

Individual Religions of Lemuria

A supplement to Arduin Grimoire Rules

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Version 1.0

Religious Magic must be tailored to the specific religion of the priest. To compile a complete list of spell variations would be an arduous task. I include here a list of key components and themes that should make this process easier.

There are really two ways to go. First is Dave Hargrave's solution: Know the broad basis of the different religions and then improvise specifics as you go along. In practice, even with his gifts as an improviser, religious magic tended to be 'by the book.' Where Dave's work really shone was in religious edifices – tombs, fanes, alters, temples and so on. There, he captured the spirit of the religious forces at play and more. He was able to evoke the presence, the dominion of a deity concretely in gaming terms.

The second way to go is to key religious power concretely. To do this one would either have to have a lot of time or good source books to purchase or borrow from. One possibility here is the rule system from M. A. R. Barker's Empire of the Petal Throne. Another option would be to reduce the large number of religions that coexisted in the Arduin Grimoire rules to a few which could be keyed out to a greater extent.

I take a middle approach. By keying out a few aspects of several religions, I give the game master material for improvisation without exhaustive effort. The religions I choose in this example are similar to those in Arduin. This is no accident: I emulated Dave's system for my own world as a 14 year old.

The aspects that I think are important to capture in a few words are:

- **Religion Name and pithy description** of the world-view associated with it. This is about where the Arduin Grimoire starts and stops.
- **Following:** How many followers, where are they located. If the religion had an illustrious past or is increasing in following into the future, this should be noted, too.
- **Tenets.** What commandments and prohibitions apply to followers of the religion? How does being a follower of the religion affect one's life?

- **Major temple locations.** This is important in play for several reasons. The proximity to major temples will be influenced by the religion's character. If a service or interaction with members of the religious order is needed, the characters will have to visit these temples.
- **High priest names, level, location and role. What secular and spiritual power can they bring to bear** (note troop strengths and affluence, for instance). It really helps to know who the 'big cheeses' are, and how tough. This way, you know how much of an influence they can play on politics and conflicts in the game.
- **Political involvement**, if any. For example, some religions coincide with national or racial divisions. This can be especially important in multinational polities, think of the Balkans... In many societies, it is impossible to climb in social rank without having a station in religious institutions. Try to reflect tensions in the profane world with conflicts in the spiritual domain. That way animosities can be played out in both a mundane and religious context.
- **Origin, Mission and End mythology.** Any exhaustive treatment here would be, well, exhausting. A few words will help the GM to build upon. A list of holy festivals helps, since these usually celebrate creation, revelation or redemption.
- **Heaven/Hell.** What does the religious paradise look like? Where do the damned go? Part of this description is an indication of what it is like in the presence of angels or when priests evoke the divine essence.
- **Angels.** Briefly list minor, lesser and greater angels. Do not neglect holy messengers and visitations. This is the easiest way to inject the spiritual into the game in a fun and dramatic way, consistent with classic literature and drama.

Angels pose an important counterweight to undead, demons and other creatures of darkness that have disproportionate representation in most fantasy role playing games I am aware of. Note that Angels reflect the uncompromising and pure principles of the divine: They may be gentle and fair, but they also unflinching represent values which may cause them to act forcefully and without hesitation. Angels aren't all sweetness – consider an angel of Megalon...

Note that I did not list a set of specific spells for each religion. I do not think that this is necessary. Several spells at each level need to be adapted depending on the religion of the priest. Examples:

- L1 Manifest Righteousness, Minor Absolution, Minor Perversion,
Protection,
Project Emotion, Project Dogma
- L2 Presence of the Divine

These examples are from Lemuria. I wrote most of this when I was 14 to 18 years old. I would create different religions now, but since I don't play these days, I will stick with what I created back then.

