

ORAEDIUM

By *The Wondering Monster*



raedium, the Seer Mother, is the goddess of clairvoyance, fortune, and premonitions. During the day, the prophecies of her chaotic clerics are often treated with public disdain by lawful folk, yet at night they come around and lay their money down for a glimpse of their fortune. This hypocrisy never concerns the Seer Mother, for she has foreseen it.

The Seer Mother is closely allied with the Hidden Lord, who shares an abiding interest in forbidden knowledge and secrets. Shul, the lunar God of measurement and knowledge is Oraedium's chief rival. Her followers believe that Shul's power is waning; after each full moon, they often mock his worshippers and attempt to destroy their reckoning braids. Oraedium's followers also share contempt for Choranus, the god of creation, magic, and destiny – who is called the Seer Father by his adherents. Clerics of Oraedium despise this heretical label (they see it as usurping the Seer Mother's authority). Given the opportunity, Oraedium's clerics will destroy hourglasses since they are closely associated with Choranus.

There are few established worshippers of Oraedium. Her followers are chaotic psychics, fortune tellers, clairvoyants, or those who seek a higher level of knowledge through divination. Life as a cleric of Oraedium is a solitary, transient affair, often spent reading tarot cards and tea leaves, as well as scrying mirrored surfaces – all for paying customers, of course. Clerics of Oraedium live a modest life and are discreet about any wealth they generate through fortune telling. They wear simple indigo garments and a translucent veil, which symbolizes the Seer Mother's ability to peer into the mind. Their holy icons are typically items used for scrying, whether a mirror, tea cup, or crystal ball. Their holiest nights are new moons in which Shul's power is weak and Oraedium's crystal ball, The Nocturnal Eye, shines uncontested. Oraedium's clerics favor daggers, flails, and blowguns laced with hallucinogenic toxins.

Clerics of Oraedium always begin first level knowing *darkness* and *second sight*, but their other spells are determined randomly. Followers who spend the night of a new moon scrying can replace a single known spell with one of their choice (provided it's available to them to learn).

SPECIAL TRAITS

LAY ON HANDS

When the cleric of Oraedium is successful in casting *lay on hands* roll 1d4 to determine its unique manifestation: (1) the cleric hovers their hands over the wound and whispers "If you let go of the past, new opportunities will appear," upon which the wound disappears; (2) A glowing ichor seeps from the cleric's palm lines, which they rub over the wounded body in crisscross pattern. The wound heals immediately and the cleric finishes the ritual by declaring, "You're at a crossroads;" (3) The cleric closes their eyes and tells the wounded individual that "I see gold and riches in your future," upon which the wounded individual vomits a trace of pyrite and feels rejuvenated; (4) The cleric crushes tea leaves into the target's wounds while softly murmuring "At the right time, it will happen." After a moment, the cleric brushes away the tea leaves revealing a restored body.

DIVINE FAVORS

Channel: Oraedium's clerics can learn *comprehend languages*, *detect invisible*, and *ESP* from the wizard spell list. Clerics casting these spells can suffer corruption and misfire.

Confidence Artist: Once per day, the cleric may make a 2d8 reaction check, modified by their personality score, in a face-to-face interaction.

Dice Roll	Reaction
2	Hostile
3-5	Unfriendly
6-8	Neutral/uncertain
9-11	Friendly
12+	Enthusiastic

TENETS

A cleric of Oraedium will abide by the following tenets:

- Never reveal all you know for free.
- Receive payment in advance.
- Do not lose sight of a customer's financial situation. Any payment is better than none.
- Giving non-committal and general answers will take you further than precise ones.

OMENS

Less experienced clerics sometimes interpret a steady flow of customers as a favorable omen, but Oraedium's more discerning clerics know that the condition of newly discovered scrying instruments is a better indicator. Finding a highly reflective mirror or tranquil pool of water is seen as a sign of favor. A dusty mirror or crystal ball gives her clerics pause, as does a pool of water with steady ripples for no apparent reason. A spontaneously shattered mirror is a very bad omen. Even nonbelievers know the adage: "A shattered mirror means trouble is near." What they don't know is that the number of shards indicates the degree of her displeasure.

