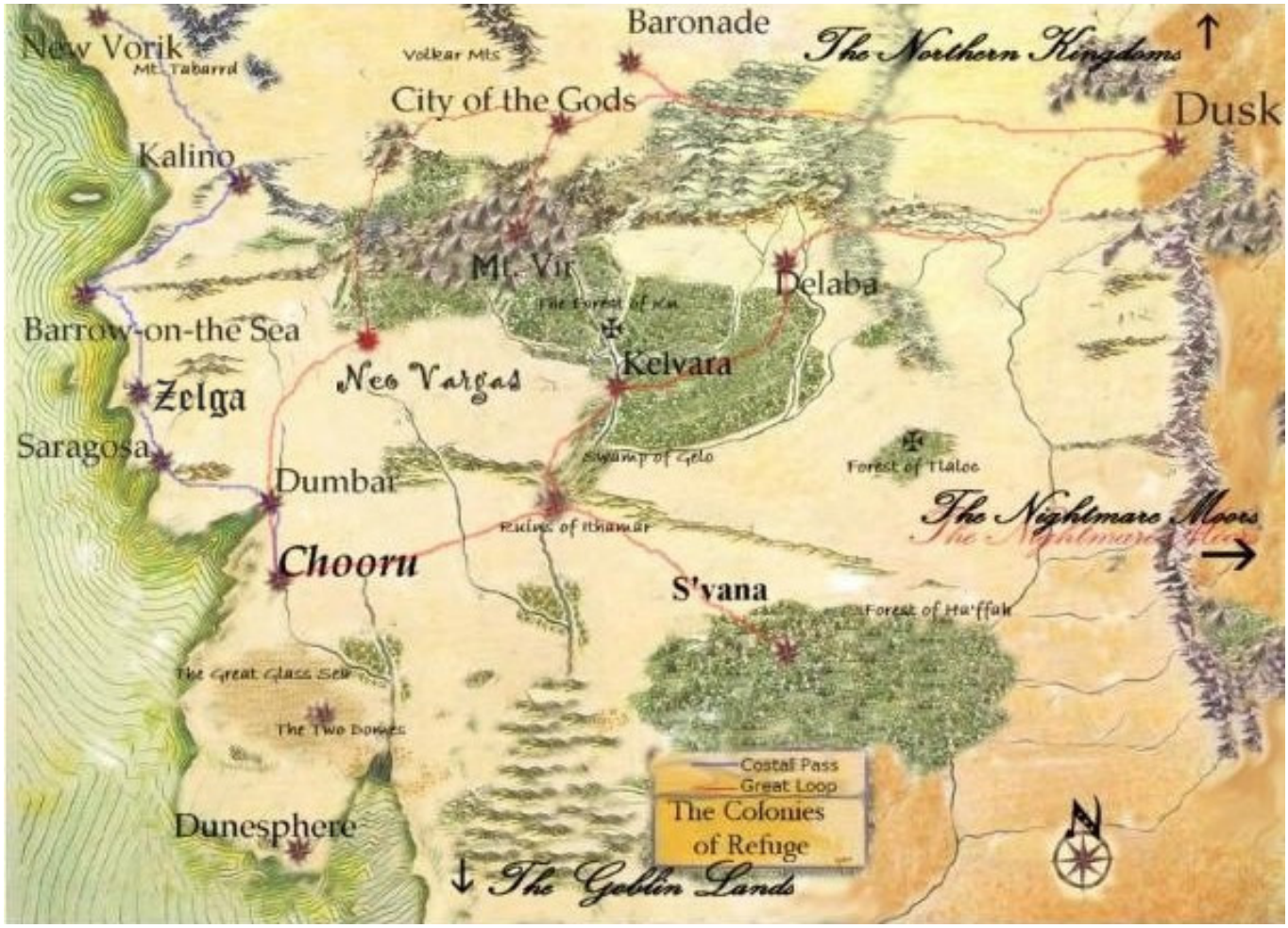


The Religions of Refuge



A Dark Refuge: The Adventure Game Sourcebook
B.G. Osorio **Don Winters** **Steve Belsky**



Dark Refuge: The Religions of Refuge
Sourcebook

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Based on the Dark Refuge game system
designed by Brandon Osorio

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Gods and Demons, or the Religions of Refuge

Most honorable Magistrate of the City of the Gods:

As you requested, your honor, I have compiled a document detailing all known faiths that are followed in your fair city. I have divided the different faiths along simple lines: monotheist, polytheist, philosophies and finally a section for unsanctioned faiths are practiced in or around the city.

I can not help but agree that it is important that we understand as many of the myriad faiths as possible, doubly so here on Refuge where belief holds so much power, in the wrong hands it is a very potent weapon and we must know how to hold it.

To that end your honor, I have undertaken and completed this work. Exhaustive research was necessary and I can not praise enough the various aides, clerics and field researchers that contributed so much time and effort to this task. After nearly a year of study we have compiled this first version of what I feel may become a much larger body of work. You will find their notes, and those of other “unofficial” sources throughout this work

For ease of reference I have divided the work up as follows: section one contains monotheistic faiths, section two discusses polytheistic religions. The third section is devoted to faiths that are more philosophy than actual religion. The fourth I have reserved for potentially dangerous faiths this includes cults and certain unsanctioned faiths that make a home in The City of the Gods. Each religion has its one entry that includes a brief history a short discussion of beliefs and details of exceptional followers of that belief, such as a Church of One Paladin, the Broken Tyr’ani or a Runecaster devoted to the ancient Norse gods. Such as these have been profiled since they are the most often the voices of their faith and the most devoted followers.

Again I thank you for allowing me to work on this grand project and I stand ready to assist you in any way I may in the future.

Your faithful servant:
Dominic Winter
Senior scribe City of the Gods
A.R.2030

Monotheistic:

Universal Church

Overview

The Universal church is one of the oldest Earther religions on Refuge. Indeed its roots can be traced to millennia old religions on Earth itself. It is a faith of love and compassion that embraces all intelligent life and accepts it as created by the same deity. The Universal Church is known throughout Refuge, but its largest concentration of followers is in the city of Chooru which is the location of the Cathedral of Earth and Refuge, the “capital” of the faith and the first house of worship established by Earthers on this planet.

The Church as even found converts among the Uthvelor and Pelebor and is one of the few places such creatures can find any acceptance at all. The only sentient creatures the Universal church will not accept are Bandits and Vampyrs. Doctrine labels such as abominations but even they are only driven from church lands and not killed if it can be at all avoided.

The Modern Universal Church has become a clearing house for ancient Earther faiths. In any given Universal Church you can find priests devoted to Christianity, Judaism, Islam and a myriad of other ancient Earther faiths. Each of these faiths are given equal weight and the Universal church supports their often differing and contradictory views as another sign of the divine working in mysterious ways. These differing religions also join together to provide protection to fellow priests, imans, clerics and rabbi and to counter the close minded racists of the Church of One.

History

The Church first came to Refuge aboard the original colony fleet and in fact one of its’ adherents was among the first Earthers to set foot on their new home, Father Brettem Waters came down with the survey ship Magellan when that ship landed and surveyed the area for the construction of the first dome city on Refuge. Once the first dome was completed the Church built its main cathedral in the newly built city of Chooru. This grand edifice was called the Cathedral of Earth and Refuge, this name was an attempt to remind the colonist where they had come from while encouraging them to embrace all that there was on their new home, it quickly became the center of the faith.

From there the various missionary efforts of the church were carried out, these were most especially needed at the time as many of the colonist had started to discover Leyas. One of the first Earthers to under take the study of Leyas was a missionary named Bella Thorins. She had found a young k’iorn on the side of a road; he had been badly wounded by an animal. She did all she could to help him, including build a litter and carry him home. Sadly by the time she reached the village her charge had died, however this was not discovered until she had bought him into the village. As she made her prayers for his soul, an elder walked up to the corpse and with a few simple gestures bought the young hunter back to life.

Bella was shocked but quickly realized that much good could be accomplished with such knowledge, she was even more surprised to learn that the k’iorn could understand and speak her language, they agreed to impart their knowledge of healing

Leyas to her and after a few months of study she had learned enough to teach herself and others. Thorins' reappearance caused a stir in the higher circles; her report of what she had learned caused an even greater one. It was soon decided that it would be wise to teach certain missionaries some of this knowledge, that they might use it to help others in the world. However in the end nothing was done with the knowledge, the debate raged on too long and no decision could be reached. However the decision was taken out of the churches hands when then Commissar Van Glomhammer declared study or use of the "native radiation" illegal. Most were happy to be rid of the problem. Except for Thorins herself, she had seen what could be done and knew that it was right to share this knowledge. This was done in secret despite this little by little, one colleague at a time she taught others and soon a sizable portion of the missionaries held the secret too. Meanwhile the church grew and nearly every caravan that left the great domes carried with it faithful of the church, eager to spread their beliefs to natives of the planet.

It was these very natives and the Leyas it self that caused the Universal Church its greatest difficulty on its new home, debates over what should be done concerning the unexpectedly sentient natives. Some followers felt that they should be educated and welcomed into the church if they so desired, others felt that they were demons sent to destroy the fledgling colony. A similar debate again flared up around the use of Leyas, while some saw it was natural and another gift from god, others saw it as vile witchcraft. In the end nearly half the faithful and the entire order of paladins left the church and converted to the Church of One.

This reformation was led by the leader of the church's own paladins. The church was greatly weakened by this defection and spent many years reorganizing itself. Among the first changes were the disbanding of what armed forces the church had left. Its defense was left in the hands of the FEA/EEF and in times of great trouble levies of the faithful have been called to serve. The most well known was in the Battle of the City of the Gods during the Expansion wars, when a small group of Universal Church followers held the south gate of the city against over whelming odds and constant attacks until they were relieved on the third day of the battle. Miraculously not one of the company was killed or even seriously wounded in the action. Most people today say this was simply an unconscious use of the Leyas in the form of life shields but many of the faithful still point to it as a clear miracle.

This group became the core of a new order of holy knights called Shadow hunters they were charged with safe guarding the faithful from such menaces as Nightmares, Bandits and Vampyrs and are put in command of the levies when they are called this group served with great distinction during the remainder of the war.

Today the Universal Church carries on its day to day works mostly in the form of missionaries who travel the colonies healing the sick, destroying nightmares and most importantly spreading their ideas of open-minded acceptance as much as possible.

Beliefs

As an organization the Universal Church has a fairly simple system of belief. They acknowledge the Universe itself as a God who created everything. This God uses beings called angels as intermediates to mortal beings; however they make little of the actual belief system. The whole faith is based on the belief of reward or punishment in the after live, all beings are to be judged and sent to heaven (reward) or hell (punishment)

depending on how good a life they lead, this is judged by how well they followed the tenants of the Church in life. These tenants while numerous are rather straight forward, they are less a set of rules and more a way of live. The basics of which are do not harm others in anyway and forgive those who do you harm. A corner stone of this faith is to go out and counter the racist ignorance of the Church of One so that as many beings as possible might be saved. Universalists have never forced anyone to join them or follow their beliefs. They will take only willing converts but these are always welcomed with opened arms. The exceptions to this are Bandits and Vampyrs, the official church doctrine views these creatures as abominations and while they do not condone killing them they urge that any discovered in a community be driven out immediately. The only creatures that the church supports harming are nightmares, when found they are exterminated as soon as possible. This is due to the fact that they are not truly alive to being with and exist only to bring harm to others.

The head of this church is called the pope. Popes are elected every three years at a large conclave of the priesthood, the appointment is based on who it is felt is the most faithful among them. The pope will act as the spokes person of the church to the outside world for three years at the end of which time a new pope is elected no consecutive terms are allowed, as it is felt that having power for to long would eventually corrupt even the most devout follower.

Political

The Universal Church has few political aspirations at this time rather it concerns itself with the day to day running of itself. The church has always been a stabilizing influence in the colonies (the Reformation not withstanding) and it seems it shall continue to do so into the future. The Church has always rallied to any cause that would help make life on Refuge better, this has led them to open many small perishes and schools this seems to be the limit of the organizations ambition. The Church has its main cathedral in Chooru, however many smaller churches and chapels are to be found all over the colony lands. The second largest cathedral the church has built is to be found in the City of the Gods, it is a large Gothic structure that dominates an entire square in the Northern quarter of the city, it large vaulted roof topped with the cross of the church can been seen from almost any where in the city.

Followers of note

Shadow hunters: The Universal Church once had a mighty force of paladins but after the reformation they were left with none and only a small ragtag group of irregulars. Rather they start over from scratch they simply disbanded what forces they had left(some say the Pope at the time had intended to do this in any case and that was at least some of the motivation for the reformation). However the tradition did not die and during the Expansion war it was felt that a new order was needed. So the shadow hunters were formed. They served out the war as leaders of the levies, always watchful for potential in the ranks to join the order. After the war was over the order remained however its mission changed. Rather then staving off the overt threat of the Northern Kingdoms the shadow hunters would travel the colonies safeguarding the faithful from the more mundane dangers of Nightmares, Vampyrs and Bandits as well as being a general peace keeping force. They have excelled at this task to the point that the only thing more feared

by Vampyr and Bandits are the Inquisitors of the Church of One. As with their Church of One counterparts the faith of Shadow Hunters often works to empower their weapons and armor.

Shadow hunters travel far and wide across all the lands where members of the faith live, which is to say all over the world. When they do decide to stay some where for any length of time they will usually avail them selves of the local perishes hospitality as any shadow hunter is always a welcomed and honored guest. Many of the faithful consider it good luck to have one visit there church or more so their home and stay for a time. Shadow hunters rarely own more than the clothes on their back and the contents of their packs, most take strict vows of poverty and celibacy, these vows are not required but many feel that they help the hunter to focus on the calling and not material concerns which might dull their faith and ability.

Shadow Hunter¹		Shadow Hunters travel far and wide across all the lands where members of the faith live, which is to say all over the world. When they do decide to stay some where for any length of time they will usually avail them selves of the local parishes hospitality as any shadow hunter is always a welcomed and honored guest. Many of the faithful consider it good luck to have one visit there church or more so their home and stay for a time. Shadow hunters rarely own more than the clothes on their back and the contents of their packs, most take strict vows of poverty and celibacy, these vows are not required but many feel that they help the hunter to focus on the calling and not material concerns which might dull their faith and ability.
Strength 5 Agility 4 Will 3 Health 4 Intelligence 5 Charisma 4	H.P. 12(21) A.R.: Chain mail vs Melee: 6 vs Missile: 4 vs Energy: 1 vs Chill: 3	
L.R. 1(Conscious) Healing Lvl 1 Light Lvl 1	Temper: 1 Emotional Control: 3	
Combat Edged Weapons 5 Springshot 5 Blunt Weapons 5 Leyas Combat Melee 2 Leyas Combat Ranged 2 +1 Melee Strike Faith(+1 Leyas die)	Skills Medicine/ Healing 6 Animal Lore 4 Religion 4 Monster Lore 4	No of attacks Melee: 2 Ranged:1 Thrown: 1 Leyas: 1 Special Advantage: Symbol of Faith A Shadow Hunter starts play as a priest and begins with light and healing Leyas lv11. At start of play Symbol of faith will have
Weapons <u>Morning Star</u> 1d6+8 melee dmg		

¹ To play as a Follower of Note, simply use the stats and equipment provided for the specific faith you would like to join. Do not change or move any stats. These pre-made characters start off with higher abilities than one made in character creation.

<p><u>Artificed Long sword</u> 1d6+6 melee dmg, Heal internal Damage- Heals 4 H.P. or can cause an additional 4(No.A.R) dmg to Vampyrs, Bandits, Nightmares and Undead</p> <p>Symbol of faith Shed light- User blasts forth light that eliminates shadows. This ability is the bane of Shadowmancers everywhere. Automatically cancels the following Shadow abilities: Hide in shadows, Shadow Puppet, Shadow shroud, and Shadow walk.</p> <p>Life Shield- +9 H.P. shield, (4successes)</p>	<p>Shed light and life shield, the other abilities must be purchased along with the devotion skill for 3 points per level. (All shields count as 3 successes)</p> <p>Devotion(costs 3 points each)</p> <table border="1" data-bbox="824 373 1385 562"> <tr> <td>Lvl 1</td> <td>+1d4 Light dmg to all attacks</td> </tr> <tr> <td>Lvl 2</td> <td>Laser Beam 4(½ A.R.) Energy dmg</td> </tr> <tr> <td>Lvl 3</td> <td>Solar Armor +30 A.R. vs Shadow Leyas</td> </tr> </table> <p>Succor of the Church A Shadow hunter can gain shelter or aid at any Universal Church chapel or town.</p> <p>Nightmare training As part of their training Shadow Hunters are taught a great deal about all types of nightmares because of this they receive a +1 bonus to hit and damage for all attacks against nightmares.</p> <p>Choose Race: this character can be of any Speaking Race</p>	Lvl 1	+1d4 Light dmg to all attacks	Lvl 2	Laser Beam 4(½ A.R.) Energy dmg	Lvl 3	Solar Armor +30 A.R. vs Shadow Leyas
Lvl 1	+1d4 Light dmg to all attacks						
Lvl 2	Laser Beam 4(½ A.R.) Energy dmg						
Lvl 3	Solar Armor +30 A.R. vs Shadow Leyas						

Shadow Hunters who are not players have a L.R. of 3, Light and Healing Lvl 3 and all three upgrades to their Symbol of Faith.

Common skills: Hunting, Tracking, Medicine/healing, Monster lore, Animal Lore, History (universal church), Tactics, Etiquette (religious) Survival (forest)

Missionaries: The most visible face of the Universal church is its wondering missionaries. Much like the shadow hunters these stalwarts of the faith travel the land. However, where the shadow hunters' care for the physical protection of the faithful missionaries tends the soul a second and perhaps more important duty they bear is to spread word of their faith. They travel far and wide to do this and have met with more success than failure. Thanks largely to their efforts the Universal Church has found converts among all the races on Refuge.

However, theirs is an often dangerous task and many of them have been slain over the years, due to nightmares, accidents and in more than one case hostile reactions to their messages of faith and conversion. Due to this the church changed its policy in shortly after the Exodus disaster, and a training regime was created to better prepare missionaries for the things they would face, besides extensive education in medicine and science and theology each missionary was trained in common weapons should it become necessary for them to defend themselves. Later Training with Leyas was also added to this preparation healing is taught to all and many elect to study a second Leyas so they may defend themselves with that as well, light is most common followed by fire.

Missionary		A missionary usually travels alone but will travel with others if there is a need and they are good. Needs of the faithful, will always be put first. They will also attempt to help or heal any in need regardless of who they are. A Missionary will not really try to convert someone they will merely ensure that word of their faith is spread so others may choose for themselves						
Strength 4 Agility 4 Will 3 Health 3 Intelligence 5 Charisma 5	H.P. 9(18) A.R.: Chain mail vs Melee: 6 vs Missile: 4 vs Energy: 1 vs Chill: 3							
L.R. 1(Conscious) Healing Lvl 1 Light Lvl 1	Temper: 1 Emotional Control: 3							
Combat Springshot 2 Blunt Weapons 3 Leyas Combat Melee 5 Leyas Combat Ranged 5 +1 Melee Strike Faith(+1 Leyas die)	Skills Medicine/ Healing 5 Cooking 2 Religion 5 Monster Lore 3	No of attacks Melee: 2 Ranged: 1 Thrown: 1 Leyas: 1 Special Advantage: Symbol of Faith A Missionary starts play as a priest and begins with light and healing Leyas lv11. At start of play Symbol of faith will have life shield, the other abilities must be purchased along with the devotion skill for 3 points per level. (All shields count as 3 successes) Devotion (costs 3 points each)						
Weapons <u>Morning Star</u> 1d6+3 melee dmg, Symbol of faith Life Shield- +9 H.P. shield, (4successes)		<table border="1"> <tr> <td>Lvl 1</td> <td>Wind shield +10 A.R. vs Missile</td> </tr> <tr> <td>Lvl 2</td> <td>Light Shield +10 A.R. vs Chill</td> </tr> <tr> <td>Lvl 3</td> <td>Fire Buckler +2 A.R. vs Melee</td> </tr> </table> <p>Succor of the Church A Missionary can gain shelter or aid at any Universal Church chapel or town. Sword and Shield In times of great need a Universal Church missionary can summon help in the form of 1d4 Shadow Hunters who will arrive in 1d6 days Choose Race: this character can be of any Speaking Race</p>	Lvl 1	Wind shield +10 A.R. vs Missile	Lvl 2	Light Shield +10 A.R. vs Chill	Lvl 3	Fire Buckler +2 A.R. vs Melee
Lvl 1	Wind shield +10 A.R. vs Missile							
Lvl 2	Light Shield +10 A.R. vs Chill							
Lvl 3	Fire Buckler +2 A.R. vs Melee							

Missionaries who are not players have a L.R. of 3, Light and Healing Lvl 3 and all three upgrades to their Symbol of Faith.