| Religion | Align-ment | Following | Description |
|---|----------------------|---|---|
| Wavecrest | NG | 10, most Lemurians | Followers of the Sea; bureaucrats, sages and explorers. |
| Xuanth | NG | 4, most in the East | The Hand of fate; weavers in the great loom. Also the god of gamblers and enterprising traders. Tenet: Dare to gamble, the game is all you have. Accept the consequences of your actions. |
| Tree of Life, a pantheon Drorl – Mother of Spring Tshai, Harvester – Autumn Wind Colgragbip – Reveler in the Orchard of Excess Satsor – Thief in Winter | LG NG CG NE | 7, mostly near Tosmek | A pantheon of those living closer to nature, further from urban Lemuria. This is the most popular 'earth-based' religion, but it is nowhere the religion of state or as prominent in institutions since Lemuria is situated in an archelego of islands – there are no continents or large masses of land. |
| True Tarot | C | 3, obscure old religion, almost a cult. | The Cards of the complete truth. This religion has no respect for nature or continuity. |
| Tokron | LE | 4, Disaffected upper class adherents. | The clock of the end. The inevitable. A classic doom cult is at the center of this secret society. They are attempting to initiate a spiritual revolution where they will come out on top. |
| Jibbernikt | CG | 2, A hidden sect of infiltrators | Lord of Drama, the Theater of Life. This group wins adherents from every walk of life. They live in a separate society and use illusion and trickery to bring the world closer to their ideals. |
| Earthmother | LG | 3, Amazons from Milania | The source of life, the giving soil. |
| Megalon | LE | 3, mostly in Xandaria | The soul of war. |
| Mordakk | CE | 2, Orcs, Goblins, etc | The Black Flame, the Destroyer. |

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| Ravarag | A | 2, A cult associated with a few powerful ancient artifacts. | The Word Serpent, the Traitor. |
| Ottamel Lemmato | Mod L CE | 4, Mostly found in the kingdom of Fanu in the far north. | The Dual. Ottamel is the giver, builder, teacher, provider. Lemmato is the autocrat, conqueror, controller. |
| Okthoz | LE | 2, Scattered followers of 'eternal life' | The Hand from the Pit. The lord of the Undead. This religion is determined to bring the world into stasis, end the workings of nature and consume all life force to fuel the eternal life of the chosen few. |
| Shammensclor | NE | 5, Obscure but popular faith in the West | Dweller in the Secret Garden, Collector of Things |
| Rhazz Jolth | Mod L | 3, Dwarves, Gnomes, Protomen | Former of all things. The God of Stone. The World's Foundation. |
| Galtoltekro | NG | 3, Around the inland Sea | Followers of the Star Traveller. Though there are astrological aspects to this religion (for the masses), it is really a technocratic church of Utility. |
| Sordsald | Mod L | 7, Barbarians, Wanderers, inhabitants of the Cities In Air | Worshippers of the moon 'Sald' and its mysteries. This religion tends to blur the distinction between holy and mundane - the faithful see the religious in everything and have trouble living where the Zone of Divinity is too low (below 4) or too high, of a different religion (above 5). For Sordsald, Zone 3 and 4 are effectively Zone 6 and an encampment is zone 7. |
| Agemlorn | CG | 3, Elves. Limited to their enclaves. | The Immortal Tree, a Sylvan deity. |
| Scattered Gods | Varies | 6, In the distant Archipolls | These are minor or local divinities. They have great power, but only in their region. |
| Eldarin | CE | 2, Forgotten but potent | The Elder Gods. |
| Ontshalsharn | N | 5, A salvation cult popular with oppressed | The Moving Wind, the Gift of Change. |

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| | | peoples everywhere in Lemuria. | |
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In more depth, for a selection of the above.

Wavecrest

This is a good model for a 'state religion.'

Detailed description [Origin, Mission, End]

Origin: The world emerged out of a cosmic ocean, taking form on the basis of a grand scheme of the omnipotent master of all form and spirit. This creation began as an event which initiated time, but the creation never stopped. Politics, land masses and living beings come into existence all the time. Death and fading away are part of the 'end of time myth' (see below.) Since Wavecrest both created the world and gave it motion (indeed, takes part in the motion), there is an element of predestination in this religion. Fate is predetermined and inescapable.