SACRIFICE

Oraedium desires sacrifices of gold or scintillating gems, especially those acquired from lawful sources. She is most pleased when her clerics convince others to contribute more than themselves. Sacrifices must be dropped into a scrying pool. The pool's reflection shifts to depict the cleric's most recent transgression before fading with all trace of the offering.

CLERIC OF ORAEDIUM TITLES

Level	Title
1	Scryer
2	Spiritualist
3	Clairvoyant
4	Soothsayer
5	Oracular Spectacular

DISAPPROVAL

On occasion, even Oraedium's most devoted clerics can lose sight of her purpose. Through use of The Nocturnal Eye, Oraedium knows in advance which clerics will need to regain her favor and always metes out the proper punishment to recalibrate their powers of clairvoyance. The Seer Mother's disapproval can be mollified more easily than most deities by a sacrifice of gold or gems. Clerics of Oraedium roll on the following disapproval table.

Roll	Disapproval
1	The cleric needs to spend the next 10 minutes (outside of combat) ensuring that their scrying implements are in proper order.
2	As soon as it is safe to do so, the cleric must spend 30 minutes scrying with a pool of water while sitting down. If they are interrupted, they must start again. Failure to do so within 2 hours will result in -1 to all spell checks for the rest of the day.
3	As a punishment for their lack of foresight, the cleric loses a randomly determined level 1 spell. This spell cannot be cast until the next day.
4	The cleric must find a customer for one of their canticles within the next 24 hours. The cantic's price must be at least 1gp per caster level. Until they do so, they will incur a -1 penalty to all spell checks. (If the cleric rolls this result multiple times before securing a customer, the cantic's price increases from gp to ep to pp.)
5	Oraedium casts <i>magic mouth</i> on the cleric's weapons. When attacking, their weapon will shout "Reply hazy, try again" until they roll a crit; at this point, all of her <i>magic mouth</i> spells are dispelled. The shouting attracts nearby enemies.
6	Oraedium prohibits the cleric from casting <i>darkness</i> until the next sunrise.
7	The cleric must find a new convert by rolling 12+ on a 2d8 reaction roll (modified by their Personality modifier). Until then, they cannot perform <i>the psalm of palms</i> .
8	The cleric loses their ability to <i>lay on hands</i> until they "lay their hands" on another deity's artifact and destroy or desecrate it.
9	The cleric must shave their head so that it resembles a crystal ball. If they are already bald, they must find a new convert to rub their head with oil until it shines. The cleric suffers a -2 penalty to all spell checks until then.
10	The cleric cannot attack an opponent until they successfully predict how many of their party members will make a successful attack roll in a given combat round. A successful prediction allows them to join the fray in the next round of combat. (If the cleric is alone, they cannot fight.)
11	The cleric finds it impossible to give direct answers for the rest of the day. Their answers must be generalities or non-committal statements.
12	The cleric loses the ability to use <i>turn unholy</i> until they receive a(nother) visible tattoo of "The Fool" tarot card.
13	The cleric cannot perform canticles for a number of days equal to their caster level.
14	The cleric loses access to <i>second sight</i> until they cure a blind individual.

15	The cleric cannot cast any spells greater than level one until they purchase a horse drawn caravan pulled by two horses, gift it to a new convert of Oraedium, and send them on a pilgrimage with a scrying implement.
16	The cleric must predict which party member (including themselves) will fumble next. If they guess incorrectly, they receive a -2 spell check whenever they perform <i>lay on hands</i> for 1d3 days.
17	As a test of their faith, they must acquire a holy icon that is twice the value of their current holy icon. They cannot <i>turn unholy</i> until they do so.
18	The cleric's hands become fragile crystal balls until they take an 8-hour nap. In the meantime, they are incapable of <i>laying on hands</i> , holding any items, or manipulating any items with their hands. If one of these crystal balls shatter, they may lose several fingers or their entire hand.
19	The cleric's disapproval rating does not reset for 1d3 days.
20+	The Seer Mother curses her cleric with blindness until the next new moon. All spell checks receive a -5 penalty until then. Oraedium disowns her cleric if they attempt to cure themselves by another cleric or some other means (excepting a hefty sacrifice for each day remaining).