Common skills: Medicine/healing, Monster lore, Animal Lore, History (universal church), Tactics, Etiquette (religious) Survival (forest)

Alfred Hasaan: This Baribur has served the Universal church since before the Conquest Wars. His conversion came early and before long he had joined the ranks of the priest hood after years of service he was promoted to a high priest and finally he was given the mantle of Vicar of the Shadow Hunters. He gave his life protecting the hero Leo Moloko during the Conquest wars and was given a heroes burial in honor of this act, several fragments of bone were taken from the body and kept as relics by the church, more recently he has been resurrected and reinstated in his office, following the untimely death of the last Vicar, upon his return to life and office he was given the Symbol of Pain, the badge of office as well as a potent defense for the wearer.

<p>Alfred Hasaan Vicar of the Shadow Hunters H.P. 12(21) F.S 5 No. of Attacks 5 A.R. Half Mail</p> <table border="1" data-bbox="240 1003 779 1180"> <tr> <td>Vs Melee</td> <td>5</td> </tr> <tr> <td>Vs Missile</td> <td>4</td> </tr> <tr> <td>Vs Energy</td> <td>2</td> </tr> <tr> <td>Vs Chill</td> <td>3</td> </tr> </table> <p>Move 5 Can Fly</p>	Vs Melee	5	Vs Missile	4	Vs Energy	2	Vs Chill	3	<p>Hasaan seems to have taken his return from death in stride and went to work as soon as possible stepping up training and indoctrination of Shadow hunters. Thanks to these efforts there are currently more Shadow Hunters then ever. A boon to all the colonies in these troubled times. Hasaan is a Baribur formerly of the Aerie of Ba'nezra, and was saddened by its loss to criminal Church of One murderers. He hopes to one day bring Cristos Dugari to Justice.</p>
Vs Melee	5								
Vs Missile	4								
Vs Energy	2								
Vs Chill	3								
<p>Weapons <u>Morning Star</u> 1d6+8 melee dmg</p> <p><u>Artificed Long sword</u> 1d6+6 melee dmg, Heal internal Damage- Heals 4 H.P. or can cause an additional 4(No.A.R) dmg to Vampyrs, Bandits, Nightmares and Undead.</p>	<p>Leyas(Conscious) Healing Lvl 4 Fire Lvl 4</p> <p>Artifacts Symbol of Pain This golden inscribed circle glows with the light of the sun. It is artificed with Resurrect (4 successes), Nightmare warding (4 successes), and Life Shield (4 successes).</p>								

Church of the One:

Overview

Once a splinter group of the Universal Church, the Church of One has grown to rival its parent organization in size and more than dwarfs it in military strength. This is one of the best known and most feared and hated churches on Refuge. The Church of One controls the city of Dunesphere which is its seat of faith, capital and largest stronghold.

History

The Church of One was born in blood. Shortly after the Exodus disaster the paladins of the Universal Church stationed in the lands that are now Dunesphere had had enough and mutinied. They soon took over the area, with the help of the local EEF garrison, declaring martial law and imposing strict new laws along with harsh punishments. Although we are uncertain who led this revolt most evidence points to Charles Marks the leader of the paladins stationed in this city. The next step the paladins took was to expel many Earthers they deemed “lacking in faith” this was followed with mass burnings of any and all non-Earthers that were found in the city, the large columns of black smoke which could be seen in Chooru were the first sign that the outside world had that something was amiss. After this incident the FEA garrison left the city to the paladins a small group of citizens went with them but most stayed. It was during this time that the Church of One achieved most of its power as many Earthers left the Universal Church in favor of the Church of One with its easy answers to the problems that beset the colonies: the natives were all demons. This belief and the general paranoia of the colonies after the disaster led to the goblin genocide and the slaughter of several tribes of k’iorn and Baribur, all of whom lived near colonies and were easy targets for misplaced Earther rage. Eventually cooler heads prevailed and the large scale attacks and massacres stopped, but the Church of One was well established and here to stay.

Before long a Pope was selected. Paul Tarisi was that pope and he deeply believed in the racist and violent dogma of the church he helped establish. When he converted he brought many Universal Church followers with him. He tightened the churches hold on Dunesphere and created the basic tenets of the faith. He ruled in a very effective if not brutal manner. During the early days of the Church when most of Refuge was in utter turmoil many welcomed the Church of One since it brought stability with it, to some fewer neighbors were a small price to pay.

The church remained neutral during the Conquest Wars and later its paladins proved instrumental in the defense of the City of the Gods during the expansion wars. Today the church is still with us and is perhaps the most hated organizations on all of Refuge there are few things better known than their iron crosses.

Beliefs

The Church of One and the Universal still share many of the same beliefs even today. The major difference between the two faiths is that where the Universal church would forgive and absolve the Church of One swiftly punishes. They look on the Universal Church as soft hearted weaklings, all Earther Leyas users as consorting with daemons and all the other speaking races as daemons. They do not believe in the Leyas rather they feel that any power they wield is due only to Gods favor any one that is not of the church of One that uses Leyas must have sold their soul to do so and are immediately destroyed. Other sins that earn punishment are theft, murder, disloyalty to the church,

lying, adultery, heresy or simply disagreeing with church doctrine or dogma and a slew of other sins and vices.

The preferred methods of punishment are burning at the stake or crucifixion on a wooden or iron cross and the borders of church lands are dotted with occupied crosses as a warning to others and outsiders. In the churches eyes its greatest enemies are “daemons” and their consorts: Leyas users and the other speaking races. Since they view all non-Earthers as daemons there is a virulent strain of racism in the Church of One that has been there from the beginning. A faithful follower will do all in their power to destroy and “daemons” they encounter

The church will go to great lengths to widen its power base. Wandering missionaries, usually called preachers travel all around the world looking for signs of weakness in a town, rooting out any “daemon spawn”. Usually any who would oppose the church taking over as well as certain undesirables, those with the power to fight back if needed, before calling in paladins to consolidate their hold on the town.

Political

The Church of One has always made known its wish to “save” the colonies from themselves. To this end they have their traveling preacher as well as a sizable military force of paladins and arms men. They will take any chance to increase their power without thought to who they may be hurting, since to them they are only doing what is right.

The Church of One resembles a pyramid of religious authorities. Starting with the Pope as the voice on high and descending through a host of cardinal's, bishops, clerics and paladins and finally serfs who live often short and difficult lives in the name of the church if they want to or not. The Church of One is not above violence to achieve its desired goals, in fact they often resort to it and have been the instigators of many massacres.

Although in undisputed control of the city of Dunesphere the Church of one has many towns under its sway as well as several fortified monasteries. It also maintains a large cathedral in the City of the gods; it sits in the Eastern Quarter of the city. It lacks the wonderful statuary and art of its Universal Church counterpart, rather it offers scenes of sinners beings punished and daemons being destroyed, it is also a veritable fortress on to itself.

Followers of note

Paladins: This elite force serves as the commanders of the Church of Ones forces. It is a large knightly order that values devotion to the faith above all else. They train from an early age, first as a squire then as a protector and finally a Knight of the faith. Once they reach this rank they have grown quite powerful wielding light and healing Leyas for the good of the church. Chief amongst a paladins’ duty is defense of the church, on a more day to day level they train and collect yearly tithes for the church from the serfs. This tithe amounts to one tenth of the towns earnings, this money is used to buy weapons and supplies for the priesthood and otherwise support the church, it also keeps the peasants destitute.

<u>Church of One Paladin</u>	Paladins, arguably the most fanatically
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Strength 6 Agility 5 Will 3 Health 4 Intelligence 3 Charisma 4	H.P. 12 A.R.: Plate mail vs Melee: 7 vs Missile: 7 vs Energy: 4 vs Chill: 1(11)	members of the Church, can be divided into two groups those that view the violence inherent in their lives as a necessary evil and those that revel in it. They also tend to be the most racist members of the church. A Paladin will not travel with non-Earthers but will attempt to convert any Earthers who are not members of Church of One. Obviously only an Earther can be a Church of One paladin.						
L.R. 1 (Berserker or Bravo) Emotional Control: 1 Light Lvl 1								
Combat Edged Weapons 5 Bow 5 +1 Melee Strike +1 Ranged Strike Faith(+1 Leyas die)	Skills Medicine/ Healing 6 Animal Lore 4 Religion 4 Monster Lore 4	No of attacks Melee: 2 Ranged:2 Thrown: 1 Leyas: 1 Special Advantage: Holy Symbol A Church of One Paladin starts play as a Berserker or a Bravo and begins with light lvl1. At start of play Holy Symbol will have Light shield, the other abilities must be purchased along with the devotion skill for 3 points per level. (All shields count as 3 successes) Devotions (costs 3 points each)						
Weapons <u>Composite Bow</u> 1d8 missile dmg(Holy Arrows x2 dmg to Nightmares and Undead) <u>Artificed Hand and a Half sword</u> 1d8+7 melee dmg, Heal internal Damage- Heals 4 H.P. or can cause an additional 4(No.A.R) dmg to Vampyrs, Bandits, Nightmares and Undead		<table border="1"> <tr> <td>Lvl 1</td> <td>+1d4 Light dmg to all attacks</td> </tr> <tr> <td>Lvl 2</td> <td>Life Shield +9 H.P.</td> </tr> <tr> <td>Lvl 3</td> <td>Light Aura All Ranged Attacks get +1 to hit Bonus</td> </tr> </table>	Lvl 1	+1d4 Light dmg to all attacks	Lvl 2	Life Shield +9 H.P.	Lvl 3	Light Aura All Ranged Attacks get +1 to hit Bonus
Lvl 1	+1d4 Light dmg to all attacks							
Lvl 2	Life Shield +9 H.P.							
Lvl 3	Light Aura All Ranged Attacks get +1 to hit Bonus							
Holy Symbol Light Shield- +10 A.R. vs Chill, (4successes)		Might of the Church A paladin can commandeer supplies or aid from any Church of One chapel or town. A paladin can also call upon the commoners (F.S.3) to fight in an emergency.						

Paladins who are not players have +2 Melee and Ranged attacks, L.R. of 3, Light and Healing Lvl 3 and all three upgrades to their Symbol of Faith.

Common skills: Tactics, History (Church of One), History (Military), Monster Lore, Creature Lore, Religion (Church of One) Etiquette (religious) Intimidation

Inquisitors: The Church of One Inquisition, also known as the Order of the Blood cup is an elite order within the Paladins. They are tasked with watching over the purity of other paladins and the serfs of the church. Twice a year each town on Church land must pay for an inquisitor to test the faith of the town. This usually results in a few townsfolk being burned at the stake but also often uncovers any bandits or vampires amongst the folk since they usually flee at the mere mention of the order. A paladin is inducted into the order of the Blood cup, and can only be inducted with the support of a current member. This is usually only done once a year during the winter solstice. Potentials are called and subjected to a secret rite; the nature of this rite is completely unknown but it seems to be a very deadly as many do not survive, having survived the test a paladin is declared devout enough to join the order and his training as an inquisitor begins.

Church of One Inquisitor		Paladins are arguably the most fanatically members of the Church but they are policed by a far darker order. The Inquisitors know of the hypocrisy of the Church of One. They will secretly gather artifacts, supposedly for destruction but in fact they are utilized by their order. They are also the only people in Dunesphere allowed to use Leyas. They use their own Leyas sight to find Leyas users and will then call down the Paladins. An inquisitor will not travel with non-Earthers but will attempt to convert any Earthers who are not members of Church of One.
Strength 6 Agility 4 Will 5 Health 4 Intelligence 4 Charisma 3	H.P. 12(21) A.R.: Plate mail vs Melee: 7 vs Missile: 7 vs Energy: 4 vs Chill: 1(11)	
L.R. 2(Conscious) Element(any) lvl 1 Light Lvl 1 General Lvl 1	Temper: 3 Emotional Control: 1	
Combat Edged Weapons 5 Projectile Weapon 5 +1 Melee Strike Faith(+1 Leyas die)	Skills Profession (Torturer) 6 Artifact Lore 4 Religion 4 Monster Lore 4	No of attacks Melee: 2 Ranged: 1 Thrown: 1 Leyas: 1 Special Advantage: Holy Symbol A Church of One Inquisitor starts with light lvl1, General Lvl 1 and any 1 Elemental Leyas at Lvl 1. At start of play Holy Symbol will have Light shield, Life shield and Light Aura. The other abilities must be purchased with the devotion skill for 3 points per level. (All shields count as 3 successes) Devotion (costs 3 points each)
Weapons <u>Crossbow</u> 1d2+5 missile dmg(Holy bolts x2 dmg to Nightmares and Undead) <u>Rapier</u> 1d4+4 melee dmg <u>Metal Whip</u> 1d4+3 melee dmg		Lvl 1 Cure Fear

Holy Symbol Light Shield- +10 A.R. vs Chill, (4successes) +1d4 light dmg to all attacks Life Shield- +9 H.P. shield 3 Successes Light Aura- All ranged attacks get +1 to Hit Bonus	Lvl 2	Solar Armor +30 A.R. vs shadow Leyas
	Lvl 3	Nightmare Warding
Might of the Church An Inquisitor can commandeer supplies or aid from any Church of One chapel or town. A paladin can also call upon the commoners (F.S.3) to fight in an emergency.		
Eyes and ears of the Church Can also gain information on any subject in 1d6 days from the colony spanning network of Church of One spies and informants on a 4, 5, or 6 on a d6.		

Inquisitors who are not players have +2 Ranged attacks, L.R. of 4, Light lvl 4 and 1 Elemental Leyas at Lvl 3 and all three upgrades to their Symbol of Faith.

Common skills: Tactics, History (Church of One), History (Military), Monster Lore, Creature Lore, Religion (Church of One) Etiquette (religious) Intimidation

Saul: Formerly known as Paul Tarisi this man was instrumental in the formation of the Church of One and served as its first Pope over seeing the massacre of two K'ion Tribes and the start of the Goblin Genocides. The exact reasons are not known but he had a change of heart, took a different name and renounced his position and the church.

Saul Wandering monk H.P. 18 F.S 6 No. of Attacks 8 A.R. Brown Robes <table border="1"> <tr> <td>Vs Melee</td> <td>0</td> </tr> <tr> <td>Vs Missile</td> <td>0(10)</td> </tr> <tr> <td>Vs Energy</td> <td>0 (20)</td> </tr> <tr> <td>Vs Chill</td> <td>2</td> </tr> </table> Move 6	Vs Melee	0	Vs Missile	0(10)	Vs Energy	0 (20)	Vs Chill	2	Since that day over two thousand years ago he has walked the planet trying to right wrongs and repair the damage his former church has done. For some reason the Church still has a bounty out on this old man's head but he still wanders the Colonies as a hermit. He has white hair and a white beard, and is usually seen wearing only a travel beaten brown robe; he also carries a sword strapped to his back.
Vs Melee	0								
Vs Missile	0(10)								
Vs Energy	0 (20)								
Vs Chill	2								
Weapons <u>Void Blade</u> 1d8+2(No A.R.) melee dmg <u>Domino's Pistols(x2)</u> 6(No A.R.) Annihilation Dmg	Leyas(Adept) Healing Lvl 4 General Lvl 2 Artifacts								

<p>+20 A.R. vs any Leyas attacks</p>	<p>Domino's Pistols These pistols are inscribed with leering skulls and verses from the bible of the Church of One. They can no longer fire normal bullets but are artificed with Annihilation Blast (10 successes), Field of Annihilation (10 successes), Disperse Leyas (10 Successes).</p> <p>Special Ability Anointed with Blood As pope Saul was anointed with an artifact called the Blood Cup. This mystical artifact cursed Saul with eternal life. He cannot be killed, whenever his H.P. drops below 0 he will return to full health in one full hour. Only Annihilation Attacks will kill Saul permanently</p>
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Cristos: Another former Pope of the Church of One however, this man has never turned away from the Church and its beliefs and is in fact one of its most fervent followers. He has served the Church from the very beginning. He led troops during the Goblin Genocide and later proved to be a terribly efficient Pope for the church, during his tenure there were more burnings and conversions than any other. He was the last person to be anointed with the legendary blood cup before it was lost, some say it was in fact he who took it, supposedly burring it far beneath the City of the Gods in the Chapel of Angels (no evidence could be found to support this rumor). He, like Saul, still travels the colonies. While Saul attempts to repair damage done by the church, Cristos attempts to spread it now more than ever. He is fairly easy to recognize, a bold Earther male wearing all black, as well as an iron cross about his neck and unusual cross shaped sun glasses.

<p>Cristos Dugari, Wandering Zealot H.P. 18 F.S 8 No. of Attacks 4 A.R. Black Suit</p> <table border="1" data-bbox="235 1669 779 1848"> <tr> <td>Vs Melee</td> <td>0</td> </tr> <tr> <td>Vs Missile</td> <td>0(10)</td> </tr> <tr> <td>Vs Energy</td> <td>0 (20)</td> </tr> <tr> <td>Vs Chill</td> <td>2</td> </tr> </table> <p>Move 6</p>	Vs Melee	0	Vs Missile	0(10)	Vs Energy	0 (20)	Vs Chill	2	<p>Cristos Dugari, the Butcher Pope, is known to have been a leading Earther in the Goblin Genocide and is personally responsible for killing over seven thousand non-Earthers since leaving the Church of One. He was last sighted on the border of the Northern Kingdoms leading a Crusade against the Cult of Morgoth. After that horrific battle his location is unknown but it is suspected he still wanders. The current head of the Inquisition has a price on Cristos' head and a reward for the return of the Blood</p>
Vs Melee	0								
Vs Missile	0(10)								
Vs Energy	0 (20)								
Vs Chill	2								

	Cup.
<p>Weapons <u>Void Blade</u> 1d8+2(No A.R.) melee dmg</p>	<p>Leyas(Conscious) Healing Lvl 4 General Lvl 1</p> <p>Artifacts Domino's Cross This iron cross hangs around Cristos' neck and causes his form to fade in and out of Focus. It is artificed with Field of Annihilation(10 successes) Disperse Leyas(10 successes) and Shred Reality(10 successes) +20 A.R. vs Leyas attacks</p> <p>Special Ability Anointed with Blood Cristos Dugari was anointed with an artifact called the Blood Cup. This mystical artifact cursed Cristos with eternal life. He cannot be killed, whenever his H.P. drops below 0 he will return to full health in one full hour. Only Annihilation Attacks will kill Cristos permanently</p>

One Path:

Overview

The One Path is a strange religion by any standard. It is an amalgamation of several faiths transplanted from Earth to Refuge. Chief among them were Christianity, Judaism and Islam. In its earlier days this faith was known for its willingness to help and open mindedness. However in more recent years this has changed and now most people will go well out of there way to avoid contact with its adherents, a fact that they are more than happy with.

