of the spell.</p> <p>IE a Cleric able to cast a M3 Augury must state that they are asking 3 yes or no questions or 2 questions of a 10 or less answer etc.</p>	
Prayer		
Mag	Advanced Description	Cost
1	The Caster may ask a single question that can be answered with a yes or no as the response.	Base
2	The Caster may ask 2 questions that can be answered with a yes or no response or 1 question that can be answered with a sentence of 10 or less words.	
3	The Caster may ask 3 questions that can be answered with a yes or no response, 2 questions that can be answered in with sentences of less than 10 words or 1 question with an answer of 20 words or less.	
4	The Caster may ask 4 questions that can be answered with a yes or no response, 3 questions that can be answered in sentences of 10 words or less, 2 questions that can be answered in 20 words or less or 1 question that can be answered in 40 words or less.	
5	The Caster may ask 5 questions that can be answered with a yes or no, 4 questions that require an answer that is 10 words or less, 3 questions with an answer of 20 words or less, 2 questions of 40 words or less, or 1 question that requires an extremely detailed explanation.	

Deafen

Duration	Sphere	Phys Rep Needed
Base Description		
Prayer		
Mag	Advanced Description	Cost
1		Base
2		
3		
4		
5		

Detect Spirit

Duration	Sphere	Phys Rep Needed
Base Description		
Prayer		
Mag	Advanced Description	Cost
1		Base
2		
3		

4		
5		

Globe of Air

Duration	Sphere	Phys Rep Needed
Base Description		
Prayer		
Mag	Advanced Description	Cost
1		Base
2		
3		
4		
5		

Hold Undead

Duration	Sphere	Phys Rep Needed
Base Description		
Prayer		
Mag	Advanced Description	Cost
1		Base
2		
3		
4		
5		



Tier 3

Animate Dead

Duration	Sphere	Phys Rep Needed
Base Description	This will cause any corpse or skeleton to regain mobility and be at the control of the caster. Corpses become zombies and skeletons as the name imply become animated bones.	
Prayer		
Mag	Advanced Description	Cost
1		Base
2		
3		
4		
5		

Command

Duration	Sphere	Phys Rep Needed
Base Description		
Prayer		
Mag	Advanced Description	Cost
1		Base
2		

3		
4		
5		

Control Undead

Duration	Sphere	Phys Rep Needed
Base Description	The caster is able to take control of specific undead within their line of sight.	
Prayer	By the divine power of (state Deities name) I command thee to.....	
Mag	Advanced Description	Cost
1		Base
2		
3		
4		
5		

Cure Medium Wounds

Duration	Sphere	Phys Rep Needed
Base Description	This Miracle will allow the Clergy person to heal a greater amount of wounds sustained by the person, note that the healer may only restore the maximum amount that the target had before sustaining injuries.	
Prayer		
Mag	Advanced Description	Cost
1		Base
2		
3		
4		
5		

Elemental Shield

Duration	Sphere	Phys Rep Needed
Base Description	When Cast, a shield comes into existence that protects the user from one Element	
Prayer		
Mag	Advanced Description	Cost
1		Base
2		
3		
4		
5		

Plant Door

Duration	Sphere	Phys Rep Needed
Base Description	When called upon the caster is able to enter any Plant equal or greater in size to themselves and travel to another plant of equal or greater size	
Prayer		
Mag	Advanced Description	Cost
1	The caster may enter a plant of equal or greater size and travel to another within a 50 yard radius.	Base
2	The caster may travel to another plant within 100 yards or bring a Second individual with them to another plant within 50 yards.	1000
3	The caster may travel to another plant within 150 yards or bring a Second individual with them to another plant within 100 yards, or 3 persons to another plant within 50 yards.	1500
4	The caster may travel to another plant within 200 yards or bring a Second individual with them to	2000

	another plant within 150 yards, or 3 persons to another plant within 100 yards, or 4 People to another within 50 yards.	
5	The caster may travel to another plant within 250 yards or bring a Second individual with them to another plant within 200 yards, or 3 persons to another plant within 150 yards, or 4 People to another within 100 yards, or 5 people to a Plant within 50 yards.	2500

Regenerate Limb

Duration	Sphere	Phys Rep Needed
Base Description	This miracle will cause a lost limb to completely regenerate itself provided that the ends of the wound have not been cauterized. Note if the severed appendage is held in place the spell will knit them back together, also it is not possible to grow a second identical individual out of a severed limb.	
Prayer		
Mag	Advanced Description	Cost
1		Base
2		
3		
4		
5		



Tier 4

Cure Serious Wounds

Duration	Sphere	Phys Rep Needed
Base Description	By means of this miracle the one of the faithful may Heal an injured person restoring health points. Note that the miracle will only restore up to the Maximum amount of HP the person has any points that would exceed such are lost.	
Prayer		
Mag	Advanced Description	Cost
1	Restores 10HP	Base
2	Restores 14HP	
3	Restores 18HP	
4	Restores 22HP	
5	Restores 25HP	

Drain/Restore Life

Duration	Sphere	Phys Rep Needed
Base Description	This spell will restore lost XP or in the case of its reverse remove XP from a target. (Note using this spell to remove XP is considered to be an act of evil). Players can only regain XP that has been lost from spells or Life Draining creatures it will NOT restore XP removed by marshals or Admin for punitive purposes.	
Prayer		
Mag	Advanced Description	Cost
1		Base
2		
3		
4		
5		

Neutralize Poison

Duration	Sphere	Phys Rep Needed

Base Description		When cast this miracle will remove any poisons or toxins in a single person	
Prayer			
Mag	Advanced Description		Cost
1			Base
2			
3			
4			
5			



Tier 5

Atonement

Duration		Sphere	Phys Rep Needed
Base Description		When cast this miracle removes the stain of any act performed by the recipient that may have caused them to fall into disfavor of the deity. Clerics, Priests and Paladins that have lost abilities or spells have such returned to them and they are made aware of the transgression they made which caused them to fall into disfavor. NOTE this miracle must be cast by a Cleric or Priest of the same faith as the recipient. The Cleric or Priest may also demand a hefty donation or the performance of a task for requesting such divine forgiveness; furthermore there are some transgressions that cannot be atoned for.	
Prayer		I call upon the Power of (deities name) to absolve this person of any transgressions they have made and cleanse their soul of that which has corrupted them.	
Mag	Advanced Description		Cost
1			Base
2			
3			
4			
5			

Breath of Life

Duration		Sphere	Phys Rep Needed
Base Description		When performed this miracle will restore life into a recently deceased person (must be cast within 4 hours of death and the majority of the body must be intact) The miracle will not restore any limbs or cleanse the body of any toxins or poisons, it is quite possible for a cleric or priest to resurrect a being only to see the individual die once again from whatever may have killed them.	
Prayer			
Mag	Advanced Description		Cost
1			Base
2			
3			
4			
5			



Pantheons of Dracanus

This Chapter is dedicated to the deities worshiped by the various prominent Species of Dracanus; the tables below are set up for use by those wishing to become Specialty Priests dedicated to one of

the Gods. It also contains useful information for those who have an interest in the variety of theology in the world of Dracanus.

All of the following gods have a commonality they all came into existence fully formed and cognizant from the swirling ethers of the cosmos that has always existed. It is unknown what the ethers truly are or if it has any form of intelligence of its own.

Regarding Players, You are not required to worship or follow any of the gods listed, nor must you adhere to your particular Species' Gods you may choose to worship any god of any Pantheon or to abstain from following any god what so ever, however if you do chose to take a god that is not part of your Species' Pantheon be sure to have a reason as to why they follow such.

Table Explanation

This explains the setup for each of the Deities listed below.


Holy Symbol	Notes about Symbol	OC Purchase Cost			
An Image of the holy symbol worn by the Clergy of the Pantheon.	Any information not shown in the image that is relevant to the holy symbol	Turn/Command or Destroy Undead			
		Description			
		This is information about the god, who the primary followers might be any other information we feel is important for a Specialty Priest to know			
		Virtues	Major Spheres	Minor Spheres	Weapons Permitted
Duties Expected of Specialty Priests		Specific Aspect of the Gods Faith	Specialty Priests may access only Miracles of Tiers 1-5 from these spheres	Specialty Priests may access only Miracles of Tiers 1-3 from these spheres	The Weapons that a Specialty Priest is permitted to use
These are some of the tasks and duties expected to be performed by the Priests.					
Free Starting Skills		Special Divine Gifts/Powers			
Free Tiered, Non-Tiered and Combat Skills that the specialty Priest of the God begins with		Special Powers that Specialty Priests are granted as long as they are in Favor of the god they worship			
Special Restrictions			Equipment and Gear Supplied by the Faith		
Any Special restrictions that the priest must abide by			Any items equipment or clothing that is provided to the priest by the faiths organization		
Vestments					
A description of any articles of clothing that the priest is required to wear to showcase their faith to their god.					




Human Gods

Humans have their own Gods separate from all the other Species.


