

The Cathedral of Jute

NPCs

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NPC List

Mother Karen Fells	2
Father Ronald Fells	3
Grand Father Elwith Eoinai	4
Grand Mother Hanarra Juris Crelthus	5
Mother Grace Wellspring	6
Father David Wellspring	7
Korbin Kaskmaker	8
Laura Westwind	9
Lester Velator	10
Nina Velator	11
Grand Maven Luella Hearse	12
Grand Sire Jura Redpine	13
Gwen Larassa	14
Thomas Larassa	15
Reverend Maven Celia Redraven	16
Reverend Sire Kai O'Dathron	17
Life Mother Regina Alaprose	18
Life Father Fenyl Riis	19
Four Guard Monks	20
George Alaprose	21
Eoina Riis	22
Liza Youngwold	23
Dorvan Stonebeard	24
Veronia Kwinoxe	25
OPEN GAME LICENSE Version 1.0a	26

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Mother Karen Fells CR 3

Female Human Expert 4

NG Medium Humanoid

Init +3 **Senses** Listen +2, Spot +2

Languages Common, Giant



AC 13, touch 13, flat-footed 10 (+3 Dex)

hp 11 (4 HD)

Fort +0, **Ref** +4, **Will** +6

Speed 30 ft. (6 squares)

Melee unarmed +3 (1d3, nonlethal)

Base Atk +3 **Grp** +3

Abilities Str 11, Dex 16, Con 8, Int 13, Wis 14, Cha 11

Feats Acrobatic, Skill Focus (Profession (priest)), Skill Focus (Profession (oratory))

Skills Bluff +2, Craft (alchemy) +4, Handle Animal +6, Hide +3, Jump +3, Knowledge (religion) +8, Listen +2, Move Silently +10, Perform (oratory) +10, Perform (sing) +2, Profession (gardener) +4, Profession (priest) +12, Spot +2, Tumble +11

Possessions Mother robes with purple cord, prayer book, silver holy symbol of Jute.

Description Karen is an older woman with graying brown hair and a grandmotherly expression. Her face and hands are wrinkled from years working in gardens. Her green eyes are still alert and watchful for those in need of prayer or comfort. Karen and Ronald are wedded to each other and they have four children and three grandchildren.

Father Ronald Fells CR 3

Male Human Expert 4

LG Medium Humanoid

Init +7 **Senses** Listen +1, Spot +1

Languages Common, Gnome



AC 13, touch 13, flat-footed 10 (+3 Dex)

hp 10 (4 HD)

Fort -1, **Ref** +4, **Will** +5

Speed 30 ft. (6 squares)

Melee unarmed +4 (1d3+1 nonlethal)

Base Atk +3, **Grp** +3

Abilities Str 12, Dex 17, Con 7, Int 13, Wis 12, Cha 8

Feats Improved Initiative, Skill Focus (Knowledge (religion)), Track

Skills Concentration +1, Craft (painting) +8, Craft (sculpting) +8, Craft (shipmaking) +3, Hide +3, Intimidate +5, Knowledge (geography) +8, Knowledge (religion) +10, Listen +1, Move Silently +3, Perform (act) +4, Perform (comedy) +6, Sleight of Hand +5, Spot +1

Possessions Father robes with purple cord, prayer book, silver holy symbol of Jute.

Description Ronald is an older man with thinning grey hair and a prominent bald spot. His brown eyes are still bright and mischievous after many years and he still enjoys telling jokes and performing simple tricks for the children who visit the Cathedral. Karen and Ronald are wedded to each other and they have four children and three grandchildren.

Grand Father Elwith Eoinai **CR 5**

Male Elf Cleric 5

CG Medium Humanoid

Init +2 **Senses** Low-light Vision, Listen +5, Spot +5

Languages Common, Elven



AC 15, touch: 15, flat-footed: 13 (+2 Dex, +3 ring)

hp 25 (5 HD)

Immune *sleep*

Fort +4, **Ref** +3, **Will** +7 (+9 vs. enchantments)

Speed 30 ft. (6 squares)

Melee +1 *rattan stick* +6 (1d4+3 nonlethal)

Base Atk +3 **Grp** +5

Special Actions Turn Undead (5x/day)

Abilities Str 14, Dex 14, Con 10, Int 9, Wis 16, Cha 14

Cleric Spells Prepared (CL 5th)

3rd – *force punch*, *nonlethal mind*^{D†} (DC 16), *remove disease*

2nd – *aid*^D, *augury*, *consecrate*, *lesser restoration*

1st – *bles*, *bles water*, *Jute's blessing*^{D†}, *protection from evil*, *remove fear*

0 – *create water*, *cure minor wounds* (x2), *mending*, *purify food and drink*

D = Domain spell, Deity = Jute, Domains = Good, Jute

† new spell in The Divine Order: Jute – Faith of Creation

Feats Extra Turning, Skill Focus (Knowledge (Religion))

Skills Diplomacy +6, Hide +2, Knowledge (religion) +6, Listen +5, Move Silently +2, Search +1, Spot +5

Possessions Grand Father robes with purple sash, +1 *rattan stick*, +3 *ring of protection*, prayer book, sandalwood holy symbol of Jute.

Description Elwith is a middle-aged elf with light brown shoulder length hair and sharp green eyes. He has seen many trials as a cleric of Jute and has welcomed the chance to preach to the faithful at the Cathedral. His wife and five children remain in Tenyl.

Grand Mother Hanarra Juris Crellthus CR 5

Female Human Cleric 5

LG Medium Humanoid

Init +0 **Senses** Listen +3, Spot +3

Languages Common



AC 13, touch 10, flat-footed 13 (+3 robes)

hp 37 (5 HD)

Fort +5, **Ref** +1, **Will** +7

Speed 30 ft. (6 squares)

Melee +1 heavy padded mace +7 melee (1d6+4 nonlethal)

Base Atk +3, **Grp** +6

Special Actions Turn Undead (4x/day)

Abilities Str 16, Dex 11, Con 12, Int 10, Wis 17, Cha 12

Cleric Spells Prepared (CL 5th)

3rd – *nonlethal mind*^{D†} (DC 16), *remove blindness/deafness*, *remove disease*

2nd – *augury*, *barkskin*^D, *calm emotions* (DC 15), *zone of truth* (DC 15)

1st – *bless water*, *detect evil*, *Jute's blessing*^{D†}, *protection from evil*, *remove fear*

0 – *create water*, *cure minor wounds* (x2), *mending*, *purify food and drink*

D = Domain spell, Deity = Jute, Domains = Jute, Plant

† new spell in The Divine Order: Jute – Faith of Creation

Feats Maximize Spell, Scribe Scroll, Skill Focus (Craft (alchemy))

Skills Concentration +8, Craft (alchemy) +10, Hide +0, Knowledge (religion) +7,

Knowledge (the planes) +2, Listen +3, Sleight of Hand +1, Spot +3

Possessions +3 *Grand Mother robes with purple sash*, +1 *heavy padded mace*, prayer book, jade holy symbol of Jute, potion of *shield of faith* (+3), 3 scrolls of *bless*, 3 scrolls of *cure light wounds*.