History

The One path was founded by Jason Blank. When he founded the church he was a young man seeking many answers. His search led him to become one of the foremost philosophers and theologians of his time. He studied the works of all the great thinkers and religious leaders that he could but was unable to find the answers he sought down those paths. He was a minor celebrity in academia but disappeared five years before the first colony fleet left earth. He was soon forgotten until he reappeared on Refuge as an itinerate missionary for his new faith.

He told all who would listen to him a strange tale of the past few years of his life. He claimed that shortly after his dropping from the public eye he was mugged on the street, shot and left for dead. In this state he claimed that he was visited by an angel, a messenger from god. He claimed that this angel set him upon the path his life was to take. Its message was simple: all faiths and churches worship the same god and it was up to him to go forth find the best that each religion and philosophy had to offer and enlighten others to the wondrous truths that they contained. When asked why he felt he had been chosen his only answer was a smile and a small shrug (or so the records say).

However, he took his charge very seriously and spent his years of obscurity working hard at finding the best each religion had to offer and by the time he reemerged on Refuge his work was complete. In the early days he found a large number of converts and adherents. The One path became as well known for tolerance and acceptance as the Universal church. The path even opened its doors to the natives of Refuge as Blank felt that they had been made by the same god as Earthers.

The first official temple was built in a short distance from Saragosa about twenty years after the founding. The path thrived under Blank, who was the head of the followers of the path (as they call themselves) for the rest of his long life. He lived to be nearly three hundred years old, a fact that many took as a sign of his being touched by god directly as it was over twice the normal span of an Earther life.

Without doubt the death of its founder had a profound effect on this faith. Even more damaging was the fact that Blank died before he could name a proper successor. This was solved by an election amongst the higher ups which was won by Emily Coals, one of the youngest members of the church but also one of its most devout followers, she won largely due to the fact that it was rumored Blank has been grooming her as his replacement before his death. Under Coals the faith stayed much the way it had under Blank and remained that way until Coals herself had passed on. Her replacement was a Baribur whose birth name is unknown but he took the name Matthew upon joining the path. He had done this after barely surviving a nightmare attack that had killed the rest of his family, he was only saved by the intervention of a group of followers of the path, who healed him and discovered that the attack had been engineered by a Vampyr living near by, Matthew's family was quickly avenged but sadly they were beyond resurrection as they had been devoured by the rampaging nightmares. After this tragedy Matthew thrown himself into devout following of the Paths tenets it was this very devotion that gained him the leadership of the path.

Shortly after taking power Matthew made a proclamation to his followers. It was no longer safe for them to stay where they were hidden enemies stalked them. One of his first actions as leader was to leave the temple and construct a new one far from the colonies, just north of the boarder with the goblin lands and several days east of Dunesphere. Reports claim that many of the followers did not survive the trip nightmare attacks were common and some reports claim that several small scale purges of these that Matthew did not feel were loyal to him and the faith occurred. After this event little is known of the workings of the path as over time they have become insular and extremely paranoid of other people. They barely trade with the out side world in fact the only exposure any one out side the church gets to them are through "missionaries" really spies on the out side world always seeking to gain knowledge of possible threats to the path and encounters with the frequent and heavily armed patrols around their boarders. The

only place where one can safely visit the path now is at the small shrine they maintain in the City of the Gods. From here they still occasionally seek followers and converts but far less then other churches.

Beliefs

Although in the early days this faith was known for openness, tolerance and acceptance little first hand knowledge is available to us today about their beliefs. In the beginning the sanctity of life was foremost in the teachings (to the point that most of the followers were staunch pacifist) followed by respect for the property of others. The basic message was one of peace and love for all beings. A deep respect for all living things and the right of others to worship as they saw fit were also cornerstones of this faith. What their exact beliefs are now is hard if not impossible to say. What few reports we have claim that the teachings of Matthew has in many ways poisoned the well and his own personal tragedy was the end of the faith that he converted to. Now the one path is a cloistered faith ever watchful of danger and plots against it. Matthew still holds the mantel of leadership and has no plans to step down.

Political

The One path has no political aspirations at all in fact its followers will go well out of their way to avoid contact with outsiders and will only get involved in their affairs in the most dire of need. Most people respect this wish for privacy even the Church of One avoids contact with their nearest neighbor since every meeting has ended in violence as often as not the Church of One has been the losing side and finally even they have agreed to let sleeping dogs lay. Although the One Path has little contact with the outside they agreed to open a house of worship here when they were asked, this was much to everyone's surprise. The "Church" of the One Path is little more then a fortified block house, most of which is taken up by barracks for its guards, the remainder is split between a few clergy and several spies who keep a careful eye on the goings on in the city. The building stand in the shadow of the great Buddha of the Church of Ohm, however most people do not even notice it is there unless they are looking for it and even when one is it is not a hard structure to miss, seeming nothing more then an over sized supply house; a fact that was most likely hoped for by its builders.

Followers of note

Matthew: Leader of the One Path since the death of Emily Coals some centuries ago. Matthew is by most reports a good if fanatical leader who is convinced that the church has unseen enemies bent on destroying it, this is almost surely based solely on his own paranoia but, he seems to have convinced his followers of the same thing. He is known to be an eloquent speaker and very charismatic. He has not been seen in public in decades however his voice and ideas are commonly aired as he delivers his speeches and proclamations in writing and over public address systems fairly often

Matthew Leader of the One Path H.P. 15(24)	It seems from what little we can learn that Matthew has radically changed the dogma of the One Path, rather they being
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<p>F.S 7 No. of Attacks 4 A.R. Matthew's Amulet Vs Melee 0(10) Vs Missile 0(10) Vs Energy 0(10) Vs Chill 0 Move 7, Can fly</p>	<p>seen as set of rules to ensure an everlasting reward he has made himself the focus of the faith, styling himself a living god. Now reward is earned through service to him. Mathew is an average sized Baribur with metallic silver wings and hair to match. Little else is known about him except that he is a brilliant orator and is most persuasive</p>
<p>Weapons <u>Spear of Retribution</u> 1d6+4 melee dmg Solar Flare- 8d6(½ A.R.) energy dmg x2 dmg to vehicles and structures 4 successes</p> <p>Incinerate- 4d6 Energy Dmg</p> <p>Fire Lancet- 1d6 Energy Dmg to 1d6 targets or 1d6x3 Energy Dmg to one target. Cannot miss.</p> <p>Fire Wall- 1d8(No A.R.) energy dmg to anyone who tries to walk through it.</p>	<p>Leyas(Adept) Light Lvl 6 Fire Lvl 6 Air Lvl 6 Healing Lvl 3 General Lvl 2</p> <p>Artifacts Spear of Retribution This long black hafted spear has a golden colored head that seems to glow at all times. No one is sure where Matthew acquired it but it is a weapon of staggering power. The first time it was seen was when he used it to push back a church of one force that was encroaching on the One Path enclave. Since then he has not been seen without it. It is artificed with Solar Flare, Incinerate, Fire Lancet, Resurrection, Life Shield, Fire Wall, Burst Shield all at 4 successes.</p> <p>Matthew's Amulet Grow Armor +10 A.R. vs Melee, Missile, and Energy Enhance Beauty +7 Charisma</p>

Guardians of the Path: The one path surrounds itself with heavily armed and well trained warriors tasked with keeping all outsiders out (and some say those inside in). This task falls on the frighteningly capable shoulders of an elite group of trackers, hunters and warriors known as the guardians. These troops patrol around the boarder of the one path enclave and are a common sight at their shrine in the city of the guards. We have little reliable information about them, what we do know is that they chosen for this task young and spend the majority of their youth in harsh training. The survivors of this training are some of the best warriors on the planet. Most of them are Earthers however, k'iorn are also common in the ranks, less so are Vorin and K'iou.

Guardian of the Path		The Guardian must be a spy still working for One Path or a runaway guardian. If they are a runaway and start play with Commstone, they be traced and other guardians will hunt them. If they are not a runaway they have fallen under the sway of Matthew and really believe him to be a living god. They will happily sacrifice anything to further the cause of their strange master.
Strength 4 Agility 4 Will 3 Health 4 Intelligence 3 Charisma 5	H.P. 12(21) A.R.: Half Mail vs Melee: 5 vs Missile: 4 vs Energy: 2 vs Chill: 3	
L.R. 2(Conscious) Element(any) lvl 1 Element(any) lvl 1 General Lvl 1	Temper: 2 Emotional Control: 2	
Combat Edged Weapons 5 Springshot 5 Polearm 2 Leyas Combat Melee 2 Leyas Combat Ranged 2 +1 Melee Strike +1 Ranged Shot	Skills Profession (Spy) 6 Herbalism 4 Religion 4	No of attacks Melee: 2 Ranged:2 Thrown: 1 Leyas: 1 Special Advantage: Wisdom of the Path Can also gain information on any subject in 1d6 days from the colony spanning network of Path spies and informants on a 4, 5, or 6 on a d6. Stealth Cloak This black cloak doubles as blanket and adds + 8 T# to see wearer using Leyas sight (Obscure 4 successes). CommCrystal This artificed crystal allows user to speak over great distances with holder of twin crystal. Two-way talking like a radio. Choose Race: this character can be of any Speaking Race
Weapons <u>Hunting Springshot</u> 1d8+2 missile dmg <u>Long sword</u> 1d6+1 melee dmg <u>Pike</u> 1d10 melee dmg x2 dmg against charging enemies x3 dmg against mounted enemies or <u>Lance</u> 1d6+2 melee dmg x2 dmg charge attack x3 dmg mounted charge attack		

Guardians of the Path who are not players start with two Elemental leyas at Lvl 3, L.R. 4 and all their weapons are worked for +4 dmg.

Common skills: Riding, Tracking/Hunting, Medicine/Healing, Stealth, Leyas Combat Ranged and Melee, any fighting skills (edged or polearm commonly), Survival (forest), Interrogation, Intimidation, and Herbalism

Children of Falos:

Overview

The Children of Falos is a Faith that predates the arrival of Earthers on Refuge by several thousand years if not more. It is martial faith that values strict adherence to an honor code (discussed in more depth later). Its purported reason to exist is to safe guard the plan on which Refuge exists from an ancient enemy of Falos. It started out among the K'iorn and Baribur but over time members of all races except the Uth Velor, Pelebor. Earthers and Vlahadassi have joined its ranks. Another curious thing about this faith is that it seems the Order of Azreal formed within its ranks and now the members of the Children hold a great hatred for the members of the other Order often attacking them on sight. This may have much to do with the fact that the core leadership of the Order of Azreal are all Uthvelor. What makes it odd is that the hatred is not at all returned by the other order and they have the same stated goal, although for a slightly different reason. Most members of the order are k'iorn with baribur making up the second largest group in its ranks as well. Many Earthers dismiss the children as nothing more then zealots; however the native races seem to believe that at least some of their dogma is really fact.

History

Little fact is known about the origins of this church, in fact the only source we have is the orders own dogma which says that its founding members were left to guard Refuge from two enemies of Falos' race, the Quall N'drone and the K'ias, shortly after a great battle was fought on Refuge to keep the former of these foes off the planet.

Beliefs

As was stated earlier the groups' sole purpose is to safeguard Refuge and all those on it from the Quall N'drone and any other threats of an extra planar nature. They claim that all races on Refuge, except Earthers and Vlahadassi, were created and put here for the same reason. This is also why the order will not even accept members of those races. The Children of Falos see themselves as warders watching over Refuge until Falos returns and finally drives off the enemy for good.

They lead very spartan; some would say fatalistic lives devoted to protecting the planet and the traditional native way of life, before Earthers came. The most basic tenet of the faith is that all members of their race were created solely to defend the planet and might be called upon to give their lives at any moment. They mostly live a live of quite moderation never knowing when they may be called upon to engage the enemy or die for there cause. The one thing that seems to override all other duty to them is their hatred for Uth velor and Pelebor who they will attack on sight usually regardless for what else may be at stake. Although all members of the order have an unshakable faith in Falos, many outside the order have long studied various k'iorn histories but little concrete evidence has been found to support his existence. The Children are also known for rather negative opinions of earthers and vlahadassi, this is due mostly to the fact that they do not see

these races as fitting into the natural order of Refuge. The Vlahadassi are typically more scorned than Earthers, as the Children hold a very dim view of half breeds.

The Children will go to great lengths to safe guard lives of native beings and will fight anyone who endangers them. To defeat the enemy is the most important thing to the Children of Falos and any means will be taken. The Children are easily the most fanatical religion on all of Refuge and one can only shudder to think what might happen if they changed the target of their hatred away from the Quall N'drone.

The basis of the faith is a code of honor supposedly laid down by Falos himself, although we were unable to obtain a full version we have compiled some of the code. Honor above all else (stealing cheating and lying outside of combat are strictly forbidden). One life to shield many lives (again single lives do not matter all life as a whole). Root out all that is unnatural (This line goes a great deal toward explaining the Children's views on nightmares, bandits, vampyrs, k'ias, and undead in all cases the children will attack all of these creatures on sight and will hunt them unto death.)

Honor is important above all else to the children, any member who dishonors his tribe, clan of the faith will be called to disprove the charges. If they cannot they will be expelled from the Children and made outcasts, losing all rank and standing to all k'iorn society. These Outcasts, called Nngao were once sent on suicide missions deep into Quall N'drone territory. Interestingly enough many of these nngao succeeded at these seemingly impossible quests and returned. Viewed as strange foreigners, Nngao are never accepted back into their tribes. Some tribes go so far as to kill any Nngao they find.

These wandering Nngao are a constant affront to the faith of the most devoted Children of Falos.

Political

The Children have no Political goals as far as the Colonies are concerned. They will move to stop any exploitation they see, but beyond that they hold a "live and let live" attitude toward Earthers and their communities.

Followers of note

Dra'kan: Similar to the Dra'koon of the k'iorn tribes but they have been assigned the whole world as their charge. Where a Dra'koon's primary goal is to remain near and protect his tribe from all attackers, a Dra'kan is sent to investigate Quall N'drone infestations and other threats abroad. A Dra'kan is the leading edge of the Orders fight against all who would threaten Refuge and its inhabitants. They have a strange ability for hunting out these threats and once they are on a trail only the death of their target or their own final death will stop them. Only the most dedicated and accomplished warriors are granted this honor and they hold the position until death. A council of fifteen warriors who served as both Dra'kan and Dra'koon serves as the ruling body of the children; membership is granted in recognition of a great deed and is for life, unless the position is challenged by another. It has only happened once and in that case a duel is fought with the winner taking the seat.

Dra'kan		Dra'kan are most often shape shifters and greatly skilled hunters. They are often
Strength 4	H.P. 15	

Agility 6 Will 4 Health 5 Intelligence 5 Charisma 3	A.R.: Dra'koon vs Melee: 5 vs Missile: 4 vs Energy: 7 vs Chill: 3	found patrolling the borders of K'iorn kingdoms for threats. Honor is very important to the Children in general and Dra'kan's in particular, they are known as prickly even by k'iorn standards. The Dra'kan is gifted the legendary Dra'koon Armor and Talon of Falos. The Dra'kan fighting style combines the Sylvan bestial martial arts like claw attacks with the Falosini evasive techniques.						
L.R. 2(Conscious) Shapeshift lvl 2 Element(any) lvl 1 General Lvl 1	Temper: 2 Emotional Control: 2							
Combat Hand to Hand 5 Leyas Combat Melee 5 Leyas Combat Ranged 5 +1 Melee Strike two 1 handed melee	Skills Hunting/ Tracking 6 Herbalism 4 Survival 4 Monster Lore 3	No of attacks Melee: 2 Ranged: 1 Thrown: 1 Leyas: 1 Special Advantage: Talons of Falos These are the traditional weapon of the Children of Falos; using shapeshifted bone spurs to fight. The bone blades resemble Nnghai coupled with knee and elbow spikes that lay concealed in the body until called upon. However the talons can be empowered with the devotion skill. (All shields count as 3 successes) Devotions(costs 4 points each)						
Weapons <u>Talons of Falos</u> Nn'ghai-1d4+3 melee dmg, 3 Attacks Knee and elbow spikes- 1d2+2 melee dmg each. Elbow and knee strikes can be added to an Nnghai attack for +1 T# per strike. Damage is added together as if it were a single attack.		<table border="1"> <tr> <td>Lvl 1</td> <td>Lighting shield +1 A.R vs Melee 1d4+2(No A.R.)Energy dmg to anyone who hits user with a melee attack.</td> </tr> <tr> <td>Lvl 2</td> <td>Burst Shield +10 A.R. vs Missile 1d6 Energy dmg to anyone who hits user with a melee attack</td> </tr> <tr> <td>Lvl 3</td> <td>Poison Dart Frog</td> </tr> </table>	Lvl 1	Lighting shield +1 A.R vs Melee 1d4+2(No A.R.)Energy dmg to anyone who hits user with a melee attack.	Lvl 2	Burst Shield +10 A.R. vs Missile 1d6 Energy dmg to anyone who hits user with a melee attack	Lvl 3	Poison Dart Frog
Lvl 1	Lighting shield +1 A.R vs Melee 1d4+2(No A.R.)Energy dmg to anyone who hits user with a melee attack.							
Lvl 2	Burst Shield +10 A.R. vs Missile 1d6 Energy dmg to anyone who hits user with a melee attack							
Lvl 3	Poison Dart Frog							
		Dra'koon armor The Dra'kan has been given a suit of Dra'koon Armor that will Shapeshift with his body. If the Dra'kan ever loses this armor it is considered a grave affront to his honor and might become an nngao. Stalwart faith						

	<p>Any time a Dra'kan rolls for emotional control as long as no ones are rolled they succeed.</p> <p>Choose Race: this character can be a K'iorn, K'iou, Baribur or Vorin</p>
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A Drak'an who is not a player will have all Combat skills at 10, an L.R. of 3 and Shapeshift lvl 3

Common skills: Monster and Animal lore Hunting/Tracking, Survival forest and mountain, History (Children of Falos), Etiquette (k'iorn), Planes lore, Hand to hand.

Ja'Rhan: Ja'Rhan, a K'iorn word meaning healer or guide (depending on context). This is the priestly order within the children. The Ja'Rhan are well known across the colony lands and many people, even those not of the children will seek them out to ask for advice or to mediate a local dispute they serve the same role among the children and k'iorn in general. They have a reputation for being very honorable and wise, as a large part of their training is theological and philosophical in nature, in this way they learn to better understand the teachings of Falos and are also better able to deal with the spiritual problems of others. They are also taught healing and a great deal of self defense. .

