

- ✘ **Initiates:** 21 clerics of 1st to 3rd level.
- ✘ **Lay Clergy:** Twelve 3rd-level adepts (see page 15).
- ✘ **Craftsmen:** Eight 3rd-level experts.
- ✘ **Laypersons:** Assorted 2nd-level commoners.
- ✘ **Temple Guards:** Fourteen 2nd-level fighters (see page 14).

Temple of Osai

At the Temple of Osai, the clergy practice the healing arts—for mind as well as body. Of all the temples in Liberty, Osai's is the most open-minded. Healers and even clerics from other churches come to the Temple of Osai to study the latest healing techniques, and the temple staff turn away no one—not even the most contagious disease victim. The temple charges nothing for its services. As a result, the square in front the temple is packed from dawn until dusk every day with the injured and the ailing, all awaiting their chance to be healed.

Osai (NG)

Osai is the goddess of healing and mercy, of fortune and of shelter. She is called the Caregiver, and the Lady of Grace. After the other gods created the creatures of the world, Osai observed that they could be hurt, and took pity on them by healing them—or allowing them to die, when healing was not enough. Her domains include Good, Healing, Luck, and Protection, and her favored weapon is the sap. Osai's holy symbol is a crystal in a square frame.

Clerics of Osai may only prepare spells after making a successful Heal check, with a DC equal to 5 + the highest spell

level she is capable of casting. If the check fails, the cleric must clear her head and try again; doing so takes 15 minutes.

On the middle day of each month, a cleric of Osai may cast all of her Healing domain spells as though they had been prepared with the Maximize Spell feat.

History of the Temple

The Temple of Osai began as a shrine in the Old Quarter; the Shrine of Osai, which is still there, is in the care of a young lay priest named Osai-Vanon. It has changed locations numerous times over the years, including a fifty-year period during which the temple was housed on the Palace grounds, in a building now used as a stable. Clergy of the temple have been stationed at various public facilities throughout the city since before the invasion by Emperor Orasir, and, in fact, the current temple was originally built by the Emperor to care for his wounded soldiers once the city fell to him.

The temple rose to true prominence during the Plague of Darkness, when, without a clear idea of the difference between day and night, the temple doors remained open for the duration—treating injuries and illnesses and, in more than a few cases, curing cases of lycanthropy. During those years, in fact, the temple forged an enduring bond with the Wood Walkers, the rangers who fought on the front lines of the battle against the legions of were-creatures who threatened to overrun the world.

Now, the Temple of Osai is a bustling religious hospital, providing care for Liberty's citizens in exchange for donations—which are of a purely voluntary nature. Despite the cynicism of much of Liberty's populace, the donations do come, often in the form of produce or livestock (most of which goes to providing food for other visitors; the temple also feeds the hungry). Most of the donations come from Liberty's more well-to-do citizens, since few of the poor from the Old Quarter and the Beggar's Gate (just north of the Palace) are able to reach the temple; getting past the gate guards is often more trouble than it's worth.

Those Who Serve Osai

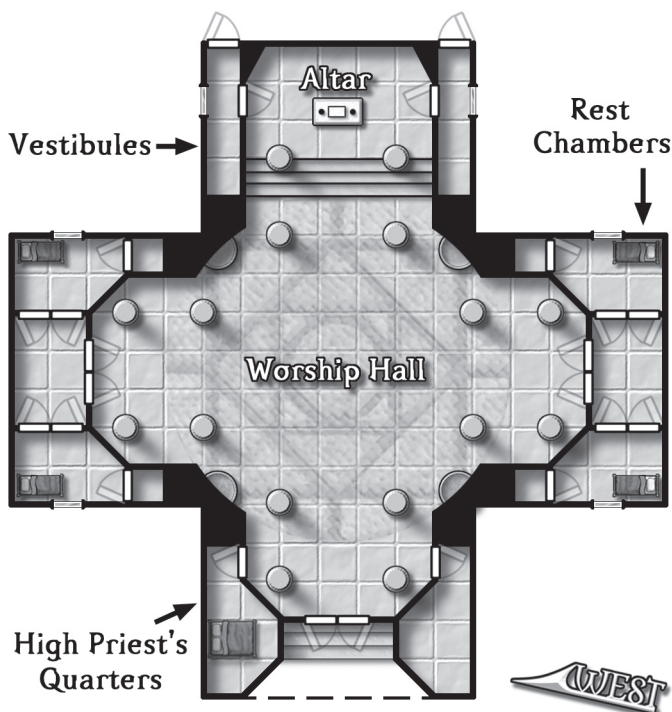
The Temple of Osai is the best-staffed temple in the city. Osai-Myor is assisted by numerous clerics, who are themselves assisted by adepts or other clerics. The temple itself is well-supplied with laypersons acting as nurses and orderlies. Most of the clerics share quarters in the temple proper; the adepts and laypersons occupy the outbuildings located around the square.