This primary mover is obscure and can only be indirectly discerned by those who devote their lives to this pursuit. Otherwise, adherents experience the divine through its inchoate power constantly present, in bodies of water and especially at the edge of the sea.

Mission: Wavecrest created and observes all form, life and action. The highest value of an adherent is living in accordance with the forces of the Great Current. Precepts and teaching of patriarchal high priests and sages lay out an intricate set of customs, edicts and festivities.

End: In order to continue, all that has been 'cast up' by the sea must return. Something may be lost with each life - something imperfect or something unfulfilled. This residue builds up, diminishing the renewing, recreating universe constantly. Eventually, the sea of life will reduce to a dying point, at which point time will cease and something new will appear. No one knows what this will be, just as no one knows what was before time started. In order to preserve the universe, one prays and acts to perfect the world and work fate out to its final destiny.

Worldly aspects [Temple, High priests, Politics, Resources] The high temple is in the capital city of Torenth. The structure of power in Lemuria is bound directly up with the hierarchy of the Wavecrest religion. The royal family is officially invested with 'representative status' for legendary figures in the Wavecrest holy writings. While secular functions (military, treasury, works) hold power independently of the religious order, the bureaucrats who

take care of paperwork, communications and documents are all lay priests. Teaching, physical and spiritual medicine and legal representation are also positions held by lay or in some cases ordained Wavecrest priests. As are recruiters of informants and archivists of secrets, and the clandestine order who attempt - using all means fair and foul - to discover threats to the Faith and State.

There is a major Wavecrest temple in each city and at least a minor temple in each village on the island of Lemuria, though in some it is sparsely attended. These are centers of state function, as records are kept there, messages distributed and much is coordinated and tracked from the temple's offices. The religious institution owns at least a third of all (owned) land and (urban) property, nearly as much as all the other affluent sectors of society combined. This affluence is not all controlled by the High priest (L19). Rather it is unevenly distributed as Offices throughout the hierarchy (the higher the officer, the disproportionately more he controls).

Individual worshippers [Tenets]: The general characteristics which Wavecrest emphasizes are industry and moderation, stoicism and above all loyalty. Thrift is considered a good unto itself. The ostensible goal is to avoid waste. Unfortunately, the side effect is an instinct for accumulating wealth. This leads to materialism and for many an equation of spiritual purity and elevation with affluence. Wavecrest worshippers are quick to condemn those who do not 'follow their fate' (in other words, they aren't making the world safe and simple for bourgeois expectations.) This tendency has deeply affected the priesthood who have been afflicted with ostentation and the generally unfounded belief that their pursuits and goals are closer to God as they bring constantly more riches and power.

Spiritual Manifestation [Heaven/Hell, Angels]

Heaven: An idyllic sea - with islands of paradise. Water from a spring on such an island, a flower, even a shell from a beach there is a holy relic of vast power. Impure beings cannot exist in this heaven - they will fade and die in one day per life force, if they remain. It is possible for them to attain purity there, or increase their purity. The result of this (should one then leave the Paradise) is an infusion of destiny and vitality.

Hell: A lifeless Sargasso of undead and junk, no fate whatsoever and unending penury of resources. Both the Sargasso and the Paradise exist in the real world (they are places) and one may arrive at them (or their outskirts) by various secret paths. Note that there are affinities between the Sargasso and the Lemurian hells 'Illnarb' and the 'Necropolis.'

Angels:

Minor: Enhanced and holy versions of sea life such as Dolphin; Exotic fish; Sea Anemone; Barnacles; Kelp; Sharks; etc.

Lesser: Semicorporeal Mermaid / Merman, Seamonsters

Greater: A colossal nearly incorporeal Man-o-war; A vortex of water

Spells used by Wavecrest priests tend to focus on social and political tasks. There is less concern with nature and individual concerns, more with keeping things in control and moving in the 'right' direction.

The Tree of Life

This is an example of a 'Pantheon' religion.

