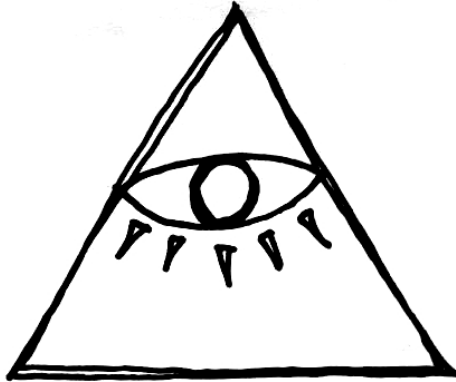


This document details the Order and the Mysteries of Amun Tor, along with the specifics concerning his clerics.



THE MYSTERIES OF AMUN TOR

*When the gods asked Amun Tor who he was,
He answered "I am no one."*

*When the gods asked Amun Tor what he wanted,
He answered "Nothing."*

*When the gods asked Amun Tor what he did,
He answered "I watch and see."*

*When the gods asked Amun Tor what he saw,
He answered "Everything."*

*When the gods asked Amun Tor what he knew,
He was silent.*

Description: It is not commonly known, but Amun Tor, the God of Mysteries and Riddles, the First Sage and Lord of the All-Seeing Eye, is one of the ascended mortals from the Age of Legends. He walked the earth with Crom the Uncaring, and stepped into godhood. His temples proliferate among civilized men, and have become an integral part of the civilization of this era, serving many of the arcane and bureaucratic requirements of larger cities.

Many go to the God of Mysteries for answers, but few receive anything beyond riddles. The Order of Amun Tor is a sprawling system of monks, priests and bureaucrats, where most of the faithful involved are only concerned with their own tasks, and couldn't even start to describe the greater function of the Order as a whole.

The Order of Amun Tor is a spiderweb of information, and it uses this power to keep itself stable and prominent. The Order of the First Sage knows all, and that is why some, more private individuals and nobles oppose its presence fervently. Amun Tor's temples are multifarious complexes, often placed in prominent locations in the business and management districts of the cities they are found in.

The hierarchy of the Order is similarly complex, with seeming overlap and redundancy between branches of the structure. The highest honorific of the Order is the All-Seer, but only the upper echelons of the Order know who holds this position at any given time. The current All-Seer actually works as a lowly clerk in a small temple in the countryside, watching and knowing all that happens within the network that is the Order.

Aligned deities:

Crom, the Uncaring

Opposed deities:

Hidden Lord, the God of Secrets

Services of the Order: Amun Tor sees the troubles of the world as riddles to solve, and thus offers many services relevant to adventurers: healing, banishing, removing curses, opening locks, anything that counts as riddle or a challenge can be brought to the Order to be solved. The price, however, is never gold, but secrets and information. This is how the Order of the All-Seeing Eye remains powerful. The more important the secret, the bigger the favour that can be bartered.

Clerics of Amun Tor

Symbol: The symbol of Amun Tor is the All-Seeing Eye. His clerics often carry it as a pendant upon their neck, with the more fervent ones tattooing the mark somewhere on their body.

Weapon Proficiencies: As neutral clerics, with the addition of all hammer type weapons.

Special: Amun Tor offers his followers and clerics the following abilities.

- Servants of Amun Tor can sacrifice secrets to their god, and receive knowledge as a boon. This ritual trade takes 6 turns to complete, and requires extensive cajoling and prayer: the secrets in trade must be written down and the writing destroyed as part of the ritual. Then, depending on the importance and weight of the knowledge given, Amun Tor will allow the worshiper a bonus to a single spell check roll to gain insight into a puzzle or a riddle, or to find an answer to a specific question. The boon depends on the quality of the roll, with bigger results yielding better answers (the resulting answer is obviously up to the Judge's discretion, and can be as cryptic as you like; normal disapproval rules apply to the roll). Note that the sacrificed secrets need not be the worshiper's own: this is a very common way for servants of Amun Tor to increase the knowledge pool of their deity.
- In addition to the general divine spells, Amun Tor may grant his clerics *Comprehend Languages*, *Read Magic* or *Detect Invisible* from the Wizard spell list.
- Clerics of Amun Tor may exchange secrets for aid in lay on hands checks. The secret must be whispered to the cleric during the holy act of healing, and its weight determines the bonus to the spell check, ranging from +1 to +5 (Judge's discretion).

Turn Unholy: Undead, demons, devils, monstrous creatures, perversions of nature and the worshipers of opposed deities. Note that clerics of Amun Tor cannot turn mundane animals: as un-intelligent beings they are beyond his sphere of influence.