Description Hanna is a youthful woman with shiny black hair and sorrowful green eyes that complement her chocolate complexion. She has climbed fast as a cleric, undertaking quests for the Church and while she is enjoying her time in the Cathedral, she feels that Jute's true calling for her is out in the world spreading Her message. Her husband and two children live in Zempam.

Mother Grace Wellspring CR 1

Female Human Expert 2

CG Medium Humanoid

Init +2 **Senses** Listen +2, Spot +2

Languages Common, Gnoll

AC 12, touch 12, flat-footed 10 (+2 Dex)

hp 16 (2 HD)

Fort +3, **Ref** +2, **Will** +3

Speed 30 ft. (6 squares)

Ranged padded ball +3 (1d4-1, nonlethal)

Base Atk +1 **Grp** +0

Abilities Str 8, Dex 15, Con 17, Int 13, Wis 10, Cha 7

Feats Alertness, Skill Focus (Craft (painting))

Skills Craft (painting) +9, Craft (woodworking) +6, Forgery +3, Hide +2, Knowledge (architecture and engineering) +3, Knowledge (religion) +6, Listen +2, Move Silently +2, Perform (keyboard instruments) +3, Perform (sing) +3, Search +2, Spellcraft +5, Spot +2

Possessions Mother robes and purple cord, padded ball, polished copper and teak holy symbol of Jute, prayer book, appointment book, door keys to the Life Father's wing.

Description Grace is a young woman of 18 who, along with her husband, has recently been appointed to the Cathedral. She has long dark brown hair and alert and vibrant green eyes. She takes her duty as door ward very seriously and hopes her pregnancy with her second child will not interfere too much with her duties to the Life Father.



Father David Wellspring**CR 1**

Male Human Expert 2

LG Medium Humanoid

Init +3 **Senses** Listen +1, Spot +1**Languages** Celestial, Common, Dwarven, Elven, Halfling, Gnome, Orc, Sylvan

AC 13, touch 13, flat-footed 10 (+3 Dex)**hp** 13 (2 HD)**Fort** +4, **Ref** +3, **Will** +4

Speed 30 ft. (6 squares)**Ranged** padded ball +4 (1d4, nonlethal)**Base Atk** +1, **Grp** +1

Abilities Str 11, Dex 16, Con 14, Int 15, Wis 13, Cha 13**Feats** Great Fortitude, Run**Skills** Balance +8, Craft (shipmaking) +4, Craft (woodcarving) +3, Disable Device +7, Hide +3, Intimidate +6, Knowledge (religion) +7, Knowledge (nature) +3, Knowledge (nobility) +4.5, Listen +1, Move Silently +3, Perform (sing) +6, Speak Language +5, Spot +1, Swim +2**Possessions** Father robes with purple cord, padded ball, prayer book, silver holy symbol of Jute, appointment book, and door keys to Life Mother's wing.**Description** David is a thin young man of 19 whose skill with languages has helped him be appointed to the Cathedral. He has dusty brown hair and a thin mustache and soulful blue eyes. He enjoys talking and joking with Father Ronald and is looking forward to his Tei'Shal once his child is born.

Korbin Kaskmaker CR 3

Male Dwarf Cleric 3

LG Medium Humanoid

Init +0 **Senses** Darkvision (60 ft.), Listen +3, Spot +3

Languages Common, Dwarven



AC 15, touch 10, flat-footed 15 (+5 MW chainmail)

hp 21 (HD 3)

Fort +5 (+7 vs. poisons), **Ref** +1, **Will** +6 (+8 vs. spells)

Speed 20 ft. (4 squares)

Melee MW padded heavy mace +4 (1d6+2 nonlethal)

Ranged MW padded ball +3 (1d4+2 nonlethal)

Base Atk +2 **Grp** +3

Atk Options potion of *shield of faith* (+2), scroll of *cure light wounds*, scroll of *bles*

Special Actions Turn Undead (5x/day)

Abilities Str 13, Dex 10, Con 15, Int 10, Wis 16, Cha 14

Cleric Spells Prepared (CL 3rd)

2nd – *align weapon*, *stunning blast*^{D†}, *hold person* (DC 15)

1st – *command* (DC 14), *detect evil*, *Jute's blessing*^{D†}, *protection from evil*

0 – *cure minor wounds*, *guidance*, *resistance*, *virtue*

D = Domain spell, Deity = Jute, Domains = Earth, Jute

† new spell in The Divine Order: Jute – Faith of Creation

Feats Endurance, Spell Penetration

Skills Craft (Armorsmithing) +2, Craft (Blacksmithing) +8, Craft (Stonemasonry) +2,

Craft (cask making) +2, Craft (Weaponsmithing) +2, Heal +9, Listen +3, Spot +3

Possessions MW chainmail, MW heavy padded mace, MW padded ball, purple and white tunic, hard leather boots, gold holy symbol of Jute, prayer book

Description Korbin is a young Dwarf who is studying at the Cathedral before continuing his quests for Jute's Pendant. He has coal black hair and a thick mustache and beard. The beard is braided into two foot-long braids. He has red garnet colored eyes that are set deep into his face.