The temple is “guarded” by orderlies, who have no specific posts or patrols, but who circulate through the crowds within and without, keeping everyone in line and helping to move non-ambulatory patients into the temple (or the nearby Sanctuary).

Who Worships Osai?

Everyone in the city worships Osai—when it suits them. Few are permanent worshippers; they observe the faith until their wounds have healed and their illnesses are past. Even clerics who come to study healing tend to participate in ceremonies only until they return to their regular church.

TEMPLE OF OSAI



1 square = 5 feet

Among adventurers, the church of Osai attracts clerics and a few paladins, along with a fair number of rangers and a handful of bards and druids.

Ceremonies and Rituals

The ceremonies and rites of the church of Osai deal with Oasi's domains of Good, Healing, Luck, and Protection. Because Osai is the goddess of healing, her worshippers are devoted to health and recuperation.

Osai's ceremonies and rites are described below.

Ceremony: Purification

Conjuration (Healing)

Knowledge (religion): DC 25; **Concentration Check:** DC 12;

Domain: Healing; **Components:** V, S, M, DF; **Duration:** special.

Once each day, just before the evening meal, the clergy of the church of Osai perform the *Purification* ceremony, helping the injured heal more quickly and purging toxins from the bodies of the ill. Everyone who participates regains lost hit points as though he or she had spent a full eight hours resting. This healing cannot be doubled by a Heal check (it does not represent long-term care) and occurs immediately upon completion of the ceremony.

Additionally, the next time the participant makes a Fortitude save to fight off the effects of poison or disease, he or she gains a +4 bonus to the roll. This effect takes place any time in the next 24 hours that the participant makes such a saving throw, but it only applies to saving throws for poisons or diseases already in the participant's system. If the participant is healthy at the time of the ceremony, but later is poisoned, the participant does not gain the +4 bonus.

Only one cleric is required to perform the ceremony for up to 50 participants. Additional participants require secondary casters (see below).

Secondary Casters: 1 required for every additional 100 participants.

Material Components: Performing the *Purification* ceremony requires a sip of holy water, at a cost of 5 cp per participant.

Notable Clergy of Osai

Osai-Myor does a great deal of public service work; he is often found out in the other city districts, ministering to those too ill to leave their homes. He is also the Prince's consulting cleric (though Prince Fiorelle has his own personal healer at the Palace).

Osai-Myor

"If you remain calm, I'm sure we can be of service."

Osai-Myor considers himself a diplomat, a healer, and an administrator, in roughly that order. He is Osai's devoted servant, but healing people's ailments and injuries has become simple for him, and he finds it boring. Managing the business of the temple, getting all the work coordinated, soothing tempers, negotiating the best deals on supplies and labor—these things still challenge him, and he throws himself into his work every day.

Osai-Myor is a dark-skinned man in his mid-40s, with short gray hair and piercing blue eyes. He wears a light green robe, belted at the waist with a dark green sash. Around his neck he wears a gold medallion with the symbol of the goddess of healing on it.