Though each of the deities dominate during their natural season, all are potent and present to their followers at all times. The pantheon forms a family - Drorl is the dominating God, completely disembodied - manifesting through life and particularly plants. The Harvester is the 'daughter' of Drorl, and Tshai is the 'son' - both manifest and are depicted as humanoids. Satsor is all 'ancestors' also relics and art objects, animated in a very surreal fashion, more a dream than a material being. As a family, there are internal politics: They fall out with each other and disagree; they can lobby with each other; if one is displeased, one can appeal to another; etc.

Drorl: A mother Goddess who renews life in the Spring. She is exactingly fair when it comes to rules and agreements.

Tshai the Harvester: A self interested God who nevertheless rewards hard work and sacrifice. He has no tolerance for pretence or hesitation.

Colgragbip: An epicurean, somewhat in the role of Pan. A free spirit who doesn't take anything particularly seriously and can be quite selfish.

Satsor: The Lord of the underworld and winter, a death God who is a bit too eager to fulfill his function. At the same time, he grudgingly has to obey the rules. Satsor is the only God in this pantheon that has 'aristocratic' and 'worldly' sensibilities.

Detailed description [Origin, Mission, End]

Origin/End: In some way, all four deities are bound together, represented by a single tree in multiple phases. They created the world together and only then emerged into the world, Spring, Summer, Autumn and Winter - in that order. Every year the world is 'created anew' at the beginning of Spring and 'ends' with the coming of Winter. The equinoxes are the biggest holidays of the Tree of Life pantheon.

Mission: Worshippers concentrate on a single aspect of the cosmic order. They maintain their part of the order and do their part to ensure that *all* life continues correctly and completely, along its course.

Worldly aspects [Temple, High priests, Politics, Resources]

Temple: Each God in the pantheon has their own temples. This religion is concentrated in one region of Lemuria where it predominates. Aside from Satsor, other worshippers of other Gods in this pantheon tend to be withdrawn from politics. This pantheon has very limited worldly power and influence, but profound power in its connection to natural forces and divine order in the Lemurian cosmos.

Individual worshippers [Tenets]

Drorl: Work to increase harmony and productive religious practice. Drorl worshippers have a very principled life calls out specific priorities and demands frequent sacrifices for the greater good.

Tshai - Harvester: Sincere honesty and hard work are required, not a lot of subtle practice.

Colgragbip: Epicureanism. Pleasure and Art are offerings to the God. The follower must indulge and also create pleasing and timely works.

Satsor: This is an aristocratic order which prizes learning and sophisticated tastes. The exercise of power at the right moment and for the right reason is the prerogative of followers of this God. Like their Lord, followers of Satsor are stingy.

Spiritual Manifestation [Heaven/Hell, Angels]

Heaven:

Hell:

Angels:

Minor:

Lesser:

Greater:

Tokron

A good basis for a 'conspiracy cult'

Trapped in the Order of Wavecrest, several powerful people have turned to a God of Revolution. In many ways this religion is the opposite to Wavecrest - whose priests and practitioners take things as they come and adapt a strategy (and moral philosophy) which best suits the situation. Tokron has an infinite consistency. The idea is that 'after the revolution' arbitrary and improper distribution of power and resources will end. Instead, absolute power will fall to the priesthood and inner circle of the

New Beginning. These wise Appropriators will allocate everything for the best of all.

Detailed description [Origin, Mission, End]

Origin: The world was originally a unity which fell out of harmony with itself. The duality of mind and matter became the root of all future conflict. Above this conflict, regulating its terms and keeping score - the great timekeeper, Tokron. Only Tokron can restore harmony and from this aloof position, through his priests and champions he can manipulate current conflicts towards his desired end. The Great Revolution will come, it is only a matter of time.

Mission: Obsessively secretive, followers of Tokron form into cells and other effective organizations for covert action in a hostile political environment. Many of the operatives and priests do not really know who they serve, only gaining a clearer picture as they advance in the ranks. No one knows how many layers this organization has. Absolute obedience is rewarded by allowing freedom and privilege to the Agent. Clandestine operations are carried out with forethought and plenty of aid from the organization, but always keeping certain aspects of the whole plan and purpose enigmatic.