Laura Westwind**CR 3**

Female Half-Elf Cleric 3

NG Medium Humanoid

Init +1 **Senses** Low-light Vision, Listen +3, Spot +3**Languages** Common, Draconic, Elven**AC** 16, touch 11, flat-footed 15 (+1 Dex, +5 breastplate)**hp** 20 (3 HD)**Immune** sleep**Fort** +5, **Ref** +2, **Will** +5 (+7 vs. enchantments)**Speed** 30 ft. (6 squares)**Melee** +1 *light padded mace* +4 (1d4+2 +1 nonlethal)**Ranged** MW padded ball +4 (1d4+1 nonlethal)**Base Atk** +2 **Grp** +3**Atk Options** Combat Expertise, potion of *shield of faith* (+2), scroll of *cure light wounds*, scroll of *bless***Special Actions** Turn Undead (5x/day)**Abilities** Str 13, Dex 13, Con 15, Int 13, Wis 15, Cha 15**Cleric Spells Prepared** (CL 3rd)2nd – *bull's strength*, *fog cloud*^D, *hold person* (DC 15)1st – *bless*, *command* (DC 14), *Jute's blessing*[†], *protection from evil*^D0 – *cure minor wounds*, *guidance*, *resistance*, *virtue*

D = Domain spell, Deity = Jute, Domains = Good Water

† new spell in The Divine Order: Jute – Faith of Creation

Feats Combat Expertise, Improved Turning**Skills** Craft (painting) +3, Diplomacy +4, Gather Information +4, Heal +6, Hide -2, Knowledge (history) +7, Knowledge (religion) +7, Listen +3, Move Silently -2, Search +2, Spot +3**Possessions** MW breastplate, purple and white tunic, +1 *light padded mace*, MW padded ball, soft leather shoes, silver and turquoise holy symbol of Jute, prayer book**Description** Laura is a striking young Half-Elf with a full figure and vibrant gold-colored hair. Her brown eyes seem to twinkle from her face. She has recently given birth to her second child and is working at the Cathedral so she can be close to her children and her husband.

Lester Velator CR 6

Male Human Expert 7

LG Medium Humanoid

Init +4 **Senses** Listen +4, Spot +4

Languages Abyssal, Auran, Common, Gnoll

AC 16, touch 16, flat-footed 12 (+4 Dex, +2 ring)

hp 43 (7 HD)

Fort +4, **Ref** +6, **Will** +7

Speed 30 ft. (6 squares)

Melee MW rattan stick +8 (1d4+2 nonlethal)

Base Atk +5 **Grp** +7

Abilities Str 14, Dex 18, Con 14, Int 16, Wis 15, Cha 14

Feats Alertness, Point Blank Shot, Skill Focus (Diplomacy), Toughness

Skills Climb +11, Craft (alchemy) +13, Craft (pottery) +5.5, Craft (stonemasonry) +6, Craft (woodworking) +13, Diplomacy +15, Forgery +12, Heal +6, Hide +4, Jump +10, Knowledge (Life Mother's appointment schedule) +13, Knowledge (religion) +4, Listen +4, Move Silently +6, Perform (wind instruments) +12, Spot +4, Use Rope +6

Possessions Green leggings and white and purple tunic, red scarf, MW rattan stick, +2 *ring of protection*, secretary's keys, ivory holy symbol of Jute.

Description Lester is a middle-aged person with thin brown hair and a mustache and goatee. His green eyes always have a look of suspicion about them. He has a prominent birthmark (no obvious shape) on the left side of his neck, which he usually covers up with a scarf. He has been the Life Mother's secretary for 35 years. Lester is wedded to Nina and they have five children and two grandchildren.



Nina Velator **CR 6**

Female Human Expert 7

LG Medium Humanoid

Init +3 **Senses** Listen +0, Spot +0

Languages Celestial, Common, Goblin, Terran



AC 15, touch 15, flat-footed 12 (+3 Dex, +2 ring)

hp 43 (7 HD)

Fort +4, **Ref** +5, **Will** +5

Speed 30 ft. (6 squares)

Melee MW rattan stick +6 (1d4 nonlethal)

Ranged MW padded ball +9 (1d4 nonlethal)

Base Atk +5 **Grp** +5

Abilities Str 10, Dex 16, Con 14, Int 17, Wis 11, Cha 13.

Feats Endurance, Skill Focus (Tumble), Skill Focus (Craft (bookbinding)), Skill Focus (Spellcraft)

Skills Appraise +12, Concentration +11, Craft (bookbinding) +12, Craft (ink making) +13, Craft (carpentry) +5, Escape Artist +10, Forgery +13, Hide +3, Knowledge (religion) +5.5, Knowledge (Life Father's appointment schedule) +13, Listen +0, Move Silently +3, Spellcraft +16, Spot +0, Swim +10, Tumble +16

Possessions Green floor length dress with a black leather belt, +2 *ring of protection*, secretary's keys, silver holy symbol of Jute, prayer book.

Description Nina is a middle-aged person with short-cropped brown hair and brown eyes. Her face is slightly freckled and her fingers and hands are calloused and stained from creating books and inks for the Cathedral. She has been the Life Father's secretary for 30 years. Nina is wedded to Lester and they have five children and two grandchildren.

Grand Maven Luella Hearse **CR 12**

Female Human Monk 12

LG Medium Humanoid

Init +8 **Senses** Listen +13, Spot +4

Languages Common, Infernal, Undercommon



AC 21, touch 20, flat-footed 16 (+4 Dex, +4 Wis, +3 Monk)

hp 61 (12 HD)

Immune disease, poison

Fort +10, **Ref** +12, **Will** +12

Speed 70 ft. (14 squares)

Melee unarmed +11/+6 (2d8+2 nonlethal) or

Melee unarmed +11/+11/+11/+6 (2d8+2 nonlethal) (greater flurry)

Base Atk +9/+4 **Grp** +11

Atk Options Combat Reflexes, Ki strike (magic/lawful), Greater flurry, Improved Trip, Nonlethal Training, Power Attack, Stunning Fist,

Abilities Str 14, Dex 18, Con 10, Int 14, Wis 19, Cha 10

SQ Evasion, Still mind, Slow fall (60 ft.), Purity of body, Wholeness of body (24 hp/day), Improved evasion, Diamond body, Abundant step

Feats Combat Reflexes, Dodge, Evasion, Great Fortitude, Improved Evasion, Improved Initiative, Improved Trip, Improved Unarmed Strike, Nonlethal Training, Power Attack, Stunning Fist, Weapon Finesse

Skills Appraise +4, Balance +18, Climb +15, Hide +4, Jump +16, Knowledge (Jutian monasteries) +7, Knowledge (religion) +16, Listen +13, Move Silently +4, Sense Motive +10, Spot +4, Swim +11, Tumble +16

Possessions Grand Maven's outfit, monk's belt, ring of office, jade holy symbol of Jute, prayer book.