Biranas

Holy Symbol	Notes about Symbol	OC Purchase Cost			
		Turn/Command or Destroy Undead		No	
		Description			
		The Followers of Biranas are spread far and wide, traveling from town to town and city to city always in search of new songs, stories and poetry add to their repertoire and share with any they happen to meet. Bards and Minstrels are common devotees of this god of music but it’s said that Biranas smiles upon any that spins a good tale or sings at the campfire.			
		Virtues	Major Spheres	Minor Spheres	Weapons Permitted
Duties Expected of Specialty Priests		Art	All	Animal	
Learn and share stories, music, poetry etc. from any and all possible sources and share such with others.		Bards	Charm	Guardian	
		Lore	Combat	Plant	
Encourage and teach those with the potential for any arts.		Music	Creation/	Weather	
		Song	Destruction		
Compete in the Barantas (See Lore Section)		Stories	Divination		
			Healing		
			Protection		
Free Starting Skills		Special Divine Gifts/Powers			
Artisan		Priests of Biranas are able to use any of the “Mob Effect” skills available to Bards.			
Forbidden Lore					
Musical Instrument					
Read/Write (modern Lang)					
Singing					
Spirit Craft					
Theology (Biranas)					
Special Restrictions			Equipment and Gear Supplied by the Faith		
When to Priests of Biranas meet they must immediately engage in a “Barantas” (see description in Lore). To begin the first to state Barantas is permitted to choose the form of the competition (story, song, Musical Instrument).			1 Hymnal (book of Song)		
			Holy symbol		
			1 musical instrument or 1 item for artistic expression		
Vestments					
The Specialty Priests of Biranas have no particular form of vestments or outfit. There is no way of identifying them from other travelers even when their holy symbol is visible.					


Cellest

Holy Symbol	Notes about Symbol	OC Purchase Cost			
		Turn/Command or Destroy Undead			
		Description			
		The Faithful of Cellest can be found wherever people can be found, They prefer to be in large communities, where there is an active social scene. They tend to establish a church or temple where they can perform marriages and hold large parties. The Goddess of Cellest is known to smile upon any acts of pleasure.			
		Virtues	Major Spheres	Minor Spheres	Weapons Permitted
Duties Expected of Specialty Priests		Beauty	All	Combat	
Perform Marriage rituals		Love	Charm	Creation/	
Act as a Match Maker		Lust	Divinitation	Destruction	
Indulge in passions		Passion	Healing	Elemental	
			Guardian	Summoning	
			Protection		
Free Starting Skills		Special Divine Gifts/Powers			
Spirit Craft		Charm as per the Arcane Spell T2, M5 by touch 3 times per day. Note this spell will not affect those that are hostile towards the user.			
Theology (Cellest)					
Special Restrictions		Equipment and Gear Supplied by the Faith			
The Priests of Cellest are required to maintain their appearance they must always appear fresh and well groomed		crimson toga-like robes			
		wide silver belt			
		shear crimson wrap			
		Scriptures			
Vestments		2 vials of holy water			
Priests of Cellest wear crimson toga-like robes, with a wide silver belt, edged in gold with the holy symbol set into the Belt buckle. They also wear a shear crimson wrap draped over their shoulders and the holy symbol on a silver chain around their neck.		1 Holy Symbol/Necklace			


Declaran

Holy Symbol	Notes about Symbol	OC Purchase Cost			
		Turn/Command or Destroy Undead			Turn/Destroy
		Description			
		Declaran is the goddess of all things related to battle and war. She does not concern herself with the motivations behind those engaged in such only that such is proceeding forth. That is not to suggest that she is blood thirsty or that she yearns for battle, merely that she and her followers be prepared for war at all times as “peace is merely a prelude to war.”			
		Virtues	Major Spheres	Minor Spheres	Weapons Permitted
Duties Expected of Specialty Priests		Battle	All	Divinitation	Any
Learn Combat tactics and strategies		Combat	Combat	Charm	
Train the able bodied in combat and tactics		Soldiers	Creation/ Destruction	Summoning	
Act as an adviser during times of war		Strategy			
		War	Healing		
		Warriors	Guardian		
			Necromantic		
			Protection		
Free Starting Skills		Special Divine Gifts/Powers			
Spirit Craft					
Theology (Declaran)					
Special Restrictions		Equipment and Gear Supplied by the Faith			
		1 Suit of Armor			
		1 Shield			
		1 Weapon of Choice			
		1 War horn			
Vestments		1 Belt			
The Priests and Priestess of Declaran wear armor suited to their rank; the lowest Acolytes wear leather, whereas the Cardinals and Bishops wear Field Plate. The state of the armor also depends on the sect of the Goddess one is part of as some of the more fanatical cause wars while others attempt to prevent such.		1 Pair of Breeches			
		1 Pair of Boots			
		1 Holy Symbol			
		1 Book of Holy Scriptures			
		1 Tunic			


Devanna

Holy Symbol	Notes about Symbol	OC Purchase Cost			
		Turn/Command or Destroy Undead		Turn/Destroy	
		Description			
		Devanna is the patron god of Healers and Medics; their primary responsibility is to aid in all forms of maintaining life. Followers of Devanna are required to be pacifists they are sworn never take life and therefore are not permitted to wield weapons of any sort, nor are they permitted to engage in combat.			
		Virtues	Major Spheres	Minor Spheres	Weapons Permitted
Duties Expected of Specialty Priests		Birth	All	Charm	None
Respond to all who call upon the priest for healing.		Healing	Creation/ Destruction	Divinitation	
Teach healing to those who wish to learn.		Life		Summoning	
		Medicine	Healing	Weather	
			Guardian		
			Necromantic		
Free Starting Skills		Special Divine Gifts/Powers			
Anatomy (Advanced) T1	Sewing	Any Divine Miracle from the Sphere of Healing can be increased for HALF the XP cost.			
Anatomy (Basic)	Spirit Craft				
Biology	Theology (Devanna)				
Healing (basic)					
Herbalism					
Medicine					
Special Restrictions		Equipment and Gear Supplied by the Faith			
Specialty Priests of Devanna are not permitted to use weapons or engage in any form of combat		Healers bag embroidered with the symbol of Devanna		1 pair of Tan Braies	
				1 Apron with Pockets	
				2 Vials of Holy Water	
		1 pair of gloves			
Vestments		1 Cream Coif			
The faithful of Devanna wear vestments that consist of a cream coif, green tunic and brown braies, with a pocketed apron, and a bag embroidered with Devanna’s holy symbol embroidered upon it.		1 Green Tunic			
		1 Pair of Footwear			


Landaras

Holy Symbol	Notes about Symbol	OC Purchase Cost			
		Turn/Command or Destroy Undead			
		Description			
		Landaras is the patron goddess of the ocean ships and sailors. The Goddess favors those that take to the sea provided they offer up suitable Tributes or Sacrifices. Much like the Ocean she can be very fickle and change moods rapidly being calm and gentle before raging and turbulent within a hearts beat.			
		Virtues	Major Spheres	Minor Spheres	Weapons Permitted
		Duties Expected of Specialty Priests			
Keep accurate charts maps and records detailing voyages, new lands, and environmental conditions		Oceans	All	Animal	Cutlass
		Sailors	Combat	Charm	Gaff Hook
		Sailing	Elemental	Creation/ Destruction	Boarding Axe
		Sea	Healing		
		Ships	Guardian	Divinitation	Boarding Pike
		Water	Necromantic	Summoning	
					Dagger/Dirk
					Knife
Free Starting Skills	Special Divine Gifts/Powers				
Navigation (Water Based)	Purify - removes all toxins and poisons from water sources making it consumable 3times/day				
Seamanship					
Spirit Craft					
Theology (Landaras)					
Special Restrictions		Equipment and Gear Supplied by the Faith			
		1 linen collarless shirt			
		1 pair of baggy trousers			
		1 short jacket			
		1 pair of soft soled boots			
Vestments		1 map case			
Priests of Landaras wear linen collarless shirts, baggy trousers with leather pockets and short jacket much like any other sailor but only in dark blues and grays.					


Malcos

Holy Symbol	Notes	OC Purchase Cost			
	Written in the outer ring are the words “Those found Guilty shall receive Punishment”	Turn/Command or Destroy Undead		Turn/Destroy	
		Description			
		The twin brother of Territh. Malcos delights in punishing those that have fallen from grace, he has a particular love of Paladins that have broken from their path of righteousness. He tends to work with his brother Territh but to punish and torment those that are found guilty. Malcos has a particular distaste for undead whom he consider to be evading the final punishment his followers are tasked with destroying any they encounter.			
		Virtues	Major Spheres	Minor Spheres	Weapons Permitted
Duties Expected of Specialty Priests		Anarchy	All	Elemental	Double edged
Render sentencing on those found guilty and administer.		Crime	Charm	Guardian	Long Sword
		Cowardice	Combat	Healing	Executioner
Seek out those who escape the law or justice.		Lies	Creation/	Planar	Axe
Attend Legal Proceedings		Vengeance	Destruction	Protection	Misery Chords
Destroy any undead they encounter.			Divinitation	Summoning	
			Necromantic	Weather	
Free Starting Skills		Special Divine Gifts/Powers			
Appraising T1		Detect Evil in a 10ft Radius – This ability can be used as often as the Priest desire however they must concentrate and not perform any other actions while doing so.			
Awareness T1					
Criminology		Forced Confession – 3 Times per Day The cleric can force a target to confess to any crime they may have committed regardless of the severity of the crime or if it has been atoned for.			
Local Law					
Spirit Craft		Detect Lies – 3 times per day (this ability acts like the Alchemical Serum of Truth M5)			
Theology (Malcos)					
Weapons Use (Stiletto)					
Special Restrictions			Equipment and Gear Supplied by the Faith		
If a Priest of Malcos encounters an Undead creature they MUST destroy it.			Holy Symbol		
			Black Robes		
			Executioners Hood		
			Scriptures		
Vestments			1 Weapon of choice		
The vestments of the faithful of Malcos wear black robes with bone white trim, Black Gloves and an Executioners Hood. Any Armor they chose to wear should also be black or blackened and worn beneath their robes.			2 Vials of Holy Water		
			1 pair of Footwear		
			2 Misery Chords		
			(stiletto's)		

Maris


Holy Symbol	Notes	OC Purchase Cost			
		Turn/Command or Destroy Undead		Turn/Destroy	
		Description			
		Maris is a the goddess of nature and the wilderness, her domain is the outdoors and shrines to her can be found in forests, mountains, deserts and anyplace that civilization has not overtaken. Rangers tend to give homage to her and can be found among her principled followers.			
		Virtues	Major Spheres	Minor Spheres	Weapons Permitted
Duties Expected of Specialty Priests		Animals	All	Combat	Bow
Maintain the natural balance in the wilderness		Nature	Animal	Creation/ Destruction	Dagger/Dirk
Tend to sick or injured plants or animals		Weather	Elemental		Knife
Prevent poachers and hunters from capturing/killing rare or endangered animals		Wilderness	Healing	Guardian	Short Sword
			Necromantic	Protection	Quarterstaff
			Plant	Summoning	
Free Starting Skills		Special Divine Gifts/Powers			
Botany	Theology (Maris)	Speak with a specific type of animal			
Healing	Tracking T1	Plant Door 3 times a day The priest can enter any plant that is the same size as or larger than themselves and instantly travel to another plant equal to or greater than themselves in size within 100 yards.			
Herbalism	Trapping T1				
Medicine	Zoology				
Species Lore					
Spirit Craft					
Special Restrictions			Equipment and Gear Supplied by the Faith		
Priests of Maris will only use the Trapping Skill to Disarm Traps in order to protect wildlife.			Holy Symbol		
			Brown cowl		
			Greenish grey tunic		
			Dark brown trousers		
Vestments			Scriptures		
The vestments of the faithful of Maris wear a brown cowl, a greenish grey tunic and dark brown trousers. Any armor they chose to wear should be well oiled leather.			2 Vials of Holy Water		
			1 Weapon of choice		
			1 pair of Footwear		

Ranalish

Holy Symbol	Notes about Symbol	OC Purchase Cost			
	Some Divisions of the faith depict the scale in the holy symbol with Weights and the balance higher on one side then the other or the scale being broken.	Turn/Command or Destroy Undead		Command	
		Description			
		It is said that where ever deals are struck or there is an exchange for products and services being made Ranalish oversees it and takes account of whether or not it's been fairly struck. What isn't said is if Ranalish favours those that are honest in their dealings or if the deity favours those that make a profit on the exchange by any means.			
		Virtues	Major Spheres	Minor Spheres	Weapons Permitted
Duties Expected of Specialty Priests		Barter	All	Divination	
Act as a Deal Broker and oversee any deals or		Commerce	Charm	Elemental	


exchanges for products and services.	Economy	Creation/	Guardian	
Currency Exchange.	Markets	Destruction	Summoning	
Appraise items of value (including services)	Merchants	Healing		
	Trade	Necromantic		
		Planar		
		Protection		
Free Starting Skills		Special Divine Gifts/Powers		
Appraising T1				
Income T1,T2				
Read/Write (Modern Language)				
Spirit Craft				
Theology (Ranalish)				
Special Restrictions		Equipment and Gear Supplied by the Faith		
The Faithful of Ranalish must always collect a fee for any service or task they perform for others.		Holy Symbol		
		1 collared tunic		
		1 waistcoat		
		1 pair of trousers		
Vestments		1 pair of Footwear		
The Faithful of Ranalish wear expensively tailored collared stark white tunics, black waistcoats, Crimson tailcoats and black trousers along with a Tricorn Cap with the mark of the faith embroidered upon it.		1 TriCorn hat		
		1 accounting book		
		1 Quill Pen or stylus		
		1 bottle of Ink		

Sharith

Holy Symbol	Notes about Symbol	OC Purchase Cost			
		Turn/Command or Destroy Undead			
		Description			
		Virtues	Major Spheres	Minor Spheres	Weapons Permitted
Duties Expected of Specialty Priests		Alchemy	All	Combat	Dagger
Collect and safeguard Spells, Sigils and Alchemical formulae.		Knowledge	Charm	Elemental	Dirk
		Magic	Creation/	Guardian	Knife
		Wisdom	Destruction	Summoning	Club
			Divinitation		Quarter Staff
			Healing		
			Necromantic		Hand
			Planar		Crossbow
			Protection		
Free Starting Skills	Special Divine Gifts/Powers				
Forbidden Lore	Once per Day Specialty Priests of Sharith may create an Alchemical potion equal to half				


Read Write (Modern Languages)	their casting tier. The potion will last for 12 hours before it complete Evaporates. The Mixture contains no actual ingredients and can therefore NOT be distilled by Alchemists to learn recipes.
Spell Craft	
Spirit Craft	Able to Learn Sigils at double the cost (Use Bards spell progression table)
Theology (Sharith)	May Learn Arcane spells at double the cost (Use Bards spell progression table)
Special Restrictions	
May not wear armor	Holy Symbol
	Hooded grey robe
	Scriptures
	2 Vials of Holy Water
Vestments	
Priests of Landaras wear dark grey hooded robes, embroidered with alchemical and arcane sigils. They tend to wear their holy symbol on a cord or chain around their neck.	1 pair of Footwear
	1 Weapon of choice

Sidaran


Holy Symbol	Notes about Symbol	OC Purchase Cost			
		Turn/Command or Destroy Undead		Turn/Command	
		Description			
		The followers of Sidaran are tasked with the upkeep and maintenance of the resting places of the dead, be it crypts, mausoleums, tombs, graveyards or any other place where the dead are kept. They also see to the internment of dead and ensure that any undead at the location are not a threat to visitors or the current residents.			
		Virtues	Major Spheres	Minor Spheres	Weapons Permitted
Duties Expected of Specialty Priests		Catacombs	All	Healing	
Oversee funeral arrangements for the deceased		Crypts	Combat	Divinitation	
Maintain any location that is meant to house the dead, such as graveyards, crypts, tombs etc.		Dead	Creation/	Elemental	
		Funerals	Destruction	Planar	
Ensure that undead in the area do not pose a threat to innocent living beings or the sanctity of the resting places		Graveyards	Guardian	Summoning	
		Tombs	Necromantic	Weather	
		Undead	Protection		
Free Starting Skills		Special Divine Gifts/Powers			
Carpentry		Sense Undead 3 times per day			
Forbidden Lore		Speak with Undead 3 times per day			
Spirit Craft					
Theology (Sidaran)					
Theology (Human)					
Special Restrictions			Equipment and Gear Supplied by the Faith		
			1 black tunic		
			1 black trouser		
			1 black cowl		
			Scriptures		

Vestments	2 Vials of Holy Water	
Black Robes and cowl or with a white Skull Mask when overseeing funeral arrangements. The Priest may also wear a specially detailed suit of Black Leather Armor that has the details of a Skeletal Torso formed into it.	1 pair of Footwear	
	Holy Symbol	


Territh

Holy Symbol	Notes about Symbol	OC Purchase Cost			
	Priests will have the holy emblem embroidered upon their tabard as well as wear a medallion. They may also have it emblazoned upon a shield if they carry such.	Turn/Command or Destroy Undead		Turn/Destroy	
		Description			
		The twin brother of Malcos. Though the two gods seem to be very opposite to one another they tend to work well particularly when Advocating or presiding over a legal proceeding, such as trials and tribunals. Paladins, Guardsmen and other enforcers of Law and justice favour Territh.			
		Virtues	Major Spheres	Minor Spheres	Weapons Permitted
Duties Expected of Specialty Priests		Guards	All	Guardian	Hammer
Attend, and advocate as judges, Defense and/or prosecution as requested		Honor	Combat	Healing	
		Judges	Creation/	Summoning	
Assist the local constabulary or guardsmen in maintaining law and order		Justice	Destruction		
		Law	Charm		
Uphold the law, maintain order		Peace Keepers	Divinitation		
		Truth	Protection		
		Valor	Necromantic		
Free Starting Skills		Special Divine Gifts/Powers			
Criminology					
Etiquette					
Heraldry					
Local Law					
Spirit Craft					
Theology (Territh)					
Special Restrictions		Equipment and Gear Supplied by the Faith			
		Holy Symbol (Medallion)		1WarHammer	
		1 White Tabbard with holy symbol Embroidered over the heart.			
Vestments		1 Blue Tunic			
The Priest of Territh wear a White Tabbard with the holy symbol emblazoned over the heart along with a Blue tunic, Black Breaches and Silver bracers, Curriase, Pauldrons and Greives.		1 pair of Breeches/Pants			
		1 pair foot wear			
		1 Book of Local Laws			
		2 Vials of Holy Water.			

