

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



A Blessing of Choranus

As the Father saw it.

- A common choranite blessing

Description: Choranus, the Seer Father, the Originator Titan and Lord of All Creation is an impotent god, whose halcyon days of power have passed aeons ago. Some scholars go as far as to contend that what his meager faithful worship is simply the after image of a divinity of immense power, the remnants of a dead deity so strong that even the echo of his soul is able to grant some semblance of deific succour to those pitiful enough to beg for it. His faithful argue that the presence of their deity is evident in everything around them, and that everything happens according to the divine design envisioned by the ineffable Seer Father. Further still, some agnostics theorize that perhaps the originator deity is a sleeping primal titan, and that all of creation is simply his feverish dream.

The divine reality of the matter is of course much more complicated. Choranus is not a dead god, nor is he merely sleeping, but neither is he present. Inconceivable aeons ago the Seer Father saw the whole of time stretch before his scrutinizing gaze. Choranus saw every plea and prayer directed towards him, and at once responded according to his will. Then, he left. The High Seat of Creation stands empty, and the Seer Father is not watching over the clockwork progression of existence: for why would he, if he already saw it all? This of course is not known by worshipers at large, but the truth lives on in the whispers of wild eyed heretics and iconoclasts. The highest echelons of Choranus' temple actively work to preserve the secret, as they deem it part of their deity's Ineffable Plan for everything. No one really knows where Choranus went, the limits of his power or what indeed was his purpose for creating all that is.

Choranus is usually depicted as a wizened but powerfully built old man, gazing intently into the Eternal Vessel, an hourglass which is said to contain as many grains of sand as there are souls in all of creation. His temples are imposing feats of architecture, clad in marble colonnades and decorated with gilded statuary. His worship is waning however, and oftentimes his worshipers find his ancient holy sites in ruin and disrepair.

Aligned deities:

Aristemis, the Insightful One
Klazath. God of War

Opposing deities:

Cadixtat, Chaos Titan

Services of the Church: Choranus' temples offer many needful services to varied petitioners, but still they have a reputation as being unreliable at best. This is because all requests have been answered beforehand: the prophecies of the Seer Father instruct his faithful to provide specific aid at specific times, but no aid is offered to anyone beyond this providence. Accordingly, a foul villain seeking sanctuary may receive aid in his escape from a family of monks avowed to complete just this specific task, but the pleas for healing by impoverished villagers can just as easily be left unanswered by the servants of Choranus. The Seer Father has seen all, and his temple simply follows the Ineffable Plan set before them, nothing more.

Mechanically, the Judge should roll whether any given request is granted by the temple of Choranus (50/50 chance). If the roll is successful, the request is granted stridently and with great efficiency, as the temple of Choranus will have known beforehand what is asked from them. If the roll fails, no aid is provided. This obviously pertains only to requests deemed possible by the Judge: impossible pleas will of course be ignored and ridiculed.

Cleric description¹

Symbol: Choranus' symbol is the Shape of the Eternal Vessel. His faithful are known to decorate their clothing with patterns depicting it, and often wear the Shape as an amulet upon their neck.

Weapon proficiencies: As neutral clerics.

Special: Choranus grants the following favours to his faithful.

- Worshipers of Choranus are often drawn to him because some kind of a prophetic connection to his Ineffable Plan. They may beseech Choranus for aid once during their lifetime: this aid can manifest in many forms, but in game terms usually means success in a single roll of whatever kind. If the plea is part of Choranus' transcendent vision it is granted (in game terms, there is a 50/50 chance that the roll succeeds automatically). Regardless of whether the request is granted this ability can be used only once during a character's lifetime. Judges should also note that this divine providence can only grant things that are possible to begin with: if you wouldn't let a character roll for an effect, this ability cannot be used.
- Choranus' clerics can sometimes glimpse their deity's Ineffable Plan. This manifests as an improved efficiency of the *Second sight* spell. Clerics of Choranus do not need to roll for the accuracy of answers gained from casting the spell: any answers gained are always a 100 % accurate. Additionally, all clerics of Choranus always learn *Second sight* upon reaching 1st level.
- In addition to spells in the cleric spell list, Choranus grants his followers the following spells from the arcane spell category: *Animal summoning*, *Comprehend languages*, *Mending*, *ESP*, *Knock* and *Shatter*.