Osai-Myor: male human Cleric 10; CR 10; Medium-size humanoid; HD 10d8+10; hp 58; Init -1 (-1 Dex); Spd 20 ft.; AC 19, touch 9, flat-footed 19; Base Atk +7; Grp +8; Atk +9 melee (1d6+2 nonlethal, +1 *sap*); Full Atk: +9/+4 melee (1d6+2 nonlethal, +1 *sap*) or +6/+1 ranged; Space/Reach 5 ft./5 ft.; SA turn undead; AL NG; SV Fort +8, Ref +2, Will +10; Str 12, Dex 8, Con 12, Int 13, Wis 17, Cha 14.

Skills and Feats: Balance -6, Climb -4, Concentration +7, Diplomacy +17, Escape Artist -6, Heal +16, Hide -6, Jump -4, Knowledge (religion) +14, Move Silently -6, Read/Write Common, Read/Write Draconic, Sense Motive +5, Speak Common, Speak Draconic, Spellcraft +8; Brew Potion, Combat Casting, Eschew Materials, Maximize Spell, Negotiator.

Domains: Healing, Protection.

Typical Spells Prepared: (6/5+1/5+1/4+1/3+1/2+1; base DC = 13 + spell level): 0—*create water, detect poison, purify food and drink, resistance* (×2), *virtue*; 1st—*comprehend languages, deathwatch, detect evil, protection from evil, remove fear, sanctuary* (domain); 2nd—*augury, bear's endurance, calm emotions, eagle's splendor, owl's wisdom, shield other* (domain); 3rd—*dispel magic, protection from energy* (domain), *remove blindness/deafness, remove curse, remove disease*; 4th—*divination, restoration, spell immunity, spell immunity* (domain); 5th—*break enchantment, raise dead, spell resistance* (domain).

Possessions: +2 *glamered full plate armor*, +1 *sap*, +2 *amulet of health*, 4 *potions of cure moderate wounds*, silver holy symbol, 124 gp in coin.

Allies: Osai-Penek (priest at Sanctuary of Osai).

Enemies: None.

Tactics: Osai-Myor's first response to conflict is always to calm everyone down and try to resolve issues through discussion, and he's not above using Osai's magic to assist with that. Healing rifts in relationships is, to him, just as important as healing bodies. If combat forces itself upon him, he tries to retreat behind those who are more skilled at it and supports them with healing and protective spells.

Notable Features of the Temple of Osai

The Temple of Osai is part temple, part hospital, and is designed for the purpose of healing the sick and wounded. Its spacious worship hall is almost always filled with visitors awaiting treatment, and anyone without an injury or other ailment usually has to wait outside for quite some time before speaking to one of the clerics.

Worship Hall

The Worship Hall of the Temple of Osai is the temple's main gathering area. The clerics meet, dine, pray, heal, and conduct ceremonies here.

Altar: The Altar of the Temple of Osai was actually a gift to the temple from Emperor Orasir. Any healing spell cast within 30 feet of the altar is treated as though it were maximized.

Strong (no school); CL 17th.

Rest Chambers

Patients who are too weak to relocate to the Sanctuary of Osai use these chambers until they recover sufficiently to depart.

Treasury

Osai-Myor keeps the treasury of the temple in his chambers, in the temple's *portable hole*, which is spread on the back of a tapestry over Osai-Myor's bed. The treasury consists of 8,500 gp worth of coins, gems, and art objects, and the *portable hole* itself.

Clergy Quarters

Most of the staff of the temple reside in outbuildings located across the square. The only permanent resident of the temple is Osai-Myor.

Clergy

- ✦ **High Priest:** Osai-Myor, male human 10th-level cleric (see above).
- ✦ **Assistants:** Eleven 5th-level clerics (see page 15).
- ✦ **Initiates:** Sixteen clerics of 1st to 3rd level.
- ✦ **Lay Clergy:** Eight 3rd-level adepts (see page 15).
- ✦ **Laypersons:** Assorted 2nd-level commoners.
- ✦ **Temple Guard "Orderlies":** Six 2nd-level fighters (see page 14).

The Sanctuary of Osai

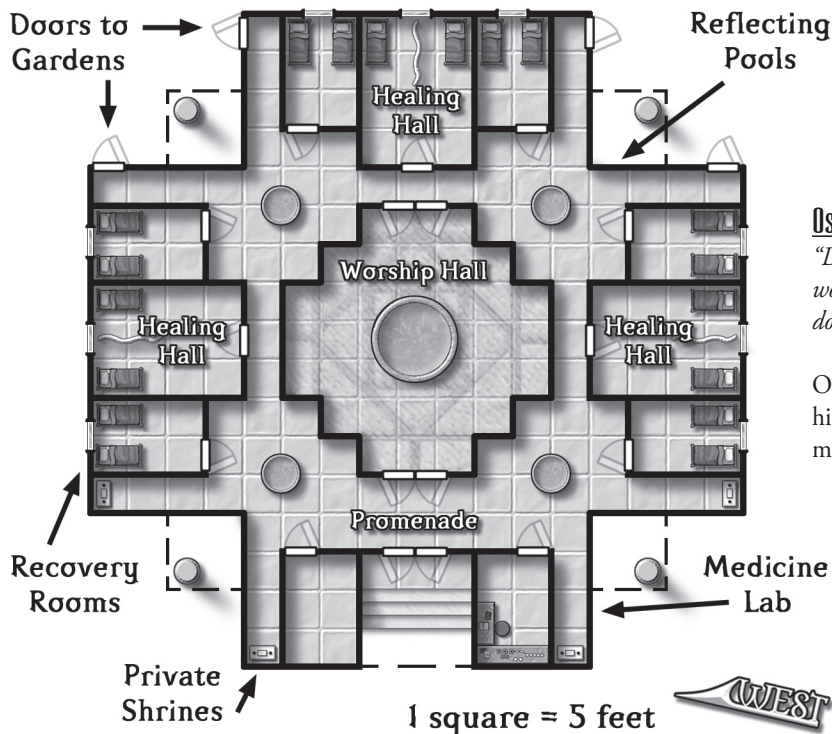
Just beside the Temple of Osai is the rather idyllic, garden-like Sanctuary of Osai, the city's only formalized convalescent facility. Operated by the church of Osai and funded largely by donations from the city's other religions (and the city

itself, thanks to the Lords' Council), the sanctuary is officially nondenominational. Though the central worship hall is dedicated to Osai, the promenade includes shrines to Umit, Lod, Lani, and Sylvania, and there are shrines to Apon, Sem, Tur, and Vig in the gardens outside.

The sanctuary provides beds for those whose recuperation might require more time than it takes to cast a few healing spells. Other patients visit the Temple of Osai and generally walk home afterward. The sanctuary also offers a place for patients to relax and concentrate on getting better. Their needs are tended to by clergy and laypersons from the Temple of Osai (with some help from the temples of Lod, Sylvania, and Apon), and the patients are invited to engage in light exercise, to soak in the garden's hot spring, and to lie in the sun while they recover. Patients are also encouraged to partake of the sanctuary's diversions, including concerts by musicians and bards, light-hearted theater performed by local entertainers, and daily banquets provisioned with fresh produce, as well as the sanctuary's extensive collection of books, games, and crafts.

The focus of the sanctuary is actually more conducive to maintaining (or regaining) a positive mental attitude, rather than the actual physical process of healing. In fact, the sanctuary welcomes those in the throes of depression or excessive stress as much as it welcomes those in need of physical treatment. Lay clergy from the Temple of Sylvania act as behavioral therapists, seeking the cause of emotional conditions, and even a few mental conditions. Most of the city's truly insane are remanded to either the Municipal Asylum, located on a narrow shelf of land at the southern tip of the Noble Quarter, overlooking the Old Quarter, or cared for in private—and expensive—facilities outside the city's walls.

SANCTUARY OF OSAI



Notable Clergy of the Sanctuary

Except for visits to the Temple of Osai, Osai-Penek is always at the sanctuary. Though he is extremely busy, he is happy to talk to anyone who comes to visit—provided they don't mind following him about on his rounds.

Osai-Penek

"Do me a favor and take this blanket over to that old woman there, the one with the sores. And while you're doing that, tell me what it is that brings you here."

Osai-Penek loves Osai, and delights in service to his patron. Ceremonies and services are ecstatic moments for him. His zeal for his work is renowned throughout the city. What most people don't know is that Osai-Penek thinks there would be a lot less healing necessary if the people doing the hurting lacked the means to injure others. Whenever possible, he arranges to "lose" the personal effects of his patients who come in with weapons; such weapons, if they're non-magical, end up in the river. (Magical weapons go to the Temple of Osai.)

Osai-Penek is a cheerful male halfling in his late thirties, with blond hair and dark green eyes. His light green robe is belted with a dark green sash, into which are tucked a variety of wands. He wears a dark green cloak the same color as his sash, decorated with symbols of the goddess of healing.

Osai-Penek: male halfling cleric 6; CR 6; Small humanoid (halfling); HD 6d8+6; hp 34; Init +3 (+3 Dex); Spd 20 ft.; AC 14, touch 14, flat-footed 11; Base Atk +4; Grp +3; Atk +4 melee (1d2–1, unarmed); Full Atk: +4 melee (1d2–1, unarmed) or +8 ranged; Space/Reach 5 ft./5 ft.; SA Turn undead; SQ Spells; AL CG; SV Fort +7, Ref +6, Will +8; Str 8, Dex 16, Con 12, Int 11, Wis 15, Cha 14.

Skills and Feats: Climb +1, Heal +14, Jump +1, Knowledge (religion) +9, Listen +4, Move Silently +5, Speak Common, Speak Halfling; Brew Potion, Craft Wand, Skill Focus (Heal).

Halfling Traits: +2 morale bonus on saving throws against fear; +1 racial bonus on all saving throws; +1 racial attack bonus with thrown weapons and slings; +2 racial bonus on Climb, Jump, Listen, and Move Silently checks (already figured into the statistics given above).

Domains: Healing, Luck.

Spells Prepared: (5/4+1/4+1/2+1; base DC = 12 + spell level): 0—*create water*, *detect poison*, *purify food and drink*, *resistance*, *virtue*; 1st—*comprehend languages*, *divine favor*, *endure elements*, *entropic shield* (domain), *sanctuary*; 2nd—*aid* (domain), *aid*, *augury*, *find traps*, *spiritual weapon*; 3rd—*dispel magic*, *prayer*, *protection from energy* (domain).

Possessions: wand of cure light wounds (9 charges), wand of cure light wounds (50 charges), wand of cure moderate wounds (44 charges), potion of cure light wounds (×3), potion of bear's endurance (×2), potion of lesser restoration, potion of remove paralysis, potion of cure serious wounds, potion of neutralize poison, potion of remove disease, silver holy symbol, 425 gp in sanctuary chamber.

Allies: Osai-Myor (high priest of Osai); Osai-Vanon (adept at shrine of Osai).

Enemies: None.

Tactics: Osai-Penek doesn't see the point of fighting when there's an option to run. But if someone is injured, he bravely puts himself between the wounded and the assailant and administers aid.

Notable Features of the Sanctuary of Osai

Whereas the Temple of Osai is comparable to a hospital, the Sanctuary is more like a convalescent home. Those who come here have generally already been healed of their ills, and now need only a rest before they return to full health.

Promenade

The Promenade is both a lounge and a walking path for those who need a little exercise (as opposed to a lot). It also features small shrines to Lod, Vig, Syrnia, and Umit. There are much smaller shrines to Sem, Tur, Ilaia, and Umit in niches along the walls of the promenade, and a shrine to Apon located next to the garden.

Worship Hall

The Worship Hall of the Sanctuary of Osai is primarily intended for observing the worship of Osai, but the Sanctuary staff allow patients of other faiths to use the Worship Hall when it is not otherwise in use.

Healing Halls

Each of these rooms is set aside for patients who are in a particularly bad way, though under ordinary circumstances they are most often employed as semi-private recovery rooms.