Trevain “The Wander”

Holy Symbol	Notes	OC Purchase Cost			
		Turn/Command or Destroy Undead			
		Description			
		Trevain “The Wander” feels the call of the road strongly and enjoys nothing more than the thrill of discovering new places and exotic locales. Her burning curiosity keeps her from lingering to long in any one place and she is always ready to set out to see what is over the next rise.			
		Virtues	Major Spheres	Minor Spheres	Weapons Permitted
Duties Expected of Specialty Priests		Adventure	All	Animal	Staff
To Travel and explore		Exploration	Combat	Elemental	
Create extensive maps of the places they explore		Journey’s	Creation/	Plant	
		Travel	Destruction	Summoning	
		Wanderlust	Healing	Weather	
			Necromantic		
			Planar		
			Protection		
Free Starting Skills		Special Divine Gifts/Powers			
Awareness Tier 1					
Cartography					
Spirit Craft					
Theology (Trevain)					
Special Restrictions		Equipment and Gear Supplied by the Faith			
		Holy symbol			
		Green tunic			
		Breaches			
		Boots			
Vestments		1 Map Case			
Priests of Trevain wear dark green knee length tunics and brown breaches with ankle high boots. They edge their tunics with teal to denote rank.		1 Quill Pen or Stylus			
		1 Bottle of Ink			
		1 Walking Staff			

Valtharin “The Lady of Storms”

Holy Symbol	Notes	OC Purchase Cost			
		Turn/Command or Destroy Undead			No
		Description			
		Valtharin is a very fickle and vain goddess prone to emotional mood swings with very little warning. Even those that don't worship her directly tend to offer up gifts and sacrifices to curry her favour in the hopes of calm and gentle weather.			
		Virtues	Major Spheres	Minor Spheres	Weapons Permitted
Duties Expected of Specialty Priests		Hurricanes	All	Guardian	Trident
Regularly offer up tithes to the Goddess		Lightening	Combat	Planar	Sledge
		Storms	Creation/	Protection	Maul
		Thunder	Destruction	Summoning	
		Tidal Waves	Elemental		
		Tornadoes	Healing		
			Necromantic		
			Weather		
Free Starting Skills		Special Divine Gifts/Powers			
Spirit Craft		Lightening Blast 3 times per day. The Priest calls upon Valtharin to strike targets with blasts of lightening 5 bolts will snake down from the heavens striking any targets indicated by the Priest Each Bolt does 10Dmg and stuns for 30 Seconds.			
Theology (Valtharin)					
		Quake (causes knockdown)			
		Gale Force (Knock Back)			
Special Restrictions		Equipment and Gear Supplied by the Faith			
		Holy symbol			
		1 set of Robes			
		1 set of Breeches			
		1 pair of boots or shoes			
Vestments					
Priests of Valtharin wear very dark grey (almost Black) robes and breaches. They edge their tunics with electric blue lightning bolts, waves and swirls for decoration and to denote rank.					



Hadlin Gods

Despite the misconception that Hadlin are related to either humans, or dwarves and gnome there is no evidence to support this claim, The Hadlin have societies and a Pantheon of their own that tells of their origins, and seeing as how the Gods of their Pantheon grant their followers special abilities and the use of divine Miracles the Hadlin point such out as proof that they are NOT a crossbreed between humans, dwarves and gnomes.

Theology: When Therros first stepped from the mists he envisioned a vista of rolling fields with bountiful orchards long twisting fish filled streams, and the mists began to pull away revealing that which he had pictured. He realized however that he was alone and the paradise would be empty without company and from out of the

ethers stepped the other Hadlin Gods, Mirabella approached him and took his arm and it was instantly known that they were husband and wife.

Allenore

Holy Symbol	Notes about Symbol	OC Purchase Cost			
		Turn/Command or Destroy Undead			
		Description			
Duties Expected of Specialty Priests		Business			
		Trade			
		Mercantile			
		Commerce			
Free Starting Skills		Special Divine Gifts/Powers			
Special Restrictions		Equipment and Gear Supplied by the Faith			
Vestments					

Errathan

Holy Symbol	Notes about Symbol	OC Purchase Cost			
		Turn/Command or Destroy Undead			
		Description			
Duties Expected of Specialty Priests		Crime			
		Thieves			
		Dark Deals			
		Mischief			
Free Starting Skills		Special Divine Gifts/Powers			
Special Restrictions		Equipment and Gear Supplied by the Faith			
Vestments					

Mirabella

Holy Symbol	Notes about Symbol	OC Purchase Cost			
		Turn/Command or Destroy Undead			
		Description			
Duties Expected of Specialty Priests		Family			
		Hearth			
		Home			
		Hospitality			
Free Starting Skills		Special Divine Gifts/Powers			
Special Restrictions		Equipment and Gear Supplied by the Faith			
Vestments					

Randan

Holy Symbol	Notes about Symbol	OC Purchase Cost			
		Turn/Command or Destroy Undead			
		Description			
		Virtues	Major Spheres	Minor Spheres	Weapons Permitted
Duties Expected of Specialty Priests		Cooking			
		Cuisine			
		Food			
		Recipes			
Free Starting Skills		Special Divine Gifts/Powers			
Special Restrictions		Equipment and Gear Supplied by the Faith			
Vestments					

Sanria

Holy Symbol	Notes about Symbol	OC Purchase Cost			
		Turn/Command or Destroy Undead			
		Description			
		Virtues	Major Spheres	Minor Spheres	Weapons Permitted
Duties Expected of Specialty Priests		Health			
		Healing			
		Medicine			
		Medics			
Free Starting Skills		Special Divine Gifts/Powers			
Special Restrictions		Equipment and Gear Supplied by the Faith			
Vestments					


Therros

Holy Symbol	Notes about Symbol	OC Purchase Cost			
		Turn/Command or Destroy Undead			
		Description			
		Virtues	Major Spheres	Minor Spheres	Weapons Permitted
Duties Expected of Specialty Priests		Agriculture			
		Livestock			
		Farming			
		Fields			
		Orchards			
Free Starting Skills		Special Divine Gifts/Powers			
Special Restrictions		Equipment and Gear Supplied by the Faith			
Vestments					

Vannesk

Holy Symbol	Notes about Symbol	OC Purchase Cost			
		Turn/Command or Destroy Undead			
		Description			
		Vannesk is dedicated to law and order with in Hadlin communities his followers tend to act as Law Enforcement as well as Advocates and Judges in legal proceedings.			
		Virtues	Major Spheres	Minor Spheres	Weapons Permitted
Duties Expected of Specialty Priests		Community			
Enforce the Law		Law			
Sit in judgment of legal matters		Order			
Act as advocates for and against those accused of committing a crime.		Justice			
Free Starting Skills		Special Divine Gifts/Powers			
Special Restrictions		Equipment and Gear Supplied by the Faith			
Vestments					

To Be Determined “Lady of Mysteries”

Holy Symbol	Notes about Symbol	OC Purchase Cost			
		Turn/Command or Destroy Undead			
		Description			
Duties Expected of Specialty Priests		Lore			
		Mystery			
		Knowledge			
		Storytelling			
		History			
Free Starting Skills		Special Divine Gifts/Powers			
Special Restrictions		Equipment and Gear Supplied by the Faith			
Vestments					



Dwarven/Gnomish

Dwarves, and Gnomes consider each other distant cousins; they follow the same gods as one another though Dwarves consider themselves the favored child whereas Gnomes typically don't consider the matter whatsoever preferring a more scientific belief that does not involve the divine.

Theology: Darragh and Avalha stepped from the Ethers first as husband and wife. Followed by Darragh's Brothers; Tahlgar, Mithagan, and Mallick.

Darragh began immediately to form the Mountainous plane of existence that he and his Wife and Brethren would inhabit, first was a home Which Avalha would rule over, a Small Lab was added for Mithagan to tinker and experiment with his love for crafting new and unusual things and hopefully stem this young brothers penchant for pulling pranks on his elder brothers. Next was the Armory and Library for Tahlgar, whom would write out the codes of Law and Justice, while practicing at armed and unarmed combat. Extensive Tunnels were created some leading to the surface of the mountain and others leading to various Mines and other random Locations. Finally Darragh set up his forge, at the very center and root of the Mountain where he began to craft more of the universe and all that is in it. From the Sparks of Darragh's Creation were the souls of the first Dwarves which Darragh set down into the world.

When Mithagan saw Darragh's creation he teased Mallick that he could never measure up to Darragh's accomplishments, The eldest brother married the Beautiful Avalha whom Mallick yearned for and now he created the Dwarves which would be Darragh's and Avalha's children. Mallick jealous and envious of his Elder brother snuck into Darragh's smithy and gathered up the still warm slag from the creation and hurled it down to the mortal world where it became the Species of Orc's whom like Mallick despised the creations of Darragh.

Mithagan rather amused by the further fall out between the eldest two brothers looked over each with more mischief in hand.he warped several of the Orcs into a different creature sly and devious with a knack for poisons, acids and Alchemical potions. Thus the monstrous Species of Goblins was born. From the Dwarves, Mithagan choose those that did not wish to work as hard at tasks and created the Gnomes inspiring in them the need to invent and create.




