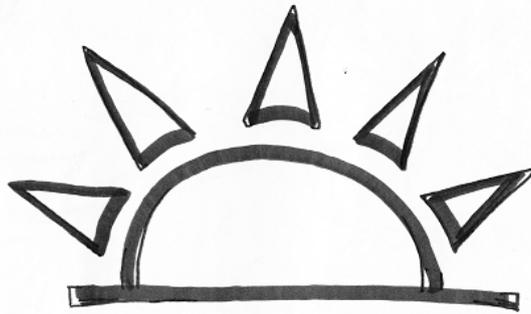


This document lists the specifics and tenets of Auranne and her faith, along with the details for her clerics.



The Shelter-Words of Auranne

*Let us pray for Shelter
so that those who left us behind
may one day find their way home.*

Description: Auranne the Expectant, She Who Patiently Waits, the Lady at Home is a protector deity whose power is derived from the earnest and desperate prayers of both those who left for war and those who stayed behind to guard the hearth. Also known as the Mother of Mothers, she is most fervently worshiped on the home front, although it is said that her Shelter protects even those far away on foreign fields of battle. Some claim her to be a sister-deity to Justicia, although this is debatable - the temperaments of the two goddesses are so vastly different.

Popular among those of meager means, Auranne is a deity loved by the common man: her temples provide services and succour to the masses, and in return require decency and temperance from those in their care. Consequently, adventurers and reavers rarely come into contact with Auranne's clergy. However, Auranne often touches those of the adventuring profession in a different way, for her fabled Shelter is said to be extended to anyone, provided a faithful servant petitions her for it. In fact, many are the soldiers and warriors who have turned to Auranne in later life, after having miraculously survived a battlefield where all was lost.

Some more militant members of the temple take their mission on the field, acting as healers and protectors among common soldiers. In these situations they often come into conflict with officers and leaders, as while Auranne's tenets understand the need for war and conquest, the deity detests needless sacrifice and suffering. Her clerics always position themselves to ease the plight of the lower ranks and argue against strategies which would lead to unnecessary loss of life, and while a singular cleric may not have much clout in the hierarchy of a grand army, the temple itself is well-respected and relatively powerful in most regions of civilized society.

Artistic representations of Auranne present her first and foremost as a mother. Although specifics vary, it is said that those called to her see some aspect of their own maternal figure in her statues and icons. She is associated with the sun, particularly the first rays of dawn: it is said that she comes to those lost in their darkest hour, and dispels despair and fear with her sheltering grace.

Aligned deities:

Daentharr, the Mountain Lord
Ulesh, the God of Peace
Loptir, the Lord of the Hearth

Opposing deities:

Ahriman, Lord of Death
Creostrax, Goddess of Excess
Klazath, the God of War

Services of the Temple: The temple of Auranne provides many needful services to the masses of commoners: simple healing and succour, midwifery and sacrosanct burials are all handled by the Mother of Mothers. In turn the temple asks petitioners to behave with temperance and decency, according to the simple tenets of their faith.

The temple rarely withholds its assistance from the needy, but has been known to do so in case of hellions and miscreants - Auranne is a forgiving deity, but her tolerance is not endless. Donations are usually asked from strangers while local people are only expected to give according to what they can, when they can. More arcane services such as item identification or exorcisms are rarely available from the Lady at Home, but larger temples may be able to help with these things as well, if it aligns with the general needs of the community.

Cleric description

Symbol: Auranne's symbol is the Light of Dawn. Her faithful usually wear it as simple embroidery on their clothing.

Weapon proficiencies: Auranne's clerics are proficient in the use of common tools as martial weapons, as well as slings, staves, clubs and maces. Many of her more war-like priests have modified common homely tools to be more useful in battle.

Special: Auranne grants the following favours to his faithful.

- Auranne provides her fabled Shelter to those faithful to her., as long as someone remains at home to pray for it. A player character faithful to Auranne must have family or friends praying for their safe return in order to benefit from Auranne's Shelter. This connection should be specified in concert with the Judge. It grants the character a +1 to their AC, and may have other situational benefits at Judge's discretion: many servants of Auranne accredit their survival to her sheltering touch. Also, the faithful may provide such a bonus to someone who is away from them for whatever reason.
- Auranne's clerics gain a +1d to all spell checks on actions directly related to protecting the home and the hearth.
- Many of Auranne's disapproval results implement permanent effect upon the cleric. Auranne is a forgiving goddess however, and is open to acts of repentance and accordingly, Judges should allow for the cancellation of such effects should characters commit to the needs of the hearth in a suitable fashion. Such deeds can be approached as quests, but usually consist of far more mundane and thankless activities than anything the usual delver would achieve during their career.

- Auranne does not grant her clerics the spells *Animate dead* and *Bolt from the blue*. Her spell list instead includes *Magic shield*, *Mending*, *Ward portal*, *Locate object*, *Make potion* and *Magic bulwark*.
- Auranne withholds her healing favours from evildoers and miscreants. Her clerics cannot use lay on hands on such targets, and attempting to do so results in an immediate disapproval roll, with the number of dice rolled equaling the cleric's character level.

Turn unholy: As lawful and neutral clerics, with the addition of the servants of opposing deities.

Disapproval Table: Clerics of Auranne use the following disapproval table.

TABLE A: Auranne's Disapproval	
Roll	Disapproval
0 or less	The cleric must atone for their sins. They can do nothing but pray for forgiveness for the next 10 minutes, starting as soon as they're not in immediate danger.
1	The cleric must atone for their sins. They can do nothing but pray for forgiveness for the next 10 minutes, starting as soon as they're not in immediate danger. These prayers must include a commitment to easing the plight of the commoners, which must be actionable as soon as reasonable. Should this commitment be broken the cleric suffers a +1 bonus to all further disapproval rolls until a similar act of repentance is complete.
2	The cleric must pray for forgiveness as soon as possible. They must spend a full hour in prayer and meditation starting as soon as they are out of danger. Failure to complete the prayer within 120 minutes incurs a -1 penalty to all spell checks until prayer is complete.
3	The cleric undergoes the test of humility. For the remainder of the day they must treat all lawful characters older than them as their superiors. Failure to do so results in loss of all spell casting ability including healing for the remainder of the day.
4	The cleric incurs Auranne's ire: a -1 to spell checks for a day, and they are extremely homesick for the duration of the effect.
5	The cleric incurs an immediate -1 to all spell checks until they serve the community with compassion. Additionally, they are haunted by fond memories of their childhood.
6	The cleric loses access to one randomly determined 1st level spell for the remainder of the day. Also, they are prone to judge others harshly, especially those of chaotic alignments.
7	The cleric immediately incurs a -4 penalty on all aggressive actions. This lasts until the next day. Additionally, they experience powerful compassion for all they meet.
8	The cleric immediately incurs a -2 penalty to all spell checks until the next day. During the intervening night they experience a vivid dream of their mother.
9	The cleric must endure the test of understanding. They suffer 1d4 points of damage to their STR, AGI and STA. As long as they spend their days caring for others the damage heals at the normal rate, but cannot be healed in other means.

10	The cleric must increase Auranne's power with a new follower. They incur a -1 penalty to spell checks until they convert a new follower to the faith: the new follower must of course be of suitable character to fit in with the temple.
11	The cleric is ordered to meditate upon the meaning of home and family. The cleric incurs a -2 penalty to all spell checks. The only way to lift the penalty is to meditate: each full day of meditation the cleric can make a DC 15 Will save to remove the penalty. Also, they develop a soft spot for children and youth, always seeking to protect and aid such individuals even at a great cost to themselves.
12	The cleric is temporarily disowned by Auranne. For the rest of the day they cannot gain XP. Also, from now on they suffer a -1d3 EXP penalty on any session when they've failed to help the needy.
13	The cleric loses access to two random 1st level spells for the remainder of the day. Additionally, they develop a powerful compulsion to always offer their aid to those worthy and in need.
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 sent home. Also, from now on the cleric will always send a portion of their earnings to their home temple.
15	The cleric is temporarily unable to turn creatures, the effect persists for 1d7 days. Additionally, they become prone to grim, unyielding anger when faced with abominations to their faith.
16	The cleric loses access to 1d4+1 spells until the next day. Additionally, they from now on their protective magics do not take effect when cast upon those of chaotic alignment.
17	The cleric's ability to lay on hands is restricted for 1d7 days. Also, their lay on hands healing rolls on irregular targets (those of chaotic alignment or otherwise suspicious in the eyes of Auranne) are made at one less die (with a one die minimum).
18	Auranne entirely withholds the cleric's healing powers for 1d7 days. Also, they become even more stringent with their demands to who they offer their healing to, entirely withholding Auranne's succour from those of chaotic alignment.
19	Auranne is not pleased. The cleric's disapproval does not reset the following week. After this things reset as normal. Also, their disapproval rolls are rolled at +1 from now on.
20 or more	Auranne calls the cleric home to learn their lesson! They are immediately whisked away, to the nearest needy temple of Auranne, where they must commit to an extensive course of atoning deeds. Further effects and details are at Judge's discretion (this is intended as a challenging personal quest).