Description Grand Maven Luella's looks as if she were 30 years younger than her current age of 62. She has bright red hair and a freckled face and vibrant emerald green eyes. Her devotion to Jute and her skill as a monk have helped her keep her youthful looks. She still practices her skills and is a formidable combatant when she wants to be. She has 6 children and 4 grandchildren.

Grand Sire Jura Redpine CR 10

Male Human Cleric 10

NG Medium Humanoid

Init +0 **Senses** Listen +3, Spot +3

Languages Auran, Common



AC 12, touch 12, flat-footed 12 (+2 ring) or

AC 17, touch 12, flat-footed 17 (+2 ring, +5 breastplate)

hp 53 (10 HD)

Fort +7, **Ref** +3, **Will** +10

Speed 30 ft. (6 squares)

Melee +1 merciful heavy mace +10/+5 (1d8+3 nonlethal)

Base Atk +7/+2 **Grp** +9

Special Actions Turn Undead (5x/day)

Abilities Str 14, Dex 11, Con 10, Int 13, Wis 16, Cha 14

Cleric Spells Prepared (CL 10th)

5th – *dispel evil*^D (DC 18), *greater command* (DC 18), *mass cure light wounds*

4th – *dominate animal*^D (DC 17), *neutralize poison*, *nonlethal mind*† (DC 17),
restoration

3rd – *create food and water*, *daylight*, *defensive mind*† (DC 16), *invisibility purge*,
magic circle against evil^D

2nd – *calm emotions* (DC 15), *delay poison*, *hold animal*^D (DC 15), *hold person*
(DC 15), *lesser restoration*, *stunning blast*† (DC 15)

1st – *bless*, *command* (DC 14), *Jute's blessing*†, *obscuring mist*, *protection from evil*^D, *remove fear*

0 – *create water*, *cure minor wounds*, *detect poison*, *light*, *purify food and drink*,
resistance

D = domain spell. Deity = Jute Domains = Animal, Good

† new spell in The Divine Order: Jute – Faith of Creation

Feats Improved Turning, Leadership, Negotiator, Skill Focus (Knowledge (religion)),
Skill Focus (Knowledge (Jutian inquisitors))

Skills Craft (woodworking) +11, Hide +0, Knowledge (religion) +17, Knowledge (Jutian
inquisitors) +15, Knowledge (nobility and royalty) +4, Listen +3, Move Silently +0,
Spellcraft +14, Spot +3

Possessions Grand Sire's outfit, ring of office, +2 *ring of protection*, +1 *merciful heavy mace*, +1 *breastplate* (only worn when traveling), gold holy symbol of Jute, prayer book.

Description Jura has a dour and suspicious expression permanently carved on his weathered face. He keeps his brown hair cut very short and his brown eyes are alert and constantly searching. His nose is crooked from being broken and improperly set as a young man. He travels frequently on business with a small entourage of four 3rd level clerics to meet with Church Inquisitors and overseeing the duties of his office. He has 4 children and 3 grandchildren.

Gwen Larassa CR 4

Female Human Expert 5

CG Medium Humanoid

Init +3 **Senses** Listen +3, Spot +11

Languages Abyssal, Common, Gnoll



AC 13, touch 13, flat-footed 10 (+3 Dex)

hp 17 (5 HD)

Fort +0, **Ref** +4, **Will** +5

Speed 30 ft. (6 squares)

Ranged padded ball +6 (1d4-1 nonlethal) or

Ranged padded ball +7 (1d4-1 nonlethal) w/ Point Blank Shot feat.

Base Atk +3 **Grp** +2

Atk Options Point Blank Shot

Abilities Str 9, Dex 16, Con 9, Int 15, Wis 13, Cha 11

Feats Alertness, Point Blank Shot, Skill Focus (Knowledge (Reverend Maven's appointments))

Skills Craft (woodworking) +3, Craft (painting) +4, Disguise +8, Escape Artist +9, Hide +11, Knowledge (Reverend Maven's appointments) +7, Knowledge (religion) +10, Knowledge (the planes) +10, Listen +3, Move Silently +3, Perform (keyboard instruments) +0.5, Perform (wind instruments) +8, Sense Motive +2, Sleight of Hand +9, Spot +11

Possessions Brown ankle length skirt and lavender blouse, rosewood holy symbol of Jute, prayer book, clerk's keys.

Description Gwen is a middle-aged woman with slightly graying brown hair and blue eyes. The right side of her face is scarred from a childhood injury. She has been the Reverend Maven's clerk for 10 years. Gwen is wedded to Thomas Larassa and together they live on the grounds. They have 4 children and 8 grandchildren.

Thomas Larassa CR 4

Male Human Expert 5

LG Medium Humanoid

Init +4 **Senses** Listen +4, Spot +14

Languages Common, Dwarven, Ignan



AC 14, touch 14, flat-footed 10 (+4 Dex)

hp 36 (5 HD)

Fort +4, **Ref** +5, **Will** +6

Speed 30 ft. (6 squares)

Ranged padded ball +7 (1d4+1 nonlethal)

Base Atk +3 **Grp** +4

Abilities Str 13, Dex 18, Con 17, Int 15, Wis 14, Cha 12

Feats Alertness, Skill Focus (Knowledge (Reverend Sire's appointments)), Skill Focus (Spot)

Skills Concentration +10, Craft (carpentry) +5, Craft (leatherworking) +9, Gather Information +9, Handle Animal +8, Hide +4, Intimidate +4.5, Knowledge (religion) +9, Knowledge (Reverend Sire's appointments) +13, Listen +4, Move Silently +4, Perform (oratory) +9, Sense Motive +3, Spot +14

Possessions Green trousers, light blue shirt, amber holy symbol of Jute, prayer book, clerk's keys.

Description Thomas is a middle-aged man with thick brown hair and blue eyes. He is overweight and doesn't get much exercise and eats too much food. He is skilled at his job and works hard to make sure that the Reverend Sire can focus on more important issues. (Some think he is overprotective of the Reverend Sire's schedule and tries to hard to screen out 'frivolous' appointments.) He has been the Reverend Sire's clerk for 15 years. Thomas is wedded to Gwen Larassa and together they live on the grounds. They have 4 children and 8 grandchildren.

Reverend Maven Celia Redraven CR 18

Female Halfling Cleric 13/Expert 6

LG Small Humanoid

Init +3 **Senses** Listen +7, Spot +5

Languages Common, Elven, Gnome, Halfling, Orc



AC 21, touch 17, flat-footed 18 (+3 Dex, +1 Size, +3 robes, +4 bracers)

hp 82 (19 HD)

Fort +11, **Ref** +10, **Will** +19 (+21 vs. Fear)

Speed 20 ft. (4 squares)

Melee +3 *merciful heavy mace* +17/+12/+7 (1d6+3 nonlethal)

Base Atk +14/+9/+4 **Grp** +10

Special Actions Turn Undead (6x/day)

Abilities Str 11, Dex 17, Con 11, Int 14, Wis 20, Cha 16

Cleric Spells Prepared (CL 13th)

7th – *greater restoration*, *transmute weapons to dust*^{D†}

6th – *glue of Orus*[†] (DC 21), *word of Jute*^{D†}, *word of recall*

5th – *atonement*, *commune*, *dispel evil*^D (DC 20), *greater command* (DC 20), *mass cure light wounds*

4th – *neutralize poison*, *nonlethal mind*^{D†} (DC 19), *peacebind*[†] (DC 19), *reincarnation*, *restoration*, *sending*

3rd – *create food and water*, *daylight*, *defensive mind*[†] (DC 18), *invisibility purge*, *magic circle against evil*^D, *remove curse*

2nd – *calm emotions* (DC 17), *consecrate*, *delay poison*, *gull's absentmindedness*[†] (DC 17), *hold person* (DC 17), *lesser restoration*, *stunning blast*^{D†} (DC 17)

1st – *bless*, *bless water*, *command* (DC 16), *Jute's blessing*^{D†}, *obscuring mist*, *protection from evil*, *remove fear*, *sanctuary*

0 – *create water*, *cure minor wounds*, *detect poison*, *light*, *purify food and drink*, *resistance*

D = domain spell. Deity = Jute Domains = Good, Jute

† new spell in The Divine Order: Jute – Faith of Creation

Feats Endurance, Eschew Materials, Improved Counterspell, Point Blank Shot, Skill Focus (Disable Device), Skill Focus (Knowledge (religion)), Spell Focus (conjuration)

Skills Climb +2, Concentration +9, Craft (weaving) +15, Craft (sewing) +8, Diplomacy +12, Disable Device +9, Escape Artist +12, Heal +18.5, Hide +7, Jump +2, Knowledge (religion) +19.5, Knowledge (the planes) +8, Listen +7, Move Silently +5, Perform (dance) +3.5, Profession (Reverend Maven's job duties) +21, Sense Motive +12, Speak Language +1, Spot +5

Possessions +3 *robes of protection* (Reverend Maven robes), +4 *bracers of armor*, +3 *merciful heavy mace*, ring of office, gold and azurite holy symbol of jute, prayer book, ring of spell storing (*protection from evil*, *tongues*), keys.

Description Celia is an elderly Halfling who has long since retired from being actively involved in clerical duties for Jute. She still maintains her skills, as her current duties require her to travel extensively. Her once fine red hair has now started to turn white and now has a silvery sheen to it. Her brown eyes are still alert and vibrant and she is quick to point out flaws to others. She is not well liked among some of the other Reverend Mavens and Sires, though she is highly respected for her skills. Celia lives on the campus with her husband. They have 12 children, 31 grandchildren, and 12 great-grandchildren.

Reverend Sire Kai O'Dathron **CR 18**

Male Human Monk 15/Expert 4

LG Medium Humanoid

Init +8 **Senses** Listen +17, Spot +22

Languages Common, Terran



AC 28, touch 22, flat-footed 24 (+4 Dex, +5 Wis, +3 Monk.
+6 bracers)

hp 82 (19 HD)

Immune disease, poison

SR 25

Fort +10, **Ref** +14, **Will** +20

Speed 80 ft. (16 squares)

Melee unarmed +16/+16/+6 (2d6+1 nonlethal) or

Melee unarmed +16/+16/+16/+11/+6 (2d6+1 nonlethal) w/ Flurry of Blows

Base Atk +14/+9/+4 **Grp** +15

Atk Option Greater Flurry, Ki strike (magic/lawful), Quivering palm (unconsciousness), Stunning Fist, Improved Trip

Abilities Str 13, Dex 18, Con 10, Int 12, Wis 21, Cha 9

SQ Evasion, Still mind, Slow fall (70 ft.), Purity of body, Wholeness of body (30 hp/day), Improved evasion, Diamond body, Abundant step, Diamond soul (SR 25)

Feats Combat Reflexes, Evasion, Improved Evasion, Improved Initiative, Improved Trip, Improved Unarmed Strike, Iron Will, Nonlethal Training, Point Blank Shot, Rapid Shot, Run, Stunning Fist, Toughness, Weapon Focus (unarmed)

Skills Craft (carpentry) +7, Diplomacy +13, Hide +4, Jump +15, Knowledge (history) +5, Knowledge (religion) +17, Listen +17, Move Silently +4, Profession (priest) +12, Sense Motive +19, Spot +22, Swim +11, Tumble +18, Use Rope +11

Possessions sandals of levitation, bracers of armor +6, Reverend Sire's robes, ring of office, ring of sustenance, blue marble holy symbol of Jute, prayer book, keys.

Description Kai is an elderly man with a shaved head and a thin white mustache and beard. He has green eyes that seem to look serene and mischievous at the same time. Despite his advanced age, his dedication to Jute and skill as a monk mean he is still as spry and limber as a person over half his age. Kai often enjoys playing the role of a feeble old man when meeting with new monk recruits or when traveling into the city on business. Most of Kai's duties don't allow him to travel as much as he wants, but he tries to investigate newly found relics or artifacts personally whenever he can. Kai's wife recently Transcended Death. He now lives alone in the monastery on the campus grounds. He has 6 surviving children, 17 grandchildren, and 11 great-grandchildren.

Life Mother Regina Alaprose **CR 19**

Female Human Expert 15/Cleric 5

LG Medium Humanoid

Init +3 **Senses** Listen +4, Spot +4

Languages Abyssal, Common



AC 21, touch 13, flat-footed 18 (+3 Dex, +8 natural)

hp 59 (20 HD)

SR 20

Fort +10, **Ref** +9, **Will** +17

Speed 30 ft. (6 squares)

Melee *Staff of Jute* +15/+10/+5 (1d6+1 nonlethal)

Base Atk +14/+9/+4 **Grp** +13

Special Actions Turn Undead (6x/day)

Abilities Str 8, Dex 17, Con 8, Int 14, Wis 18, Cha 16

Cleric Spells Prepared (CL 5th)

3rd – *create food and water*, *nonlethal mind*^{D†} (DC 16), *remove blindness/deafness*, *remove disease*

2nd – *augury*, *calm emotions* (DC 15), *make whole*, *peacock's tawdriness*†, *stunning blast*^{D†} (DC 15), *zone of truth* (DC 15)

1st – *bless*, *bless water*, *command* (DC 14), *detect constructs*, *detect evil*, *Jute's blessing*^{D†}, *remove fear*, *sanctuary*

0 – *create water*, *cure minor wounds* (x2), *mending*, *purify food and drink*

D = Domain spell, Deity = Jute, Domains = Good, Jute

† new spell in *The Divine Order: Jute – Faith of Creation*

SQ *protection from evil*, *protection from chaos*

Feats Divine Healer, Great Fortitude, Heighten Spell, Skill Focus (Proselytize), Skill Focus (Knowledge (religion)), Skill Focus (Use Magic Device), Skill Focus (Perform (oratory)), Toughness

Skills Craft (alchemy) +9, Craft (needlepoint) +12, Craft (painting) +10, Craft (sewing) +10, Handle Animal +18, Hide +3, Knowledge (architecture and engineering) +4, Knowledge (history) +15, Knowledge (nature) +5, Knowledge (religion) +23, Listen +4, Move Silently +3, Perform (wind instruments) +6, Perform (oratory) +22, Profession (priest) +12, Profession (evangelist) +7, Proselytize +21, Spot +4, Use Magic Device +25, Use Rope +19

Possessions Life Mother's robes, *Ring of the Life Mother*, *Necklace of the Life Mother*, *Staff of Jute* (12 charges), ring of office, keys of office, platinum and blue diamond holy symbol of Jute, prayer book.

Description Regina is the 135th Life Mother to ascend to the position. She has long silver hair that is usually braided and hangs to the small of her back. Her eyes are a deep azure color. Her face is slightly wrinkled and is slightly scared from a pox she had and survived as a small child. Regina feels that the best way for the Church to grow is through sending out missionaries to proselytize and preach the word of Jute to as many people as possible. Regina is wedded to George Alaprose. They have 6 children, 11 grandchildren, and 5 great-grandchildren.

Life Father Fenyl Riis CR 19

Male Elf Druid 15/Expert 5

NG Medium Humanoid

Init +5 **Senses** Low-light Vision, Listen +18, Spot +8

Languages Common, Draconic, Druidic, Elven, Gnoll



AC 23, touch 15, flat-footed 18 (+5 Dex, +8 natural)

hp 80 (20 HD)

Immune *sleep*, venom

SR 20

Fort +10, **Ref** +11, **Will** +17 (+19 vs. Enchantments) (+21 vs. fey spell-like abilities)

Speed 30 ft. (6 squares)

Melee *Staff of the Woodlands* +18/+13/+8 (1d6+3 nonlethal)

Base Atk +14/+9/+4 **Grp** +15

Special Actions Wild Shape (5/day, tiny, large, and huge)

Abilities Str 13, Dex 21, Con 10, Int 14, Wis 19, Cha 14

Druid Spells Prepared (CL 15th)

8th – *transmute weapons to dust* †

7th – *control weather, true seeing*

6th – *iron wood, mass mouse's weakness* † (DC 20), *stone tell*

5th – *atonement, death ward, hallow, stonewood*

4th – *airwalk, control water, freedom of movement, nonlethal mind* † (DC 18),
reincarnate

3rd – *cure moderate wounds, defensive mind* † (DC 17), *freeze* †, *neutralize poison, remove disease, speak with plants*

2nd – *animal messenger, barkskin, delay poison, lesser restoration, walrus's lumber* † (DC 16), *wood shape*

1st – *calm animal* (DC 15), *charm animal* (DC 15), *cure light wounds, obscuring mist, produce flame, speak with animals*

0 – *create water, cure minor wounds, guidance, light, purify food and drink, Virtue*

† new spell in The Divine Order: Jute – Faith of Creation

SQ Nature sense, Wild empathy, Woodland stride, Trackless step, Resist nature's lure, A thousand faces, Timeless body

Feats Alertness, Diligent, Dodge, Nonlethal Training, Scribe Scroll, Skill Focus (Concentration), Weapon Focus (quarterstaff).

Skills Concentration +19, Craft (armorsmithing) +14.5, Craft (leatherworking) +15, Craft (stonemasonry) +8, Craft (weaponsmithing) +10, Disable Device +5, Handle Animal +18, Heal +22, Hide +6, Knowledge (nature) +18, Knowledge (religion) +5, Listen +18, Move Silently +5, Perform (oratory) +10, Perform (string instruments) +3, Proselytize +10, Search +4, Spot +8

Possessions Life Father's robes, Ring of the Life Father, Necklace of the Life Father, Staff of the Woodlands (21 charges), ring of office, keys of office, rosewood and amber holy symbol of Jute, prayer book.

Description Fenyl is the 173rd Life Father to ascend to the position, the first Myriad sect member, and the first druid. He has shoulder length, light blond hair that is worn loose. He has emerald colored eyes and his face is smooth showing no sign of his age. Fenyl is an aggressive Life Father, encouraging action and aggression (non-lethal) to expand the power of the Church. He supports Life Mother Alaprose's use of proselytization to expand the Church. Fenyl is wedded to Eoina Riss. They have 5 children, 8 grandchildren, and 4 great-grandchildren.

Four Guard Monks CR 10

Human Monk 10

LG Medium Humanoid

Init +3 **Senses** Listen +5, Spot +3

Languages Common, Elven

AC 19, touch 19, flat-footed 15 (+4 Dex, +3 Wis, +2 Monk)

hp 51, 51, 51, 47 (10 HD)

Immune disease

Fort +7, **Ref** +11, **Will** +12

Speed 70 ft. (14 squares)

Melee unarmed +9/+4 (1d10+1 nonlethal) or

Melee unarmed +9/+9/+4 (1d10+1 nonlethal) flurry of blows or

Melee +2 *Jute staff* +8/+8/+3/+3 (1d6+3/1d6+3 nonlethal)

Ranged MW hardball +11/+6 (1d8+1 nonlethal)

Base Atk +7/+2 **Grp** +8

Atk Options Ki strike (magic/lawful), potion of *bull's strength*, potion of *cure moderate wounds* (x2).

Abilities Str 12, Dex 18, Con 10, Int 12, Wis 16, Cha 9

SQ Evasion, Still mind, Slow fall (50 ft.), Purity of body, Wholeness of body (20 hp/day), Improved evasion

Feats Nonlethal Training, Blind-Fight, Combat Reflexes, Evasion, Improved Evasion, Improved Trip, Improved Unarmed Strike, Iron Will, Stunning Fist, Toughness, Two-Weapon Fighting, Weapon Focus (unarmed)

Skills Concentration +11, Diplomacy +8, Hide +11, Knowledge (religion) +14, Listen +5, Move Silently +14, Sense Motive +16, Spot +3, Tumble +14

Possessions +2 *Jute staff*, MW hardball, monk's clothing, *sandals of striding and springing*, *gloves of Dexterity* +2, keys,

Description The guards for the Life Mother and Life Father's quarters wear matching monk outfits of white and purple and purple leather gloves.

George Alaprose CR 13

Male Human Expert 14

CG Medium Humanoid

Init +3 **Senses** Listen +5, Spot +5

Languages Auran, Common, Elven

AC 13, touch 13, flat-footed 10 (+3 Dex)

hp 39 (14 HD)

Fort +3, **Ref** +9, **Will** +12

Speed 30 ft. (6 squares)

Melee unarmed +11/+6 (1d3+1 nonlethal)

Base Atk +10/+5 **Grp** +11

Abilities Str 13, Dex 16, Con 9, Int 15, Wis 16, Cha 10

Feats Alertness, Endurance, Lightning Reflexes, Skill Focus (Craft (painting)), Skill Focus (Perform (keyboard instruments)), Skill Focus (Tumble).

Skills Appraise +18, Climb +17, Craft (painting) +18, Craft (sculpting) +13, Craft (woodworking) +5, Diplomacy +17, Disable Device +13, Hide +3, Jump +9, Listen +5, Move Silently +3, Perform (keyboard instruments) +17, Profession (artist) +20, Sleight of Hand +17, Spot +5, Tumble +7

Possessions Clothing, ivory holy symbol of Jute, prayer book, artist's book, quill and ink, key to exterior door.

Description George's once brown hair is mostly gray now and is unkempt. He has intense gray-green eyes that always seem to be appraising his surroundings. His hands are rough and calloused from sculpting and he is usually covered in daubs of paint or marble dust depending on which project he is currently working on. George is wedded to Regina Alaprose, the Life Mother. They have 6 children, 11 grandchildren, and 5 great-grandchildren.



Eoina Riis CR 15

Female Elf Druid 15

NG Medium Humanoid

Init +8 **Senses** Low-light Vision, Listen +6, Spot +22

Languages Common, Druidic, Elven, Gnome



AC 18, touch 14, flat-footed 14 (+4 Dex, +4 amulet)

hp 71 (15 HD)

Immune *sleep*, venom

Fort +9, **Ref** +9, **Will** +13 (+15 vs. Enchantments) (+17 vs. Fey spell-like abilities)

Speed 30 ft. (6 squares)

Melee +3 *bamboo blade* +17/+12/+7 (1d8+6 nonlethal) or

Melee unarmed +14/+9/+4 (1d3+3 nonlethal)

Base Atk +11/+6/+1 **Grp** +14

Special Actions Wild Shape (5/day, tiny, large, and huge)

Abilities Str 16, Dex 18, Con 10, Int 12, Wis 19, Cha 14

Druid Spells Prepared (CL 15th)

8th – *transmute weapons to dust* †

7th – *control weather, true seeing*

6th – *iron wood, mass mouse's weakness* † (DC 20), *stone tell*

5th – *atonement, death ward, hallow, stonewood*

4th – *airwalk, control water, freedom of movement, nonlethal mind* † (DC 18),
reincarnate

3rd – *cure moderate wounds, defensive mind* † (DC 17), *freeze* †, *neutralize poison*,
remove disease, speak with plants

2nd – *animal messenger, barkskin, delay poison, lesser restoration, walrus's*
Lumber † (DC 16), *wood shape*

1st – *calm animal* (DC 15), *charm animal* (DC 15), *cure light wounds, obscuring*
mist, produce flame, speak with animals

0 – *create water, cure minor wounds, guidance, light, purify food and drink*,
virtue

† new spell in The Divine Order: Jute – Faith of Creation

SQ Nature sense, Wild empathy, Woodland stride, Trackless step, Resist nature's lure, A thousand faces, Timeless body

Feats Brew Potion, Extend Spell, Improved Initiative, Improved Unarmed Strike, Quicken Spell

Skills Craft (alchemy) +5, Craft (pottery) +6, Diplomacy +18, Handle Animal +13, Hide +4, Knowledge (nature) +18, Listen +6, Move Silently +4, Search +3, Spellcraft +10, Spot +22, Swim +15

Possessions Green dress, brown leather boots, +3 *bamboo blade*, +4 *amulet of natural armor*, rosewood holy symbol of Jute, prayer book, key to exterior door.

Description Eoina is fair skinned with long golden colored hair that hangs loose to below her waist. Her eyes are a deep blue color. She spends most of her time attending to the gardens on the cathedral campus and is the official gardener. She is wedded to Fenyl Riis and they have 5 children, 8 grandchildren, and 4 great-grandchildren.

