

THE PANTHEONS OF KULTHEA

The one consistent feature of the many religions of Kulthea is their history. Most theologians agree that there is great similarities between the individual clergies histories as well as those of the major factions.

BRIEF HISTORY OF THE GODS

In the beginning there was the One in the void and the Soul Wind. The One floated through the Void and slept and dreamt. Its dreams were troubled. The One was without presence and beyond comprehension, its dreams were vast and fathomless. Although without gender the One's dreams were curious and novel, filled with concepts and images alien and strange. It dreamt of Form, Shape and Substance while dreaming dreams an eternity in length and immeasurable in complexity.

The Soul Wind grasped these dreams and scattered them into the void, thus Form, Shape and Substance became real.

Still the One slept. The Soul Wind grasped Essence and Identity. Then the greater passions Love and Hate and the myriad of lesser passions and let them bind with the Form, Shape and Substance. Into this seething cauldron of creation a single tear fell from the One and lent it Life.

The Soul Wind blew through the darkest recesses of the Ones dreams and nightmares and drew from them long forgotten ideas and concepts. Into Life was given good and evil, law and chaos, knowledge and innocence.

The One awoke and was pleased with what it saw. The Void was vast and empty so the galaxies were created. The suns, planets and moons became home to all the Soul Wind had taken from the One. Life took in its myriad of forms, some painfully grotesque, some bitterly beautiful. Some flourished some died. The One soon tired of creation and the attention it required, its vast slumber lured it so pieces of itself it took and breathed Life upon them. Thus the Great Old Ones Hanor and Hara were born. The One entrusted the care of Life and all the universe to Hanor and Hara who were infinitely powerful since they were made from the One. Then the One left to sleep and to this day still slumbers.

Hanor and Hara guided Life for aeons, they created beings of their own, guided evolution, shaped worlds and galaxies. In their effort to broaden the Life they created the elemental. Ethereal, astral, lower, upper, shadow planes and the Pales. The variety of Life was infinite but soon they grew bored and they petty requirements of each individual plane was taxing, let alone considering the requirements of individual beings. Thus they worked with the stuff of Life and fragments that the Soul Wind had collected on its travels and shaped the Old Ones. They were powerful beings almost as

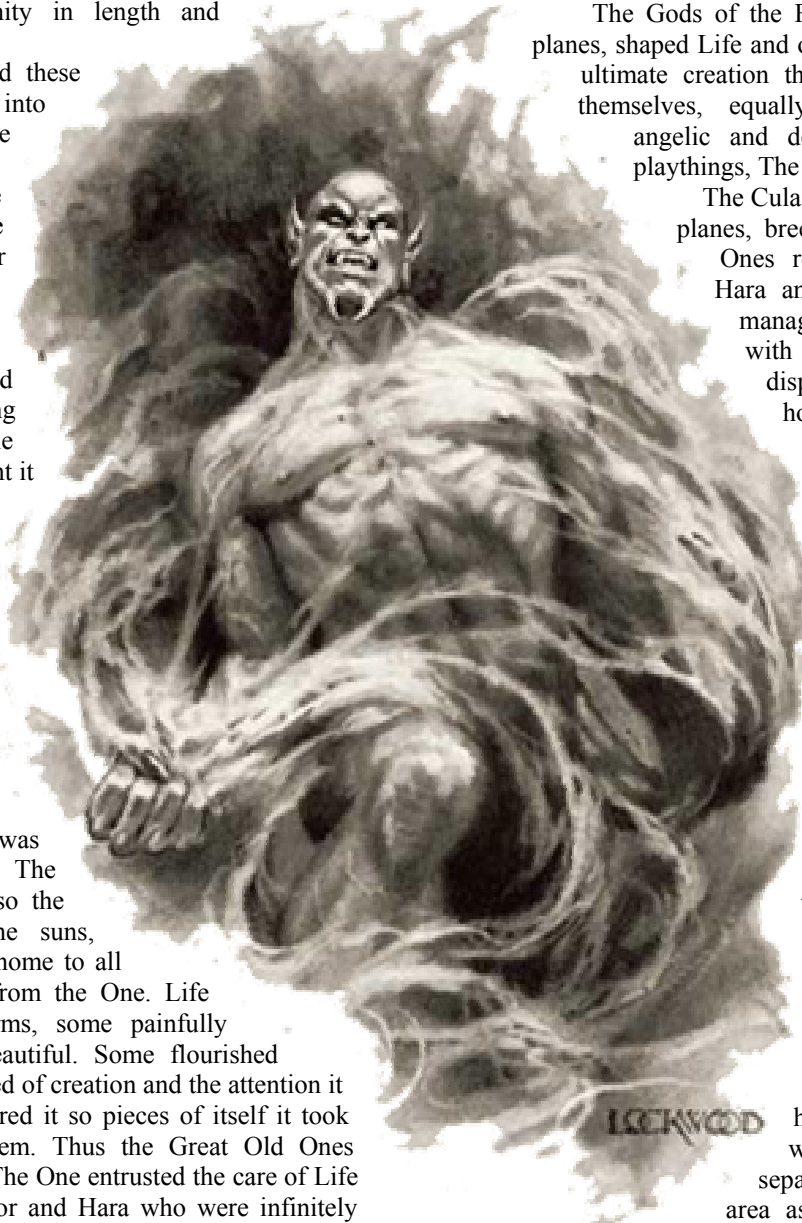
powerful as their creators, but their essence was very different. Since the Soul Wind had collected fragments on its journey, each of the Old Ones had a specific interest or facet to them. There was the difference between them and Hanor and Hara who were made of the One and alien in their Form, Shape and Substance. The Old Ones were representative of the Life that had already grown and were definable.

The Old Ones in turn created their minions to serve them and oversee Life in its many forms. These were the Faithful. Named for their purpose which was to monitor and serve the facets of Life that Hanor and Hara had created, to remain faithful to their charges. The Faithful were all shapes and forms, demons to angels, fire to ice. They were given portfolios of interest to which they held the obligation of ministering troubles, imbalances and excess. They were the Gods of the Faith.

The Gods of the Faith walked the planets and planes, shaped Life and observed change. In their first ultimate creation they shaped a race based on themselves, equally beautiful and powerful, angelic and demonic, their servitors and playthings, The First Race, the Culai.