End: The Tokron organization is always focused on a future change. In those rare cases where they dominate politically and have to call the shots, this usually degenerates into conditions of forced labor and military law for most. They are much more effective in opposition and working for an ideal future than dealing with the reality of power.

Worldly aspects [Temple, High priests, Politics, Resources]

Temples: These exist in hidden places, usually ingeniously placed so as to be easily accessible from places of power. The high priests are some of the most rich and influential people in Lemuria. Most do not know who each other are, except by code names and through complex channels. When they focus their immense resources, they are extremely effective. This rarely happens, however, since communication is relatively inefficient, rarely 100% clear and there is so much distrust and rivalry within the organization. A lot of their efforts involve internal quarreling.

Individual worshippers [Tenets]

There are non non-initiated members. Everyone is 'in on the secret' and sworn to loyalty and complete silence except to well identified members of their own cult. The absolute number of worshippers is kept small and recruitment is done very carefully. Often the convert doesn't even know

what is happening until well along in the process. Practitioners usually have a 'front' of another faith and do not let on their devotion to Tokron. The exception to this is if there is a major step toward the great revolution, in which followers must step forward. Generally, in the service to The Great Purpose those who learn too much have to be liquidated or have their memories erased.

Spiritual Manifestation [Heaven/Hell, Angels]

Heaven: The Perfect City is the great seat of divine control and hierarchy. In reality it is something of Kafka's castle, except that the functionaries and inhabitants are all exquisitely fulfilled.

Hell: A jungle environment where everything and everyone is wild. This borders and merges into the Lemurian Hell 'Zeknin.'

Angels:

Minor: Empty clothing functionary, Gaseous Gloom - a spy and messenger

Lesser: Assassin clockwork man, Impossibly thin 2d 'representative' and 'carrier'

Greater: Immensely powerful hydra

Most Tokron priestly magic focuses on secrecy, manipulating erasing and extracting information, and manipulating events.

Jibbernikt

A cool idea – if you don't like the world and its too hard to confront the powers that be, change it through subtlety, so no one knows they've been saved. These are 'secret benefactors' who of course tend to be rather smug.

Detailed description [Origin, Mission, End]

Origin/End: The world of mortals is nothing more than a game played out by the Gods, a kind of dramatic story they cause to be played out for their strange amusement and other purposes we cannot appreciate. We are in the midst of one such game. Jibbernikt has enlightened his followers as to their role and the rules.

Mission: Followers of this religion believe there's a drama being performed for the Gods, of which most people are ignorant. They alone are aware of their situation and able to manipulate the story for the better.

Generally 'benevolent' in their inclination, the Jibbernikt faith would rather see peace and prosperity than conflict and disaster, justice rather than brutal and arbitrary rule of might and beauty rather than crudeness or senselessness. Since life is in a form of balance and their interventions

always come at a cost, it is never easy for Jibbernikt followers to achieve their aims without causing other problems. They build their power on the basis of lost and appropriated objects.

Worldly aspects [Temple, High priests, Politics, Resources]

This religion exists only underground, secretively. There are few temples, and no high temple. The high priests have infiltrated other organizations, often in very humble positions. Jibbernikt followers tend to follow their own logic and live in very odd ways, often at the fringe of society with very little material assets. On the other hand, their sanctuaries and safe havens may exist in the least likely places.

Individual worshippers [Tenets]

Be prepared and keep one's mind open. See the big picture. When you receive a sign, act on it however strange it may seem. They believe that symbols are more important than what they symbolize. (Strangely, this tends to work out for the followers. For example, attacking the 'flag' of a fortress rather than its walls may end in defeating the garrison). They do not respect ownership or secular laws. They don't steal for fun and profit - rather as part of their religious mission.