Medicine Lab

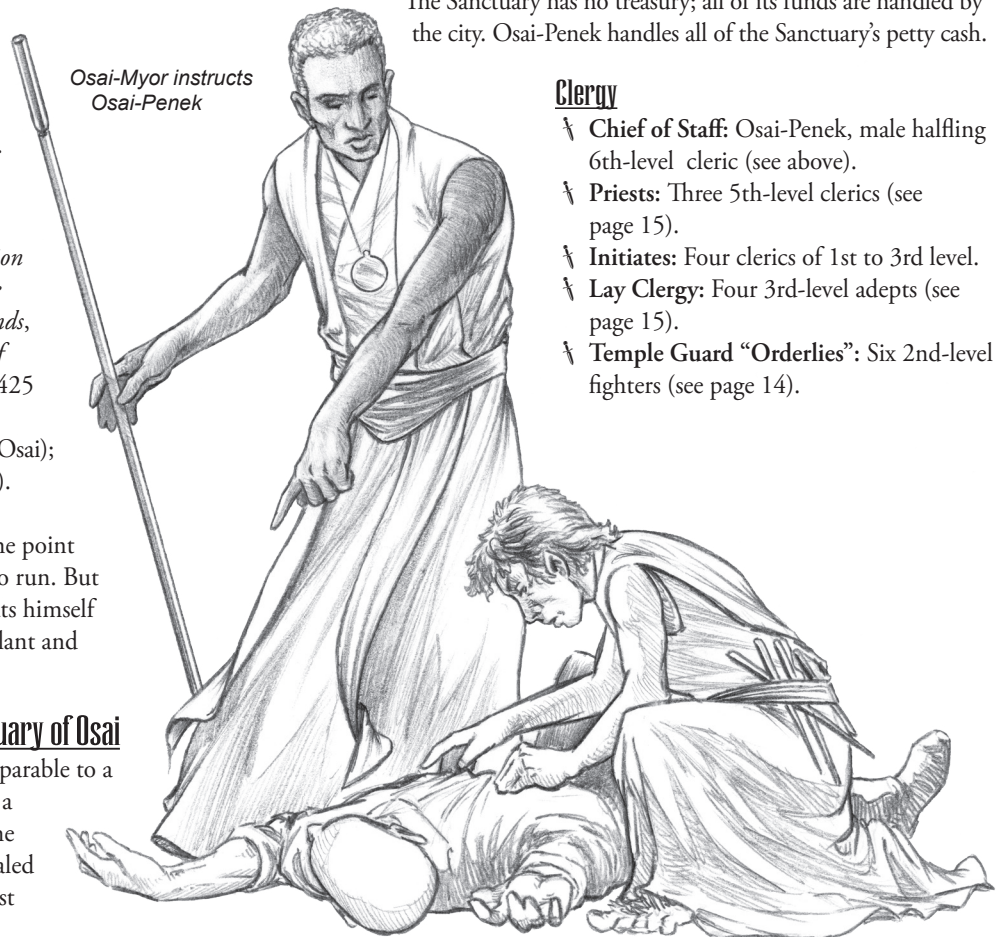
This room is set aside for the creation of various balms, ointments, poultices, and so forth for the treatment of the ill. This is also where the clerics create healing potions, and at any given time there are 1d3+1 *potions of cure light wounds*, 1d3 *potions of cure moderate wounds*, and 1d2 *potions of cure serious wounds* on the shelves.

Treasury

The Sanctuary has no treasury; all of its funds are handled by the city. Osai-Penek handles all of the Sanctuary's petty cash.

Clergy

- ✠ **Chief of Staff:** Osai-Penek, male halfling 6th-level cleric (see above).
- ✠ **Priests:** Three 5th-level clerics (see page 15).
- ✠ **Initiates:** Four clerics of 1st to 3rd level.
- ✠ **Lay Clergy:** Four 3rd-level adepts (see page 15).
- ✠ **Temple Guard "Orderlies":** Six 2nd-level fighters (see page 14).



Osai-Myor instructs Osai-Penek