The Culai spread across the worlds and planes, breeding and learning. The Old Ones retreated to join Hanor and Hara and the Faithful were left to manage Life themselves. Pleased with the Culai the Faithful dispersed to carve out their own home planes. There they dabbled with the ample Life that abounded and created the mortal races, animals, elementals, aberrations, celestials and demons. Of these creations the mortal races were seen to be the most adaptable and versatile and underwent evolution of their own shaping such races as the elves, dwarves, goblinoids and man. The Culai were summoned and charged with serving these races as the voice of the Faithful, guiding and teaching the lesser races in order for them to flourish.

The Culai who were slow to breed were few in number compared to the vast hordes of the mortals whose welfare they were given had to separate and each take a race or area as their own. Their demands taxed the Culai who had little patience for creatures as dim witted and young as the mortals and soon became resentful of their task, desiring their freedom once again. Still with the Culai to guide them the mortal races grew to include the mightiest civilisations ever seen. Art, music, religion all flourished and the mortals were overjoyed. Peace reigned between the kobolds and gnomes, between the orcs and dwarves between the elves and lugroki, but still the Culai were hateful of their position and task. The Faithful had left the affairs to the Culai and were oblivious to the rumblings of discontent. The Culai banded together and introduced a terrible creation of their own to the mortals, War.



The First Wars were terrible, the golden age was destroyed as the Culai pitted each race against the other. The mortals unaware of the agreement the Culai had made, served their God Rulers as best they could by forging new weapons and taking them up upon their once beloved neighbours. The mortal races were severely diminished and into this terrible time the Culai revealed themselves in all their glory and power. Taking up weapons forged from Life they slew millions across the planes until the Faithful were forced into awareness by the rents created in Life by the deaths and banded together with the mortal heroes, to battle the Culai.

The Final War was fought at Ab Absolom, a beautiful plane once dedicated to new life and peace. The battle turned it into a charred remnant of its once soul searching beauty. The Culai were culled, and their few survivors fled to the darkest recesses of the universe. The mortal heroes were slain all save one man, Buiva who was lifted up and made the God of War, Warden of Ab Absolom.

Such was the disruption of Life that the Old Ones were awoken and turned their attention to the Faithful. The Culai would never had been able to wreak such evil if the Faithful had been true to their making, thus the Old Ones bound a terrible curse in their sorrow upon seeing the legions of souls rising to their journey to the Silent Wood.

“Faith lends Substance” they spoke, and without worship the Faithful would wither and die. They must actively appear in their followers lives to gain their worship or be no more. The Old Ones gave their essence in the making of the Pact and were torn asunder by the Soul Wind to the cries of the Faithful who wept in sorrow and shame.

The Faithful named themselves the New Faith and withdrew to tend their wounds and flocks. Some turned on their siblings and grew resentful for what the Old Ones had done and left the Faith to form their own followings. These evil and spiteful beings drew minor beings to their cause and guided them to power through the suffering of many and the worshipping through fear. They became the New Religion and have warred with the New Faith since that time.

The New Faith have not grown since that terrible time, they have nurtured and guided the mortal races with a light but deft touch, they still bear the sorrow of that aching moment of realisation of how much they had hurt Life and it is a constant memory of the unravelling of the Old Ones at their failure that gives them tireless devotion.

The New Religion had warred, killed, terrified and sacrificed themselves into power. They teach terrible secrets and powers to those willing to learn to gain their following to increase their own power. Some of these beings in turn generate their own worship and ascend to godhood. These creatures are doubly cautious since both the Religion and Faith would gladly see them destroyed, one for their followers the other for their crimes.

These are the still remembered gods that gave themselves to the Pact, or whose worship is no more. Their near forgotten symbols can be found on ancient monuments and tombs. Occasionally a cult will rise worshipping one of these ancient powers claiming to have contacted the power, but these never seem to flourish. They are the lost gods of broken temples and civilisations whose legacy is found deep in the deserts of embossed of old coins and stones brought up from deep digging pits and in fishing nets.

LADY DANNU THE PRIME FEMALE DEITY.

BOR THE MAN GOD.

SCMALL THE SPIRIT OF THE CLOUDS

KLOCA LORD OF STONE AND ROCK

DORE WORKER OF METAL, THE GREAT SMITH.

FIFHE LORD OF THE BEASTS, DAUGHTER OF DANNU

FEITIGH THE WINDLORD

Q'SLEEDOR MAKER OF MOUNTAINS, DWARF FATHER.

SNAITTE THE COLD GOD

OCHRANN GOD OF COMPASSION & HEALING.

THE MAKER & USER EARLY GODS OF CREATION.

OSIDIAN LORD OF TIME

FIARLE THE LITTLE GOD OF ICY SPACES

HUIDE THE LITTLE GOD OF SUMMER RAIN

LUID THE FIRE SPRITE

The domains are selected as normal, but the racial domains such as elf may only be taken by members of that race.

The Clergy entry gives an indication of the type of structure the member of the church have.

1. Militant -strict military style hierarchy, with a lifestyle similar to being in a militia group
2. Central -a central church controlling all other temples, with a hierarchy
3. Local -each temple acts independently
4. Cult -no temples, only groves or shrines, no group structure, or hierarchy, all equal

Also given is the type of followers that clergy has including any prestige classes available through that church.

THE PANTHEON OF THE FAITH

LADY ADUR

Known as the goddess of nature, Adur represents nature in all its forms. She is the protector of animals, plants and forest kin. She is worshipped by those who live in her domain and those who rely on her charges for survival. The Vorloi, druids and rangers tend to pay her homage.

Alignment: N

Favored Weapon: staff

Domains: animal, earth, gnome, plant, travel

Clergy: Cult [druid, divine oracle, contemplative, hunter of the undead]



ALILE

The judge impartial. Alile sits upon a stone throne located in a simple lodge on the outskirts of the Silent Wood, Mannam's realm of the dead. This is where the souls of the departed come for judgment prior to re-entering the realm of man. He is the patron of judges and rulers. He is unbiased and unswayable in all things.

Alignment: LN

Favored Weapon: warhammer

Domains: fate, knowledge, law, planning

Clergy: Central [cleric, templar, church inquisitor, consecrated harrier, divine oracle, contemplative, hospitaler, hunter of the undead]



BAISTIGH

This is the lord of thunder and storms. Worshipped by few he is prayed to by those caught outdoors in storms and those who fear his wrath. There are those who delight in his majesty, of which most are insane. He is chaos personified and represents the raw power and fury of the gods.