Spiritual Manifestation [Heaven/Hell, Angels]

Heaven:

Hell:

Angels:

Minor:

Lesser:

Greater:

Megalon

An imposing 'opposing state' religion. The God of War is generally blind on the battlefield. He doesn't favor either side. He gives generously to the survivors, in terms of richness of life, insight and vitality. Nations which follow this path may flourish under his blessings, but these cannot be counted on. Generally, the chief effect to large groups of followers of Megalon are collective chauvinism, righteousness and bellicosity.

Mostly one thinks of berserk warriors when one hears the name 'Megalon.' While the God smiles on this behavior and encourages it, he also supports organized martial institutions and orderly slaughter as well as ongoing low-intensity warfare. Most important, the slumberous equanimity of Peace is rejected as pathetic and contrary to the Glorious and the Good.

Detailed description [Origin, Mission, End]

Origin: The world emerged from a contest of powers and the great struggle of nature has never stopped.

Mission: Megalon encourages change and dynamicity and stands behind the thrill of victory, danger and valor.

End: The great battle at the end of time will end in the defeat of the Armies of Heaven itself. Then there will be nothing but perpetual battle and struggle of all against all - bliss!

Worldly aspects [Temple, High priests, Politics, Resources]

Individual worshippers [Tenets]

The follower of Megalon values himself by his practical lethality and readiness, his deeds and readiness to carry principle to action. Martial virtues are highest.

Spiritual Manifestation [Heaven/Hell, Angels]

Heaven: A dynamic set of situations and compounds always at war. This war is noble and the campaigns set the world right on a continual basis. Nature is at its most severe and dramatic in this Heaven.

Hell: A lifeless, boring, apathetic desert. Flows in and out of Jarishk - the Lemurian 'desert Hell'. Also war for no reason except to exterminate all life - Eversiege, the Lemurian Hell.

Angels:

Minor:

Lesser:

Greater:

Mordakk

A faith for those for whom there is no place in the Happy Kingdoms of high fantasy.

A classic 'lord of chaos' dedicated to overthrowing law and order for a state of tribal anarchy and constant upheaval.

Detailed description [Origin, Mission, End]

Origin:

In the beginning, there was Freedom. All lived wild and unbound, able to pursue happiness and live and die in a great unbroken harmony of possibility and nature. Then came the Lords of Order, who began

stealing the best resources for their followers and protecting them with armies, light, beauty, good fortune and other hateful advantages.

Mission:

The world has become unfair and rightfully should be liberated. Virtues depend on personal attainment - strength, courage, vision, prowess, knowledge, effectiveness. There is a general lack of privilege and caste; advancement in the order depends upon capability not birth right. It is important to celebrate one's own victories and those of one's allies. This is less out of 'loyalty' than out of a shared strength and destiny. Mordakk followers condescend to common moral sentiments such as pity, charity, empathy and sacrifice unless they serve the higher end of liberating the world from the caprices of the lords of Law. Freedom is celebrated, so Mordakk followers may well be benevolent to rebels, exiles, outlaws, renegades and so on.

End:

In the 'End Time', the world will be redeemed, cities will burn, there will be no kings and the world will once again have no boundaries or rules

Worldly aspects [Temple, High priests, Politics, Resources]

Temples tend to be built in remote areas, or in the hollowed out mountains or underworld where the followers live. There are fanes and lesser places of worship in cities, but these are always at the boundaries of law, amongst the black markets, undercities and so on.

In Lemuria, the (Orcs, Goblins, Mashers, etc.) followers of Mordakk are not particularly numerous. The religion focuses, supports and unites their discontentment with the Human and Elven order.

Individual worshippers [Tenets] Personal attainment, disregard for rules and laws and an absence of 'slave mentality' and 'sentimentality.'

Note: One aspect of Mordakk is 'Anivath, flame dancer' - a Wrathful and Destructive fire god.

Spiritual Manifestation [Heaven/Hell, Angels]

Heaven:

Night has filled the world, which has become a great out-of-control party. There are no enemies any longer. The world has become a great adventure, where honesty and true nature take precedence over fate, morality and logic.

Hell:

A gleaming white prison. The guards are cruel beautiful mocking angels. Activity is restricted to boring and 'improving' corrective tortures. At the perimeter of this prison lies the Lemurian Hell 'Chyren.'