Ja'Rhan		<p>One of the oddest things about the Ja'Rhan is that it is considered a great dishonor to attack in anger or haste. Traditionally no Ja'Rhan will attack someone unless they are attacked once or twice by that person. Some will go so far as to stay uninvolved in a fight until they are personally attacked; nightmares, Quall N'drone, Uth and Pelebor are not extended this courtesy and will be attacked on sight. In times of war Ja'Ran serve as medics and chapels to the troops they will often be found in the thick of any fighting, instilling courage and inspiring great acts of bravery</p>
<p>Strength 3 Agility 5 Will 5 Health 3 Intelligence 6 Charisma 4</p>	<p>H.P. 9 A.R.: Khaz'gha mail vs Melee: 5 vs Missile: 4 vs Energy: 7 vs Chill: 3</p>	
<p>L.R. 2(Adept) Temper: 1 Healing lvl 2 Emotional Control: 3 Element(any) lvl 1 General Lvl 1</p>		
<p>Combat Hand to Hand 5 Polearm 3 Springshot 2 Leyas Combat Melee 5 two 1 handed melee Faith(+1 leyas die)</p>	<p>Skills Healing 6 Herbalism 4 Survival 4 Monster Lore 3 History 4 Religion 4</p>	<p>No of attacks Melee: 1 Ranged: 1 Thrown: 1 Leyas: 1 Special Advantage: Shield of Falos</p>

<p>Weapons <u>Nnghai(pair)</u> 1d4+2 melee dmg, 2 Attacks</p> <p><u>Durkha</u> 1d8+2 melee dmg double bladed spear x2 charge attack</p> <p><u>Elixir of Life(x5)</u> If poured on a dead body the Elixir will bring it back to life. Resurrect(4 Successes)</p>	<p>A lock of hair, or a feather from a Baribur, removed and preserved when the potential Ja'Rhan begins training. This same token will be their final test. A would be Ja'Rhan will pray over it and beseech Falos to bless it and protect its' wearer. The shield can be empowered with the devotion skill.(All shields count as 3 successes)</p> <p>Devotions(costs 3 points each)</p> <table border="1"> <tr> <td>Lvl 1</td> <td>Life Shield +9 H.P.</td> </tr> <tr> <td>Lvl 2</td> <td>Light Shield +10 A.R. vs chill</td> </tr> <tr> <td>Lvl 3</td> <td>Protective Song +10 A.R. vs melee/Missile to all allies</td> </tr> </table> <p>Inspire valor When any Ja'Rhan is engaged in battle he may give up one of his attacks in order to speak and inspire his allies in battle. The allies will receive a +1 bonus to hit and dodge.</p> <p>Choose Race: this character can be a K'iorn, K'iou, Baribur or Vorin</p>	Lvl 1	Life Shield +9 H.P.	Lvl 2	Light Shield +10 A.R. vs chill	Lvl 3	Protective Song +10 A.R. vs melee/Missile to all allies
Lvl 1	Life Shield +9 H.P.						
Lvl 2	Light Shield +10 A.R. vs chill						
Lvl 3	Protective Song +10 A.R. vs melee/Missile to all allies						

A Ja'Rhan who is not a player will have an L.R. 4, Healing Lvl 4 and General Lvl 2
Common skills: Hand to hand, Springshots, Medicine/ healing, Herbalism, Plane lore, Religion (Children of Falos, and at least two others), History, philosophy

Order of Azrael:

Overview

The Order of Azrael seems to be a splinter group of the Order of Falos that broke away long ago. This can not be confirmed as no member of either group will discuss their orders' history with outsiders. What we do know is this: the orders have almost the same believes, that they are the last line of defense against extra dimensional threats to Refuge and the reality we exists in. In fact there are few difference between the two groups. The chief among them is that the Order of Azrael will accept members of any race and that the core of this Order are Uth velor and Pelebor. This stands in direct opposition to the opinion that most Uth and Pelebor hold regarding members of other races. All are welcome but few bother to join as the racism is so prevalent. Another is that the minor racism present in the Children is bought to a terrible peak within the Order; they view all non Uth and Pelebor as inferior beings that exist only as cannon fodder if they do not choose to serve Azrael's ends.

History

The history of this order is fragmented at best and it has proven difficult to obtain even what we have has mostly been taken from information gained from k'iorn elders outside the order. These elders spoke at great length of the evil of Azrael and his order.

Beliefs

The Order of Azrael has very similar beliefs to the Children of Falos. Both claim that they exist to fight an ancient and terrible enemy that constantly threatens to overwhelm life on Refuge. The biggest difference in the faiths is that while the children feel they must protect the planet due to an ancient charge and obligation the Order does so only because their god head, Azrael orders them. From this one can only fear that he himself intends to one day hold dominion over Refuge.

A strain of racism even more virulent than the Church of One runs through this faith. Most if not all members view all other races as inherently inferior beings fit only serve them in what ever way the Order deems best, this could be any thing from conscripted soldier to slave labor to beast of burden. This racism is not part of the faith, rather it is a view that most Uth and Pelebor hold as their perversion of common sense. The severity of it ranges from viewing the non-Fallen as misguided children to mere chattel. Uth and Pelebor outside of the order are known to raid towns and villages for slaves, members of the order never undertake such raids and in fact more then once they have stopped them. We have no idea why this is so, however most speculation tends toward clannish rivalry or the Order trying to impose its wishes on nonmember tribes. One K'iorn elder disagreed with his fellows on this. He believed that this infighting was a sign that the slave raids carried out by most Uthvelor and Pelebor are not the wishes of Azrael. Since Azrael was once a Falosini, this comment created an uproar among the K'iorn Elders we consulted, who immediately denied the claim.

Political

The Order of Azrael has never shown any interest what so ever in the politics of the colonies as a whole, or even in the interfaith conclave here in the City of the Gods. This aloofness has been an historical fact even during the Expansion war when asked to help in the defense of the City of the Gods they declined without giving any reason. The Order maintains a small chapel in the city, this has lead to some concern as more people are often seen entering and leaving it then could possibly fit inside at one time, it seems likely that they have one or more energy bridges open inside the building. The chapel itself is a small block house in the South quarter on the outer fridge of the Beggars district.

Followers of note

Nagh'tae: An honor guard tasked with the defense of the grounds and followers. It is rumored that they are given this post by none other then Azrael, but we could not confirm this. Their duties also include acting as envoys on the rare occasions that the Order wishes to speak with anyone else.

Nagh'tae	Truly the Nagh'tae are the most loyal of the Fallen to Azrael. Not only do they act as
Strength 4	
H.P. 18	

Agility 5 Will 5 Health 6 Intelligence 4 Charisma 2	A.R.: Uth mail vs Melee: 6 vs Missile: 4 vs Energy: 0 vs Chill: 3 ½ dmg	his personal honor guard but they are the only Fallen allowed to carry his messages to the other races. They have mastered the ability to search the streams of memory and gather information. Nagh'tae personally believes that their training has set them to be the true warriors of Azrael. They also feel that their barbarous enslaving tribesmen have strayed far from the proper course.						
L.R. 3(Adept) Healing lvl 2 Shadow Lvl 3 General Lvl 1	Temper: 1 Emotional Control: 3							
Combat Edged Weapon 5 Springshot 5 Leyas Combat Melee 5 Leyas Combat Ranged 5 +1 Melee Strike +1 Ranged Shot Faith(+1 leyas die)	Skills Healing 6 Survival 6 Planes Lore 3 Etiquette 4 Religion 4	No of attacks Melee: 2 Ranged:2 Thrown: 1 Leyas: 1 Special Advantage: Mark of Sacrifice The Nagh'tae has severed their own finger; (left middle) mummified and wears it on a chain around the neck. The severed finger cannot be re-grown for any reason and if it ever is the character must cut it off again as soon as possible. The finger can be empowered with the devotion skill. (All shields count as 3 successes) Devotion (costs 3 points each)						
Weapons <u>Uth Two handed Sword</u> 2d4+3 melee dmg, Causes Rot <u>Uth Springshot</u> 1d8+2 missile dmg, Cone (+4 Dodge T#) <u>Elixir of Life(x5)</u> If poured on a dead body the Elixir will bring it back to life. Resurrect(4 Successes)		<table border="1"> <tr> <td>Lvl 1</td> <td>Chill Shield +10 A.R. vs Energy</td> </tr> <tr> <td>Lvl 2</td> <td>Shadow Armor +30 A.R. vs light/laser attacks</td> </tr> <tr> <td>Lvl 3</td> <td>Create Nightmare(least)/ Consume Nightmare</td> </tr> </table>	Lvl 1	Chill Shield +10 A.R. vs Energy	Lvl 2	Shadow Armor +30 A.R. vs light/laser attacks	Lvl 3	Create Nightmare(least)/ Consume Nightmare
Lvl 1	Chill Shield +10 A.R. vs Energy							
Lvl 2	Shadow Armor +30 A.R. vs light/laser attacks							
Lvl 3	Create Nightmare(least)/ Consume Nightmare							
		Commune with the Stream Once a week a follower of Azrael may use a modified version of instant recall. The Int(4) test is not required and use still causes an automatic failure on a rage check, but the answer is gained is as if the Int test achieved all possible successes. Choose Race: this character can be an Uthvelor or Pelebor						

A Nagh'te who is not a player has a Str 6, Agi 6, L.R. 4 Shadow 4, Healing 4, General 2

Common skills: Planes lore, Leyas combat ranged and melee, Hunting/tracking, Etiquette: Fallen, History: Ancient Refuge, Edged weapons, Projectile weapons, Intimidation

The Tyr'ani:

Overview

The Tyr'ani, a Ancient Falos word meaning “aimless ones” is a less a religion then a philosophical movement centered on one being who seems to want as little to do with it as possible. The Tyr'ani maintain a large monastery in the foothills of the mountain of the sun and another smaller chapel in the City of Gods, this is used more as a recruiting site then anything else and is staffed by a small number of followers.

History

The Tyr'ani faith was founded in a round about way by the most unlikely of creatures. A nightmare daemon beast now called Martin who by his own admission was nothing special when he came to the world. Apparently created long ago by a hermit, like all nightmares his first act was to attack his creator.

The Hermit died at Martin's hands however after this the story takes an odd turn, instead of being forced to leave the large cave the Hermit had lived in, Martine found that it was well stocked with food and fresh water. Because of this he was able to stay in one place and even more surprisingly he took up the hermit's hobby of reading and learned a great deal about history, philosophy, religion and science. So after many years a very unusual daemon beast emerged from that cave. Martin wandered the colony lands and beyond for decades avoiding contact with others as much as possible and living off the land. He eventually settled in an abandoned mining town in the foothills of Mt Tabard.

He remained there alone and continued his studies with a small stock of books he had taken from the cave with him eventually however he was forced to begin leaving his haven in order to find food and more books; it was these excursions that led to his discovery and the founding of his church. On one such trip into a near by town he was seen and perused. Martin managed to escape but the fearful townsfolk called for aid from nightmare hunters several answered the call and so it was that John Ravenwing found Martin's hiding place. He was shocked to find a daemon beast that not only did not defend itself but also forgave him for doing his job. This gave Ravenwing pause and he spared Martin. Soon he had been told Martin's story and decided that it would perhaps be best to bring him into town until a course of action could be decided on. So it was that several days later he returned to town with Martin in tow. At first the townsfolk were confused and frightened but Martin himself gave an impassioned speech on his own behalf asking them to judge him on what he truly was now and not what he had been created as. He convinced them and they allowed him to stay in town.

Word of the strange daemon beast quickly spread and the curious and unbelieving traveled to the town to see for themselves. One such traveler, Giles Neilson, decided that Martine was in fact a higher of being due to his close connection to the leyas. Soon he had convinced many other pilgrims of this and started a grass roots religion with Martine as its unknowing god head. Giles convinced many of his faithful that could reach the same higher state of being as Martin by warping themselves with the leyas; he himself

was one of the first followers to undergo such an ordeal by instilling a nightmare in himself. Amazingly he survived this and others followed. These strange hybrid creatures quickly became a major problem in the area as few of them remained sane after their ordeal. It was several weeks before Giles presented himself to Martin in his new form. Martin was shocked and renounced Giles and his followers, enraged Giles attacked him and likely would have killed him had John Ravenwing not intervened and killed him first.

Martin quickly realized that Giles' actions on his behalf were his responsibility and immediately took over leadership of the faith that others not do wrong in his name. A monastery was built outside of the town and Martin began to teach his followers his real lessons.

Beliefs

The Try'ani has become, under Martin's direction a group devoted to the collecting and preservation of knowledge and philosophical thought. This is due mainly to Martin's own beliefs that these two things are the best way to attain the "higher consciousness" that his followers are always seeking. To this end followers of the order travel far and wide collecting all the experience and knowledge that they can, as a rule they will return to the monastery at least once every two years to share what they have collected. In this way all may share in the knowledge, Martin himself greatly enjoys this nearly constant flow of new information.

When not traveling they spend their days as librarians and in study trying to attain greater understanding of the world. Many followers believe that if they gain enough knowledge and understanding they will ascend to a higher state of being more like their leader, due to this from time to time a follower will change into a strange sort of broken. The order does all that it can for these beings as they are rarely accepted by the outside world after the transformation. They are often used as guards for the grounds of the library and shrine in The City of the Gods.

The actual beliefs of the faith are surprisingly hard to pin down. They value knowledge and its sharing above all else, for this reason their vast library is open to anyone. They discourage but do not condemn violence. Most followers also always seem to be on the lookout for another creature like Martin. The belief that Martin is a higher being still exists. This is due mainly to the fact that most of them view him as closer to the leyas, and therefore closer to the basic truths of existence. This is true despite Martin's often repeated message that he is as flawed as anyone other being.

Political

As a group the Tyr'ani has no political aspirations and they generally do not seek power or influence. In the rare occasions when they do take up a cause they often prove very effective in campaigning putting their varied studies to very good use. The Tyr'ani also maintain a large network of small somewhat independent monastery libraries spread across the colonies. There is one near each major city and several along the caravan routes. These serve as storehouses of knowledge as well as way stations for traveling members they will offer shelter for a time to anyone that asks for it in exchange for a small donation or sometimes even just a few stories or pieces of information.

Followers of note

Martin: Martin is the reluctant leader of this faith. He is known for being a wise and understanding being. He delights in pouring over the information that his followers bring to him and will often spend hours each day talking to the latest returnees discussing whatever it is they have learned during their journey.

<p>Martin Intelligent Nightmare H.P. 20 F.S 5 No. of Attacks 4 A.R. Simple robes + natural hide</p> <table border="1" data-bbox="240 646 781 821"> <tr> <td>Vs Melee</td> <td>4</td> </tr> <tr> <td>Vs Missile</td> <td>4</td> </tr> <tr> <td>Vs Energy</td> <td>4</td> </tr> <tr> <td>Vs Chill</td> <td>Immune</td> </tr> </table> <p>Move 5</p>	Vs Melee	4	Vs Missile	4	Vs Energy	4	Vs Chill	Immune	<p>On meeting Martin for the first time many find themselves at a loss, few ever expect to see a Demonbeast wearing rough spun robes splattered with ink stains reaching out to shake hands. However once the initial shock is past Martine proves to be a very intelligent being capable of discussion or debate on nearly any topic.</p>
Vs Melee	4								
Vs Missile	4								
Vs Energy	4								
Vs Chill	Immune								
<p>Weapons <u>Claws</u> 2d4+5 melee dmg</p> <p><u>Chill Breath</u> 8 chill dmg</p>	<p>Leyas(Adept) Shadow Lvl 6 General Lvl 2 Immune to Chill/Poison Artifacts Translation ring A small ring Martin wears on his left hand; he often carries two with him as he can only speak Earther due to the structure of his mouth. Translate and read.</p> <p>Special Abilities Aura of faith Due to the devotion of his followers Martin is able to walk in the full light of the sun and Light Leyas only does regular damage to him, additionally Healing Leyas has no effect at all on him for good or ill</p>								

Awakened Tyr'ani: These are followers of Martin that have come to hold a higher consciousness than others. Or at least feel they have, there is in fact some evidence for this change, as studies have shown that in some cases there is higher activity in the brain, or greater awareness and interaction with the Leyas. All of the awakened have undergone strange physical changes to match the apparent changes to their minds. Some have become nightmare like in appearance while others appear almost angelic and there is even one case of an awakened that is surrounded by a golden glow at all times. Whatever physical form their bodies may take they retain all the knowledge and learning they had, and most do in fact seem better able to manipulate the Leyas after their change, they also find themselves more susceptible to creating nightmares.

Awakened Tyr'ani		The Awakened look like monsters, yet they have become Broken out of choice. They are Broken scholars trying to become one with the leyas. As a group Tyr'ani are goodly beings, simply trying to preserve knowledge for future generations. Some Awakened will go to great lengths to learn new things about the universe such as bonding with Alien larva and artificing their own flesh.
Strength 4 Agility 5 Will 5 Health 5 Intelligence 6 Charisma 2	H.P. 15 A.R.: Robes vs Melee: 4 vs Missile: 4 vs Energy: 4 vs Chill: 4	
L.R. 2(Conscious) Water lvl 1 Shadow lvl 1 Air lvl 1 General Lvl 1	Temper: 1 Emotional Control: 3	
Combat Hand to hand 3 Springshot 2 Leyas Combat Melee 5 Leyas Combat Ranged 5 Faith(+1 leyas die)	Skills Healing 6 Leyas Theory 6 Planes Lore 3 Etiquette 4 Religion 4	No of attacks Melee: 2 Ranged:2 Thrown: 1 Leyas: 1 Special Advantage: Attuned to the leyas Awakened can use leyas sight at will (no roll) and can sense changes to the leyas such as when someone near by is using an ability Emotional check target of 4. When rolling for Emotional Control they receive a +1 bonus.
Weapons <u>Chalice of Gundak</u> Heals 1d8 H.P. for Awakened Tyr'ani, Nightmares, Vampyrs and Bandits. <u>Translation rings</u> Many awakened find themselves unable to speak any normal language and so many carry rings that are duplicates of Martin's.		Nightmare Form The Awakened have begun turning themselves into a Nightmare Form. The first benefit of this is a hardening of the hide(+4 to all A.R.s). Their features will harden and their form will become monstrous. They can continue altering their form, however it is a random process.

	<p>3 points per roll on table A. 5 points per roll on table B (All shields count as 3 successes)</p> <p>Disadvantages</p> <p>Nightmare Form Awakened have begun to turn themselves into nightmares and as such they suffer from some of the same problems. Healing leyas will not work on an awakened (after first level). Light based attacks do double damage(after second), and direct sunlight will cause them extreme pain and eventual death.(after third must be cloaked in day light)</p> <p>Choose Race: This character can be of any race.</p>
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If Awakened Tyr'ani is not a player then they will have 3 rolls on Table B, as well as History 6

Common skills: Monster Lore, History (any), Etiquette (any), Leyas Recognition, Medicine/Healing, Herbalism, Religion, Animal Lore, Artifact Lore, Planes Lore, Leyas Mapping, Poetry, Weapon smith, Armor smith, Leyas theory

Awakened Nightmare Form	
<p>Table A. roll 1d10</p> <ol style="list-style-type: none"> 1. Grow spines 2. Monster strength (3 succ) 3. Attack tail 4. Grow horns 5. Animal smell/hearing 6. Grow armor (2 succ) 7. Poison fangs 8. Insect leap 9. Bird sight 10. Cat like reflexes 	<p>Table B. roll 1d10</p> <ol style="list-style-type: none"> 1. Chill breath (as per daemon beast) 2. Change size (as per black cat no extra damage) 3. Immune to poisons 4. Immune to chill 5. Brain leech (as per brain leech) 6. Can fly (reroll if the character already has this ability) 7. ½ damage from missile attacks (part of the characters body is now composed of flesh worms) 8. Hide in shadow at will (no roll needed) 9. Shadow puppet (this ability is always on and can be controlled by the character (will test as per shadow puppet ability) 10. Shadow cowl, renders the characters face a swirling black void (-2 to charisma, -2 to target number for intimidation checks

Polytheistic:

THE THUNDER GODS

Overview

Possibly the oldest faith on Refuge — and one of the few native to its soil — the Thunder Gods are worshipped in almost every Olgog community. An animistic religion that personifies forces of nature, the Religion of the Thunder Gods was long underestimated as a spiritual force among the indigenous inhabitants of Refuge.

History

Some theorize that faith in the Thunder Gods always existed among the Olgogs. It certainly is the most widespread of the Olgog faiths, and seems to have played a key role in setting the stage for the adoption of the ancient Earther Norse religion by the Olgog tribe who became the Champions of Asgard.

In various communities, worship of the Thunder Gods is balanced with the worship of other nature deities; the second most popular of these amorphous collectives are the Earth Gods of fertility.

Beliefs

"What do you mean, why did the Thunder Gods create us? That's what they do, who they are. You might as well ask why the rain falls from the sky and gives life to the plants and the rivers. The Thunder Gods give us life, and they give us death. They give us beauty, and pain, and the beauty that comes through pain. They give us the power to fight, and something to fight against. And they give us the strength to keep on going when all is lost, to struggle in the face of overwhelming odds; to yell over the thunder, as it were."

— Durc, priest of the Thunder Gods

Unlike the retro-Norse faith adopted by some Olgogs, the original Thunder Gods have no individual identities. They are simply an undifferentiated collective. The Thunder Gods act as one, as if the plural 'gods' was only a thin mask over a basically monotheistic religion.

Followers of the Thunder Gods believe that the Gods are well-meaning artists, who want the Olgogs to appreciate beauty in nature, music in the rhythm of life, and to find meaning in struggle. Everything that goes right with the world is a gift from above; everything that goes wrong is a challenge to overcome.

Priests of the Thunder Gods are trained, first and foremost, in the ways of nature. Beyond the traditional Olgog survival lore, they learn how to heal the wounded, track and fight monsters, and to recognize the cycles of water, earth and air. Thunder priests have been known to feel changes in the weather and the approach of sudden storms long before even the most high-tech meteorological computers in the Academy in Chooru, and have even saved villages from impending earthquakes and landslides before anyone else knew they would happen.

Impromptu rituals are made up on the spot with whatever natural resources are at hand, but the one constant ingredient is a drum. The drum, due to its ability to imitate the sound of thunder, is the holiest object a priest of the Thunder Gods can own or use. Whenever there is a thunderstorm at night, Priests lead wild ritual dances in the rain, beating the drums until the worshippers are worked up into an ecstatic frenzy of body heat, rain-soaked fur, and movement caught periodically by the natural strobe flashes of lightning. With the beat of drums and feet, ringing chants, and ecstatic yells, they create their own thunder in harmony with the Thunder Gods' storms.

Political

The Thunder Gods were the first to fight back against the oppression of the Goblin Genocide. They led the raids to break open Olgog chain gangs and free Olgog Slave camps. They worked closely with the Scarlet Hammer and other revolutionary groups to overturn the Anti-Alien Legislation within the Colonies. Many followers of the Thunder Gods found themselves the victims of hate crimes.

Since those ancient days the Olgogs have been given equal rights and back some of their ancestral lands. They are among us and we are better for it.

Followers of Note

Orog: The Highest Wiseman and Chieftain of the Olgogs is the same Olgog who gathered them for a final rally at the mountain range of Tla'loc'al. He is known as Orog, meaning "One who does not fall" in the Olgog language. Older than many of the K'iorn Zaodonai and even the eldest Dra'koon of our age, Orog is a devout follower of the Thunder Gods. Orog is uncomfortable in Earther Society and will often hire adventurers and locals to do his business for him.

Orog, Priest of the Thunder Gods Olgog Wiseman

H.P. 21(30)

F.S 7

No. of Attacks 4

A.R. Krato Chain mail

Vs Melee 8

Vs Missile 6

Orog was a wild Olgog before the Earthers came to Refuge. He was granted eternal life by the K'ias Y'vhv, and has been a force for change since his youth. He was important in defeating the Church of One's Crusade during the Goblin Genocide. The problem was that his species had forever been changed by exposure to Earthers. The shockwaves of

Vs Energy 3
 Vs Chill 3
 Move 5
 Strength 8
 Lvl 3 Drummer Devotions

will from the Earthers belief and fear of the Olgogs forced certain phenotypical traits to the forefront. These features include a more human form and look. The divergence between smaller Olgogs and more Earther-like Olgogs have been one of the toughest strain the Olgog species has been forced through so far.

Though a larger variety Olgog, Orog is a proponent of defense of the smaller varieties, unlike many Olgog tribes who enslave their smaller members.

Weapons

A Good Old Fashioned Spear
 1d8+1 Melee dmg

Leyas(Troubadour)

Healing Lvl 3
 Earth Lvl 3
 Water Lvl 3
 Fire Lvl 3
 General Lvl 1

Artifacts

A Good Old Fashioned Spear

This spear has been used by Orog so long that it has taken on some of his traits including, x2 Dmg to Earthers and x2 Dmg to Vampyrs, Nightmares and Bandits

Drummer of the Thunder Gods: The Drummers show their devotion through their song. They focus the Leyas into their music and unleash it on the world. They can learn a wide variety of songs that will directly hurt their enemies. Most are callbacks to Olgog legends and the sheer belief of the Drummer creates the effect.

Drummer of the Thunder Gods		The Drummer is a wanderer. A brave warrior and a passionate lover traveling across the Colonies. In the City of the Gods, the wandering Thunder Gods Drummers will meet on a corner. They will act as if they own the street and begin to play. They will play for days at a time trying to outdo each other's devotions. If anyone dares to try and stop them they will beat the offender to a pulp and then go back to drumming. If left to their own devices they will eventually disperse.
Strength 8 Agility 4 Will 3 Health 6 Intelligence 3 Charisma 4	H.P. 18 A.R.: Mal'ie Skins vs Melee: 3 vs Missile: 2 vs Energy: 2 vs Chill: 5	
L.R. 2(Troubadour) Earth lvl 2 Fire lvl 2 Air lvl 2 General Lvl 1	Temper: 1 Emotional Control: 3	
Combat	Skills	No of attacks Melee: 1

Hand to Hand 5 Blowgun 5 Leyas Combat Melee 4 Leyas Combat Ranged 5 Faith(+1 leyas die)	Healing 6 Survival 6 Performance (Drums) 6 Herbalism 6 Religion 4	Ranged: 1 Thrown: 1 Leyas: 1 Special Advantage: Drum This drum is used as part of the rites of the Thunder Gods. The Drums can be empowered with the devotion skill. Devotion (costs 5 points each)						
Weapons <u>Hunting Blowgun</u> Poison Darts(x25)- 1d4(No A.R.)Poison Dmg <u>Leather Gloves</u> 1d4+1(No A.R.) Pain dmg or 5 melee dmg, Bludgeoning		<table border="1"> <tr> <td>Lvl 1</td> <td>Slamming Hands(Drum skill) Invisible hands will hit the enemy in time with the pounding of the drum. It does 2d4(No A.R) Pain Dmg to one target</td> </tr> <tr> <td>Lvl 2</td> <td>Healing Mambo(Drum Skill) The beat can heal. Roll Drums(4) test. Every success heals 4 points of damage from all who can hear it.</td> </tr> <tr> <td>Lvl 3</td> <td>Grave Beats (Drum Skill) This beat resurrects one dead Leyas User per turn of drumming.</td> </tr> </table>	Lvl 1	Slamming Hands(Drum skill) Invisible hands will hit the enemy in time with the pounding of the drum. It does 2d4(No A.R) Pain Dmg to one target	Lvl 2	Healing Mambo(Drum Skill) The beat can heal. Roll Drums(4) test. Every success heals 4 points of damage from all who can hear it.	Lvl 3	Grave Beats (Drum Skill) This beat resurrects one dead Leyas User per turn of drumming.
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Lvl 3	Grave Beats (Drum Skill) This beat resurrects one dead Leyas User per turn of drumming.							
		Choose Race: this character can be any Race, but the majority of them are Olgogs.						

Order of the Twins:

Overview

Another faith that long predates the arrival on Earthers on Refuge. The order of the Twins is known for its compassion and empathy. Sadly this is a slowly dying faith and there seems to be little hope of a recovery.

History

This faith was founded by Vlahadassi twins long ago. The twins' names have been lost to time; however we do have some information about them, preserved in the Path of the Twins, a chronicle of their lives and deeds penned by one of their first disciples. Thanks to this we do know that they were fraternal twins, a brother and sister who were born in the shadow of Mt. Vir. The scroll claims that they lived their entire lives without harming any living creatures and that their lives were sustained by the Leyas to the point that they never needed to eat or drink anything.

Many miraculous acts were attributed to the twins, not the least of which is ascending to a higher state of being rather than dying. Their simple message of peace,

love and understanding bought many adherents and converts to the faith. It's followers could once be found anywhere in the colony lands, from the Goblin lands to the Northern Kingdoms boarder and from the coast all the way to the nightmare moors. Sadly the fact that all its followers are devote pacifist has caused many of them to find early deaths. However the deathblow was dealt to this faith when its most holy monastery, the L'lac Krevs've, was destroyed by the Quall N'drone and its high priesthood and many other followers were slaughtered. No one knows exactly what prompted the attack but its effects were undeniable.

In the face of this tragedy many of the faithful lost faith and abandoned the Order and it has never recovered. Now all that remains of this once great faith are a few wandering priests, seeking out a new meaning to their lives or searching for others in need. Many others of the faith have left it in all but name resorting to trickery and violence to achieve their goals, even hiring assassins from the Hand of the night to remove opposition, it is however worth noting that even in these cases the assassins often renounce their old faith and take up the cause of the twins as their own.

Beliefs

The Order of the Twins was based firmly on the ideal that one being should never harm another. To this end they are all pacifist. Some are so devoted to this idea that they will not even defend themselves from nightmares. Another belief is that the Leyas is a sacred energy and that it above all else should not be used to do others harm, the members that are willing to defend themselves use cause pain and slumber to discourage attackers and many will only resort to this if another's life is in peril. Members of the order rarely know how to use Leyas other than healing and general, a very few are able to control some light which is used against nightmares.

A follower of the Twins will help anyone in need even if that person has attacked them or is likely to do so, they will share their ability in healing with anyone and never ask for payment of any kind, although they will accept small donations given to them they use only the minimum to survive and give the rest away.

Political

Even during its hay day the order had no political aspirations, although members of the Order would often crusade for the betterment of others. More recently some members of the faith have tried to gain political power claiming to do so in order to help the Order. Their motives can not be known, but it is doubtful as the order as an organized faith is all but dead.

Followers of note

Ch'eena Vada: This Vorin is a deeply devout priest of the Twins. She began her life as an assassin until she was killed by Strangulari hired by her employer. She is a brave woman who rarely talks of her past. Though an amazing shot, she rarely fires a springshot preferring to disable her enemies with the Leyas. She is currently in possession of the Path of the Twins. She is also one of the few survivors of the attack on L'lac Krevs've. She has devoted herself to restoring the faith to its former stature though it seems to be an endeavor doomed to failure, she remains undaunted.

<p>Ch'eena Vada Vorin Priestess of the Twins H.P. 9(18) F.S 6 No. of Attacks 4 A.R. Chain mail</p> <table border="1" data-bbox="240 485 781 663"> <tr><td>Vs Melee</td><td>6</td></tr> <tr><td>Vs Missile</td><td>4</td></tr> <tr><td>Vs Energy</td><td>1</td></tr> <tr><td>Vs Chill</td><td>3</td></tr> </table> <p>Move 5 Can Camouflage</p>	Vs Melee	6	Vs Missile	4	Vs Energy	1	Vs Chill	3	<p>Ch'eena is well known throughout the Colonies as she was a famed assassin in her early years. Some claim that she joined the Twins in an attempt to throw off the Tsogari priests who wanted her head after she killed one of their number. Others say she is really reformed and has redeemed herself in the act of trying to recover the faith. There are also rumors that the Twins had stolen one of Azrael's artificed weapons and that led to their destruction.</p>
Vs Melee	6								
Vs Missile	4								
Vs Energy	1								
Vs Chill	3								
<p>Weapons <u>Golden fingers</u> 1d8+1(No A.R.) Pain dmg</p>	<p>Leyas(Conscious) Healing Lvl 4 Earth Lvl 2 General Lvl 1 Artifacts The Golden Fingers These gold rings cause pain by touch. They are artificed with Cause Pain (5 successes) and Life Shield (5 successes)</p>								

Disciple of the Twins: The typical priest of the order of the Twins, although fewer in number with each day most of them still strive to follow the precepts of their faith. To this end they travel the land, with no home left to go back to they seek to aid others in anyway way they can. This most often takes the form of free healing to the sick and injured, or helping an area beset by nightmares. They will also attend to the mental or spiritual needs of those they run across, because of this the faith still finds some converts. Although their future is very uncertain most of the disciples are determined to face whatever it may bring without compromising their beliefs.

Disciple of the Twins		<p>The Disciple of the Twins is a pacifist and will never knowingly kill anyone (especially enemies). They believe in failure teaching their enemies the wrongness of their ways. They will thwart those things they can control and will try to protect all they can. Many Disciples of the Twins find work as Ambassador, their Pacifistic nature forces them to find compromises between warring nations.</p>
<p>Strength 3 Agility 3 Will 5 Health 6 Intelligence 4 Charisma 5</p>	<p>H.P. 18 A.R.: Heavy Cloth vs Melee: 0 vs Missile: 0 vs Energy: 0 vs Chill: 0</p>	
<p>L.R. 2(conscious) Temper: 1 Healing lvl 2 Emotional Control: 3 General Lvl 1</p>		
Combat	Skills	No of attacks

Hand to Hand 5 Blowgun 5 Leyas Combat Melee 5 Faith(+1 leyas die)	Healing 6 Survival 6 Fast talk 6 Herbalism 6 Etiquette 4 Religion 4	Melee: 1 Ranged:1 Thrown: 1 Leyas: 1 Special Advantage: Guarding Hands Gloves wore by members of the faith while traveling The gloves can be empowered with the devotion skill. (All shields count as 3 successes) Devotion (costs 3 points each)						
Weapons <u>Concealable Blowgun</u> Tranq Darts(x25)- Target must make a Health(6) test or lose all attacks for 1d4 Combat rounds.		<table border="1"> <tr> <td>Lvl 1</td> <td>Life shield +9 H.P.</td> </tr> <tr> <td>Lvl 2</td> <td>Cause Pain</td> </tr> <tr> <td>Lvl 3</td> <td>Slumber</td> </tr> </table> <p>Tranquility of the Soul Disciples of the Twins do not create nightmares</p> <p>Choose Race: this character can be any Race</p>	Lvl 1	Life shield +9 H.P.	Lvl 2	Cause Pain	Lvl 3	Slumber
Lvl 1	Life shield +9 H.P.							
Lvl 2	Cause Pain							
Lvl 3	Slumber							

A Disciple of the Twins who is not a player will have Guarding Hands Lvl 3, L.R. 4, Healing Lvl 4
Common skills: Medicine/Healing , Religion(any), Herbalism, Survival, Cooking, Hand to hand, Animal Lore, Monster lore, Leyas Combat melee

Champions of Asgard:

Overview

The Universal Church was not the only Earther religion to come to Refuge with the colony fleet. It seems that somehow the ancient Norse mythology also made this trip and found willing converts among a tribe of Olgog. They have taken its teaching to heart and the faith seems to be spreading to other groups of natives and even Earthers have joined recently.

History

An exact date of founding is not known but it seems that some time during the Goblin Genocide a displaced tribe of Olgog ran north to escape rampaging Church of One paladins who had killed a large portion of the tribe in a raid; unfortunately for the refugees the paladins pursued them. After a weeks long chase the Olgog's were driven to ground in the foothills of a mountain range and forced to fight back. The only surviving

account of this battle was dictated by the leader of the tribe, an unusually large and intelligent Olgog whose name translates roughly as Broken Tusk, and is excerpted here:

“We ran before the Earthers hoping that all they wanted was our land, but they followed us. We marched for days into weeks into months and still they followed us. North, ever north we went. Finally in the shadow of a great jagged mountain we decided to make our stand, to fight was to die, but to continue on was just as sure a death, so we stood. My warriors gathered around me, all that was left of my people joined the battle, all day the battle raged up and down the slope into caves and back out. The light was failing and half the tribe lay dead, but nearly three times that many Earthers had been slain too, we regrouped in a small box canyon and waited for their last attack.

We sung death songs and called out the names of the fallen defying our enemies to the last. Then they came, the last survivors of their force come to wipe us out or us them...it seemed there would be no victors of this battle, none left to bury and honor the dead.

They approached us slowly and we roared our anger at them as they charged us, suddenly a bolt of lightning struck the ground between us and both sides paused. High on the canyon rim stood a figure cloaked in shadows. He leapt down among the Earthers and attacked them, slaying them left and right. We stood in wonder as the last Earther fell, and our savior turned toward us. It was another Earther, but he far larger than any other I had ever seen and he wore strange clothes, for an Earther much more like what we wear. He turned to us and spreading his arms wide welcomed us as his people”

And take them as his people he did, helping them to establish a new home and teaching them a great deal of Leyas to provide for and defend themselves. Recently other “gods” have appeared, nearly all the known gods of the pantheon, they are most likely Kulieks, and the origin of Thor is not as clear and he will not discuss it at all.

Over time the single tribe grew and has broken up into several. At last count eight tribes existed. They often fight amongst each other, for resources, territory, the favor of one god or another or simply because they can. This type of fighting however is kept to a minimum by their leaders, as it is wasteful, they usually direct their aggression outward, toward who ever is most convenient each tribe has a chief and beneath him are his advisors most of whom are also the Leyas user for the tribe, called Rune Caster because of their unique method of harnessing the Leyas.

This faith is no longer confined to the north, it has started to spread south and north, it seems that the soldiers’ of both the colonies and the northern kingdoms have found much to like in it and it is becoming very common along the boarder, especially near New Vorik.

Beliefs

The Champions are a warrior cult valuing ability and achievement in battle above all else. They do not usually seek fights but will gladly take any that are offered to them (they have a very board idea of provocation). They believe that they must earn their

place in the armies of the fallen to stand besides their gods during Ragnarok, the final battle between the gods and frost giants.

For this reason they are often terrifying opponents neither giving or asking quarter, rather they seek to out do one another with feats of heroics and strength. They will do anything to gain victory in battle or any contest. They are almost as well known for their reveals after a contest or battle

Political

So far the champions have shown no political aspirations whatsoever. The one exception to this is a deep seeded dislike of the church of one more then once the champions as a group have gone out of their way to cause trouble for Duneshpere.

For the most part they seem happy with the status quo this is largely due to the fact that it offers them many chances to engage in fighting and other acts of bravery or heroics. They leave the world to run itself and it is rather fortunate for the colonies that they have a convenient foe to let the champions sharpen their skills against.

Followers of note

Broken Tusk: After leading his people to an unexpected salvation Broken Tusk became the chief link between the gods and the original tribe. Today he serves as the highest priest of Thor, seeing to all the needs and operations of Thor's temple. Among Ol'gog believers he has taken on the status of a near god himself. Thor decreed(some say at Broken Tusks request) that any one who can defeat him in battle will replace him as the chosen one of Thor so far no one has managed this feat, or even come close.

He is known for handicapping himself in these contests, often fighting unarmed or with only one arm or without the aid of leyas. He does this not to mock his challenger but rather to further honor his god. Despite his fierce fighting spirit and great skill Broken Tusk is a wise and fair leader.

<p>Broken Tusk High Priest of Thor H.P. 18 F.S 9 No. of Attacks 4 A.R. Nightmare Hide</p> <table border="1" data-bbox="240 1556 776 1734"> <tr> <td>Vs Melee</td> <td>6</td> </tr> <tr> <td>Vs Missile</td> <td>5</td> </tr> <tr> <td>Vs Energy</td> <td>2</td> </tr> <tr> <td>Vs Chill</td> <td>2</td> </tr> </table> <p>Move 8</p>	Vs Melee	6	Vs Missile	5	Vs Energy	2	Vs Chill	2	<p>A mighty battle hammer was given to Broken Tusk by Thor. It serves not only as a means of defense but also as a badge of office. It is heavily empowered by the leyas, and turns its wielder into more a force of nature than a warrior. The hammer itself is heavily inscribed with runes is completely black in color and obviously of high quality. Broken Tusk has been looking for a new apprentice and the battle hammer Frostbane will be the prize. Many have tried and failed...</p>
Vs Melee	6								
Vs Missile	5								
Vs Energy	2								
Vs Chill	2								
<p>Weapons <u>Frostbane</u> 2d4+10 Melee dmg, Bludgeoning</p>	<p>Leyas(Adept) Fire Lvl 6 Shadow Lvl 6</p>								

Any Air Leyas Ability(5 successes)	<p>Artifacts</p> <p>Frostbane The hammer will only work for Thor's chosen, should another try to use the hammer it will cast a lightning blast (5 successes) at its holder and will continue to do so until it is dropped</p> <p>Elder Eddas A book in Earther of ancient Earther Norse Mythology given by Thor to Broken Tusk.</p>
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Rune Caster: Rune caster are the dedicated Leyas users of the Champions. They have earned this name due to the fact that they use a system of symbols (runes) to harness the Leyas. It is a unique method and few outside the group have bothered to master it as it makes quick use of the Leyas more difficult. This is due to the fact that they must physically scribe a rune for an ability on something, the ground, their skin, or a piece of wood, does not matter so long as they write it. This can sometimes leave a Rune caster in trouble if they can not find the time to sketch a rune. However, a prepared Rune caster can make for a very dangerous adversary. They are also known to excel at the production of artifacts. In the order they act as advisers to their chiefs and in many cases priests and wise men to their tribes.