Alignment: CN

Favored Weapon: Morningstar

Domains: air, chaos, water, storms

Clergy: Cult [cleric, hunter of the undead]



BUIVA

The god of war. The human warrior Buiva survived the Final War of the Culai and was raised to godhood. He is the patron of all warriors, especially ethical mercenaries. He is portrayed as a lean, well muscled man in a tattered cloak of tartan worn over chainmail with a battered shield and wielding a bastard sword. He is the tireless warrior and his followers are sworn enemies of the New Religion. His followers tend to keep a few links of chainmail wrapped in tartan for good luck.

Alignment: NG

Favored Weapon: Bastard Sword

Domains: luck, protection, strength, war

Clergy: Militant [cleric templar, warpriest, Hospitaler]



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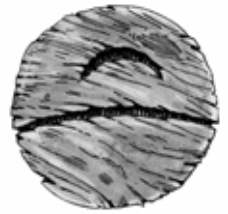
The god of bridges, trade and travel. This god is the patron of all those who suffer wanderlust. Merchants, nomads, travelers, monks and engineers pray to him especially. His followers tend not to spend much time in one place and feel the near uncontrollable desire to travel. He is also the patron of halflings.

Alignment: CG

Favored Weapon: Staff

Domains: earth, halfling, protection, trade, travel

Clergy: Local [cleric, contemplative, holy liberator, hunter of the undead]



C'LTE, QUA'LTE & SA'LTE (THE TRIAD OF LIFE)

The triad represents life and aging. Sa'lte represents youth, and is depicted as the unblemished energy of youth, clad in garish colors and having a ready smile, he is the yellow god of life. Qua'lte is the second aspect of the triad and represents adulthood. He is strong, muscular and confident clad in serviceable clothing and a short red beard. He is the red god of life. The last is C'lte, the blue god of life, representing age and wisdom. Deep-set eyes and a flowing grey beard mark him as wizened and thoughtful. He is stooped but still strong. They are known as the Undying since they are trapped forever in their respective ages. They live in the Gardens of Life Eternal, where after judgement by Alile, the souls who have achieved perfection in life are granted immortality (within the garden). The garden is divided by Aman, the white river, making it a series of islands and bridges. On one such island is the Timeless Tree, on which grows the fruit of immortality which the gods consumed to grant them immortality. Those who consume the fruit are said to gain immortality and the ability to see the balance of life and death within anything.

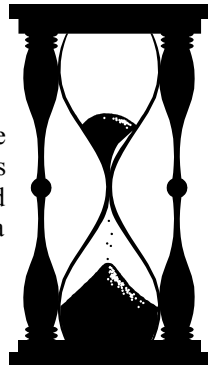
Followers of the Triad are enemies of all the undead.

Alignment: LG

Favored Weapon: Mace

Domains: family, knowledge, renewal, strength

Clergy: Central [cleric, paladin, silken brother, church inquisitor, consecrated harrier, contemplative, divine oracle, hospitaler, hunter of the undead, sacred exorcist]



CORELLON LARETHIAN

The major god of elves, Corellon Larethian is also known as the Creator of the Elves, the Protector, Protector and Preserver of Life, and Ruler of All Elves. Corellon Larethian is the creator and protector of all the elven races. He governs those things held in highest esteem among elves, such as magic, music, arts, crafts, poetry, and warfare. Elves, half-elves, and bards worship him. Gruumsh is his nemesis, and it is because of Corellon's battle prowess that Gruumsh is called One-Eye.

Alignment: CG

Favored Weapon: Longsword

Domains: animal, craft, elves, magic, plant, war

Clergy: Local [cleric, Bladedancer, warpriest, contemplative, divine oracle, holy liberator, hunter of the undead, templar]



COULIDE DREAM MAKER

Mistress of the realm of passion and desire. Coulide is the patron of seers, diviners and forecasters of prophecy. Her worship is limited to mages, sorcerers and bards. Most people who suffer nightmares carry a charm of Coulide to ward them. She is the goddess of dreams, and protector from nightmares.



Alignment: NG

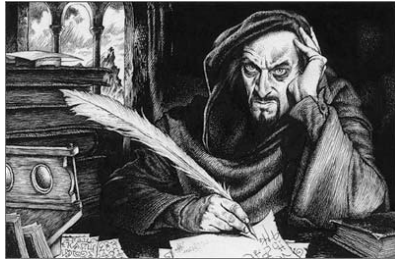
Favored Weapon: dagger

Domains: fate, knowledge, luck, trickery

Clergy: Local [cleric, contemplative, divine oracle]

ECTORAIGE

God of learning and knowledge. Patron of mages, academics and teachers across the realm. His worship is not limited by geography and almost all cultures have a representation of him in one form or another. His depiction of a heavily cloaked seer holding a quill, or a an open book are the most common.



Alignment: LN

Favored Weapon: staff

Domains: knowledge, magic, rune, spell

Clergy: Central [cleric, contemplative, divine oracle, hunter of the undead]

FAURM

The sea god. Patron of sailors and fisher folk. He is the god who protects those who travel the sea. His is chaos and power, he is vast and mighty his secrets are his alone, and many races make their home within his realm or ply their craft upon it, so his worship is varied and large.

Alignment: CN

Favored Weapon:

Scimitar

Domains: chaos, ocean, protection, travel

Clergy: Local [cleric, divine oracle]



FAURUG

Brother of Faurm, he is the nightwind. The biting bitter wind of cold that strikes at night, batters window shades, shakes walls, and moves trees in terrifying shapes to scare the mortals. He is the keeper of the great winds and lets them run at night to placate their eager urges. His worship is limited to those who seek to avoid his wrath out of necessity or fear. Islanders in cold miserable seas and snow villagers call his name at night to protect themselves and their possessions.

Alignment: CN

Favored Weapon: Spear

Domains: air, chaos, ocean, water

Clergy: Cult [cleric, contemplative]



GRUUMSH

Gruumsh, god of goblinoids, is lawful evil. His titles are One-Eye and He-Who-Never-Sleeps. Gruumsh is the chief god of the evil humanoid. He calls on his followers to be strong, to cull the weak from their numbers, and to take all the territory that Gruumsh thinks is rightfully theirs (which is almost everything). Gruumsh's favored weapon is the spear. He harbors a special hatred for Corellon Larethian, Moradin, and their followers. In ages past, Corellon Larethian put out Gruumsh's left eye in a great battle.



Alignment: CE

Favored Weapon: Spear

Domains: chaos, retribution, strength, war

Clergy: Local [cleric, templar, divine oracle, warpriest]

LADY LUSSA

Goddess of Orhan, the white moon. Daughter of Lady Dannu, Lussa is patron to all those who derive strength and power from the moon. Those creatures who delight in the night, and those in tormented love. Lussa was cursed never to touch her love, Nusas the sun god, again after betraying her minions and falling in love. Her mortal charges suffered terribly under the Culai, but such was her love she was oblivious to their suffering. So still they circle each other, only infrequently do they approach, but never touch as they would care to.

Alignment: N

Favored Weapon: Sickle

Domains: animal, charm, moon, suffering

Clergy: Cult [cleric, contemplative, divine oracle, hunter of the undead]



MANNAM OF THE SILENT WOOD

Lord of the dead. He is a tall figure in a long cloak, as he walks the sound of creaking wood and rustling leaves accompany him. The winged servants of Mannam, the Bainte assist him in his tasks. Mannam rules Manach the dead city where the dead arrive from their mortal demise. Here the bridges of wood (body), stone (heart) and crystal (senses) keep the monstrosities of the Silent Wood that surrounds Manach from sacking the city and consuming the souls of the newly dead. To cross the bridges a Bainte or an immortal must accompany the dead.

Mannam has no power over the process of death or dying, he is merely the keeper and overseer of the masses of the souls of the dead that travel to his realm until they decide to enter the petrified forest, The Silent Wood, and approach Alile for judgement and rebirth.

The Silent Wood is divided by the black river Naman. Next to the wood is the Mire, where a township of sorts has grown. Here living and dead can mingle for those able to freely traverse the planes. An evil place beyond compare, made from those who fear Alile's judgment, but could cross back into Manach. A constant battle with the creatures of the Wood occurs and within the Mire death occurs daily. Not a true death, but a temporary inconvenient one, full of the pains and tortures of reality, but a mere reminder of their true status. No-one can truly die in the Mire, except the living foolish enough to travel there.

Alignment: N

Favored Weapon: scythe

Domains: fate, knowledge, renewal, time

Clergy: Local [cleric, contemplative, divine oracle, hunter of the undead]



MAURUG

The destroyer, Lord of Chaos and the Insane. Worshipped by those attempting to divert his attention, Maurug has gained popularity with the humanoid races of the goblins, lugroki and orcs. More people fear Maurug than worship him, but their fear and belief lends him substance. Most cultures have members who have been touched by the insanity of Maurug so his power and reach cannot be underestimated. Clerics and followers of Maurug have knowledge of the Agothu; the creatures between the stars, tentacled dancers of insanity and share this knowledge with mages who seek it.

Alignment: CN

Favored Weapon: Heavy flail

Domains: chaos, destruction, suffering, trickery

Clergy: Cult [cleric, divine oracle, alienist (arcane)]



MISHKAL

The Goddess of Healing, the crying lady. Mishkal carries the suffering of those who need her attentions. She patrons healers, volunteers and good spirited people everywhere. Hospices in her name can be found in most cities, and most healers carry her symbol. She battles constantly with those who would harm the innocent and her paladins are some of the most feared in the lands.

Alignment: LG

Favored Weapon: staff

Domains: good, healing, luck, protection

Clergy: Central [cleric, paladin, church inquisitor, consecrated harrier, contemplative, hospitaler, hunter of the undead, sacred exorcist, knight of the chalice]



MORADIN

The god of dwarves. His titles include the Soul Forger, and the Creator. Moradin first taught the dwarves about metal and gems and gave them their skills in smithing, metalworking, engineering, and war.

Alignment: LG

Favored Weapon:

dwarven waraxe.

Domains: cavern, craft, dwarf, earth, metal, war

Clergy: Militant [cleric, paladin, warpriest, church inquisitor, consecrated harrier, hunter of the undead, divine oracle, hospitaler, knight of the chalice, sacred exorcist, templar]



NUSAS

The sun god. Nusas was the lover of Lady Lussa, but was quick to see the pain his mortals were suffering and battled in the Final War. He spurned Lady Lussa to do so and left Lady Lussa in misery, too late did Lady Lussa realize the reasons why, and thus they were cursed never to touch again. Those who take joy in the sun, light and happiness worship Nusas. He has a vast worship in many cultures.

Alignment: NG

Favored Weapon: Kukri

Domains: good, fate, strength, sun

Clergy: Local [cleric, contemplative, divine oracle, hunter of the undead, sacred exorcist, templar, warpriest]



OIGNE & UIDE

The twin gods of the cities. Most established cities bear a symbol, or even a temple of these gods near their entrance. They represent the peace and prosperity of cities.



Oigne is the patron of craftsman, produce and creation. Uide is the patron of law, merchants, trade and politics. It is said there is a third god of this group not mentioned in the text of the twins, Reann; patron of thievery and deception. This has never been proven, but it is common knowledge that thieves often carry a symbol of Oigne & Uide on themselves, and are often represented by priests of the Twins at their trials.

Alignment: LN

Favored Weapon: Dagger

Domains: craft, law, protection, trade
Reann: luck, trickery

Clergy: Local [cleric, divine oracle]

SHOAN

The smith. Shoan is the patron of metal working in all its forms. Many races worship him, but primarily is the god of the human races. Craftsmen who work with metal of all types call for his aid and blessing, and is common to purchase blessed water from the church of Shoan and add it to cooling barrels for luck.



Alignment: LG

Favored Weapon: Warhammer

Domains: craft, fire, metal, strength

Clergy: Cult [cleric, paladin, consecrated harrier]

UIMFE

Lord of night. Patron of evil demihumans everywhere. Brother of Gruumsh, but far more subtle. Some civilised creatures worship him for power, but good aligned churches quickly disperse these cults. He is the patron of murder and trickery, stealth and deception, darkness and corruption.



Alignment: NE

Favored Weapon: Shortsword

Domains: illusion, planning, suffering, trickery

Clergy: Cult [cleric, divine oracle, contemplative]

THE NEW RELIGION

The gods of the New Religion are divided into two groups. First the Trialdone, those powers who left with Trialos after the Pact was made or those which Trialos himself selected to represent his new Church. The second are those who have joined the Religion since then. The Trialdone have greater followings since they have existed for longer, while the others are new and relatively weak compared to their older brethren. However the new gods in order to stabilize their following have a more direct involvement with their followers and grant them greater attention.