Angels:

Minor: Children of Anivath

Lesser:

Greater: Archangel of Anivath

Mordakk priestly magic provides support and succor for outsiders - help and succor as well as setting up bivouacs, safe houses and outposts for the agents of Freedom and the Cleansing Flame.

Shammesclor

An obscure and mysterious cult. This is an attempt to keep religion strange and threatening, beyond what we can know. This religion is not quite as alien and nowhere near as horrible as Eldarin, but it is disturbing to the outsider.

Knowledge is power to these cultists. They are students of numerology, secret codes manifest in every language and in life itself.

Detailed description [Origin, Mission, End]

Origin: Existence is a great puzzle, a cypher whose solution is synonymous with unity with the divine. When the last puzzle was solved, the universe was created. When the next puzzle is solved, existence as we know it will end and begin again as something else.

Mission: Shammesclor seeks to have increasing impact on the universe by manifesting itself to those who will be able to act on the signs and portents. Unfortunately, the subtlety and complexity of his message makes it rather inaccessible to most.

Worldly aspects [Temple, High priests, Politics, Resources]

This faith is represented in a far off nation. The exotic and inscrutable society follows a set of rules which make sense to few. They are quite powerful and affluent, since Shammesclor's insights allow a kind of magical biotechnology to be constructed which is very lucrative and effective.

Individual worshippers [Tenets]

Secrecy, persistence, loyalty, learning and intuition are all considered virtues.

Spiritual Manifestation [Heaven/Hell, Angels]

Heaven:

Hell:

Angels:

Minor:

Lesser:

Greater:

Okthoz

This is a classic 'Lord of Chaos,' dedicated to overthrowing order – but in this case, the order of nature, life and death itself. In this sense, Okthoz is an enemy of all other religions. Eldarin would follow the same pattern.

Okthoz, the hand from the pit, is the Master of the Undead. Followers of this religion aren't part of an organization, and there is no notion of authority (no 'Lords of the Undead in this case). Rather, the power itself acts as the authority, the great purpose that occasionally embodies itself as a hand emerging from the abyss.

Detailed description [Origin, Mission, End]

Origin:

In the beginning there was blessed serenity and nonexistence. Divine malice created life and nature to disrupt harmony. Okthoz resisted life and death alike and began the creation of the anti world, the negative material plane. This counterbalances the forces of life to some extent, but is equally an enemy of all religions and forces which operate in the world and strive for life and change.

Mission:

Okthoz and its undead cohort wish only the oblivion of a static world. They oppose all forces and destinies which perpetuate life except as a source of sustenance for the netherworld.

End:

Eventually Okthoz followers, according to their faith, will achieve eternal life. At this time, nothing new will be born and time itself will cease.

Worldly aspects [Temple, High priests, Politics, Resources]

There are some temples to Okthoz, though these exist in horrible places - such as 'dungeons', desecrated fallen and forgotten temples to Gods with no surviving worshippers, and so on. They are not involved directly in politics, except for the rare follower who is in high places. Mostly the Okthoz adherents are outsiders who wield immense and dangerous

power on a limited scale. They are clever and involved enough in the world and have spies and fortune telling devices to determine which are the crucial conflicts. They will always side with the enemy of existence as we know it.

Many Priests of Okthoz also learn some Necromancy. Okthoz provides blessings and aid to Necromancers and they are allied with the priesthood. Priests are encouraged to aspire to becoming 'priest-mages' eventually. (See Priest-Mage of Tanabras).

Individual worshippers [Tenets]

Go through your undead existence like a self respecting monster!

Spiritual Manifestation [Heaven/Hell, Angels]

Heaven: None. The negative material plane will be 'complete' rather than a sketchy overlay topology of the 'material world' once Okthoz has its way.

Hell: Pretty much any of the 'heavens' of other religions. There is no specific Hell for Okthoz.

Angels:

Minor: Creeping Shroud of Neverbe

Lesser:

Greater: