

THE WAY OF THE SACRED SELF

God worshipped: The Sacred Self

Sphere of Influence: All

Place of Worship: Meeting Hall

Worship Days: First Third day of the month.

Holy Days: **Your Birthday:** Consider all that you have learned in the past year, share and celebrate with the Awakened.

Such as you declare: When an event affects your life deeply, remember it. Set the day aside and contemplate the lesson learned or the joy received. Good examples would be your marriage, the birth of a child, or the loss of a spouse. Celebrate the holy days of your fellow Awakened as well.

Propitiation/Sacrifices: A small stipend to care for the Meeting Hall.

Holy Writings: **The Manner of the Way** Instructions and disciplines for tapping the power of the Sacred Self.

Favored Deities: Everyone is a deity.

Disliked Deities: Those deities that violently object to the above.

Favored Governments: None

Disliked Governments: As per disliked deities.

TEACHINGS AND OTHER INFORMATION

WORSHIPER REQUIREMENTS:

Typical Worshiper: Anyone

Sex of worshiper: Any

Minimum Age: Adulthood

Race: Any

Worship of Other Gods?: Why? Everyone is a god.

If Yes, Any restrictions?: See above

COMMANDMENTS

War & Fighting: Fight not unless absolutely necessary. If it is necessary to fight do so in a manner that will end it quickly and with the least amount of damage possible.

- Be prudent in your arming of yourself. Carry no arms unless the unenlightened may be a danger to you.
- Remember always, even the Sleepers are divine, even if they don't know it. To harm the divine is evil. However, to suffer harm is equally evil. Defend yourself.
- Avoid war, period. Nothing in a war is worth fighting for. Sleepers will fight because they do not understand their divine nature can provide all. Flee war, fight not. Leave property if you must, but flee war.
- If you come upon battle, aid the injured without judgement. All are divine, all are worthy.

Love and Marriage: True love is a communion of souls. There is no limit on who or how many one may love. Marriage is the confirmation of that communion. The form and composition of a marriage is a matter to be determined only by the participants. It is unwise to engender children outside of marriage as it is difficult for one person to attend to all of a child's needs.

- Marry within the Awakened. A spouse that is a Sleeper is a trial to the soul.
- Raise children to be free thinking, critical, and honest with themselves and others. Each must find Awakening though life's journey. Guide as you can, but you cannot lead the way.

Duty to Liege Lord: Kings and lords are the works of Sleepers. Swear no oath of loyalty to Sleepers.

- Sleepers do not understand that once the divine is awakened they have no need for Kings and lords to keep order. Abide the

Sleepers in peace if you can, flee if you must. If tyrants will not allow peace or flight, then fight.

Self Interests: That which gives pleasure is nourishment to the soul. However, it is wise to take such nourishment in moderation lest one become a glutton.

- As long as your actions do not harm another of the divine, do as you please.

Others Needs: Desire not for your brother or sister that which you would not desire for yourself. Be generous with your resources. That which is given freely in kindness returns thrice over to the giver.

Duty to The Divine: Thou Art God. To yourself be True.

- Your body is the temple of the divine. It is your first duty to take care of it and maintain it in the highest form.
- Remember your divine fellowship. Seek and enjoy the company of others that realize the sacred self. Nourish the divine in each other.
- To seek knowledge is the desire of life. As long as this life lasts, never end your seeking of knowledge.
- Shrink not from the truth. All untruth is evil, but the untruth to yourself can be fatal. Seek truth and embrace it, even if today it will cause pain.
- Temper your judgement with mercy. It is not necessary to tell all that you know, if the unknowing will cause no harm, and the knowing would cause harm.
- Seek to awaken the divine in those around you.
- Do not seek to offend those called gods by the Sleepers. It is true, some are more divine than others. Such divinity is a goal, not a thing to deny. We do not deny the greater divinities, we seek to join them.

Wealth: Wealth is a means to an end. It is not the end itself. If wealth comes upon you, follow your heart.

- It is no sin to seek wealth, but never, never worship at its altar. Wealth is the servant, not the master. If you cannot freely be parted from your wealth, you need to be parted from your wealth lest it consume you.
- This as with all physical things. No object or even land is worth your life. You are divine, you can replace things. Self resurrection is beyond most of us.

Afterlife Expectations: This life is not the all and the end. While your soul is god indeed, your body is but a temporary shell. Accept death when it comes so you can prepare for a new life.

CLERICAL REQUIREMENTS

Name of Order: The Way of the Sacred Self

Statement of Mission: All who follow the Sacred Self are both priest and god. Seek to awaken the divine in all beings. Teach the truth and seek knowledge. Live the divine life in respect of all things divine.

Sex of Cleric: Any

Minimum age: Adulthood. No child shall be taught the way until they are of age to understand it.