AIAIDA – TRIALDONE

Lord of the sea winds, those evil and vile minions that have turned to the Religion that exist on or near water give service to Aiaida. He is not worshipped out of fear, but rather in order to be granted control over the fury of the oceans and sea winds.



Alignment: CE

Favored Weapon: Javelin

Domains: air, ocean, storms, water

Clergy: Cult [cleric, divine oracle, contemplative]

GHEDE – TRIALDONE

Lord of the beasts. Brother of Lady Asherat, both of whom were cast into the void by followers of the Faith due to their incestuous love. Trialos sought them out and made them Trialdone. He represents bestial behavior and heavy-handed control over lesser creatures. He is the slavelord and yet slave to his own desires.



Alignment: NE

Favored Weapon: great club

Domains: animal, evil, retribution, trickery

Clergy: Cult [cleric, templar]

HERCOSIS – TRIALDONE

Bringer of Nightmares. Those who seek to harness the power of dreams and nightmares for their own benefit worship Hercosis. They seek and torment their victims in their dreams, and also try and blur the distinction between waking and sleeping horrors. Initially the god of dreamland he turned on his siblings and joined Trialos.



Alignment: NE

Favored Weapon: Spiked Chain

Domains: charm, fate, illusion, knowledge

Clergy: Cult [cleric]

KISHAR STROMBROTHER – TRIALDONE

Kishar was a servant of Baistigh in the Final War, but at its end he chose to abandon his lord and follow Trialos. He claimed the storms destructive fury as his domain and some say that the clashes of lightning and thunder that rage above Kulthea are the warrings of Baistigh and Kishar.

Alignment: CE

Favored Weapon: Dire Flail

Domains: chaos, destruction, evil, storm

Clergy: Cult [cleric, templar, divine oracle]



KLOOR – TRIOALDONE

The war god of the New Religion. Kloor's priests seek out disillusioned young warriors and seduce them with promises of glory and fame, they are tricked into thrice swearing loyalty to Kloor and are bound to their oath with an iron band that surrounds their wrists. These bands force loyalty and obedience under sufferance of exquisite pain. All members of Kloors church wear these bands.

Kloor was a captain in Buiva's army that faced the Culai in the Final War, he fled and escaped with his life, he then returned to join Trialos. Lacking any great power of his own he later pillaged the tomb of Bor, and stole from there the two greatest weapons of the gods; Sant the living sword and the spear Cle Bor with its fiery diamond head. He is the patron of warriors who revel in the primal instincts of battle, those who rejoice in others deaths by their hands and those who practice ignoble combat techniques.

Alignment: LE

Favored Weapon: longsword

Domains: charm, evil, trickery, war

Clergy: Militant [cleric, iron brother, templar, consecrated harrier, warpriest]



LADY ASHERAT – TRIALDONE

The taker of souls, goddess of dark magics and sacrifice. Sister and lover of Ghede. She is the patron of those who would torture and sacrifice others in the hope of dark powers, she infrequently answers these calls to maintain the hope that she will aid those who call her. A dark and bitter goddess feared by even her own kind. Followers of Lady Asherat gain Ritual & Ritual Sacrifice as bonus feats upon joining the church.

Alignment: NE

Favored Weapon: Dagger

Domains: evil, magic, spells, suffering

Clergy: Cult [cleric, divine oracle, contemplative]



LEBELLIOUS

God of death. Contrary to Mannam who cares for the dead, Lebellius revels in the death process, the longer and more unexpected the better. He is represented as a fat jovial man in bright red robes with a thatch of white hair and twinkling eyes. His alternate form is a skeleton wreathed in flames wielding a greatsword. He was cast into the void for his torture of his fellows and summoning of demons in an attempt to master death itself. Trialos gathered Lebellius to his cause after the Final War.

Alignment: LE

Favored Weapon: greatsword

Domains: death, fate, time, renewal

Clergy: Cult [cleric, divine oracle, contemplative]



LUTANN – TRIALDONE

The chaos god. If Kloor's warriors make up the army of the New Religion then the Chaos Templars of Lutann make up its elite fighters. They are clad like their master in heavy plate armors that are inscribed with spidery runes. Lutann represents shear chaos, war and anarchy. His followers use spiked armors and fearsome, ornate faces on their shields. Every level a templar, cleric or warpriest of Lutann gains they must make a WIL save at DC15+new level. If failed they must roll on the chaos mutation table of p169 in the Monster Manual. Alternatively they may take this change as a blessing of Lutann and make no save. Within the church those with greater deformities are seen as blessed and afforded greater respect so many followers of Lutann choose to accept these changes willingly.

Alignment: CE

Favored Weapon: falchion

Domains: chaos, rune, strength, war

Clergy: Militant [cleric, templar, warpriest]



QUATATAL – TRIALDONE

The bronze sun god. He is the sun god of the New Religion, he is worshipped by those who are exposed to his ravaging heat and exposure. He is not followed out of joy, but rather because of the suns destructive side such as deserts, drought and heat exhaustion. His following is growing in desert areas.

Alignment: NE

Favored Weapon: scimitar

Domains: evil, fire, strength, sun

Clergy: Cult [cleric, templar]



SHEESHARAK – TRIALDONE

The destroyer, Lord of vengeance. This is the god of revenge and collection of debts. He is the unrelenting upholder of contracts and bargains and those who seek to gain the best out of an unfair proposition or dealing pray to him. He also represents the survival of the fittest mentality and therefore the culling of the weak.

Alignment: CE

Favored Weapon: scimitar

Domains: chaos, destruction, evil, retribution

Clergy: Cult [cleric, divine oracle]



SINN

The demon goddess, Sinn has claimed demonkind and the lower planes as her area of worship. Those wanting to summon or commune with lower plane denizens often give her worship. Her followers are mages and clerics who use the fell powers of the Pales and lower planes for their own benefit. All followers of Sinn gain Ritual and Ritual Sacrifice as bonus feats upon joining the church.

Alignment: NE

Favored Weapon: punch dagger

Domains: evil, magic, rune, strength

Clergy: Cult [cleric, acolyte of the skin (arcane)]



TINIS

The firelord. Tinis represents all those who worship fire and its destructive force. His followers purge impurities of those around them with flame. This cult is banned in most civilized realms, but flourishes nonetheless in areas of xenophobia and racial hatred.

Alignment: CE

Favored Weapon: hand axe

Domains: chaos, evil, fire, suffering

Clergy: Cult [cleric, contemplative, divine oracle]



TIXS

The seductress and tormentor. Minor cat godling, newest of the Religion. Tixs patrons those who use their body and beauty to take advantage of others. Her following is very small but very zealous. She is also the patron of brigands and their sort, not mere thieves, but those who go out of their way to cause death and suffering when not necessary.

Alignment: NE

Favored Weapon: bladed gauntlet

Domains: animal, charm, evil, trickery

Clergy: Cult [cleric]



TRIALOS, LORD OF THE NEW RELIGION

Lord of the New religion. The once God of elvish nobility and leadership of the Faith, Trialos refused to bend his knee in sorrow following the Pact and accept guilt. He left with others like him and has warred on the Faith ever since. His following is the greatest of the Religion since all who worship one of the Traldone also worship him.



Thus is the sacrifice the gods of the New Religion must make to be a part of his planned future.

He is the patron of nobility, rulership, leaders and power.

He is worshipped by those who crave power (rightly or wrongly) and many a land

has had the New Religion made its official faith due to the followers of Trialos assisting the current leaders ascension to power.

Alignment: LE

Favored Weapon: Rapier

Domains: evil, nobility, strength, war

Clergy: Central [cleric, templar, shadow killer, Seeker of Trialos, consecrated harrier, contemplative, divine oracle, warpriest]

OTHER RELIGIOUS ORDERS

THE ANDAM BROTHERHOOD

The Andam brothers worship all the gods of the Faith as a single entity known as The Way, they revel in religious discussion and philosophy with priests of other gods on this topic. The living proof is their ability to cast divine spells. Their ideals suggest that all gods of the Faith are merely facets of the single entity and it to this being and philosophy of balance and peace that they give worship. They wear simple orange and grey robes of coarse cloth and take a vow of poverty. They help the poor, sick and needy in any way possible. They can be seen in the poor sections of cities tending the wounds and sores of the lame and helping in soup kitchens that they run.

The Andam are known as some of the gentlest at wisest people in all the realms, surprisingly they have trained some of the finest unarmed combatants in Kulthea, who are indistinguishable from their clerical brethren. These monks act as guards for their clerical brothers while preaching and hunting down their sworn enemies, the New Religion and more so the agents of the Unlife. Many of the followers of the Andam faith come from other Faith clergies, these people have been swayed by the gentle teachings of the Andam and have left to join them. Strangely no Faith church will try to prevent this and usually celebrate the departure as a joyous occasion. The Andam have a long and proud tradition and very few organizations are thought of so well as they are.

Alignment: NG

Favored Weapon: -

Domains: good, healing, knowledge, protection

Clergy: Local [cleric, monk, sacred fist]



THE UNLIFE

This is the name given to represent all undead creatures, negative planar energy, and those who dabble in creating or becoming undead. They represent the antipathy of Life and the Pantheon of the Faith and its followers never use undead in any way shape or form. Even those clerics of evil Faiths destroy undead instead of controlling them. The New Religion have no such qualms and use undead freely. This negative force, or Unlife is the greatest threat to the realms, and born mortal enemies will band together briefly to hunt out and destroy the servants and creators of such beings of Unlife.



THE PRIESTS AARNAK

Some choose to follow the dark path of Unlife and worship this foul, negative, primal energy. It is the unbridled evil that dwells in the shadows and lurks at the edge of our dreams. These individuals shun those that do not share their thirst for power and love of darkness they can be the baker or merchant, never revealing their dark secret. Even other evil creatures and mortals tend to cast them out. They are Kulthea's renegades and most hunted creatures and are therefore understandably cautious, suspicious and brutal.

Alignment: any non good

Favored Weapon: dagger

Domains: charm, death, evil, suffering

Clergy: Cult [cleric, master of shrouds, divine oracle, contemplative]

THE DRAGONLORDS

These creatures have survived for centuries in Kulthea. They are the ancient dragons, oldest of their kind that may be the source of mortals' ability to become sorcerers. They have great personal power and an affinity with evil mortal races that race to their banners. Their minions' armor is fashioned into shapes and spikes to resemble the flow of a dragons form. Their actions and temperament is that of evil expansionism. They respect no life and frequently have their Lugroki hoards attack settlements for seemingly no gain.

There are five dragon lords, each respecting each other's region and power. If they were ever to join forces they would be a great power. They, even though evil oppose the forces of the Unlife as strongly as the Faith does. This puts them at ends with the Religion, which is probably just as well.

The priests of the DragonLords are clerics in every respect. This detail by itself is unsettling since they by definition gods. They may be exploiting the weakness in the Pact, that if enough beings worship you and you believe yourself a god, you become a god. Philosophical questions aside these creatures and their minions are yet another powerful force to be reckoned with in Kulthea.



DRUL CHURK

The green dragon resides on the isle Molaac Ruan.

Domain: plant, scalykind

Clergy: Cult [cleric, templar]

SULTHON NI'SHAANG

The red dragon resides in Ja miil Targ - the Black Valley below Ri'shariv Ja'miil - the fiery red mountain in NE Jaiman above Wultris.

Domain: fire, scalykind

Clergy: Cult [cleric, templar]

ULYA SHEK

The black dragon resides on the Lost Isles in the far west of Thuul. She is the Empress of Lu'horgu.

Domain: death, scalykind

Clergy: Cult [cleric, templar]

VORIIG KYE

The grey dragon lives in Vog Mur in NE Emer..

Domain: magic, scalykind

Clergy: Cult [cleric, templar]

ORAN JATAR

The white dragon makes Aalk Gaath in Mur Fostisyr his home.

Domain: Water, scalykind

Clergy: Cult [cleric, templar]



THE HOLY PRESTIGE CLASSES

These are the prestige classes from the Defender of the Faith guide and some changes for their use in Kulthea.

Church inquisitor (LG, LN)

Consecrated harrier (LG, LN, LE)

Contemplative

Divine oracle

Holy liberator (CG)

Hospitaler (LG, LN, NG)

Hunter of the undead (LG, LN, NG, N, CG, CN)

Knight of the chalice (LG)

Knight of the middle circle (LN) – this class changes to serve the Navigators Guilds of Kulthea. They must be LN and their purpose is much the same as described in the guide but they instead protect the Navigators, serve the guild and act as spies, diplomats and agents for the guilds themselves.

Master of shrouds (LE, NE, CE, LN, N, CN) – this class is now accessible only to the Servant of the Unlife. The Priests Aarnak have the teachings to become master of shrouds. Even followers of the New Religion rarely follow this path, and if they choose to they must be trained by the Priests Aarnak.