Avalha


Holy Symbol	Notes about Symbol	OC Purchase Cost			
		Turn/Command or Destroy Undead			
		Description			
		Avallha is the wife of Darragh, while he busies himself in the forge under the mountain she attends to the home hearth, family and clans of the Dwarves Each Dwarven Household has a Priest or Priestess of Avalaha whom rules the house until a successor is chosen and trained to replace them.			
		Virtues	Major Spheres	Minor Spheres	Weapons Permitted
Duties Expected of Specialty Priests		Clan	All	Combat	
Maintain the home and household		Family	Charm	Creation/	
Settle clan/family disputes		Hearth	Divinitation	Destruction	
		Home	Guardian	Elemental	
			Healing	Summoning	
			Necromantic		
			Protection		
Free Starting Skills		Special Divine Gifts/Powers			
Cooking					
Theology (Avalha)					
Special Restrictions			Equipment and Gear Supplied by the Faith		

	Tunic or Blouse	
	Leggings or skirt	
	Soft sole shoes	
	Book of Holy Scriptures	
Vestments	1 Holy symbol	
The Priests and Priestess of Avalaha tend to wear the clothing of a Homemaker since they rarely leave the clan house unless it is to speak with the Clan Thane. The Holy Symbol tend to be a Family Heirloom passed down to each successor when the apprentice is ready to take up the role.		


Coragan

Holy Symbol	Notes about Symbol	OC Purchase Cost			
	The Dwarves and Gnomes replace the tree with a Plant that is a cross between a tree in shape but with Fungus like textures and qualities.	Turn/Command or Destroy Undead		No	
		Description			
		Coragan unlike the most of the other members of the pantheon prefers to be out from under the mountain tilling fields, planting crops and tending to animals. He is most revered by the Hadlin.			
		Virtues	Major Spheres	Minor Spheres	Weapons Permitted
Duties Expected of Specialty Priests		Agriculture	All	Combat	Flail
Assist with the growing and harvesting of crops		Farming	Animal	Divinitation	Scythe
Aid with animals and livestock to ensure they are healthy		Fields	Creation/ Destruction	Elemental	Sickle
		Harvest		Guardian	
		Livestock	Healing	Protection	
		Orchards	Necromantic	Summoning	
			Plant		
			Weather		
Free Starting Skills		Special Divine Gifts/Powers			
Agriculture					
Animal Husbandry					
Theology (Coragan)					
Special Restrictions		Equipment and Gear Supplied by the Faith			
		Unbleached tunic			
		brown leggings			
		hat with a narrow brim			
		1 Holy symbol			
Vestments					
Coragan’s priests wear unbleached tunics, brown leggings, and a straw hat with a narrow brim. The holy symbol tends to be carved from a fruit tree from their place of origin.					


Darragh

Holy Symbol	Notes about Symbol	OC Purchase Cost			
		Turn/Command or Destroy Undead			
		Description			
		Darragh is the Elder of Brother of Mallick (God of Orcs). He spends his time crafting in a wondrous forge located at the Root of a Mountain.			
		Virtues	Major Spheres	Minor Spheres	Weapons Permitted
Duties Expected of Specialty Priests		Crafting	All	Divinitation	Hammer
		Creation	Combat	Elemental	
		Mountains	Creation/ Destruction	Guardian	
		Smithing		Protection	
			Healing		
			Necromantic		
			Planar		
Free Starting Skills		Special Divine Gifts/Powers			
Theology (Darragh)					
Special Restrictions		Equipment and Gear Supplied by the Faith			
		1 Tunic			
		1 Belt			
		1 Pair of Breeches			
		1 Pair of Boots			
Vestments		Leather apron			
Priest of Darragh wear red long sleeved tunics, blue long breeches with yellow embroidery and a pair of leather boots that covered the ankle.		1 Holy Symbol			
		1 Book of Holy Scriptures			


Edrizar

Holy Symbol	Notes	OC Purchase Cost			
		Turn/Command or Destroy Undead		No	
		Description			
		Edrizar is most favored by Gnomes who revel in scientific exploration and inventing new technology, however the god is less concerned with being worshipped then having his “people” strive for the ability to prepare for the future using the independence that comes with modern advancements.			
		Virtues	Major Spheres	Minor Spheres	Weapons Permitted
Duties Expected of Specialty Priests		Engineering	All	Charm	
Create and preserve new inventions and their schematics as well as alchemical formulae		Innovation	Combat	Elemental	
		Invention	Creation/	Guardian	
Promote science and engineering over magical means		Progress	Destruction	Protection	
Encourage and assist those with a talent for invention		Science	Elemental	Summoning	
		Technology	Healing		
			Necromantic		
Free Starting Skills		Special Divine Gifts/Powers			
Clockworks					
Engineering					
Metallurgy					
Theology (Edrizar)					
Special Restrictions		Equipment and Gear Supplied by the Faith			
Specialty Priests of Edrizar only gain half the amount of spells per tier other priests as the God promotes independence and scientific methods over miraculous intervention.		1 set of overalls			
		1 tool harness			
		1 pair of boots			
		1 Holy symbol			
Vestments					
Followers of Edrizar tend to wear Overalls and a special harness that contains many pockets, pouches and holders for various tools, materials and other items useful for crafting new gadgets or making scientific Discoveries					



Fingallen “The Brew Master”

Holy Symbol	Notes about Symbol	OC Purchase Cost			
		Turn/Command or Destroy Undead		No	
		Description			
		Fingallen is less Dour and taciturn then the many of the other gods of the pantheon and gets along greatly with Mithigan (so long as Mithigan doesn't tamper with any of the brews as a part of his pranks).			
		Virtues	Major Spheres	Minor Spheres	Weapons Permitted
Duties Expected of Specialty Priests		Ale	All	Charm	Wooden
Brew various Alcohols and Liquors		Beer	Combat	Guardian	Mallet
Compile recipes on the various brews and methods of brewing		Brewing	Creation/	Protection	Club
		Liquors	Destruction		
Sample, indulge in and provide Alcoholic beverages.		Mead	Healing		
		Whiskey	Necromantic		
		Wine	Summoning		
Free Starting Skills		Special Divine Gifts/Powers			
Brewing		Able to change 1 alcoholic drink into any Imbided Alchemical Potion. This change lasts for 24 hours and must be completely consumed to take effect. Once per day. (Note the Alcohol still retains its normal intoxicating affect as well.			
Chemistry					
Cooking					
Theology (Fingallen)					
Special Restrictions		Equipment and Gear Supplied by the Faith			
Can never refuse an the offer of an alcoholic beverage		1 tan tunic		Holy Symbol	
Host Parties and Celebrations regularly		1 navy trouser		1 wooden Flagon with the holy symbol engraved upon it.	
		1 set of leather gloves			
		1 waxed canvas apron			
Vestments		Scriptures			
Light tan cotton shirt and long navy trousers with leather gloves and a waterproof canvas apron.		A flask of "Holy Brew"			
		1 Weapon			
		1 pair of Footwear that has to cover the ankles			


Lanigan

Holy Symbol	Notes about Symbol	OC Purchase Cost			
		Turn/Command or Destroy Undead		No	
		Description			
		Lanigan is the patron of historians, scholars, and bards amongst the dwarves, gnomes and hadlin; she is a collector of information, knowledge and gossip. Loves telling stories whether it’s one handed down from the ages or a tall tale made up on the spot. Lanigan also encourages her followers to converse with anyone and everyone sharing gossip or even just well wishes.			
		Virtues	Major Spheres	Minor Spheres	Weapons Permitted
		Duties Expected of Specialty Priests			
Learn and share stories, music, poetry etc. from any and all possible sources and share such with others.		History	All	Charm	Dagger
		Information	Creation/ Destruction	Guardian	Dirk
Collect, teach and Safeguard the history of the Dwarves, Gnomes and Hadlin races		Knowledge		Protection	Knife
		Literature	Divinitation		
		Lore	Healing		
		Story Telling	Necromantic		
			Planar		
			Summoning		
Free Starting Skills		Special Divine Gifts/Powers			
Academician		Identify objects of note (as per bard)			
Forbidden Lore		The Priests of Lanigan can learn and retain knowledge easier and faster than most others all Skills listed in the “Non Tiered Educational Skills” section are learned at Half the XP cost.			
History					
Theology (Lanigan)					
Special Restrictions		Equipment and Gear Supplied by the Faith			
Learn and share stories, music, poetry etc. from any and all possible sources and share such with others.		purple hooded cloak with grey lining and trim		1 quill pen or stylus	
				1 vial of black ink	
Collect, teach and Safeguard the history of the Dwarves, Gnomes and Hadlin races		1 dark red tunic		1 record book	
Vestments		grey trousers or skirt			
Priests of Lanigan wear a purple hooded cloak with grey lining and trim denoting rank, over a dark red tunic and grey trousers or skirt.		1 pair of footwear			
		Scriptures			
		1 Vial of Holy Water			


Mithagan

Holy Symbol	A Priest of Mithagan	OC Purchase Cost		
		Turn/Command or Destroy Undead		No
		Description		
		Mithagan is the patron of any of pranks, practical jokes and any other general mischief and mayhem. There is a Month long celebration in which Dwarves, Gnomes and Hadlin participate in festivities where all manners of jests are performed among the population, even the Dwarves drop their usual dour and taciturn demeanours and act like children and indulge in the holiday.		
		Virtues	Major Spheres	Minor Spheres
Duties Expected of Specialty Priests		Jokes	All	Animal
		Mischief	Charm	Combat
		Pranks	Creation/ Destruction	Plant Protection
			Elemental	Weather
			Healing	
			Necromantic	
			Summoning	
Free Starting Skills		Special Divine Gifts/Powers		
Awareness				
Escapology				
Theology (Mithagan)				
Trapping				
Special Restrictions		Equipment and Gear Supplied by the Faith		
Vestments				

Tahlgar

Holy Symbol	Notes	OC Purchase Cost			
		Turn/Command or Destroy Undead		Turn as Paladin	
		Description			
		Tahlgar is the Warrior God and Keeper of Justice, It is his duty to ensure that Dwarves and Gnomes Fight with courage and honor as well as respect Law and Order. Tahlgar is more often worshipped by Dwarves; however Gnomes and Hadlin also respect the God particularly in matters of Law and justice. The Armor that Gnomes and Hadlin use tend to be ceremonial (half cost, half DP value)			
		Virtues	Major Spheres	Minor Spheres	Weapons Permitted
		Duties Expected of Specialty Priests		Combat	All
Preside over Trials as Judges, or act as Advocates of Defenses or Prosecution for the accused.		Honor	Combat	Elemental	
		Law	Creation/	Summoning	
Assist in maintaining Law and order.		Order	Destruction		
Fight the enemies of Dwarves, Hadlin, and Gnomes		Warriors	Guardian		
			Healing		
			Necromantic		
			Protection		
Free Starting Skills		Special Divine Gifts/Powers			
Criminology					
Local Law					
Theology(Tahlgar)					
Special Restrictions		Equipment and Gear Supplied by the Faith			
Must always obey and enforce any laws in the region they are located in.		Battle Axe		1 Suit of Armor	
		Shield with holy symbol			
		1 White tunic			
		1Black trousers			
Vestments		1 pair of boots			
The Specialty Priests of Tahlgar wear a long sleeved white tunic with black trousers under a suit of metal armor and covered by a tabard.		Scriptures			
		1 Vial of Holy Water			
		1 Tabard			

Vedrick

Holy Symbol	Notes about Symbol	OC Purchase Cost			
		Turn/Command or Destroy Undead			
		Description			
		Vedrick loves anything that challenges the mind, and anything that is intended to be a secret. Often favored by Gnomes whom love the challenge of a puzzle, Hadlin who enjoy riddles and Dwarven Locksmiths			
		Virtues	Major Spheres	Minor Spheres	Weapons Permitted
Duties Expected of Specialty Priests		Codes	All	Combat	
		Cryptograms	Creation/ Destruction	Elemental	
		Mystery		Guardian	
		Puzzles	Divinitation	Protection	
		Riddles	Healing		
		Secrets	Necromantic		
			Planar		
			Summoning		
Free Starting Skills		Special Divine Gifts/Powers			
		Open any non-magical lock once per day			
Special Restrictions		Equipment and Gear Supplied by the Faith			
		Set of Basic Lock Picks			
Vestments					



Elven/Dakar Pantheon

Elves and Dakar are directly related and believe in the same gods however the Dakar tends to favor the darker gods of the Elven Pantheon.

Theology: In the Beginning in the swirling masses of the universe, the ether began to mass forming into a small seed, which slowly began to sprout, the plant grew, and its roots twining into the cosmos, its stalk thickening as the shoot became that of a towering tree. When the tree matured, it blossomed, scattering its vibrantly glowing seeds into the heavens to become the stars.

At the base of the tree once again the ethers swirled and massed taking on the forms of Tessarin and Selestara the first of the Elven Gods.


Tessarin and Selestara Began to slowly shape and cultivate the tree that seemed to be the centre of their existence, creating a vast forest from cuttings taken from pruning, using their innate knowledge to reform the plantings into a variety of new and beautiful flora.

Wishing to share their creation with others, Tessarin set out into the ethers and sought out others to bring back to inhabit the forest which they named Elas' Thansire, and after a long search returned with others like themselves.


With the Aid of these others Tessarin and Selestara continued to cultivate Elas' Thansire into a utopia, filling it with exotic animals, flora, rivers, lakes, streams and more. The group cherished this "Home" and the company of each other but their instinctual need to share their creation led them to yearn for more. The group came to the agreement to make the Species of Elves, though they decided that their children would have to spend a portion of their lives among the mortal realms to experience life before they could be ready to join their parents in Elas' Thansire.

Elven Gods


Astanna

Holy Symbol	Notes about Symbol	OC Purchase Cost			
		Turn/Command or Destroy Undead			
		Description			
		Magic is an integral part of all elves and Astana is the Goddess that oversees to the magic that all Elves use whether it's the Dakar or the Valis. The Goddess Astana is completely neutral in her stance and the only concern is that magic is used. Many Elven Arcanists, Specialist Mages and Sigil Mages offer some form of thanks to Astanna.			
		Virtues	Major Spheres	Minor Spheres	Weapons Permitted
		Duties Expected of Specialty Priests	Arcane	All	Combat
	Enchantments	Charm	Creation/	Dirk	
	Knowledge	Divinitation	Destruction	Knife	
	Magic	Healing	Elemental	Club	
	Sigils	Necromantic	Guardian	Quarter Staff	
	Sorcery	Planar		Hand	
		Protection		Crossbow	
Free Starting Skills		Special Divine Gifts/Powers			
Special Restrictions		Equipment and Gear Supplied by the Faith			
Vestments					


Corthanna

Holy Symbol	Notes about Symbol	OC Purchase Cost			
		Turn/Command or Destroy Undead		Turn/Destroy	
		Description			
		Corthanna is the Elven Goddess of Law, Order and Justice, her devout tend to act as judges over trials, advocates for the defense or prosecution of the accused and will often be found assisting local Guards and Militia to maintain law and order in elven societies.			
		Virtues	Major Spheres	Minor Spheres	Weapons Permitted
Duties Expected of Specialty Priests		Law	All	Charm	
Maintain Law and order in Elven communities		Justice	Combat	Creation/	
Oversee the dispensation of Justice to those found guilty of a crime in Elven communities		Order	Divinitation	Destruction	
			Guardian	Planar	
Acts as Advocates in an Elven Tribunal (Judge, Defense, and Prosecution) or act as council to any Citizen of an Elven community that requests such.			Healing	Summoning	
			Necromantic		
			Protection		
Free Starting Skills		Special Divine Gifts/Powers			
Special Restrictions		Equipment and Gear Supplied by the Faith			
Vestments					
The Priests and Priestesses wear Robes that are half Black and Half White symbolizing their dedication to the balance and order of Law, their holy symbol is cast from mythril and worn as a pendant on a silver chain.					


Ividialia

Holy Symbol	Notes about Symbol	OC Purchase Cost			
		Turn/Command or Destroy Undead			
		Description			
Duties Expected of Specialty Priests		Beauty	All	Animal	
		Love	Charm	Combat	
		Romance	Divination	Creation/	
		Passion	Healing	Destruction	
			Guardian	Elemental	
			Necromantic	Plant	
			Protection	Summoning	
Free Starting Skills		Special Divine Gifts/Powers			
Special Restrictions		Equipment and Gear Supplied by the Faith			
Vestments					


Lavaric

Holy Symbol	Notes about Symbol	OC Purchase Cost			
		Turn/Command or Destroy Undead			
		Description			
		Virtues	Major Spheres	Minor Spheres	Weapons Permitted
Duties Expected of Specialty Priests	Bodies of Water	All	Animal		
	Lakes	Combat	Charm		
	Oceans	Elemental	Creation/		
	Ponds	Healing	Destruction		
	Rivers	Guardian	Divinitation		
	Streams	Necromantic	Summoning		
		Protection			
		Weather			
Free Starting Skills		Special Divine Gifts/Powers			
Special Restrictions		Equipment and Gear Supplied by the Faith			
Vestments					


Nicar

Holy Symbol	Notes about Symbol	OC Purchase Cost			
		Turn/Command or Destroy Undead		No	
		Description			
		Virtues	Major Spheres	Minor Spheres	Weapons Permitted
Duties Expected of Specialty Priests		Building	All	Animal	
		Carving	Creation/ Destruction	Combat	
		Crafting		Elemental	
		Design	Healing	Guardian	
			Necromantic	Protection	
			Plant		
			Summoning		
Free Starting Skills		Special Divine Gifts/Powers			
Theology (Nicar)					
Bowyer					
Carpentry					
Special Restrictions		Equipment and Gear Supplied by the Faith			
Vestments					


Moirsaras

Holy Symbol	Notes	OC Purchase Cost			
		Turn/Command or Destroy Undead			
		Description			
		Moirsaras is all about the construction and sailing of ships, boats and other vessels that navigate the waters. She encourages her faithful to use these to explore and to showcase the Artistry of Elven woodcraft. Sailors, Carpenters, and some Merchants often give praise to this Goddess.			
		Virtues	Major Spheres	Minor Spheres	Weapons Permitted
Duties Expected of Specialty Priests		Ship Building	All	Divination	
Design and build Ships, Boats and other Water Craft for the Elven People		Sailors	Combat	Guardian	
		Sailing	Creation/ Destruction	Protection	
		Shipwrights		Summoning	
		Navigation	Elemental		
			Healing		
			Necromantic		
			Weather		
Free Starting Skills		Special Divine Gifts/Powers			
Special Restrictions		Equipment and Gear Supplied by the Faith			
Vestments					


Selestra

Holy Symbol	Notes about Symbol	OC Purchase Cost			
		Turn/Command or Destroy Undead			Turn/Destroy
		Description			
		Virtues	Major Spheres	Minor Spheres	Weapons Permitted
Duties Expected of Specialty Priests		Flowers	All	Charm	
		Nature	Animals	Combat	
		Trees	Creation/	Protection	
		Plants	Destruction	Summoning	
			Elemental		
			Guardian		
			Healing		
			Necromantic		
			Plant		
			Weather		
Free Starting Skills		Special Divine Gifts/Powers			
		Plant Door 3 times a day The priest can enter any plant that is the same size as or larger then themselves and instantly travel to another plant equal to or greater then themselves in size within 100 yards.			
Special Restrictions		Equipment and Gear Supplied by the Faith			
The Followers of Selestra disdain Metal and metal implements they will not possess any items made of such					
Vestments					