Rune Caster		In their homelands the Rune Caster is an advisor to chieftains. However not many in the colonies have a use for Olgog mystics. When traveling through the colonies the Rune Caster can earn coin as a tattoo artist. The Rune Caster will eventually learn to master of the art Rune tattooing as well as combat.		
Strength 6 Agility 5 Will 4 Health 6 Intelligence 3 Charisma 3	H.P. 18 A.R.: Nightmare Hide vs Melee: 4 vs Missile: 5 vs Energy: 2 vs Chill: 2			
L.R. 2(Adept) Temper: 1 Earth lvl 2 Emotional Control: 3 Air lvl 2 General Lvl 1		<p>No of attacks Melee: 1 Ranged:1 Thrown: 1 Leyas: 1</p> <p>Special Advantage: Devotions(costs 3 points each)</p>		
<p>Combat Polearms 4 Edge Weapons 4 Leyas Combat Melee 4 Leyas Combat Ranged 4 Faith(+1 leyas die) Devotion lvl 2</p>	<p>Skills Inscribing Runes 6 Survival 2 Profession Tattoo Artist 6 Herbalism 4 Etiquette 2</p>			
		<table border="1"> <tr> <td data-bbox="812 1896 933 1896">Lvl 1</td> <td data-bbox="933 1896 1393 1896">Rune Use</td> </tr> </table>	Lvl 1	Rune Use
Lvl 1	Rune Use			

	Religion 4	Lvl 2	Rune Staff
		Lvl 3	Rune Tattoo
<p>Weapons <u>Rune Staff</u> 1d4+4 melee dmg, 4 prepared runes Every Rune caster makes his own personal weapon as the final test as an apprentice. These weapons vary greatly as they are totally personalized.</p> <p><u>Tattoo Gear</u> Big Needle- 4(No A.R.) melee dmg.</p> <p>Artificed Tattoo If a character is willing to pay 3 points and the Rune Caster has General Leyas lvl 2, then a character can get an artificed tattoo. This works as a standard artifact except each tattoo can only have one ability. A Rune Caster only does this for someone outside the tribe if that person has done a great boon.</p>		<p>Rune Use When using a previously prepared Rune (as on a Rune staff) to invoke the Leyas a Rune Caster may do so as if they had a Leyas rating one die higher then actual. Conversely if they do not have a prepared rune they lose one die of Leyas rating. Rune casters must have a rune to use Leyas(rune staff, Rune tattoo, casting the bones). If they do not have a prepared rune focus they can inscribe a rune on any solid surface; however such runes are only single use and must be draw again before they can be evoked. Only Rune Staff and Rune Tattoos can be reused.</p> <p>Rune Tattoo(costs 3 points) A Rune caster can inscribe runes on skin and invoke Leyas through them. However they can only have a number equal to their health score and on ability can be higher level then that (<i>I.E. a Rune caster with a health of 4 could have four runes of level four or less</i>). A Rune caster must know the ability to inscribe it. Runes are treated as artifacts for the purpose of determining Leyas back lash. Lastly a Rune caster must have a Leyas rating of four or higher and devotion level 3 to use this ability.</p> <p>Choose Race: this character can be any Race</p>	

A Rune Caster who is not a player will have L.R. 4, General lvl 2, as well as Devotion lvl 3.

Common skills: Monster Lore Animal lore, Medicine/Healing, Inscribe Runes, Leyas Theory, Etiquette (tribal), History (champions history only)

Philosophies:

Church of Ohm

Overview

The Church of Ohm is not a true church. Instead it is a group of individual worshippers who have bonded through intense physical training and shared meditation. They are best

known for their temple shaped like a massive jade Buddha whose hand holds an artificed light.

History

In the final days of the Earther Authority, Admiral Laughlin commanded that space be made on the exodus for every major religious leader who wished to flee Earth. Many religious leaders chose to stay with their worshippers on Earth, but each made sure to send a representative of their faith. When these religious delegates arrived on Refuge they found a less than warm reception. The Church of One and the Universal Church had even divided the colonists already there. Those arriving on the Exodus were quickly forced into the Universal Church or Church of One. In those sad days Church of One Paladins would burn down any other faiths they found. The Religious delegates did not trust their defenders (many EEF soldiers at the time were Church of One). One among them was a techno scribe named Yoichi Saage. His responsibility was to collect the wisdom discussed by these delegates. When he learned the security detail that was assigned to them was preparing to turn them over to Church of One zealots, Yoichi stole a hovertruck for the delegates and flew them to the safety of the New Vorik. The religious delegates went their own ways but King Vorik rewarded Yoichi with 5,000 ghaz. Yoichi disappeared for many years. He appeared again at the end of the Goblin Genocide. He had studied the notes from the many religious delegates and developed a unique system of beliefs. Using 2,000 ghaz he purchased land on the edge of the city

Beliefs

What Yoichi noticed about many of the faiths he studied was a core value of life and helping those of around you. Kindness and empathy were important traits and he believed that if we could only feel the pain of those around us, we could seek to eliminate suffering from the world. In the grassy plateau on his land, Yoichi brought hundreds of like-minded individuals. Together they meditated and tapping into the leyas as one. They formed the raw turf into a massive building in the shape of a meditating person. This colossus had an organic internal set of chambers and halls. Once the Buddha was finished Yoichi and his followers walked the halls to find a room waited inside for each of them. Over the years the jade façade and the glowing flame were added by subsequent generations. The creation of this colossus represents a core foundation of the Church of Ohm. The Ohmites believe that the mind/body/spirit being joined with other mind/body/spirit beings can achieve anything. They believe in honing their martial prowess, representing the natural struggle of predator and prey. They will also focus the leyas using group meditation. These Ohming sessions have been responsible for a fair amount of historic events in our City of the Gods. The Ohmites held Leyas shields over the city during the Expansion Wars. Ohmites believe that we are all interconnected and this interconnectedness is polluted by acts of banditry and Vampyrism. Ohmites warrior monks will often be hired by small hamlets to wipe out Bandit camps. Though Ohmites are merciful and generally pacifistic they will regularly slay Vampyrs and other mass-murders if only to protect future victims.

Politicals

The Ohmites are not known for any political aspirations. They will often act as guardians to young nobles, teaching empathy and martial skills. Because of this, many conspiracy theories surround the Ohmites. Yet when one meets an Ohmite their serene nature shows their true intentions.

Followers of Note

Ohmite Warrior Monks: The Warrior Monks of the church of Ohm are serene wanderers. They travel from town to town righting wrongs, solving crimes and spreading the concepts of empathy. Ohmites will always complete a task assigned to them. In fact many Theroleochs, or holy undead, come from the Ohmite faith. Their faith is so strong that their bodies will even rise from final death to continue protecting their flock.

Ohmite Warrior Monk		The Ohmite monks will spend at least 1 hour every day in deep meditation. They will even encourage their traveling companions to join them. Leyas users will especially find this meditation helpful and anyone who meditates with an Ohmite can choose to channel their Leyas through the Monk. The Ohmite is merely the vessel for what they call "Empathy".
Strength 6 Agility 6 Will 4 Health 4 Intelligence 3 Charisma 3	H.P. 12 A.R.: Lamellar vs Melee: 3 ½ dmg vs Missile: 3 vs Energy: 1 vs Chill: 1	
L.R. 1(Bravo) Temper: 1 Water Lvl 1 Emotional Control: 3 Earth Lvl1 Air Lvl 1 Fire Lvl 1		
Combat Hand to Hand 5 Leyas Combat Melee 5 Leyas Combat Ranged 5 Faith(+1 leyas die) Devotion Lvl 1	Skills Acrobatics 6 Animal Lore 2 Religion 4 Herbalism 4 Medicine/ Healing 4	No of attacks Melee: 1 Ranged:1 Thrown: 1 Leyas: 1 Special Advantage: Leyas Meditation An Ohmite's central ideal of faith is that when multiple people concentrate their will on a task even the impossible is possible. While it will not allow a Burnout to see the Leyas, an Ohmite still has great power. After years of meditation they will gain more and more control of the Leyas.
Weapons <u>Crystal Whip</u> 1d6+3 dmg, F.S. as Agility +2 Bonus to called shots <u>Katar(x2)</u> 1d4+3 dmg, 2 attacks		Devotions(costs 5 points each)
		Lvl 1 Group meditation Each character should roll their separate Leyas test. They may then add their successes to that of the Ohmite. An Ohmite may only use this ability on Leyas that they know.
		Lvl 2 Enhanced meditation All Leyas abilities used by group meditation will now double

		damage
	Lvl 3	Empathy While in Group meditation, all Leyas abilities now have their abilities doubled. Shields will have twice the A.R, summoned creatures will last twice as long etc.
		Ohmite monks will always be unconscious leyas users. Due to their meditation they are considered Bravos and cannot ever get the “Increase Focus” or “Master the Leyas” abilities
		Choose Race: This character may be any of any Speaking Race.

An Ohmite who is not a player will have Devotion Lvl 3, L.R. 3, Fire lvl 3, Earth lvl 3, Air lvl 3, Water lvl 3

Common skills: Medicine/Healing , Herbalism, Survival, Cooking, Hand to hand, Animal Lore, Monster lore, Climbing, Riding

The Cult of the Tsoga:

Overview

The Cult of the Tsoga is an animistic philosophy that seems especially accepted by those rebelling against authority. The Cultists come in three forms, regular members, the lesser priests called Tsogara and were-tsoga, known as Tsogari. The Tsogari are the most well known members of the faith. Like the Children of Falos, the Cult of the Tsoga predates Earther colonization of Refuge.

History

No one knows who the first were-Tsoga is or when they decided to permanently Shapeshift into an animalistic form. What is known is that near the end of the Conquest Wars reports of were-Tsoga assassinating corrupt Mayors, Kings and Magistrates across the colonies. At first it was feared that these were-beasts were Kulieks, made of the belief of superstitious people. Yet when K’iorn elders were consulted they spoke of the Face of the Beast. In an ancient inter-dimensional war, those warriors who were going on suicide missions to the K’ias Empire would permanently disfigure their faces. These warriors were never to return and this way any K’ias who doppelganged their form would be stuck in a monster’s face.

From what we have been able to put together, many of these Beast face warriors survived the K’ias Wars. In the cold wastes even further north than the Northern Kingdoms, was a Baribur Aerie. This mountain fortress was filled with these Beast Face warriors. Since they could not return to their tribes after gaining the beast face they gathered at the Aerie and planned raids against the enemies of the Falosini. Many K’iorn tribes about to be overwhelmed by Quall N’drone speak of their saviors as the broken Tsogari. Many

warriors came to the Tsogari to learn their techniques. Since then it has been the second most popular faith among the Children of the Falosini.

Beliefs

The Cult of the Tsoga is more philosophy than faith. They look to the Tsoga, the native predator of the Refuge north, for inspiration. Resembling a large wolf with long crocodillian jaws, the Tsoga are covered in warm waterproof fur and can swim quickly with their webbed claws. The Tsoga are fiercely pack oriented. Unlike many other pack creatures, the Tsoga do not fight for hierarchy in the pack. They follow their food rather than a leader and each Tsoga in a pack works to the best of its ability to bring down prey. When food it caught the Tsoga shares the prey equally. Many Earther ecologists wondered how these Tsoga could survive, wouldn't they all be starving. Yet it seems the Tsoga are so adept at working together that they are incredibly successful animals. The Cult of the Tsoga views all of the Speaking Races as their pack. They will often eliminate dictators and tyrants. Any who dare to oppress the masses should soon expect the claws of a Tsogari around their neck. They support the wise and generous leaders as long as they defend the lower classes.

Political

The Cult of the Tsoga is highly political. Their regular members act as union organizers and their Tsogara will actively challenge the rulers of less-than-just nations. They are often at the head of rebellions on both sides of the border. They will also raise large packs of Tsoga, and are known to have nearly doubled the amount of these animals in the Colonies.

Followers of Note

Black Claw: Black Claw is one of the most famous Tsogari. Unlike many of his kind, Black Claw has fur as dark as night. He has killed hundreds of upstart Adepts across the colonies. He killed the False Prophet Kasanth and pumped the evil man's body full of liquid Zela so no one could resurrect him.

<p>Black Claw Tsogari(Were-Tsoga) H.P. 24(33) F.S 10 No. of Attacks 4 A.R. Natural Hide</p> <table border="1" data-bbox="240 1472 776 1650"> <tr> <td>Vs Melee</td> <td>7</td> </tr> <tr> <td>Vs Missile</td> <td>7</td> </tr> <tr> <td>Vs Energy</td> <td>3</td> </tr> <tr> <td>Vs Chill</td> <td>10</td> </tr> </table> <p>Move 8</p>	Vs Melee	7	Vs Missile	7	Vs Energy	3	Vs Chill	10	<p>It is said that Black Claw has been missing for the last hundred years. Yet there have been reports of his attacks across the length of Refuge. The Cult honestly does not know what has happened to him and fear the worst. If a Tsogari was to turn to darkness it would be a terrible blow to their faith. In fact Black Claw has been bound by one of his enemies in a strange curse...</p>
Vs Melee	7								
Vs Missile	7								
Vs Energy	3								
Vs Chill	10								
<p>Weapons <u>Tsoga Bite</u> 1d8+12 melee dmg x2 dmg to vehicles and structures</p>	<p>Leyas(Adept) Fire Lvl 6 Shadow Lvl 6 Shapeshift Lvl 6 Summoning Lvl 6</p>								

<u>Claws</u> 1d6+5 melee dmg, 8 attacks	Broken Form The Tsogari form has its benefits. They always have the following abilities <table border="1" style="width: 100%; border-collapse: collapse;"> <tr> <td>Cat-like Reflexes</td> <td>+1d6 Initiative</td> </tr> <tr> <td>Grow Claws</td> <td>1d6+1 claw attack</td> </tr> <tr> <td>Tsoga Bite</td> <td>1d8+8 bite</td> </tr> <tr> <td>Regeneration</td> <td>+8 H.P. recovered every round.</td> </tr> </table>	Cat-like Reflexes	+1d6 Initiative	Grow Claws	1d6+1 claw attack	Tsoga Bite	1d8+8 bite	Regeneration	+8 H.P. recovered every round.
Cat-like Reflexes	+1d6 Initiative								
Grow Claws	1d6+1 claw attack								
Tsoga Bite	1d8+8 bite								
Regeneration	+8 H.P. recovered every round.								

The initiates of the Cult are Tsogara. They fight alongside a Tsoga ally. The animal is not a pet so much as an equal. It is old enough to know how to keep its Tsogara out of trouble.

Tsogara <table border="1" style="width: 100%; border-collapse: collapse;"> <tr> <td style="width: 50%;">Strength 4</td> <td style="width: 50%;">H.P. 18</td> </tr> <tr> <td>Agility 5</td> <td>A.R.: Lamellar</td> </tr> <tr> <td>Will 3</td> <td>vs Melee: 3 ½ dmg</td> </tr> <tr> <td>Health 6</td> <td>vs Missile: 3</td> </tr> <tr> <td>Intelligence 5</td> <td>vs Energy: 1</td> </tr> <tr> <td>Charisma 4</td> <td>vs Chill: 1</td> </tr> </table>		Strength 4	H.P. 18	Agility 5	A.R.: Lamellar	Will 3	vs Melee: 3 ½ dmg	Health 6	vs Missile: 3	Intelligence 5	vs Energy: 1	Charisma 4	vs Chill: 1	The Tsogara is a lesser member of the cult. They must travel Refuge hunting down evil beings. At an Aerie in the frozen north, their masters, the were-tsoga called Tsogari, wait for the lesser priests to gather the heads of their enemies. Once they have proven their worth they will be offered the gift of transformation. For now they must pass unnoticed through the colonies, killing the enemies of the light and fighting oppression.							
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Combat	Skills																				
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Faith +1(+1d6 for leyas)	Religion 4																				
Weapons <u>War Axe</u> 2d4+1 melee dmg, +1 to hit when used with two hands. <u>Lance</u> 1d8+1 melee dmg, x2 dmg charge attack x3 dmg mounted charge <u>Javelin(x8)</u>		Disadvantage:																			

1d6+1 Missile dmg	<p>Tsoga Ally- A Tsogara who loses their Ally must bring back the head of the person or creature that killed it. If they knowingly abuse the animal it will cause the character to be kicked out of the priesthood and lose any chance of becoming a Tsogari. Though the Tsoga will usually eat an abusive owner quickly. The</p> <p>Choose Race: This character may be a Baribur, K'iou, Bastard or Olgog.</p>
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Once a Tsogara has brought the heads of 200 Vampyrs, Bandits or other evil beings to the Aerie of the Tsoga they will be granted the gift of the Tsogari.

<p>Gift of the Tsogari- All Tsogari will become Were-Tsoga. They have full control of their change and are not the werewolves of legend. The Tsogari is a source of inspiration to lesser priests and the Tsogari will gain +3 bonus to all Leyas tests while surrounded by the faithful.</p>	
Broken Form	
Cat-like Reflexes	+1d6 Initiative
Grow Claws	1d6+1 claw attack
Tsoga Bite	1d8+8 bite
Regeneration	+8 H.P. recovered every round.

Unsanctioned Cults:

Order of the Bladed Sun / Church of Morgoth

Overview

The twin faiths to come out of the Northern Kingdoms in the last hundred years, the Dark Paladins of Morgoth and the Knights of the Bladed Sun have been battling for the heart of our city.

History

A minor footnote in our history, the Church of Morgoth spread very quickly. It began with a Priest of the Church of Shadows named Morgoth Dannor. One hundred years ago the Shadow Priest learned of the Intelligent Nightmares who truly ruled the Church of Shadows and became disgusted. Despite his love of warfare and the dark arts, Morgoth followed a strict honor code.

The other Shadow Priests had no place for an honorable Knight among their numbers and were happy when he left. When twenty Dark Sages followed him the rulers of the Church of Shadows went into a panic.

Morgoth fled to the Northern Kingdoms with his followers. Lord I'tash admired the iron clad honor of the Earther Knight and granted him a border kingdom in the wastes

known as the barbarian lands. With one castle and two thousand Peacebringers, Morgoth turned back an army of Church of One Paladins led by Cristos Dugari, the Butcher Pope. I'tash lauded his bravery and brilliant tactics, granting Morgoth another five thousand troops.

At this point Morgoth's Cult of Personality had spread through his troops. They saw the seemingly unbeatable Dark Knight as blessed. When he released all seven thousand Peacebringers from slavery, they believed him a god, sent to lead them from servitude. The fanatically trained former Peacebringers were indoctrinated into the faith of Morgoth. They became the core of his Morgothian Dark Paladins.

Having rebelled against I'tash, the entire Northern Kingdoms turned their eyes on the Morgothian Fortress. Here was a key outpost between the Northern Kingdoms and the Colonies. Any PeaceLord who claimed the Fortress would have their own fortunes doubled. The raids that could be accomplished from such a site would bring a new prosperity to the Northern Kingdoms. From every Kingdom warriors came and soon five hundred thousand Peacebringers marched to war. The Largest army to walk the border of the colonies was under this joint flag.

At the same time a 2nd Crusade of the Church of One rode from the south. In a titanic battle that included the use of an atomic weapon, both the Church of One paladins and the Northern Kingdoms were repulsed. It is said in that final battle the "god" Morgoth died and was brought back to life by his Champion the Bladed Sun. Since that time a holy war raged between those who said Morgoth was a god, and those who follow the Bladed Sun.

Beliefs

The Church of Morgoth believes that power and honor are the most important things in life. They will make deals with dimensional entities, even work alongside Uthvelor and Pelebor. They worship the dead god Morgoth. The time of his death is shrouded in mystery and many of the Dark Sages will not even confirm Morgoth's death. Some say that he and his champion the Bladed Sun ascended together. Other Morgothians believe he slumbers in the Plane of Awareness awaiting to be reborn. The Dark Sages speak of the hidden child of Morgoth. This child, they say, will return and lead the Morgothians to overtake the colonies.

The Order of the Bladed Sun believes that the death of Morgoth was a pivotal moment. They believe that Morgoth's greatest champion, the Bladed Sun, ascended into the heavens and now leads them from beyond death. The Order of the Bladed Sun believes their only purpose to redeem the followers of Morgoth. They believe that when the faith of Morgoth is no more, the Bladed Sun will grant them the keys to ascension. The central idea is that this redemption will not come at the end of a spear instead the Morgothians must be shown the error of their ways.

The Morgothians take offense to this and will often try and kill any followers of the Bladed Sun they find.

Political

The Morgothians do not have a right to be in the City of the Gods, and have been asked on numerous occasions to leave the temples they have stolen from the Church of Shadows.

Since the patriarch of the City of the Gods converted to the Order of the Bladed Sun they have been given a council seat. It has been this Bladed Sun council member who has been the most vocal in advocating peace against the Morgothians.

Followers of Note

The Bladed Sun: The Bladed Sun is the most powerful Earther Mancer to walk the distant shores. They say he has the ability to transport himself across the colonies in the blink of an eye and take any form he chooses. He does visit the city of the Gods regularly and chooses to vote often on key issues. Representatives of the Church of Morgoth have asked for his head on numerous occasions. He does not deny or admit to having served Morgoth. Considering he is powerful enough to raze the city to the ground we should be glad he supports the future prosperity of the City of the Gods.

<p>The Bladed Sun Ascendant Earther H.P. 18 F.S 10 No. of Attacks 8 A.R. Golden Void Plate</p> <table border="1" data-bbox="240 972 777 1150"> <tr> <td>Vs Melee</td> <td>10 ½ dmg</td> </tr> <tr> <td>Vs Missile</td> <td>10 ½ dmg</td> </tr> <tr> <td>Vs Energy</td> <td>20 ½ dmg</td> </tr> <tr> <td>Vs Chill</td> <td>20 ½ dmg</td> </tr> </table> <p>Move 10, Can Fly</p>	Vs Melee	10 ½ dmg	Vs Missile	10 ½ dmg	Vs Energy	20 ½ dmg	Vs Chill	20 ½ dmg	<p>Though he would never call himself a god, the Bladed Sun is extremely powerful. He is rumored to even hold court with Azrael and the Falosini, though we have no proof of it. The Dra'kans of the Children of Falos say that the Bladed Sun was the name of Falos' own weapon. If this Earther has somehow recovered a Falosini Sovereign's weapons it could certainly explain his savage power. Even the Order of Azrael is known to pay the Bladed Sun respects during council meetings.</p>
Vs Melee	10 ½ dmg								
Vs Missile	10 ½ dmg								
Vs Energy	20 ½ dmg								
Vs Chill	20 ½ dmg								
<p>Weapons <u>The Dragon Axe</u> 3d6+ 7(No A.R.) dmg</p> <p><u>Crystal Mace</u> 4d4+7 Melee dmg, Bludgeoning x2 dmg to vehicles and structures x4 dmg to Vampyrs, Bandits, Nightmares and Undead.</p>	<p>Leyas(Ascendant)- 8 Automatic successes on all Leyas tests Air Lvl 6 Earth Lvl 6 Fire Lvl 6 Water Lvl 6 Light Lvl 6 Shadow Lvl 6 Healing Lvl 4 Shapeshift Lvl 6 Summoning Lvl 6 General Lvl 2</p>								

Knight of the Bladed Sun: The Knights of the Bladed Sun act as hidden agents among the populace. They try and steer their fellows away from dark acts and towards acts that make the world a better place. Often called Utopian or Idealists, the knights of the Bladed Sun truly believe they can make a difference and will try to redeem all they face. They do not judge Undead, Vampyrs and Bandits as worthy of death. Instead they

try to understand each person they meet. A Knight of the Bladed Sun will regularly give enemy two or three chances to learn from their mistakes, but when an innocent is threatened the Knight of the Bladed Sun is a vicious fighter who will stop at nothing.

Knight of the Bladed Sun		The Knights of the Bladed Sun spend most of their time defending people from the Church of One's crusades and Morgothian plots. They are well versed in the Leyas and will often employ extra dimensional creatures as aids. Many Knights of the Bladed Sun are assigned as bodyguards to political leaders.
Strength 6 Agility 3 Will 4 Health 4 Intelligence 3 Charisma 4	H.P. 12 A.R.: Plate mail vs Melee: 7 vs Missile: 7 vs Energy: 4 vs Chill: 1	
L.R. 1(Adept) Shadow Lvl 1 Light Lvl 1 Air Lvl 1 Fire Lvl 1 Earth Lvl1 Water Lvl 1	Temper: 1 Emotional Control: 3	
Combat Edged Weapons 5 Leyas Combat Melee 5 Leyas Combat Ranged 5 +1 Melee Strike Faith(+1 leyas die)	Skills Leyas Theory 6 Animal Lore 4 Religion 4 Monster Lore 4	No of attacks Melee: 2 Ranged:1 Thrown: 1 Leyas: 1 Special Advantage: Friends of many Faiths A Bladed Sun Knight can commandeer supplies or aid from any Church, Chapel or Town except those of the Church of Morgoth, Church of One or the Cult of the Horned Dog. Accepted by all The Knights of the Bladed Sun will be greeted by people of all races. The Children of the Falosini respect them. Even the Fallen will treat Knights of the Bladed Sun fairly and equitably. Choose Race: All races are accepted into the Order of the Bladed Sun
Weapons <u>Artificed Hand and a Half sword</u> 1d8+7 melee dmg, Heal internal Damage- Heals 4 H.P. or can cause an additional 4(No.A.R) dmg to Vampyrs, Bandits, Nightmares and Undead		

Knights of the Bladed Sun who are not players will have an L.R. of 6 and all elemental Leyas at 6.

Common skills: Hand to hand, Springshots, Medicine/Healing, Herbalism, Plane lore, Religion (Church of Morgoth), Religion(Order of the Bladed Sun) History, Philosophy

Morgothian Dark Paladin: The remaining Dark Paladins of Morgoth are a deadly lot. They still hold honor highly, but their anger at Morgoth's death has brought them to be nothing more than highwaymen and assassins. Many of them are former Peacebringers, who were given their freedom by Morgoth. The most zealous are the new recruits filled with dreams of a new Morgothian kingdom. They will often try and gain land to build their own cathedrals to Morgoth.

Morgothian Paladin		The Morgothians have stolen many of their tactics from their Uthvelor allies. The greatest a Morgothian can hope to achieve is to be a Wyrmrider, one of the few dark paladins granted their own Falsewyrms. Most simply create and control hordes of Nightmares that will overrun their enemies positions.						
Strength 6 Agility 3 Will 3 Health 6 Intelligence 3 Charisma 3	H.P. 18 A.R.: Plate mail vs Melee: 7 vs Missile: 7 vs Energy: 4 vs Chill: 1							
L.R. 1(Conscious) Temper: 3 Shadow Lvl 3 Emotional Control: 1								
Combat Edged Weapons 5 Polearms 3 Leyas Combat Melee 3 Leyas Combat Ranged 3 +1 Melee Strike Faith(+1 Leyas die)	Skills Intimidation 6 Riding 4 Religion 4 Monster Lore 4	No of attacks Melee: 2 Ranged: 1 Thrown: 1 Leyas: 1 Special Advantage: Nightmare Slaver The Morgothians believe that Nightmares represent the ultimate in free labor. They will regularly enslave nightmares. The more faith they have the more powerful nightmares they can control. They can only control 1 newly created Nightmare; intelligent nightmares are far too smart to be enslaved by Morgothians. Devotions (costs 3 points each)						
Weapons <u>Vampiric Hand and a Half sword</u> 1d8+3 Melee dmg+4(No.A.R.) dmg Every successful hit heals wielder for 4 H.P.		<table border="1"> <tr> <td>Lvl 1</td> <td>Control Nightmare(Least)</td> </tr> <tr> <td>Lvl 2</td> <td>Control Nightmare(Demonsbeast)</td> </tr> <tr> <td>Lvl 3</td> <td>Control Nightmare(FalseWyrms)</td> </tr> </table>	Lvl 1	Control Nightmare(Least)	Lvl 2	Control Nightmare(Demonsbeast)	Lvl 3	Control Nightmare(FalseWyrms)
Lvl 1	Control Nightmare(Least)							
Lvl 2	Control Nightmare(Demonsbeast)							
Lvl 3	Control Nightmare(FalseWyrms)							
		Choose Race: Earthers, Olgogs, Uthvelor and Pelebor ² can be found as Dark Knights						

² If you have the Northern Kingdoms Sourcebook, you can play as Cambion Morgothians as well.

Church of Shadows/ Church of Enlightenment

Overview

A cult of Necromancers, Vampyrs, Bandits and Undead, the Church of Shadows has a large percentage of Fallen Uth and Pelebor, as well. They see the Nightmare species as a slave race and wait for the coming of a Nightmare Lord who will lead them to drag Refuge across dimensions into Vec'zne, the Plane of Awareness. If it were to happen everyone would be killed by Nightmares, or raised as undead.

History

During the Goblin Genocide, the Church of One fought its way across the length of the Earther Colonies, killing the Children of the Falosini and Olgogs alike. With then Cardinal Cristos Dugari at its head, the Crusade reached these lands that the City of the Gods now stands. They built the Cathedral of Man on its current location, and imposed their own theocracy on the locals. One of the locals was a young slave boy named Camarel. Camarel was beaten, starved and tortured by the Paladins of the Church of One. He was exposed to the full corruption that the Church of One hid behind a white sheet and a cross.

Camarel was a slave, uneducated, but no fool. He quickly learned of the darker nature of Cristos Dugari's true power. He also realized only the forbidden arts of the Annihilator would show him the way to defeat these zealots who had killed his entire family in a field of crucifixes and slave labor pits.

The Slave boy was lost in the wastes between modern Kasanth and the Colony of Dusk. In those dark deserts he met with a shadowy figure, a creature known only as General Tharr. It was these initial wanderings that became Camarel's masterwork, The Book of Degrading Worlds, was written. Tharr led Camarel to the ancient K'ias City of Giz'han. A ruin of ancient alien technology and shattered artworks, Giz'han broke the young slave's heart. Here he saw the end of a seemingly Omnipotent Empire. If it had no hope and simply turned to dust, Camarel saw it as a metaphor for his own life. The ashy taste of failure to free his people from bondage gnawed at Camarel's spirit.

In the depths of Giz'han, Camarel recovered one of the lost Claws of Mar'un'ga. The Claw taught him the arts of Annihilation and gave him power over the Shadows. It came as a terrible price, robbing him of his life. He became a shadow of himself, an undead creature that was kept together by sheer will alone. He was a DweomerLeoch, the Kings among Leochs, or Undead Mancers.

After returning to the Cathedral of Man, Camarel wielded the Claw of that dead old K'ias, summoning hundreds of Doomwyrms to his side. The Paladins never stood a chance. Only the Bishop Kasanth of the Church of One stood before the Leoch.

Their battle was the stuff of legend, destroying much of the Cathedral of Man. All that is known is that when the sun rose on the following day, Bishop Kasanth left in peace at the head of a small army of Paladins towards the Northern Kingdoms.

While Camarel built the City of the Gods, Kasanth brought about Camarel's vision in the Northern Kingdoms. A city of Nightmares, where all activities deemed "low" or "menial" were given over to Nightmare slaves. Unlike the other Colonies in the East, the City of the Gods had a constant flow of trade from Kasanth. Gold and Jewels adorned subterranean Temples built in an endless procession of catacombs and sub-basements.

By the time the other religions were invited back to the City of the Gods, Camarel had already prepared an entire under city for him to rule as High Priest of the Church of Shadows. They lived in relative peace until the Northern Kingdoms attacked. Since the death of Bishop Kasanth in the 900s A.R. his kingdom had become a collection of rogue nations. Morgoth Dannor, son of Bishop Kasanth rose through the ranks of the Church of Shadows since being secreted there by Orloc Nightshade. Morgoth become Camarel's First Claw, and the bearer of the Claw of Mar'un'ga.

Morgoth fought at the city's defense on many occasions, turning back the armies of the Northern Kingdoms during three different sieges. The atrocities of those battles were terrible, and Morgoth learned from the Peacebringers how to be truly cruel to an enemy. He learned how to break them.

His eventual revolt should not have surprised anyone. However it was said to have broken Camarel, who viewed the Dark Knight as an adopted son. Street fighting erupted between Morgothians and Church of Shadows priests. The Dark Paladins of Morgoth were often former Peacebringers and made short work of the Church of Shadows. Camarel officially disbanded the religion and stepped down as its leader.

A shadowy figure from the lower levels of the Church of Shadows who went by the name Ghuru Salazno, took over. He holds a seat on the City council despite repeat attempts to outlaw his faith. He has sent the Church of Shadows underground.

Now under the front of the Church of Enlightenment, Shadow Assassins spread throughout the Colonies. Their attacks have been many, but even more have been used to frame local officials and law enforcers.

Officially any Church of Shadows followers must be detained and brought to the Order of the Bladed Sun for questioning. The Church of Enlightenment is free in its movements.

Beliefs

Under Camarel's rule the Church of Shadows had very strict laws regulating acts of Vampirism and Banditry. Feeding cycles and breeding cycles were carefully calculated and the Church of Shadows actively hunted Vampire covens who dared take illegal flesh. Growing up a slave, Camarel was very aware of the effect his followers could have on the poor. Those who could not afford wards and blessings would be ravaged by his servants. For those farmers and serfs who paid their taxes, Camarel defender their honor and lives.

The Church of Shadows has a secret belief. A secret dogma that leads all their actions. They want to cause the rebirth of the Nightmare Lords. Ancient rulers of the distant shore of Vec'zne, the Nightmare Lords were purged in the first phases of the K'ias Wars. Azrael the Fallen killed the last Nightmare Lord with his own bare hands ages before Earthers even stepped foot on Refuge. If it were possible to recreate that ancient species of predators we would all be in terrible danger.

On a daily basis, the Agents of the Church of Shadow must create Nightmares and help them reach intelligence. Unlike the Tyr'ani, the Church of Shadows have no enlightened purpose. The Church of Shadows uses these Intelligent Nightmares like slaves. Since Camarel left the Church, it has lost its last vestiges of restraint. Now Church of Shadows priests are encouraged to take out their wills and whims on the populace at large. Every night a Shadow Assassin must make one Nightmare and set it

loose on the populace. Once per month a Shadow Assassin will receive a target and must kill that person, and burn the body, and get rid of the dust in acid rendering final death.

These Assassinations are not paid but are required to keep the faith.

Political

For many years the Church of Shadows was a political force. Under its guise as a Church of Enlightenment it has served a far darker purpose. No group has been so associated with Assassination attempts and corruption charges. At least one official in every Colony seems to be in the pocket of the Church of Enlightenment, and at least two more are full time members. It is a sad affair; especially since if Morgothians learn they are alive they will come and execute these Shadow Assassins.

Followers of Note

Shadow Assassin: The Shadow Assassins are the arms of the Church of Shadows. Rather than rely on strength of arms or power of Leyas, the Assassins sneak in and kill their enemies while they sleep. They are often employed in political actions, and the replacement of leaders.

Shadow Assassin		The Shadow Assassins are a deadly lot, killers and murders who delight in their duty. Quite a few are Vampyr who enjoy tormenting their prey before the execution. Many carry the dreaded whip garrote designed to quickly behead regenerating enemies.
Strength 4 Agility 5 Will 4 Health 4 Intelligence 3 Charisma 4	H.P. 12 A.R.: Lamellar vs Melee: 3 ½ dmg vs Missile: 3 vs Energy: 1 vs Chill: 1	
L.R. 3(Cursed) Temper: 1 Shadow Lvl 3 Emotional Control: 3 General Lvl 1 Air Lvl 1		No of attacks Melee: 2 Ranged: 1 Thrown: 1 Leyas: 1 Special Advantage: Tools of the Assassin A Church of Shadows Assassin can call on a wide variety of weapons from the Black market. This includes the Spike, Whip-Garrote, and Acid Pellets. They will receive free replacements after each mission. Wanted!! The Shadow Assassins are known to be deadly and City Guards will happily detain
Combat Edged Weapons 5 Thrown Weapon 5 Leyas Combat Melee 3 Leyas Combat Ranged 3 +1 Melee Strike Faith(+1 Leyas die)	Skills Set Traps 6 Herbalism 4 Religion 4 Burglary 4	
Weapons <u>Assassin's Spikes(x10)</u> 1d4+7 melee dmg, +4 Bonus to Called Shots Can be thrown, 1d4+7 missile dmg <u>Whip-Garrote</u> Called Shot(+8 T#) and use Agility as F.S. If successful target is beheaded. A very hard tool to master.		

<p><u>Acid Pellets(x5)</u> 1d4(No A.R.) dmg. If placed in a sleeping person's mouth/ear it will kill them. It can also be used to melt locks.</p>	<p>them "just in case". If it gets out that a Character is a Shadow Assassin, Morgothians will be on their tail. (1d4 Morgothian Paladins per month)</p> <p>Choose Race: All races are accepted into the Church of Shadows.</p> <p>Choose Class: This Character is either a Vampyr or Bandit.</p>
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Shadow Priest: Shadow Priests hold the ceremonies for the Assassins and assign them their jobs. Many Shadow Priests have safe houses in the Northern Kingdom of Kasanth, as well as a Temple to attend to in a Colony's catacombs or sewer. They are crazed zealots and natural sadists. Avoid them at all costs.

Shadow Priest(Vampyr)		<p>The Shadow Priests seek only to spread pain, and despair. To bring about the end of civilization and the fall before a darkness overwhelming. Where the Morgothians desire to enslave the darkness, the Shadow Priests give themselves up to it.</p>						
<p>Strength 3 Agility 5 Will 6 Health 4 Intelligence 3 Charisma 4</p>	<p>H.P. 12 Nightmare Hide vs Melee: 6 vs Missile: 5 vs Energy: 2 vs Chill: 2</p>							
<p>L.R. 3(Cursed) Temper: 3 Shadow Lvl 3 Emotional Control: 1 General Lvl 1 Fire Lvl 3</p>								
<p>Combat Blunt Weapons 5 Springshots 5 Leyas Combat Melee 3 Leyas Combat Ranged 3 +1 Melee Strike Faith(+1 Leyas die)</p>	<p>Skills Intimidation 6 Herbalism 4 Religion 4 Monster Lore 4</p>	<p>No of attacks Melee: 2 Ranged: 1 Thrown: 1 Leyas: 1</p> <p>Special Advantage: Devotions(Cost 3 points Each)</p> <table border="1" style="width: 100%;"> <tr> <td style="width: 10%;">Lvl 1</td> <td>Sadist- Every pt of Pain Dmg done heals Priest for H.P.</td> </tr> <tr> <td>Lvl 2</td> <td>Mutilator- Double Life on Vampyr life chart for torture.</td> </tr> <tr> <td>Lvl 3</td> <td>Feast of Flesh- Raise 1 simple undead Skeleton for each sacrificed victim.</td> </tr> </table>	Lvl 1	Sadist- Every pt of Pain Dmg done heals Priest for H.P.	Lvl 2	Mutilator- Double Life on Vampyr life chart for torture.	Lvl 3	Feast of Flesh- Raise 1 simple undead Skeleton for each sacrificed victim.
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Lvl 2	Mutilator- Double Life on Vampyr life chart for torture.							
Lvl 3	Feast of Flesh- Raise 1 simple undead Skeleton for each sacrificed victim.							
<p>Weapons</p> <p><u>Poison Dart Springshot Pistol</u> 1d4+2 missile dmg + 1d4 (No A.R.) poisons. 8 shot derringer</p> <p><u>Morning Star of the Nightmare Tamer</u> 1d6+1 Melee dmg, bludgeoning +1d8(No A.R.) dmg to Nightmares</p>		<p>The Hives of Scum and Villainy A Church of Shadows Priest is at home among the darkest and vilest beings in the</p>						

<p><u>Braided Flogging Whip</u> 1d4(No A.R.) Pain dmg</p>	<p>universe. Vampires respect them, Krato bow before them, and even the Quall N'drone will not knowingly hurt a Shadow Priest. This allows a Shadow Priest to act as mediator for evil beings, thugs, and thieves on a Charisma (4) test.</p> <p>Wanted!! The Shadow Priests are known to be associated with the Northern Kingdom of Kasanth and are instantly suspect by the EEF. If it gets out that a Character is a Shadow Priest, EEF Special Forces will be on their tail. (1d4 Special Forces per month).</p> <p>Choose Race: All races are accepted into the Church of Shadows.</p>
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Church of the Horned Dog

Overview

History

In the early days of the Colonies of Refuge, it was few who knew of the Leyas and the true nature of the Distant Shores. These few Dimension Walkers met fantastic Aliens and creatures with seemingly god-like powers. Though their own powers were strong these Dimension Walkers saw countless realms, thousands of the Distant Shores left in complete ruin. Those few survivors they found spoke of a terrible menace, The Quall N'drone. The Quall Horde was seemingly unstoppable. These Dimension Walkers were scared by the endless phalanxes of Pit Mongrels, their air force of Flayers and finally the Quall N'drone themselves.

The names of the first three Dimension Walkers to ask the Quall N'drone for mercy are lost to time. They do not even exist anymore, used as a host for the Larval Quall N'drone. What they did will live on in infamy in the City of the Gods. The City of the Gods allows a faith to hold their ceremonies on their own property, no matter how depraved. It is the cost of unlimited religious freedom and one we are proud and happy to pay as Earther Colonists. The only problem occurs when the ceremony spills out onto another neighbor's yard. For the good luck of ours, it cropped up on the yard of the Church of One.

The Church of the Horned Dog had been using Earthers as hosts and raising a Quall N'drone army in the caverns under the Temple of the Horned Dog. When they burst out and began kidnapping Church of One Paladins, the Inquisitors would have none of it. Without permission of the City Council, they marched on the Temple and killed every infected person they found. Hundreds of Quall N'drone Larva were destroyed in

acid baths along with any potentially infected hosts. The Church of One left the broken temple and returned to their own lands.

As an interesting side note, the Church of the Horned Dog actually came to the City Council with a bill for the damages. The City Council laughed in their faces and had them forcibly thrown out of the Council Chambers.

Since then, they have been quiet in their portion of the city. We cannot legally take away their lands; it is listed as privately owned. Therefore we have informed the Children of Falos, who keep the ruined Temple of the Horned Dog, under constant surveillance.

Beliefs

The Church of the Horned Dog promotes that all creatures are subservient and should pay homage to the Quall N'drone. They encourage their supplicants to kidnap family and friends and give them over as tribute to the Quall N'drone Hive Queens. As the people are hosts to the alien Larva, it steals their memories allowing the Quall N'drone who is born to keep up the myth that a person somehow survives the larva consuming their body as sustenance.

It is all a mockery and a lie except in the way that the person is always remembered by the Quall N'drone who bore him. The Memories of a host make a deep impression on the forming Quall Warriors. If the host is a devotee and takes care of the larva, they will form an almost symbiotic bond. The Larva will grant longevity for many centuries as it absorbs intelligence and memory. It may seem strange that a Quall Larva, which can normally create a Warrior in days to weeks, would wait centuries. The Larva realizes its knowledge comes primarily from its host, though a little is given by the Hive Mind (the Hive Mind is more of a comm.-network for the Quall N'drone, especially for Queens to give orders to her Hivelords).

It is because of this apparent longevity and good health, that many deluded fools have flocked to the Church of the Horned Dog.

A Horned Dog will happily give up the life of his entire family to the Horde, and cannot be trusted. The Children of Falos have a running feud with the Church of the Horned Dog.

Political

The Church of the Horned Dog has ties to the Church of Enlightenment, and they regularly sell slaves, weapons and Artifacts to each other. This covert black market stretches across the entire Colonies and onto many distant dimensions.

They also supply weapons to local revolutionary leaders and terrorists in hopes the turmoil will allow them to start a Hive.

They are a constant undercurrent of anarchy in the Colonies. They are an equal threat in the Northern Kingdoms, where the Mad Leoch I'tash has a bounty of 1,000 ghaz for a living Dimension Walker.

Followers of Note

Horned Dog: These servants of the Quall N'drone have had a Larva in them so long it has grown fat and bloated. Its horns cannot help but pierce the skull revealing a set of six small horns. They are actually called Horned Dogs by the Quall N'drone, a commentary of their status as Quall's best friend.

Horned Dog		The Horned Dog resembles a normal person when wearing a hat or helm. Otherwise they have six small horns in the front of their head. They are the thugs and militants who spread the hate-speak of the Horned Dog cult.						
Strength 6 Agility 6 Will 2 Health 6 Intelligence 3 Charisma 2	H.P. 18 Nightmare Hide vs Melee: 6 vs Missile: 5 vs Energy: 2 vs Chill: 2							
L.R. 3(Berserker) Air Lvl 3 Fire Lvl 3	Temper: 3 Emotional Control: 1							
Combat Hand to Hand 5 Springshots 5 Leyas Combat Melee 3 Leyas Combat Ranged 3 +1 Melee Strike Faith(+1 Leyas die)	Skills Survival 6 Fast Talk 4 Religion 4 Planes Lore 4	No of attacks Melee: 2 Ranged: 1 Thrown: 1 Leyas: 1 Special Advantage: Devotions(Cost 10 points Each)						
Weapons <u>Springshot Pistol</u> 1d6+2 missile dmg 2 shot pistol <u>Zela Springshot round(x4)</u> Automatically shield breaks target and counts as No A.R. against Leyas Shields. x2 Dmg to K'ias, Annihilators and Half-K'ias. <u>Quall Horn Nnghai(x2)</u> 2d4+2 Melee dmg, Matched pair, +1 attack per round.		<table border="1"> <tr> <td>Lvl 1</td> <td>Larva- Character will not be attacked or hurt by Quall N'drone, Flayers or Pit Mongrels. The Horned Dog does not age.</td> </tr> <tr> <td>Lvl 2</td> <td>Long Gestation- Horned Dog now gets 5 H.P. per pt of Health(instead of just 3).</td> </tr> <tr> <td>Lvl 3</td> <td>Final Transform- Horned Dog can now transform into a Quall N'drone. Gaining +2 attacks, x2 Dmg from Chill and 6 automatic successes on Fire Leyas abilities.</td> </tr> </table>	Lvl 1	Larva- Character will not be attacked or hurt by Quall N'drone, Flayers or Pit Mongrels. The Horned Dog does not age.	Lvl 2	Long Gestation- Horned Dog now gets 5 H.P. per pt of Health(instead of just 3).	Lvl 3	Final Transform- Horned Dog can now transform into a Quall N'drone. Gaining +2 attacks, x2 Dmg from Chill and 6 automatic successes on Fire Leyas abilities.
Lvl 1	Larva- Character will not be attacked or hurt by Quall N'drone, Flayers or Pit Mongrels. The Horned Dog does not age.							
Lvl 2	Long Gestation- Horned Dog now gets 5 H.P. per pt of Health(instead of just 3).							
Lvl 3	Final Transform- Horned Dog can now transform into a Quall N'drone. Gaining +2 attacks, x2 Dmg from Chill and 6 automatic successes on Fire Leyas abilities.							
		The Larva A Horned Dog can process high amounts of poison and pain all processed by the larva. They can Ignore Poison and Pain Dmg. The Horned Dog does not age. Wanted!! Outside the City of the Gods the Horned Dogs are instantly suspect by the Children of the Falosini. If it gets out that a Character is a Horned Dog, K'iorn Dra'koon will be on their tail. (1 Dra'koon						

	per month). Choose Race: All potential hosts are accepted into the Church of the Horned Dog.
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Dimension Walker: These servants of the Quall N'drone act as the mouthpiece of the Hive. Denouncing their enemies and uplifting the Quall, the Dimension Walker is a wandering missionary.

Dimension Walker		These Artificers serve no purpose save to spread the glory of the Quall N'drone horde. In reality they were probably a captured Mancer who has traded his freedom for his life. He now serves as the Eyes and Ears of the Horde on Refuge and elsewhere. It is said if you walk into any dive bar in the Colonies there will be someone who knows how to contact the local Dimension Walker.
Strength 4 Agility 3 Will 6 Health 5 Intelligence 3 Charisma 5	H.P. 15 Nightmare Hide vs Melee: 6 vs Missile: 5 vs Energy: 2 vs Chill: 2	
L.R. 3(Adept) General Lvl 2	Temper: 2 Emotional Control: 2	
Combat Hand to Hand 5 Leyas Combat Melee 5 Leyas Combat Ranged 5 +1 Melee Strike +1 Ranged Shot	Skills Survival 6 Fast Talk 4 Religion 4 Planes Lore 4	No of attacks Melee: 2 Ranged:2 Thrown: 1 Leyas: 1
Weapons		Special Advantage: Devotions(Cost 5 points Each)
<u>Ring of the Quall Servant</u> 1d8 Melee dmg, fire sword		Lvl 1 D-Walker- Character can find an Energy Bridge to any Elemental Dimensions on a d6 roll of 4+.
or		Lvl 2 Summon Horned Dogs- D-Walker can now summon 1d4 Horned Dogs per day.
1d6 Energy dmg, fireball		Lvl 3 Quall N'Drone Pledge- A D-Walker may call on one Quall N'drone to be his bodyguard. If this character dies, the Hive will send in this Warrior to recover his body and resurrect him.
		I've Seen that Before A Dimension Walker can recognize any Monster, Spirit, or Planar Being on a d6

	<p>roll of 3+.</p> <p>Choose Race: All potential hosts are accepted into the Church of the Horned Dog.</p>
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K'un kun, The Law of Vengeance

Overview

A monolatrous faith of the Northern Kingdoms, the Law of Vengeance has set the course of history on Refuge on numerous occasions, even though the vast majority of the inhabitants of the Colonies have yet to hear of it.

History

Before Earthers and others journeyed into the frozen mountainous wastes North of the Colonies to found the Northern Kingdoms, the glacier-choked valleys and icy peaks were ruled by a society of Kumfei who called themselves the AT'lal Ni, or Lords of Cold. The northern lands were a patchwork of petty chiefdoms, fortified city-states, and the territories of nomadic raiding tribes.

While the AT'lal Ni were fractured into innumerable small and smaller Polities, one unified culture and faith held sway from the Volkar Mountains in the south to the aeries of the Cult of the Tsoga in the extreme north. That way of life was the Law of Vengeance, and the worship of the God of Vengeance, K'un kun.

The Law of Vengeance is probably the reason why the AT'lal Ni were so disorganized for so long, even in the face of their never-ending guerilla war with the Cult of the Tsoga and their Baribur allies to their north. While other faiths have taken hold since the founding of the Northern Kingdoms, the original AT'lal Ni belief in Vengeance has yet to be supplanted. Even those Earthers and Kumfei who identify themselves as adherents of other religions run their lives by the dictates of Vengeance.

Beliefs

The Law of Vengeance is a way of life that can be summarized in one sentence: 'An Eye for an Eye'. While those closest to the ancient Earther faiths in whose Scriptures the expression 'an eye for an eye' appears claim that it was never meant to be taken literally — and would actually be impossible to put into practice — the Law of Vengeance has been the guiding principle of society in the North for as long as anyone there can remember.

'An eye for an eye' provides a quick description of the Law of Vengeance. However, its adherents never put it that way before the expression was introduced by Earther immigrants and captured slaves. The Kumfei to this day prefer their own handy mantra: 'The Universe must be in Balance'.

This is a corruption of the idea behind the Falosini Alliance that preceded the K'ias Wars. Once the concept of Balance was a focus on justice that was in moderation of the individual and the Universe. The Balancers served the Falosini Alliance as Mediators. Mar'un'ga was first among the K'ias and was first among the Balancers. When Mar'un'ga betrayed the Falosini Alliance by starting the K'ias War, the Sylvan responded with an Eye for an Eye interpretation.

For every person killed by the K'ias, the Sylvan demanded a K'ias life. There finally seemed to be no option left except the total annihilation of a race that had been ironically called the Annihilators. Falos, leader of the Alliance, beseeched the Sylvan Empire that they trick the K'ias into the land of Kotrice and let the Universe recycle their energy. They did but a horrific curse of bestial regression spread across the Sylvan, brought back from the edge of Kotrice. It is why I'tash hates the Falosini so much; he blames them equally for his people's fall as he blames the K'ias. I'tash has allowed this belief in K'unkun to twist out and consume his people.

This post-war interpretation of 'The Universe must be in Balance' means that all slights must be repaid in kind. All crimes must be re-enacted against their perpetrators. Broken dish for broken dish. Broken leg for broken leg. Broken family for broken family. For the worshipper of Vengeance, this is not a law of society. This is a law of nature, presided over by the God of Vengeance, K'unkun.

K'unkun is the one god that the AT'lal Ni knew. Monolatrous, not monotheistic, they never insisted that K'unkun was the only god that exists; he is just the only that truly matters, the only one worth worshipping. Any act of revenge is a sacrament to K'unkun; any action taken to balance the cosmos is accepted by his scales.

While individual acts of vengeance are commonly carried out by judicial means — whether the reasoned calculations of a judge, the harsh hand of a PeaceLord, or the Leyas powers of a member of a Magus council — they are also carried out in an extrajudicial manner. The Law of Vengeance has no hierarchy of priests, or detailed Scriptural rules to follow.

It is a simple way of life, understood by everyone from I'tash himself (who sees it as nothing more than a useful tool for getting his way) to the lowliest slave in the dungeons. A commoner whose hat is stolen wouldn't hesitate to steal back two from the thief who took his. Similarly, a PeaceLord whose relative is killed in battle with the next kingdom over will happily spill as much blood as possible in order to let their loved one rest in peace.

There are hints that some adherents of the Law of Vengeance may be in the process of developing a new variant on the faith, where K'un kun's imperative of vengeful Balance is understood as a push for nuanced Justice instead. It is yet unclear whether this kinder, gentler version of the old AT'lal Ni religion has any chance to guide the Northern Kingdoms out of the cycle of violence that has always enveloped them.

Political

The Law of Vengeance plays a powerful role in the political history of Refuge. In the case of the unending 'holy war' between the AT'lal Ni and the Cult of the Tsoga, this frequently takes the form of the sacrifice of Sentients. While the original reasons for the war are lost in the mists of time, on a practical level the unfinished struggle serves as a brilliant excuse for any atrocity, since the Northern Kingdoms have only rarely seen themselves as being the ones tipping the balance. They are always the ones who must repay act with act, blood with blood, conquest with conquest, and set the world stable again.

Since the first Northern Kingdoms raid on the Colonies in 1576 AR, the heirs of the Lords of Cold have seen war on both northern and southern fronts, in addition to their own internal struggles for dominance. It is safe to say that this never-ending quest for bloody balance is what keeps them fighting.

Followers of Note

The Prophet Syral: Rumors speak of a female Kumfei with the bearing and Leyas skills of a Northern Kingdoms aristocrat and the message of a quiet revolutionary. The Prophet Syral, it is said, travels throughout the North preaching the new 'kinder, gentler Law of Vengeance' that teach that K'un kun desires justice, not blood. Supposedly young, frail and diminutive — even for a Gnome — she is a pacifist who is rumored to have defended herself on numerous occasions using exclusively non-lethal applications of the Leyas. The only rumored hints of who she may be identify her as Lura Jolys Myarleoon V, the youngest member of the extinct Myarleoon-Argentsohl family which produced Lendill the Wolf. If one family could truly produce one genocidal monster and one prophet of peace and justice, there must truly be some balancing act going on in the world...

The Prophet Syral Kumfei Adept H.P. 15(18) F.S 6 No. of Attacks 3 A.R. K'ias Robes of Office		Syral's recent revelations about her beliefs in a kinder Law of Vengeance are not surprising. She has been taught this in service to the wandering K'ias Vir, preparing the world against War-monger's Cult. Syral has been trying to raise support for a united Northern Kingdoms/Colonial invasion of the
Vs Melee	5 ½ dmg	

Vs Missile	5 ½ dmg	Kingdom of Kasanth. Kasanth's acts of terrorism included multiple attacks on Dusk, Baronade and the City of the Gods, as well as seeding their borders with Vampire covens. Syral has no problem granting an Undead Final Death but will not choose to kill a living creature.
Vs Energy	5 ½ dmg	
Vs Chill	5 ½ dmg	
Move 3		
Weapons <u>Staff of the Apologetic Traveler</u> 1d8+3(No A.R.)Pain dmg 18(No A.R.) dmg to Nightmares Cause Pain(6 successes) Life Shield(6 Successes) Absorb Nightmare(6 successes)		Leyas(Adept)- Air Lvl 6 Earth Lvl 6 Fire Lvl 6 Water Lvl 6 Healing Lvl 4 General Lvl 2

K'un'Ku the Blade Dancer: The highest worshipper of K'un'kun the Vengeful in his I'tashi incarnation is a Baribur. He has killed every single species of creature he has met, including a K'ias named Ill'isur. From the K'ias blood he forged his matched pairs of long thin void blades. Like metal whips the blades passed through stone, flesh and armor killing just about anything on the other side.
K'un'Ku once was a PeaceLord with ten thousand slaves. The Monstrous K'un'Ku had them all poisoned because they had attempted to escape his control and burn down his plantation. He heaped their bodies high in the ultimate show of sacrifice to the god of Vengeance. Now the burn scarred Baribur wanders the surface of Refuge still hunted by those few slaves who survived and desire to continue the cycle of K'un'kun.

K'un'Ku the Blade Dancer Baribur Shapeshifter H.P. 18 F.S 7 No. of Attacks 5 A.R. I'tashi Battle mail		Just as Syral seeks peace, K'un'Ku seeks death. He dances on the edge of Vampirism and only his own twisted faith keeps him from falling. He has followed Syral to the streets of the City of the Gods so she can die on his blades. So far the City Council's guards have kept him away. K'un'Ku the Blade Dancer is the last of a long line of Blade Dancers. The Blade Dance of K'un'kun is a huge festival of giant Bonfires and roasting of slaves taken in battle.
Vs Melee	5 ½ dmg	
Vs Missile	8 ½ dmg	
Vs Energy	5	
Vs Chill	4	
Move 5 Regenerates 4 H.P. per round		
Weapons Thin Void Blades(x4)		Leyas(Adept)- Shapeshift Lvl 6

1d4+4(No A.R.)Melee dmg, 10 attacks Can cut doors in any surface except Zela.	Earth Lvl 6 Fire Lvl 6 General Lvl 2
<u>Broken Tooth Brass Knucks(x2)</u> 2d4 Melee dmg Bludgeoning.	