Sacred exorcist (LG, NG, CG)

Sacred fist (LG, NG, CG) – this class is available to the followers of the Andam philosophy only.

Templar

Warpriest

THE DEMONS FROM BEYOND THE PALE

The world of Kulthea is joined to the elemental planes, the ethereal and the astral. The higher planes and lower planes exist on different realities to our own but touch ours in places.

The other realms are known as the Pales. Six planes of existence that run parallel to our own with only time being the

common direction. These pale imitations of our own world are akin to shadows of our own world where the recognizable sits next to the bizarre. These planes should never touch our own realm but at certain times and with the aid of foolish mortals the walls of our reality can weaken allowing those planes to touch our own through rifts into their reality.



Beyond these pales are more realms yet discovered and mapped. The demons from beyond the Pale are twisted and more wicked than their counterparts from within the lower planes. Sages have theorised that much the same way our reality is surrounded by six pales, so are each of the pales, and these outer planes are their own “pales”. Whatever the source the demons from beyond the Pale are more powerful and evil than any encountered in the lower planes.

For those mortals foolish to summon the demons from the Pales, great knowledge is said to be had. The demons however are fickle, more powerful and cunning than their lower plane counterparts and it only rarely that the summoner comes away unscathed from such attempts.

CLERIC DOMAINS

AIR DOMAIN

Granted Power and Spells: As *Player's Handbook*.

ANIMAL DOMAIN

Granted Power and Spells: As *Player's Handbook*.

CAVERN

Granted Power: You gain the dwarven ability of stonemasonry. If you already possess stonemasonry, your racial bonus for stonemasonry increases from +2 bonus to +4 on checks to notice unusual stonework.

Cavern Domain Spells

- 1 Detect secret passages
- 2 Darkness
- 3 Meld into stone
- 4 Leomund's secure shelter
- 5 Passwall
- 6 Find the path
- 7 Maw of stone
- 8 Earthquake
- 9 Imprisonment

CHAOS DOMAIN

Granted Power and Spells: As *Player's Handbook*.

CHARM

Granted Power: You can boost your Charisma by 4 points once per day. Activating this power is a free action. The Charisma increase lasts 1 minute.

Charm Domain Spells

- 1 Charm person
- 2 Calm emotions
- 3 Suggestion
- 4 Emotion
- 5 Charm monster
- 6 Geas/quest
- 7 Insanity
- 8 Demand
- 9 Dominate monster

CRAFT

Granted Power: You cast Creation spells at +1 caster level and gain Skill Focus (a +2 bonus) in the Craft skill of your choice.

Craft Domain Spells

- 1 Animate rope

- 2 Wood shape
- 3 Stone shape
- 4 Minor creation
- 5 Wall of stone
- 6 Fantastic machine
- 7 Major creation
- 8 Forcecage
- 9 Greater fantastic machine

DEATH DOMAIN

Granted Power and Spells: As *Player's Handbook*.

DESTRUCTION DOMAIN

Granted Power and Spells: As *Player's Handbook*.

DWARF

Granted Power: Free Great Fortitude feat.

- 1 Magic weapon
- 2 Endurance
- 3 Glyph of warding
- 4 Greater magic weapon
- 5 Fabricate
- 6 Stone tell
- 7 Dictum

- 8 Protection from spells
- 9 Elemental swarm (Earth spell only)

EARTH DOMAIN

Granted Power and Spells: As *Player's Handbook*.

ELF

Granted Power: Free Point Blank Shot feat.

- 1 True strike
- 2 Cat's grace
- 3 Snare
- 4 Tree stride
- 5 Commune with nature
- 6 Find the path
- 7 Liveoak
- 8 Sunburst
- 9 Antipathy

FAMILY

Granted Power: Unity ward: As a free action, you may protect a number of creatures equal to your Charisma modifier with a +4 dodge bonus to AC. This supernatural ability lasts 1 round per level. An affected creature loses this protection if it moves more than 10 feet from you. You may affect yourself with this ability.

- 1 Bless
- 2 Shield other
- 3 Helping hand
- 4 Imbue with spell ability
- 5 Hallow
- 6 Heroes' feast
- 7 Succor
- 8 Protection from spells
- 9 Prismatic sphere

FATE

Granted Power: You gain the Uncanny Dodge ability of a 3rd level rogue. If you have another class that grants the uncanny dodge ability, treat your level in that class as three higher for determining your uncanny dodge ability.

- 1 True strike
- 2 Augury
- 3 Bestow curse
- 4 Status
- 5 Mark of justice
- 6 Geas/quest
- 7 Vision
- 8 Mind blank
- 9 Foresight

FIRE DOMAIN

Granted Power and Spells: As *Player's Handbook*.

GNOME

Granted Power: You cast all illusion spells at +1 caster level.

- 1 Silent image
- 2 Endurance

- 3 Minor image
- 4 Minor creation
- 5 Hallucinatory terrain
- 6 Fantastic machine
- 7 Screen
- 8 Otto's irresistible dance
- 9 Summon nature's ally (earth elementals or animals only)

GOOD DOMAIN

Granted Power and Spells: As *Player's Handbook*.

HALFLING

Granted Power: You gain the ability to add your Charisma modifier to your Climb, Jump, Move Silently, and Hide checks. This extraordinary ability is a free action that lasts 10 minutes. It can be used once a day.

- 1 Magic stone
- 2 Cat's grace
- 3 Magic vestment
- 4 Freedom of movement
- 5 Mordenkainen's faithful hound
- 6 Move earth
- 7 Shadow walk
- 8 Word of recall
- 9 Foresight

HEALING DOMAIN

Granted Power and Spells: As *Player's Handbook*.

ILLUSION

Granted Power: You cast all illusion spells at +1 caster level.

- 1 Silent image
- 2 Minor image
- 3 Displacement
- 4 Phantasmal killer
- 5 Persistent image
- 6 Mislead
- 7 Project image
- 8 Screen
- 9 Weird

KNOWLEDGE DOMAIN

Granted Power and Spells: As *Player's Handbook*.

LAW DOMAIN

Granted Power and Spells: As *Player's Handbook*.

LUCK DOMAIN

Granted Power and Spells: As *Player's Handbook*.

MAGIC DOMAIN

Granted Power and Spells: As *Player's Handbook*.

METAL

Granted Power: Free Martial (or Exotic) Weapon Proficiency and Weapon Focus with your choice of hammer.