Liza Youngwold CR 5

Female Human Monk 3/Cleric 2

LG Medium Humanoid

Init +1 **Senses** Listen +4, Spot +4

Languages Celestial, Common

AC 15, touch 15, flat-footed 14 (+1 Dex, +4 Wis)

hp 35 (5 HD)

Fort +7, **Ref** +4, **Will** +10

Speed 40 ft. (8 squares)

Melee unarmed +5 (1d6+2 nonlethal) or

Melee unarmed +3/+3 (1d6+2 nonlethal) flurry of blows

Ranged MW hardball +5 (1d8+2 nonlethal)

Base Atk +3 **Grp** +5

Atk Options Stunning Fist

Special Actions Turn Undead (4x/day)

Abilities Str 14, Dex 13, Con 12, Int 12, Wis 18, Cha 13

Cleric Spells Prepared (CL 2nd)

1st – *bless*, *command* (DC 14), *Jute's blessing*^{D†}, *protection from evil*

0 – *cure minor wounds*, *guidance*, *resistance*, *virtue*

D = Domain spell, Deity = Jute, Domains = Good, Jute

† new spell in The Divine Order: Jute – Faith of Creation

SQ Still mind

Feats Nonlethal Training, Dodge, Evasion, Improved Unarmed Strike, Mobility, Skill

Focus (Diplomacy), Stunning Fist

Skills Climb +8, Diplomacy +10, Hide +1, Jump +8, Knowledge (arcana) +9, Knowledge (religion) +6, Listen +4, Move Silently +1, Sense Motive +6, Spellcraft +5, Spot +4, Survival +7

Possessions Monk's outfit, sandals, MW hardball, redwood holy symbol of Jute, prayer book, whistle, key to exterior door.

Description Liza is a beautiful woman in her early 20's. She has short-cropped black hair and green eyes. She is wedded to a local carpenter and together they are raising their two daughters. She enjoys her current position as a grounds watchperson, though she has a desire to undertake a more significant quest in the service of Jute.



Dorvan Stonebeard CR 6

Male Dwarf Cleric 4/Fighter 2

LG Medium Humanoid

Init +1 **Senses** Darkvision (60 ft.), Listen +3, Spot +3

Languages Common, Dwarven



AC 17, touch 11, flat-footed 16 (+1 Dex, +6 armor)

hp 49 (6 HD)

Fort +11 (+13 vs. poison), **Ref** +4, **Will** +7 (+9 vs. spells)

Speed 20 ft. (4 squares)

Melee +1 *merciful morning star* +9 (1d8+3 nonlethal)

Base Atk +5 **Grp** +6

Atk Options Power Attack, potion of *bull's strength*, potion of *cure light wounds* (x2)

Special Actions Turn Undead (3x/day)

Abilities Str 14, Dex 12, Con 19, Int 8, Wis 16, Cha 10

Cleric Spells Prepared (CL 3rd)

2nd – *bull's strength*, *stunning blast*^{D†}, *hold person* (DC 15), *resist energy*

1st – *bless*, *command* (DC 14), *entropic shield*, *Jute's blessing*^{D†}, *protection from evil*

0 – *cure minor wounds* (x2), *guidance*, *resistance*, *virtue*

D = Domain spell, Deity = Jute, Domains = Earth, Jute

† new spell in The Divine Order: Jute – Faith of Creation

Feats Combat Reflexes, Endurance, Lightning Reflexes, Power Attack, Weapon Focus (morningstar)

Skills Climb +0, Craft (armorsmithing) +1, Craft (blacksmithing) +1, Craft (stonemasonry) +1, Craft (trapmaking) +1, Craft (weaponsmithing) +1, Hide -2, Listen +3, Move Silently -2, Spellcraft +6, Spot +3

Possessions +1 *Breastplate*, +1 *merciful morning star*, hard leather boots, silver holy symbol of Jute, prayer book, key to exterior door

Description Dorvan has reddish-brown hair and a full beard and mustache. His eyes are coal black and he bears a tattoo of Jute's holy symbol on his forehead. Dorvan is proud to serve Jute as a night guard, patrolling the gardens and the rest of the campus grounds. He is hoping to be recognized for his services by Fenyl in the hopes of being given a command position to fight off the evil races that constantly torment the faithful. He is wedded to his wife who still lives in the mountains to raise their three young children.

Veronia Kwinoxe CR 6

Female Elf Rogue 4/Cleric 2

CG Medium Humanoid

Init +4 **Senses** Low-light Vision, Listen +8, Spot +15

Languages Common, Elven, Sylvan



AC 18, touch 14, flat-footed 14 (+4 Dex, +4 armor)

hp 24 (6 HD)

Immune *sleep*

Fort +4, **Ref** +8, **Will** +8 (+10 vs. Enchantments)

Speed 30 ft. (6 squares)

Melee MW Jute blade +6 (1d6+1 nonlethal)

Ranged +1 *padded ball* +9 (1d4+2 nonlethal) or

Ranged +1 *padded ball* +10 (1d4+2 nonlethal) w/ Point Blank Shot

Base Atk +4 **Grp** +5

Atk Options Point Blank Shot, potion of *bull's strength*, potion of *cure light wounds*,
potion of *cat's grace*

Special Actions Turn Undead (4x/day)

Abilities Str 13, Dex 18, Con 10, Int 13, Wis 19, Cha 12

Cleric Spells Prepared (CL 2nd)

1st – *bless*, *command* (DC 14), *Jute's blessing*†, *obscuring mist*^D

0 – *cure minor wounds*, *guidance*, *resistance*, *virtue*

D = Domain spell, Deity = Jute, Domains = Jute, Water

† new spell in The Divine Order: Jute – Faith of Creation

Feats Alertness, Evasion, Point Blank Shot, Track.

Skills Bluff +7, Concentration +1, Craft (trapmaking) +3, Diplomacy +3, Disable Device +8, Disguise +7, Heal +6, Hide +11 (+16 w/ cloak), Jump +8, Listen +8, Move Silently +11, Open Lock +11, Search +10, Sense Motive +6, Spot +15

Possessions +1 *Studded leather*, MW Jute blade, +1 *padded ball*, *Cloak of Elvenkind*, obsidian holy symbol of Jute, prayer book, key to exterior door

Description Veronia has silvery hair with a tinge of blue. Her face is smooth and impassive, with vibrant green eyes. She is training as a spy in the service of Jute and is being mentored during the day in this area. Though she is wedded and has one child, she has not seen her husband or her child for many years as her service to Jute has taken precedence.

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