1 Note that this version of Choranus is written as a neutral deity.

- Based on his vision Choranus devised the Ineffable Plan, and every prayer sent to him has already been evaluated at the beginning of time. This reflects upon the actions of his clerics: any time a cleric of Choranus fails a lay on hands check they may not try to heal the particular ailment another time, for the Seer Father has clearly deemed it unnecessary to his plan (in case of healing HP damage, the cleric may attempt again should the target suffer more damage in the form of another wound).

Turn unholy: A cleric of Choranus can turn creatures as a cleric of any alignment (see pg. 32 of the DCC rulebook), and additionally may attempt to turn the faithful of opposed deities. However they may only do so as long as they succeed in the required spell check: if they fail, they may not attempt to turn the same targets again, as that is not part of Choranus' Ineffable Plan for the world he created.

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

TABLE A: Choranus' Disapproval	
Roll	Disapproval
<i>0 or less</i>	The cleric must atone for their sins. They can do nothing but recite the Visions of Choranus 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 recite the Visions of Choranus, prostrating themselves with their eyes closed for the next 10 minutes, starting as soon as they're not in immediate danger.
2	The cleric must pray for forgiveness as soon as they're able. They must spend a full hour in prayer and 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 prayer is complete.
3	Choranus' has deemed that the cleric is tested: they suffer a -1 to spell checks for a day.
4	The cleric immediately incurs a -4 penalty to the spell or ability that caused the disapproval. This lasts until the next day.
5	The cleric must undergo the test of absolute humility. For the remainder of the day they must treat all characters and creatures as their superiors. Failure to do so results in loss of all spellcasting ability including healing for the remainder of the day.
6	The cleric becomes unsure of their place in the Ineffable Plan of Choranus. They incur an immediate -1 to all spell checks until they spend a full day studying the Holy Prophecies of the Seer Father.
7	Choranus has seen fit for the caster to lose access to one randomly determined spell for the remainder of the day.
8	The cleric must bring the Holy Vision of Choranus to a new follower. They incur a -1 penalty to spell checks until they convert a new follower to the faith.
9	Choranus tries the cleric: they immediately incur a -2 penalty to all spell checks until the next day.

10	The cleric is ordered to meditate upon the Ineffable Plan. They incur a -4 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.
11	Choranus has averted his gaze. The cleric's disapproval does not reset the following day. The next day things reset as normal.
12	Due to Choranus' design, the cleric loses access to two random spells for the remainder of the day.
13	Choranus has seen a use for the character's wealth. 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 in a specific way laid out in the Prophecies of Choranus.
14	The cleric is temporarily disowned by Choranus. For the rest of the day they cannot gain XP.
15	The cleric must rebuild their understanding of the prophecies of Choranus. They suffer 2d3 points of damage to their Personality. The damage heals at the normal rate, but cannot be healed in other means. Once the damage is healed they have profoundly changed their outlook on creation as a whole (this should have major consequences for the character's personality).
16	The cleric's ability to lay on hands is restricted for 2d8 days. For the duration, they become obsessively inquisitive about the origins of creation.
17	The cleric loses access to 1d4+1 spells until the next day. Also, their mind is maniacally occupied with the order of the Ineffable Plan for the duration.
18	The cleric is temporarily unable to turn creatures, the effect persists for 2d8 days. Additionally, for the duration they compulsively meditate upon the future of creation as described in the Holy Prophecies of the Seer Father.
19	Choranus has seen fit to withhold the cleric's healing powers for 4d7 days. Also, for the duration they are possessed with a powerful desire to research Choranus' position in the great pantheons of Law and Chaos.
20 or more	The cleric peers past the veil and realizes that the High Seat of Creation is empty. This brings about a powerful crisis of faith. The cleric must roll a DC 10 + CL Will save. If they succeed, they manage to hold onto their faith and will be contacted by the High Ecclesiarch of Choranus, who will induct them into the Inner Order of Choranus. Failure indicates they lose their faith completely, losing access to all abilities granted to them by their position as a cleric of Choranus (further events are up to Judge's discretion, but note that this effect is not intended as level drain).