Tessarin


Holy Symbol	Notes about Symbol	OC Purchase Cost			
		Turn/Command or Destroy Undead		Turn/Destroy	
		Description			
		Tessarin is the father of Elves and the Elven way of life as followed by the Valis'Mordayre (High Elves).Though the Dakar have abandoned Tessarin he awaits the day when they might re-join their brethren and renounce their desires for power and conquest.			
		Virtues	Major Spheres	Minor Spheres	Weapons Permitted
Duties Expected of Specialty Priests		Adventure	All	Charm	
Protect and Defend Elves, Elven society’s and communities.		Archery	Animals	Elemental	
		Exploration	Combat	Divinitation	
Protect and safe guard Nature and the environment.		Forests	Creation/	Planar	
Hunt and exterminate the enemies of Elven Kind.		Hunting	Destruction	Summoning	
		Rangers	Guardian	Weather	
		Warriors	Healing		
			Plant		
			Protection		
Free Starting Skills		Special Divine Gifts/Powers			
Special Restrictions		Equipment and Gear Supplied by the Faith			
Followers of Tessarin MUST protect any elf in need.					
Vestments					
The Vestments of Tessarin Consitsing of Green hooded Robes lined in silver are usually only worn during High Ceremonies and rituals, the Priests are permitted to wear what they choose when adventuring though they tend to favour greens and silvers amongst that which they wear.					

Tevayne and Alasanadra

Holy Symbol	Notes about Symbol	OC Purchase Cost			
		Turn/Command or Destroy Undead			
		Description			
		The God and Goddess Tevayne and Alasandra are twins that encompass the elven arts sharing equal responsibilities over the aspects.			
		Virtues	Major Spheres	Minor Spheres	Weapons Permitted
Duties Expected of Specialty Priests		Art	All	Creation/	
		Dance	Charm	Destruction	
		Music	Combat	Elemental	
		Poetry	Healing	Guardian	
		Song	Necromantic		
			Protection		
			Summoning		
Free Starting Skills		Special Divine Gifts/Powers			
Special Restrictions		Equipment and Gear Supplied by the Faith			
Vestments					

Zoriak "The Twisted"

(Contributed by Texas1547)

Holy Symbol	Notes about Symbol	OC Purchase Cost	
		Turn/Command or Destroy Undead	Turn/Destroy
		Description	
		An Elven God worshipped mainly by Dakar'Mordair, Cast out of the Elven Pantheon for constantly playing tricks that often caused harm to others, The Banishment soon caused him to spiral into insanity due to being a lonely outcast. He often can be found talking to himself and delights in continuing to play tricks that only he finds amusing as it tends to harm the victims of his pranks. Those that find issue and are not amused by his "Joke" tend to anger and enrage him causing him to become vengeful and spiteful targeting the victim even further. Favored by the Dakar mainly due to the powers of Deception and concealment	
		Virtues	Major Spheres
		Minor Spheres	Weapons Permitted
Duties Expected of Specialty Priests	Anarchy	All	Animal
	Chaos	Charm	Divinitation
	Deception	Combat	Elemental
	Illusion	Creation/	Protection
	Insanity	Destruction	Plant
	Pranks	Healing	Weather
	Trickery	Necromantic	
		Summoning	
Free Starting Skills		Special Divine Gifts/Powers	
		Berserk 3 times per day (as the skill)	
		Glibness (as the potion) No one can ever guess if a Follower of Zoriak is speaking the truth or lying, they are unaffected by potions or spells that reveal the truth.	
		Uncontrollable Laughter 3 times per day. This ability causes the target of the priest to begin laughing uncontrollable for 5 minutes. The target is unable to perform any other action until they are able to regain their composer.	
Special Restrictions		Equipment and Gear Supplied by the Faith	
Vestments			
The garb of the followers of Zoriak is a Black Jesters outfit.			




Ograni Gods

Theology: Mallick the leader of the Ograni Pantheon is twisted in both form and thought, though heavily muscled he is hunchbacked with overlarge hands, jutting forehead and a mouthful of jagged teeth and protruding tusks. His demeanor is that of a violent, angry thug and bully. The other gods of the Pantheon grovel and bootlick when in his presence fearing both his violent temper and massive strength while secretly despising him and wishing to rule in his stead.


***NOTE;** Players should speak to Admin BEFORE choosing to play a Priest/Priests of any of the Ograni as the Gods of this pantheon is typically only worshiped by the Ograni races (Orcs, Trolls, Goblins, Kobolds, Ogres, etc.) and are considered to be EVIL.

Baethillic

Holy Symbol	Notes about Symbol	OC Purchase Cost			
		Turn/Command or Destroy Undead			
		Description			
		Baethillic is primarily worshipped by Goblins who practice Alchemy at its basest form, mixing up concoctions that are intended to disable or poison opponents. Most of their elixirs are vile and extremely rudimentary compared to that of a true Alchemist but they are effective none the less and will leave a victim helpless or dead. Many who are captured by goblins only hope that the latter is the case as goblins enjoy torturing and playing with helpless prey, subjecting them to horrible experiments.			
		Virtues	Major Spheres	Minor Spheres	Weapons Permitted
		Duties Expected of Specialty Priests		Alchemy	
		Alteration			Dirk
		Poison			Knife
		Transmutation			Dart
		Venom			Short bow
					Hand
					Crossbow
Free Starting Skills		Special Divine Gifts/Powers			
Special Restrictions		Equipment and Gear Supplied by the Faith			

Vestments		

Mallick

Holy Symbol	Notes about Symbol	OC Purchase Cost			
	The medallion always feels hot to the touch and will burn those not of Mallicks Faith. The Face in the center can fade or become more prominent depending on the attention that Mallick is giving towards the particular Shaman.	Turn/Command or Destroy Undead		Turn/Command	
		Description			
		Mallick is the Younger Brother of Darragh (Head of the Dwarven/Gnomish Pantheon) He followed his brothers and sister-in-Law from the Ethers, he is prone to maliciousness, bullying and outright cruelty, his only concern is for himself and his own needs and desires. He despises his brothers, covets his Sister in Law and all that they have, although he is more interested in destroying what they have then actually obtaining anything for himself.			
		Virtues	Major Spheres	Minor Spheres	Weapons Permitted
Duties Expected of Specialty Priests		Brutality	All	Guardian	
Advise the Chieftains of Orc Tribes		Combat	Combat	Healing	
Make Sacrifices to Mallick and perform other rituals to appease the deity on a regular basis		Destruction	Creation/	Protection	
		Power	Destruction		
Ensure that the Orc Tribe slaughters any Dwarves they encounter.		Strength	Elemental		
		War			
Free Starting Skills		Special Divine Gifts/Powers			
Theology (Mallick)					
Special Restrictions		Equipment and Gear Supplied by the Faith			
Must make a Sacrifice every blood moon.					
Vestments					
Followers of Mallick tend to wear loose fitting robes and cloaks; for the most part they wear whatever they can scavenge though they prefer dark colors of Blacks and Red. The vestments tend to be dirty, worn, blood stained and ill kept.					

Palsick

Holy Symbol	Notes about Symbol	OC Purchase Cost			
		Turn/Command or Destroy Undead			
		Description			
Duties Expected of Specialty Priests		Ambushes			
		Assassins			
		Darkness			
		Secrets			
		Spies			
		Traps			
Free Starting Skills		Special Divine Gifts/Powers			
Special Restrictions		Equipment and Gear Supplied by the Faith			
Vestments					

Raeferis

Holy Symbol	Notes about Symbol	OC Purchase Cost			
		Turn/Command or Destroy Undead			
		Description			
Duties Expected of Specialty Priests		Conspiracy			
		Control			
		Seduction			
		Slavery			
Free Starting Skills		Special Divine Gifts/Powers			
Special Restrictions		Equipment and Gear Supplied by the Faith			
Vestments					



Minotaur Gods

Minotaur's steadfastly believe that their gods are the Supreme beings of the divine. They came first and all the other Species gods came after and were created to serve the Minotaur's as slaves.


Theology; Vargash and Minira emerged simultaneously from the ethereal mist of the cosmos instantly knowing they belong together. Seeing the world below them they selected a place for the propagation of their mortal children the Minotaur, an Island that would act as the center of their eventual empire a stronghold where upon they could begin their conquest of the world and subjugate the "lesser Species" where their kind could also ensure the purity of their Species by weeding out the weak, helpless and therefore useless

members of their kind. After Selecting the home of their mortal offspring Vargash and Minira produced a son to aid the Minotaur's in leaving their island empire, cross the oceans and sea's to invade and conquer the world.

Avestia

Holy Symbol	Notes about Symbol	OC Purchase Cost			
		Turn/Command or Destroy Undead			
		Description			
		The Daughter of Vargash and Minira, Hestia promotes the home life of the Minotaur Race.			
		Virtues	Major Spheres	Minor Spheres	Weapons Permitted
Duties Expected of Specialty Priests		Clan	All	Combat	
Preside over the inspection of children to deem whether they are worth of the Minotaur race		Family	Charm	Creation/ Destruction	
		Home	Divination		
Perform and arrange unions (marriages) between Minotaur's.			Guardian	Elemental	
			Healing	Summoning	
Maintain records of births and deaths			Necromantic		
Oversee funerals of Minotaur's that die honorably			Protection		
Act as a Midwife if a Medic is not available.					
Free Starting Skills		Special Divine Gifts/Powers			
Special Restrictions		Equipment and Gear Supplied by the Faith			
Vestments					

Hayden


Holy Symbol	Notes about Symbol	OC Purchase Cost			
		Turn/Command or Destroy Undead			
		Description			
		Virtues	Major Spheres	Minor Spheres	Weapons Permitted
Duties Expected of Specialty Priests		Crafting	All	Divination	
		Forging	Combat	Guardian	
		Smith's	Creation/ Destruction	Protection	
			Elemental		
			Healing		
			Necromantic		
			Planar		
Free Starting Skills		Special Divine Gifts/Powers			
Special Restrictions		Equipment and Gear Supplied by the Faith			
Vestments					




Banner art provided by Alexandros of Aegaris

Ibsen (The Lost)


NOTE: Players need to speak to Administration before choosing to become one of the Faithful of Ibsen.

Holy Symbol		Notes about Symbol		OC Purchase Cost	
		Turn/Command or Destroy Undead		No	
		Description			
		Only Heretics of the Minotaur Race worship Isben as all practice of Arcane Magic has by the decree of Vargash been banned from use by any of their people. Any Minotaur caught worshipping Ibsen or practicing Magic are subject to the Harshest of punishments, Castration, Ringed, Horns Shorn and banished.			
		Virtues	Major Spheres	Minor Spheres	Weapons Permitted
Duties Expected of Specialty Priests		Astrology	All	Combat	Dagger
Teach and train potential Minotaur’s arcane magic		Knowledge	Charm	Creation/	Knife
Collect, teach and Safeguard the history of the Minotaur Race		Magic	Divinitation	Destruction	Staff
		Spell Craft	Elemental	Guardian	
Collect, teach and safeguard Magical spells, Sigils, and sources of magic			Healing	Summoning	
			Necromantic		
			Planar		
			Protection		
Free Starting Skills		Special Divine Gifts/Powers			
		Detect Magic- The Priest can detect magic as if casting the detect magic spell (3 uses/per day)			
		Arcane Magic - Specialty priests may access arcane spells that are equal to half their tier level.			
Special Restrictions		Equipment and Gear Supplied by the Faith			
Vestments					
The priests of Isben wear night blue robes with silver trim with the constellations embroidered into the trim. However due to the Banning of Arcane magic and the worship of Ibsen these vestments are only worn during secret ceremonies.					


Miconas

Holy Symbol	Notes about Symbol	OC Purchase Cost			
		Turn/Command or Destroy Undead		See Bellow	
		Description			
		The son of Vargash and Minira. Many of the race that put to sea in order to conduct the expansion of the Minotaur race either worship or at least offer praise to him as the island born race call upon him for calm waters as they conduct their raids and conquests on the main land and other islands nations.			
		Virtues	Major Spheres	Minor Spheres	Weapons Permitted
		Duties Expected of Specialty Priests			
Oversee the building and blessing of new ships.	Ocean	Combat	Charm	Belaying Pin	
Oversee the training of new sailors.	Sailing	Elemental	Creation/		
Make and keep Nautical Charts	Sailors	Healing	Destruction		
Keep a log of every voyage that a ship takes	Ships	Guardian	Divinitation		
Tend to the spiritual needs of sailors		Necromantic	Summoning		
Free Starting Skills		Special Divine Gifts/Powers			
Navigation (Sea-Base)		Gale Force- The Priest is able to call upon the winds to pushback and knock down those with in their line of sight (2 uses/per day)			
Seamanship					
		Call Lightening- The Priest is able to call down lightning for 20 DMG to the target and surrounding area of 10 feet, (ie anyone wearing metal armor within range of the target is affected receiving 10DMG). Target must be identified by the player * (1 use/per week)			
Special Restrictions		Equipment and Gear Supplied by the Faith			
Turn or Destroy water based undead only. (any undead that died or come from the sea or water)					
Vestments					
The Vestments of the Priests of Miconas is a Cream Tunic with blue wave embroidery along the sleeves denoting their rank, along with sea foam green breeches.					



Minira

Holy Symbol	Notes about Symbol	OC Purchase Cost			
		Turn/Command or Destroy Undead			
		Description			
		Minira is the consort of Vargash, and the mother of the Minotaur race, she is often depicted at his side advising on battle strategies or offering advice on how to proceed in matters. Her Faithful tend the Labyrinthine beneath the Isles ensuring that they are maintained and challenging for all that will be tested.			
		Virtues	Major Spheres	Minor Spheres	Weapons Permitted
Duties Expected of Specialty Priests		Honor	All		
		Logic			
		Wisdom			
		Strategy			
Free Starting Skills		Special Divine Gifts/Powers			
Special Restrictions		Equipment and Gear Supplied by the Faith			
Vestments					

Rolincauf

Holy Symbol	Notes about Symbol	OC Purchase Cost			
		Turn/Command or Destroy Undead			
		Description			
		Rolincauf is the Patron of Athletes, Sports and Games and sees to it that all of the race of Minotaurs are physically fit and compete in a wide variety of physical activities.			
		Virtues	Major Spheres	Minor Spheres	Weapons Permitted
Duties Expected of Specialty Priests		Athletes	All		
Remain physically fit and active		Chance			
Compete or Host various Physical competitions		Competition			
Encourage others to live a healthy lifestyle		Games			
Teach and train others Physical fitness and exercise		Sports			
Free Starting Skills		Special Divine Gifts/Powers			
Special Restrictions		Equipment and Gear Supplied by the Faith			
Vestments					

Vargash

Holy Symbol	Notes	OC Purchase Cost			
		Turn/Command or Destroy Undead			
		Description			
		Considered to be the father of the Minotaur race and leader of its Pantheon. Vargash is the most honored and worshiped by the species. The Main temple which he is worshiped is a huge coliseum where Minotaur’s regularly combat one another to prove themselves strongest amongst their race. Children born to Minotaur’s are brought to the temple to be inspected to ensure they are worthy of their kind.			
		Virtues	Major Spheres	Minor Spheres	Weapons Permitted
		Duties Expected of Specialty Priests		Battle	All
Oversee the great game		Conquest			
Train potential warriors		Glory			
Lead Warriors into Battle		Strength			
Free Starting Skills		Special Divine Gifts/Powers			
Exceptional Strength T2		The Axe of Vargash This Great Axe has been custom made for each Specialty Priest. It is a holy weapon with the effects of “Bless” upon it. Once per day the Minotaur may also use it to Amputate a limb from an opponent. Only those with Enhanced Strength T2 are able to Lift/Wield the axe.			
Special Restrictions		Equipment and Gear Supplied by the Faith			
Vestments					
Typically the Priests of Vargash will be indistinguishable from other Minotaur warriors however their ceremonial robes are Red Black and Silver. They typically wear a steel breast plate beneath the robes regardless of the event.					



Mindani Beliefs

The Mindani are too random to consider the divine, though some will become clerics and choose whom they worship almost at whim (There are no Mindani Specialty Priests).

Carsaric and Arranna

Having originally been created by powerful Arcanists, the Carsaric and Arana have no Gods of their own, though they may take up the religious beliefs of other Species if it suits them.



Crafting New Spells, Sigils, Miracles and Alchemical Recipes

Clerics and Priests may attempt to create new Miracles, where as Players may attempt to create a new Divine Entity to give worship to.

Things to keep in mind when creating such

- Does the Miracle mimic the skills or powers of any of the spells Alchemical substances or abilities of Occupations or Species?
- Does it require any additional resources to show its effect when used?
- Will it unbalance game play?

Blank Miracle Table

Duration	Sphere	Phys Rep Needed
Base Description		
Prayer		
Mag	Advanced Description	Cost
1		Base
2		
3		
4		
5		

When creating a new divine entity the first thing to keep in mind is:

- How does it fit in to the world, are you adding it to an existing Pantheon or will it be apart from all of them. - -
- Does a Deity already exist that is similar to the one you are creating?
- Will the powers the deity grants to the specialty priests unbalance game play?

Blank Divine Being Table

Holy Symbol	Notes about Symbol	OC Purchase Cost				
		Turn/Command or Destroy Undead				
		Description				
		Virtues	Major Spheres	Minor Spheres	Weapons Permitted	
Duties Expected of Specialty Priests						

Free Starting Skills		Special Divine Gifts/Powers	
Special Restrictions		Equipment and Gear Supplied by the Faith	
Vestments			

Dispelling Magic

Arcane Magic, Sigil Magic and Divine Miracles all have their own ways to cancel out Magical or Miraculous Effects (Note that Arcane and Sigil Magic are related and considered a “Force of Nature” whereas Divine Miracles are the “Will of Gods or God like Entitles” channeled through their followers. However all of such can be interrupted and or countered by various spells or miracles. Sorcerers or Clergy that wish to dispel magic must use the appropriate spell or miracle (Dispel Magic Arcane, Negate Magic Sigil Mage, and Negation Clergy) the Caster must be Equal to or Higher in casting level than the source of the magic or miracle they are casting against. A spell caster or Miracle worker can cancel their own spells or miracles at will unless the spell or miracle has a permanent effect.