Disapproval: Clerics of Amun Tor use the following table for disapproval checks:

TABLE A: Amun Tor's Disapproval	
Roll	Disapproval
<i>1 or less</i>	The cleric must atone for their sins. They can do nothing but meditate upon the nature of the All-Seeing Eye for the next 10 minutes, starting as soon as they're not in immediate danger.
<i>2</i>	The cleric must atone for their sins as soon as they're able. They must spend a full hour in deep meditation, starting as soon as they are out of immediate danger. Failure to complete the prayer within 120 minutes incurs a -1 penalty to all spell checks until meditation is complete.
<i>3</i>	The cleric must increase Amun Tor's power by gaining insight into a new secret, or by offering an answer to a new riddle. If they fail to do this by the next sunrise, he suffers a -1 penalty to all checks on the following day. The penalty resets after 24 hours.
<i>4</i>	The cleric incurs Amun Tor's disappointment: they have a -1 penalty to all spell checks for a day, and roll all INT based rolls on -1d as divine inspiration is taken from them.
<i>5</i>	The cleric undergoes the test of humility. For the remainder of the day they must treat all characters and creatures with a higher Intelligence value as their superiors. Failure to do so results in loss of all spellcasting ability including healing for 48 hours.
<i>6</i>	The cleric incurs an immediate -1 to all spell checks until they offer their deity a new secret or mysterious insight of some significance.
<i>7</i>	The cleric must endure the test of understanding. They are wracked by an addling of their brain which saps 2 point from their Intelligence and Personality each. The damage heals at the normal rate, but cannot be healed in other means.
<i>8</i>	The cleric immediately incurs a -4 penalty to the spell or ability that caused the disapproval. This lasts until the next day. Additionally, they are consumed with an inquisitive urge, and find it hard to curb their curiosity as long as they suffer this effect (apply a DC 5 Will save to avoid unwise action in suitable situations).
<i>9</i>	The cleric immediately incurs a -2 penalty to all checks until the next day. Also, they suffer from a powerful need to find new information and insight (apply a DC 10 Will save to avoid unwise action in tempting circumstances).
<i>10</i>	The cleric loses access to one randomly determined spell for the remainder of the day. Additionally, they suffer from a wracking need for understanding (apply a DC 15 Will save to avoid unwise action in tempting circumstances).

11	The cleric is ordered to meditate upon the nature of knowledge. The cleric incurs a -2 penalty to all spell and Intelligence based checks. The only way to lift the penalty is to meditate: at the end of each full day of meditation the cleric can make a DC 15 Will save to remove the penalty. Alternately, the cleric can sacrifice a significant secret to Amun Tor to be rid of the penalties immediately.
12	The cleric is temporarily addled by Amun Tor. They cannot gain XP until they find the answer to a riddle set out by their god: the player may puzzle out the answer themselves, or sacrifice secrets to their god in order to gain insight into it (as per the special abilities described above).
13	The cleric loses access to two random spells for the remainder of the day. Also, they are haunted by a riddle: until they find the answer to it, they must roll a DC 10 Will save each night in order to rest fully; failure indicates that they get no rest, and roll all checks on -1d on the following day.
14	Calculate the cleric's net worth in gold pieces. The cleric incurs a permanent -4 penalty to spell checks, which persists until they have rid themselves 40% of this value; each 10% increment drops the penalty by -1. The wealth has to be used to discover new secrets and mysteries for the glory of the First Sage. Also, they suffer a powerful compulsion to keep a journal of their travels, and to sacrifice this knowledge to their god at the end of each day; this effect is permanent.
15	Amun Tor is disappointed. The cleric's disapproval does not reset the following day. The next day things return to normal. Also, the cleric permanently suffers an unsettling urge to suspect others for keeping secrets from them; this effect is permanent.
16	Amun Tor withholds the cleric's healing powers for 1d4 days. Also, from now on the cleric can only heal those who have shared a secret with them; this effect is permanent (and no additional bonus is gained to the lay on hands check for the first secret shared).
17	The cleric loses access to 1d4+1 spells until the next day. Additionally, they suffer a permanent thirst for knowledge: whenever the cleric comes across a puzzle or a riddle, they must solve it, or suffer a -1d on all their actions the following day, as they lose sleep over the missing answers.
18	The cleric is temporarily unable to turn creatures, the effect persists for 1d5 days. Also, the cleric suffers a permanent curiosity for forbidden knowledge (apply a DC 10 Will save to avoid unwise action in suitable situations)
19	The knowledge of Amun Tor feeds back to the cleric, and they begin speaking in riddles: any utterance from their mouth is formed in parables and incomprehensible mysteries. Those trying to understand them need to roll a DC 10 Intelligence check in order to follow their train of thought (Judge's discretion, easier for simple stuff, harder for complex concepts). At the end of each week they may beseech their god for forgiveness, and be rid of the divine connection if their faith is deemed righteous (Judge's discretion).
20 or more	The mark of the All-Seeing Eye appears on the forehead of the cleric, and they lose all ability to speak apart for a single, specific riddle or mystery: until someone answers the cleric's riddle correctly, they cannot utter anything else. For this duration, all of their clerical powers are suspended.