CANTICLES OF ORAEDIUM



raedium, the Seer Mother, empowers her followers to make prophecies and profits alike through her canticles. Clerics of Oraedium who do not receive payment before performing a canticle will receive disapproval unless their customer shares a chaotic alignment. Payment is left to the cleric's discretion, but followers typically fetch prices based on their level. Potential converts and chaotic customers always pay less than lawful or neutral ones.

Level 1: *The Psalm of Palms*

Level 3: *The Fortune Collect*

Level 5: *A Song of Smoke and Mirrors*

THE PSALM OF PALMS

Whispering this psalm while performing a palm reading temporarily increases the lucky roll modifier of a customer's birth augur. Clerics of Oraedium may perform this canticle daily for a number of individuals equal to their level. Clerics must touch their customer's palms for the canticle to work. The effectiveness of their reading depends on the cleric's level:

Cleric Level	Result (for the rest of the day)
1-3	+1 to lucky roll modifier of a customer's birth augur.
4-6	+2d3 to lucky roll modifier of a customer's birth augur.
7+	+3d3 to lucky roll modifier of a customer's birth augur.

THE FORTUNE COLLECT

At 3rd level, clerics of Oraedium may pray *the fortune collect* once per day while consulting their holy icon. *The fortune collect* gives the cleric insight into the magical qualities (if any) of the first three objects brought before them. These objects must be in their customer's possession. Oraedium will not offer insight into magical objects the party encounters, such as an unmovable fountain (though she could help identify whether the fountain's water is magical if it were contained in a bottle). Clerics of Oraedium are required by the Seer Mother to give preferential treatment – in the form of priority and transparency – to those of chaotic alignment. Those aligned with chaos receive the truth completely. Neutral and lawful characters may also receive insight, though a cleric of Oraedium will never disclose a magic item's curse to a lawful character. Oraedium's clerics utter a curse of blindness on anyone who attempts to skirt this preferential treatment by trading items before receiving their fortune. This blindness lasts until the next new moon.

A standard fortune collect:

All Seeing Mother,

From you all fortunes are given, all secrets revealed, and no value left hidden:

Provide me with insight, so that I may perfectly collect your fortune, and magnify thy Augury.

Hasten the Fool to my door.

A SONG OF SMOKE AND MIRRORS

At 5th level, clerics of Oraedium can sing *a song of smoke and mirrors*. On a successful casting, translucent smoke surrounds the cleric for one round and redirects any attacks targeting them (and customers) at a random enemy. Enemy spell checks are also dampened. Allies wishing to benefit from this canticle need to pay in advance on a case-by-case basis.

If an attack would succeed against the cleric or their customers, it is considered successful when redirected toward a random enemy. If the new target has a special ability that adjusts any damage they receive (e.g., half damage from blunt weapons), their special ability still applies.

Spell check	Result
1	Failure and worse! For the next round, all damage sustained by lawful entities – ally and enemy alike – is redirected to the cleric instead.
2-19	Failure.
20-21	For the next round, any successful nonmagical physical attacks against the cleric are redirected toward a random enemy – a single enemy harms themselves. The next spell intended to harm the cleric suffers a -4 spell check penalty. Any individual attacking the cleric sees an illusion indicating that their attack succeeded.
22-27	For the next round, any successful physical attacks against the cleric or allies within a 10' radius of the cleric are redirected with +4 damage toward a random enemy – a single enemy harms themselves. The next spell check intended to harm the cleric or allies within a 10' radius of the cleric suffers a -8 penalty. Any

	individual attacking the cleric or their allies sees an illusion indicating that their attack succeeded.
28-29	For the next round, any successful physical attacks against the cleric or allies within a 20' radius of the cleric are redirected with +8 damage toward a random enemy – a single enemy harms themselves. If an enemy spellcaster uses magic to harm the cleric or allies, their magic harms their own allies instead. Any individual attacking the cleric or their allies sees an illusion indicating that their attack succeeded.
30+	For the next round, any successful physical attacks against the cleric or allies within a 50' radius are immediately redirected toward a random enemy as a critical hit – a single enemy harms themselves. If an enemy spellcaster uses magic to harm the cleric or allies, their magic harms their own allies instead. If an enemy spellcaster uses magic to help themselves or their allies, their spell is redirected toward the cleric and allies instead. Any individual attacking the cleric or their allies sees an illusion indicating that their attack succeeded.