- 1 Magic weapon
- 2 Heat metal
- 3 Keen edge
- 4 Rusting grasp
- 5 Wall of iron
- 6 Blade barrier
- 7 Transmute metal to wood
- 8 Iron body
- 9 Repel metal or stone

MOON

Granted Power: Turn or destroy lycanthropes as a good cleric turns or destroys undead. You can use this ability a total number of times per day equal to 3 + your Charisma modifier.

Moon Domain Spells

- 1 Faerie fire
- 2 Moonbeam
- 3 Moon blade
- 4 Emotion
- 5 Moon path
- 6 Permanent image
- 7 Insanity
- 8 Animal shapes
- 9 Moonfire

NOBILITY

Granted Power: You have the spell-like ability to inspire allies, giving them a +2 morale bonus to saving throws, attack rolls, ability checks, skill checks, and weapon damage rolls. Allies must be able to hear you speak for 1 round. Using this ability is a standard action. It lasts a number of rounds equal to your Charisma modifier, and may be used once per day.

- 1 Divine favor
- 2 Enthrall
- 3 Magic vestment
- 4 Discern lies
- 5 Greater command
- 6 Geas/quest
- 7 Repulsion
- 8 Demand
- 9 Storm of vengeance

OCEAN

Granted Power: You have the supernatural ability to breathe water as if under the effect of a *water breathing* spell, for up to ten rounds per level. This effect occurs automatically as soon as it applies, lasts until it runs out or is no longer needed, and can operate multiple times per day (up to the total daily limit of rounds).

- 1 Endure elements
- 2 Sound burst
- 3 Water breathing
- 4 Freedom of movement
- 5 Wall of ice

- 6 Otiluke's freezing sphere
- 7 Waterspout
- 8 Maelstrom
- 9 Elemental swarm (cast as a water spell only)

PLANNING

Granted Power: Free Extend Spell feat.

- 1 Deathwatch
- 2 Augury
- 3 Clairaudience/clairvoyance
- 4 Status
- 5 Detect scrying
- 6 Heroes' feast
- 7 Greater scrying
- 8 Discern location
- 9 Time stop

PLANT DOMAIN

Granted Power and Spells: As *Player's Handbook*.

PROTECTION DOMAIN

Granted Power and Spells: As *Player's Handbook*.

RENEWAL

Granted Power: If you fall below 0 hit points, you regain a number of hit points equal to 1d8 + your Charisma modifier. This supernatural ability functions once per day. If an attack brings you to 0 hit points or below, you die before this granted power takes effect.

- 1 Charm person
- 2 Lesser restoration
- 3 Remove disease
- 4 Reincarnate
- 5 Atonement
- 6 Heroes' feast
- 7 Greater restoration
- 8 Polymorph any object
- 9 Freedom

RETRIBUTION

Granted Power: If you have been harmed by someone in combat, you may make a strike of vengeance with a melee or missile weapon against that person on your next action. If this attack hits, you deal maximum damage. You may use this supernatural ability once per day.

- 1 Shield of faith
- 2 Endurance
- 3 Speak with dead
- 4 Fire shield
- 5 Mark of justice
- 6 Banishment
- 7 Spell turning
- 8 Discern location
- 9 Storm of vengeance

RUNE

Granted Power: Free Scribe Scroll feat.

- 1 Erase
- 2 Secret page

- 3 Glyph of warding
- 4 Explosive runes
- 5 Lesser planar binding
- 6 Greater glyph of warding
- 7 Drawmij's instant summons
- 8 Symbol
- 9 Teleportation circle

SCALYKIND

Granted Power: Rebuke or command animals (reptiles and snakes) as an evil cleric rebukes or commands undead. Use this ability a total number of times per day equal to 3 + your Charisma modifier.

- 1 Magic fang
 - 2 Animal trance*
 - 3 Greater magic fang
 - 4 Poison
 - 5 Animal growth*
 - 6 Eyebite
 - 7 Creeping Doom (composed of tiny snakes)
 - 8 Animal shapes*
 - 9 Shapechange
- *Affects ophidian or reptilian creatures only.

SPELL

Granted Power: You get a +2 bonus to Concentration and Spellcraft checks.

Spell Domain Spells

- 1 Mage armor
- 2 Silence
- 3 Anyspell
- 4 Rary's mnemonic enhancer
- 5 Break enchantment
- 6 Greater anys spell
- 7 Limited wish
- 8 Antimagic field
- 9 Mordenkainen's disjunction

STORMS

Granted Power: You gain electrical resistance 5.

- 1 Entropic shield
- 2 Gust of wind
- 3 Call lightning
- 4 Sleet storm
- 5 Ice storm
- 6 Summon monster VI (air spell only)
- 7 Control weather
- 8 Whirlwind
- 9 Storm of vengeance

STRENGTH DOMAIN

Granted Power and Spells: As *Player's Handbook*.

SUFFERING

Granted Power: You may use a pain touch once per day. Make a melee touch attack against a living creature, which sustains a -2 enhancement penalty to Strength and Dexterity for 1 minute. This spell-like ability does not affect creatures immune to critical hits.

- 1 Bane
- 2 Endurance
- 3 Bestow curse
- 4 Enervation
- 5 Feeblemind
- 6 Harm
- 7 Eyebite (sicken effect only)
- 8 Symbol (pain effect only)
- 9 Horrid wilting

SUN DOMAIN

Granted Power and Spells: As *Player's Handbook*.

TIME

Granted Power: Free Improved Initiative feat.

- 1 True strike
- 2 Gentle repose
- 3 Haste
- 4 Freedom of movement
- 5 Permanency
- 6 Contingency
- 7 Mass haste
- 8 Foresight
- 9 Time stop

TRADE

Granted Power: You may *detect thoughts* once per day as a spell-like ability, affecting one target and lasting a number of minutes equal to your Charisma modifier. Activating this power is a free action.

- 1 Message
- 2 Converted
- 3 Veil of grace and splendor
- 4 Sending
- 5 Fabricate
- 6 True seeing
- 7 Mordenkainen's magnificent mansion
- 8 Mind blank
- 9 Discern location

TRAVEL DOMAIN

Granted Power and Spells: As *Player's Handbook*.

TRICKERY

Granted Power and Spells: As *Player's Handbook*.

WAR DOMAIN

Granted Power and Spells: As *Player's Handbook*.

WATER DOMAIN

Granted Power and Spells: As *Player's Handbook*.