Race: Any

Ceremonies of Awakening: **Declaration of divinity:** The Awakened shall declare that they understand the beginnings of their own divinity and shall demonstrate it with their first miracle.

Choosing of the Vestments: The newly Awakened shall choose what vestment they will be known by. They shall then wear that vestment whenever they teach or in Meeting with others of the Awakened.

Choosing of the Symbol: The newly Awakened shall meditate, choosing the symbol or totem they will focus with. This shall be forever the focus and symbol of their divinity.

Special Abilities Given by Level: The Awakened gain priest spells as per the cleric charts.

- The Awakened *detect sentient life* constantly. They see an aura around others as the divine identifying them.
- The Awakened have the skill of unarmed combat as the result of their physical discipline.

Weapons Allowed: Any deemed prudent

Armor Allowed: Any deemed prudent

CLERICAL RANKS

SEEKER -- 0 level

Duties: Awaken to the Divine

Privileges: What the mentor grants. The Seeker remains in the Meeting house until they find the divine within themselves and declare themselves Awakened.

Vestments: White robe

AWAKENED -- 1st level and higher.

Duties: Living the divine life. Teaching those that seek awakening.

Privileges: Living the divine life.

Vestments: What The Awakened decide to wear.

WHO'S WHO, THE WAY OF THE SACRED SELF

MARTIN CATHAR: First of the Awakened

Martin Cathar in his middle years came to a sudden epiphany. The realization that he, and every aware beings around him was the source of all godly power. If the power of gods was increased by worship, was not he source, the worshiper themselves in possession of the power of divinity?

Martin Cathar sold his trade, and worldly goods. He retreated into the primordial wood to commune with himself and the Mother. When he emerged three years later he announced the Awakening and performed miracles without the aid of any god or training as a magician.

The Movement was never highly popular and remained persecuted among established religions who saw a threat in the idea that all beings are divine. Martin Cathar gained followers, "seekers" as he called them stating that he was not to be followed, the Way was to be followed, he was but a guide. With patience and work he taught the Way, and his Seekers themselves became Awakened. When their numbers were sufficient they divided and spread the Awakening further.

Resistance to the movement increased with the doctrine that the Awakened needed no kings. That in the light of Awakening you understood the value of the divine in others, and would respect their space. War, greed, envy had no place among the Awakened. Governments added their objection to the Sect and official persecution, diffident before with only a few established religions participating, became wide spread.

40 years after beginning the teaching of the Awakened, Martin Cathar was arrested, and held in a magically protected prison.

This time, for Martin had been arrested before, they managed to hold him.

At his execution the next day, for the trial was swift indeed Martin Cathar had one more surprise. From the middle of the fire he preached the Transfiguration texts now know as the "Manner of the Way" in a strong and carrying voice. This done, he left his mortal coil, transfiguring before the massed crowd. He left no mortal body, and the faggots beneath him were unburned as if no fire had ever been lit.

To this day no monument has been erected to Martin Cathar, and the Awakened firmly correct any that assume he is worshiped any more than any other of the divine.

FRIENDS AND ENEMIES

FRIENDS

Surprisingly this religion does not alienate every other religion on the planet. Some few are friendly with to the Sacred Self and even support them.

ENEMIES

The follower of the Sacred self can count as enemies any who feel threatened by their ideas. This would include just about every state religion. Any religion that counts as "special" or "unique" the god or gods they worship



SPELLS LIST, THE WAY OF THE SACRED SELF

1st Level

Spells Per Day: _____

Spells Used:

Bless
Ceremony
Combine
Command
Create Water
Cure Light Wounds

Detect Evil
Detect Magic
Detect Poison
Detect Snares & Pits
Endure Heat/Cold
Faerie Fire

Invisibility To Undead
Light
Magical Stone
Pass Without Trace
Penetrate Disguise
Portent

Precipitation
Protection from Evil
Purify Food & Drink
Remove Fear
Sanctuary
Tongues

2nd Level

Spells Per Day: _____

Spells Used:

Aid
Augury
Chant
Detect Charm

Enthrall
Find Traps
Hold Person
Holy Symbol

Obscurement
Produce Flame
Resist Fire/Cold
Silence 15'r

Slow Poison
Spiritual Weapon
Withdraw
Wyvern Watch

3rd Level

Spells Per Day: _____

Spells Used:

Cloudburst
Continual Light
Create Food & Water
Cure Disease
Dispel Magic

Glyph of Warding
Hold Animal
Locate Object
Magical Vestments
Negative Plane Protection

Prayer
Protection from Fire
Remove Curse
Remove Paralysis

Speak With Dead
Starshine
Water Breathing
Water Walk

4th Level

Spells Per Day: _____

Spells Used:

Abjure
Cloak of Bravery
Control Temperature, 10'r
Cure Serious Wounds

Detect Lie
Divination
Free Action
Imbue with Spell Ability

Lower Water
Neutralize Poison
Objects to Critters
Protection From Evil 10'r

Reflecting Pool
Repel Insects
Spell Immunity

5th Level

Spells Per Day: _____

Spells Used:

Air Walk
Atonement
Commune
Control winds
Cure Critical Wounds

Quest
Dispel Evil
Flame Strike
Magic Font

Moonbeam
Plane Shift
Rainbow
Raise Dead

Reincarnation
Spike Stones
Transmute Rock to Mud
True Seeing

6th Level

Spells Per Day: _____

Spells Used:

Aerial Servant
Animate Object
Blade Barrier
Find the Path

Forbiddance
Heal
Hero's Feast
Part Water

Speak With Monsters
Stone Tell
Transmute Water to Dust

Wall of Thorns
Weather Summoning
Word of Recall

7th Level

Spells Per Day: _____

Spells Used:

Astral Spell
Changestaff
Confusion
Control Weather

Earthquake
Exaction
Greater Reincarnation
Holy word

Regenerate
Restoration
Resurrection
Succor

Sunray
Symbol
Wind Walk

Detect Sentient Life (Divination)

Special Ability

Range: 0 yards

Components: none

Duration: constant

Casting Time: none

Area of Effect: Awakened's vision

Saving Throw: None

This ability detects the presence of sentient life in the objects and creatures around the Awakened. The ability will also detect the sentient life in stoned creatures, a **mirror of life trapping**, or other seemingly lifeless things if it is present. Only the fact that a living soul is present will be known, not its nature.

Objects to Critters (Alteration)

Reversible

Sphere: Animal

Level: 4

Range: 30 yds.

Components: V, S, M

Duration: 2 rds./level

Casting Time: 7

Area of Effect: 1d4 objects + 1 object/level in a 10-ft. cube

Saving Throw: None

By means of this spell, the caster can change 1d4 objects, plus one object per experience level, into critters; thus, a 9th level Awakened can change 10-13 objects into an equal number of critters. These critters attack as commanded by the priest. There must, of course, be proper objects present to turn into critters. Objects held by creatures are allowed a saving throw equal to that of the possessor (i.e., a spear held by an Orc must roll the Orc's saving throw vs. polymorph). Magical items, such as staves and enchanted items, are not affected by the spell. Only objects within the area of effect are changed.

The Awakened must decide their sphere of effect and one decided it does not change for that Awakened. The common spheres are:

Sticks to Snakes: This turns sticks up to staff size into snakes. The type of snake created varies, but a typical specimen has 2 Hit Dice, Armor Class 6, a movement rate of 9, and either constricts for 1d4+1 points of damage per round or bites for 1 point plus poison (if any). The chance of a snake thus changed being venomous is 5% per caster level, if the spellcaster desires. Thus, an 11th level priest has a maximum 55% chance that any snake created by the spell is poisonous. The spell lasts for two rounds for each experience level of the spellcaster.

The reverse spell changes normal-sized snakes to sticks for the same duration, or it negates the *sticks to snakes* spell according to the level of the priest countering the spell (for example, a 10th level priest casting the reverse spell can turn 11-14 snakes back into sticks).

Feathers to Birds: This turns feathers no longer part of a bird into birds. The type of bird created varies, but a typical specimen conforms to the stats and attacks of a "small hawk". The chance of a bird thus changed being a "large hawk" is 5% per caster level, if the spellcaster desires. Thus, an 11th level priest has a maximum 55% chance that any bird created by the spell is a large hawk. The spell lasts for two rounds for each experience level of the spellcaster.

If the caster has possession of true avian primary feathers he

can change 1 per five levels into giant eagles. Mind you that true avian primaries are from two and a half to three feet long.

The reverse spell changes normal-sized birds to feathers for the same duration, or it negates a *sticks to snakes*, or similar, spell according to the level of the priest countering the spell (for example, a 10th level priest casting the reverse spell can turn 11-14 snakes back into sticks).

Teeth to Rats This turns rats teeth, not part of a rat, into rats.

The rat created varies, but a typical specimen has 1/4 Hit Dice, Armor Class 7, a movement rate of 15, and bites for 1 point of damage per round. Giant rats will have 1/2 hit die, AC 7, move 12 and bite for 1-3 points damage. The spell lasts for two rounds for each experience level of the spellcaster.

The reverse spell changes normal-sized or giant rats to teeth for the same duration, or it negates the *sticks to snakes*, or similar spells according to the level of the priest countering the spell (for example, a 10th-level priest casting the reverse spell can turn 11-14 snakes back into sticks).

