

Hospitalers of the Rose

God worshipped: Suszan McDonald

Sphere of Influence: Healing, and healers

Sacred Color: Blue

Place of Worship: Shrine, or home

Worship Days: Any

Holy Days: **BirthDay** F3.27 Suszan is born, Bring gifts to the goddess, eat have fun.

Homefeast A2.1 Feast of health and plenty. Thanks for continued health or healing.

Kirstmas W3.1 For the fun of it. Feast and give gifts to one another.

Propitiation/Sacrifices: Gifts of the heart (blood sacrifices forbidden!!)

Holy Writings: **Musings on Motherhood**; A "holy book" unique in the history of the genre. Essays in the style of Erma Bombeck. By the Goddess

Doctrine and Practices; Handbook of the priesthood. By Tammie **The Art and Practice of the Healer**, Text on the healer's art, not really holy, but every Hospitaler has one. By Julian

Favored Deities: Coran, Book, Nathaniel, Mephistopheles, Kirt.

Disliked deities: Toshira Nagara,

Favored Governments: Eyrie

Disliked Governments: Domain

Teachings and Other Information--

Worshiper Requirements:

Typical Worshiper: Healer or person seeking healing.

Sex of worshiper: Any

Minimum Age: None

Race: Any

Worship of Other Gods?: yes

If Yes, Any restrictions?: No commandment conflict

Commandments--

War & Fighting: Fight only in defense, talk to my husband about it.

Love and Marriage: Honor whatever oaths of marriage you take.

- Love and trust your spouse. Jealousy is the cancer that destroys families.
- Always discipline children with love. Do this and harmony will fill the home.
- Children, honor your parents. Their knowledge and wisdom will serve you well in later life.

Duty to Liege Lord: Remain in harmony with the rulers of the land. This does not mean that you must bend to every whim.

Self Interest: Take care of yourself, indulge in moderation.

- Moderation in all things, including moderation.
- Don't dwell on what you want or need. Don't become obsessed with self.

Others Needs: Treat others as you would wish to be treated.

Duty to Religion: Obey the commandments, care for the clergy.

Other: Help the weak, aid the needy, comfort the distressed. All your deeds will be returned to you thrice over.

- Never turn away those that are ill or injured, even if they are sworn enemies.
- Swear no oath you cannot keep.

Afterlife Expectations: The true faithfull will dwell in Paradise



Clerical Requirements--

Name of Order: Hospitalers of the Rose

Statement of Mission: Serve and heal those in need, establish hospitals in places of need. Teach the healing art to those that will learn.

Sex of Cleric: Any

Minimum age: Adult

Race: Any

Sexual Practices Allowed or Required: Hospitalers are allowed to marry with permission.

- Causal sex is permitted, however any children engendered are the responsibility of the cleric.

Wealth and Magic Allowed: A Hospitaler should not seek wealth, however being rich is not a vice.

- A Hospitaler should keep and use those items that aid. Evil items should be given to the goddess.

Oaths of Ordination: Obedience, service.

Special Attributes Needed: A Hospitaler must meet the requirements for the healer class as well as those of the cleric.

Special Abilities Given by Level: The skills of read/write Sindrel (clerical language), read/write Arcane, endurance, religion, spellcraft, and play instrument (player's choice) come with the class

- A Hospitaler may learn two languages for each skill used for languages.
 - A Hospitaler has the use of Healer spells and abilities as well as clerical spells. They begin with all the skills given to healers.
- Weapons Allowed:** A Hospitaler may use no weapon that cuts the skin or leaves the hand.

Armor Allowed: A Hospitaler may use leather armor or magical protection.

Special Commandments: You will heal the sick and injured regardless of race, creed, or politics. Suffering knows no bounds or borders, neither will your mercy.

- Magic must never be used to harm, this is your special commandment. While other priests may use spells for combat, your place is healing, not harm.

Clerical Ranks--

Student -- 0 to 2nd level

Duties: Learn the ropes. Your duty is to learn all you can

Privileges: Students follow a rigorous schedule and must remain celibate

Vestments: Grey smocks and pants

Intern -- 2nd to 4th level

Duties: Still on a rigorous schedule. Interns treat simple cases and do triage, they work under the Resident. Education continues

Privileges: Interns can engage in relationships, at their own discretion. No children are permitted

Vestments: Blue smocks and pants.

Resident -- 4th level and up.

Duties: Residents handle the majority of cases coming into a healing temple. Residents also travel as itinerant priests and healers. They also supervise Interns, and teach beginning Students.

Privileges: As the Intern, but a Resident can have children if they can find a partner willing to make one, and do most of the child raising. Residents can also adventure.

Vestments: As an Intern, residents also have a symbol on the left shoulder indicating rank.

Doctor -- 5th level minimum

Duties: Doctors handle all manner of cases, teach senior students and interns. They head temples, and supervise the activities of Residents. A panel of Doctors is needed to confirm a Resident into the ranks of Doctors

Privileges: Doctors have all the privileges of Residents, they may also use temple resources to conduct research.

Vestments: As intern, but with identifying symbol on the left shoulder.

Other--

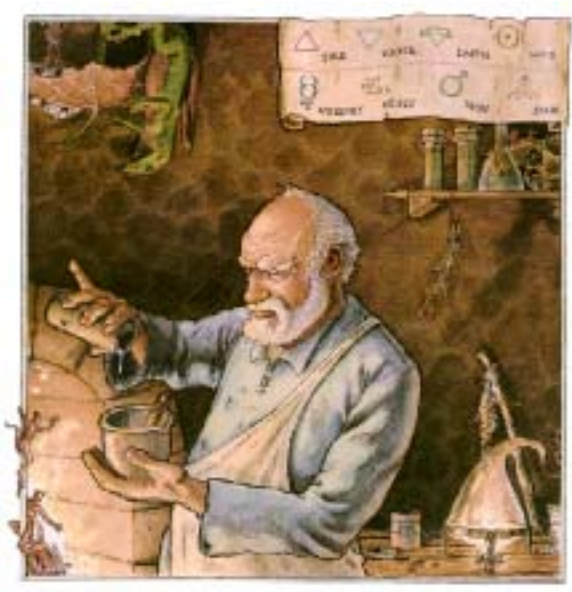
Hospitalers are healer/clerics. While they use and understand clerical spells, and can perform clerical duties, they are primarily healers. Hospitalers use the healer experience chart rather than the clerical chart, saving throws are as a healer. They have all the skills of the healer class. The chart at left is used for Hospitaler spell progression. They have fewer clerical spells than are available to the Centaur priests.

Cleric spells are gained through prayer as per normal. Healer spells must be learned and memorized. Hospitalers gain bonus spells for wisdom only. The bonus may be split between classes of spells, but this must be decided when healer spells are chosen.



The Hospitalers of the Rose Priest/Healer Spell Progression

Level	Priest Spell level							Healer Spell level						
	1	2	3	4	5	6	7	1	2	3	4	5	6	7
1	1							--						
2	1							1						
3	1	--						1						
4	1	1						1	1					
5	1	1	--					1	1	--				
6	2	1	1					2	1	1				
7	2	1	1	--				2	1	1	--			
8	2	2	1	1				2	1	1	1			
9	2	2	1	1	--			2	1	1	1			
10	2	2	2	1	1			2	1	1	1	--		
11	3	2	2	1	1	--		2	2	1	1	1		
12	3	2	2	2	1	1		2	2	2	2	1		
13	3	3	2	2	1	1		2	2	2	1	1	--	
14	3	3	2	2	2	1	--	2	2	2	1	1	1	
15	3	3	3	2	2	1	1	3	2	2	2	1	1	
16	4	3	3	2	2	2	1	3	2	2	2	1	1	--
17	4	3	3	3	2	2	1	3	3	2	2	1	1	1
18	4	4	3	3	2	2	1	3	3	2	2	1	1	1
19	4	4	3	3	3	2	2	3	3	3	2	2	2	1
20	4	4	4	3	3	2	2	3	3	3	2	2	1	1
21	5	4	4	3	3	3	2	4	3	3	3	2	1	1
22	5	4	4	4	3	3	2	4	3	3	3	2	1	1
23	5	5	4	4	3	3	2	4	4	3	3	2	2	1
24	5	5	4	4	4	3	3	4	4	3	3	2	2	1
25	5	5	5	4	4	3	3	5	4	4	3	3	2	1
26	6	5	5	4	4	4	3	4	4	4	3	3	2	2
27	6	5	5	5	4	4	3	5	4	4	4	3	2	2
28	6	6	5	5	4	4	3	5	4	4	4	3	2	2
29	6	6	6	5	5	4	4	5	5	4	4	3	3	2
30	6	6	6	5	5	4	4	5	5	4	4	3	3	2
31	7	6	6	5	5	5	4	5	5	5	4	4	3	2
32	7	6	6	6	5	5	4	5	5	5	4	4	3	2
33	7	7	6	6	5	5	4	6	5	5	5	4	3	3
34	7	7	6	6	6	5	5	6	5	5	5	4	4	3
35	7	7	7	6	6	5	5	6	6	5	5	4	4	3
36	8	7	7	6	6	6	5	6	6	5	5	4	4	3
37	8	7	7	7	7	6	5	6	6	6	5	5	4	3
38	8	8	7	7	7	6	5	6	6	6	5	5	4	3
39	8	8	7	7	7	6	6	7	6	6	6	5	4	3
40	8	8	8	7	7	6	6	7	6	6	6	5	4	4



Who's Who: Hospitalers of the Rose

The Gods --

Suszan McDonald --

Suszan is the founder of the Rose Hospice. The original intent was to heal the otherwise unhealable. Those suffering disease, injury, or birth defects that had defied other healers. In the process of setting up this place of refuge, she founded the Hospitalers to care for and aid the patients of the Hospice.

The Rose Hospice is known throughout many lands to never turn away anyone from its doors. No matter how sick, or how poor, or of what race, all are welcome. Many cured patients end up taking oath as Hospitalers themselves.

Suszan is well known for the "unique" approach to things. She has a rapport with the local wildlife, and they bring her news and warnings about the happenings about her estate in Scottsdale. She is the patron of Healers. She is renowned for avoiding the suffering of even those she dislikes.

Suszan appears as a 7'4" centaur with a golden chestnut body with four white stockings with lightning marks and red-gold hair. Her eyes are amber, and she is of a fair complexion. She has been known to manifest as a human woman occasionally when space or circumstance would not accommodate her normal appearance.

Emmela --

Emmela is the patron of childbirth, and pregnancy. She has the power to grant wishes, and none can argue or become aggressive in her presence. She can ease a difficult childbirth or assure a easy one. It is for this most women sacrifice to her.

She is a 7' 4" tall red chestnut with four white stockings and red gold hair. She has green eyes, and an olive complexion. Most images show her with a child at side, or pregnant.

Friends and Enemies

Friends

Coran the Golden --

Coran is Suszan's husband.

Abba Book --

Abba Book is believed to be the god that brought Suszan to Greyhawke. He is a close personal friend and will often aid her.

Nathaniel Anton --

Nathaniel has given aid to the Hospitalers when requested. Especially in the matters of "curing" unwilling vampires.

Mephistopheles --

The Lord of Hell is a personal friend. Each accords the other complete respect. Priest of Mephistopheles will aid Hospitalers when they can, and Hospitalers are instructed to aid these priests when the requested aid falls within their mission.

Kirt --

Another unlikely friend of Suszan. Kirt is known to have let his power of life to the cause of the Hospitalers on many occasions.

Enemies

Toshira Nagaria --

This is a case of a lasting disagreement on basic philosophy. Suszan has little use for someone that hurts people for fun. There is no enmity, but each side agrees it is best to not bother the other.

Other Notables --

Darilban & Cielan -- Personal Servants to Suszan

Darilban, a male Ane, is Suszan's first Personal Servant. Daril, as he is commonly called, is Suszan's constant sidekick. He handles small matters for her and runs interference with busybodies.

Cielan is a female that came into Suszan's service as a result of Daril. She often aids in the healing of the metally ill.

Anna -- Personal Servant to Suszan

Anna is a female centaur who Suszan saved as a child. She has returned to serve the goddess that gave her and her Mother life.

Aquilin Pizaro Inglinse Marcos-- Holy Attendant to Suszan

Aquilin is a former Dominan Don on the border of Eyrie, Aquilin died defending his estate from bandits hired by rivals. The only treasure he did manage to save was his wife. Suszan found the young woman, and took her in, and later recovered the body of the Don and resurrected him. Both he and his wife have joined the service of Suszan.

Aquilin is an example of the kind of good, honorable man the Catian culture can produce at its best. An unfortunately rare occurrence. He sheds few tears for that which is lost, and concentrates his efforts on serving his chosen lady. He handles matters at the healer school that would require a more tradition cleric.

Tara -- Administrator

Tara is one of the Hartaurs in Suszan's service. A former victim of Toshira Nagaria, although she will admit, a deserving one. She has turned administrative talents to the day to day running of the Hospice. This, as she explains, leaves the healers to heal

Jerome Crindriil -- Head Healer

Jerome is the Dean of the Healer's School run by the Hospitalers of the Rose. He is an half elf in his middle years, and a healer of much experience.

Jerome gives the impression of a man totally in control, and possessing all the time in the world. This manner is a long practiced and highly developed skill. It is not a symptom of absolute certainty of anything. All the while he is seemingly taking his time, he is really working as hard or harder than everyone else. His manner is however calming and reassuring to those that desperately need calming and reassuring.

Priest Spells; Hospitalers of the Rose

1st Level Priest Spells

Animal Friendship
Bless
Ceremony
Command
Create Water
Cure Light Wounds

Detect Evil
Detect Magic
Detect Poison
Detect Snares & Pits
Endure Heat/Cold
Invisibility to Animals

Light
Locate Animals or Plants
Pass Without Trace
Penetrate Disguise
Portent
Protection from Evil

Purify Food & Drink
Remove Fear
Sanctuary
Sunscreen*
Tongues
Umbrella*

2nd Level Priest Spells

Aid
Augury
Charm Person or Mammal
Detect Charm

Find Traps
Hold Person
Holy Symbol
Messenger

Obscurement
Produce Flame
Resist Fire/Cold
Silence 15'r

Slow Poison
Snake Charm
Speak with Animals
Withdraw

3rd Level Priest Spells

Continual Light
Create Food & Water
Cure Disease
Dispel Magic

Glyph of Warding
Hold Animal
Magical Vestments
Negative Plane Protection

Prayer
Protection from Fire
Remove Curse
Remove Paralysis

Speak With Dead
Starshine
Water Breathing
Water Walk

4th Level Priest Spells

Abjure
Animal Summoning 1
Call Woodland Beings
Cloak of Bravery

Control Temperature, 10'r
Cure Serious Wounds
Detect Lie
Divination

Free Action
Neutralize Poison
Protection From Evil 10'r
Protection From Lightning

Reflecting Pool
Repel Insects
Spell Immunity
Sticks to Snakes

5th Level Spells

Animal Growth
Animal Summoning 2
Atonement

Commune
Commune with Nature
Cure Critical Wounds

Dispel Evil
Moonbeam
Plane Shift

Quest
Raise Dead
True Seeing

6th Level Spells

Aerial Servant
Animal summoning 3
Animate Object

Anti-Animal Shell
Conjure Animals
Find the Path

Forbiddance
Heal
Hero's Feast

Speak With Monsters
Stone Tell
Word of Recall

7th Level Priest Spells

Astral Spell
Confusion
Exaction

Gate
Holy word
Regenerate

Restoration
Resurrection
Succor

Sunray
Symbol
Teleport



Hospitalers of the Rose Experience Table

Level	Cleric
1	0
2	2,400
3	4,800
4	9,600
5	24,000
6	48,000
7	96,000
8	180,000
9	336,000
10	492,000
11	700,000
12	1,000,000
13	1,300,000
14	1,600,000
15	1,900,000
16	2,200,000
17	2,500,000
18	2,800,000
19	3,100,000
20	3,400,000
21	3,700,000
22	4,000,000
23	4,300,000
24	4,600,000
25	4,900,000
+ 300,000 each additional level	

D) Healers receive bonus spells for high intelligence. Healers keep spell books and must memorize their spells. Healers can research spells. Their magic source is Mana

Spells

Sunscreen (Alteration)

Sphere: Protection

Level: 1

Components: V, S

Duration: 18 hours

Casting time: 1

Area of Effect: creature touched

Saving Throw: none

This spell protects the creature touched from sunburn for the duration of the spell. It will not protect the eyes from damage from looking at the sun, heatstroke, sunstroke, or dehydration. It does not give any protection from heat or fire.

Umbrella (Invocation)

Sphere: Protection

Level: 1

Range: 0

Components: V, S

Duration: 3 turn + 1turn/level

Casting Time: 1

Area of Effect: 1 person

Saving Throw: none

The *Umbrella* spell forms a curving field over their head. This field extends three feet on all sides of the recipient. The field will repel rain, snow, or other forms of precipitation as if it were a solid object. It will stop hail up to .5 inches across, objects larger than .5 inches will fall unimpeded by the field. The field will remain over the recipient no matter how they move. The spell will not work if there is not at least 20 feet clearance above the recipient's head. This does not include over head foliage.

