

DIVINE MASTERS: THE FAITHS AND FOLLOWERS OF TELLENE

Credits

Authors: Lloyd Brown III and Devin Barber

Additional Development: Mark Plemmons, Doug Click, D. Andrew Ferguson, Chris McFarlane

Kingdoms of Kalamar Design Team: Jolly Blackburn, Brian Jelke, David S. Kenzer, Steve Johansson

Cover Illustration: Caleb Cleveland

Interior Illustrations: Matthew Armstrong, Tommy Castillo, Caleb Cleveland, Keith DeCesare, Thomas Denmark, Allen Ditzig, Talon Dunning, Ginger Kubic, Richard Longmore, Ariel Rodriguez Miguera, Arne Swekel, Kevin Wasden

Art Director: Mark Plemmons

Project/Production Manager: Steve Johansson

Playtesters: Doug Click, Gigi Epps, George Fields, Mark Lane, Rob Lee, Mark Praitier, Paul Raasch, John Williams

A Brief Guide to the Sovereign Lands

The Kingdoms of Kalamar is a vibrant setting alive with rich cultures, imminent danger and complex intrigue. It is also a world rife with adventure, where fantastic creatures roam the wilderness, evil elves worship deities hell-bent on destruction, and the dead rise again to spread terror throughout the world. Here, complex political alliances mix with marauding bands of humanoids, and technology and industry come face to face with magic and the fantastic.

Combining the elements of fantasy you've come to enjoy with a strong medieval world based on real geographical, social and political features, this dynamic world remains enjoyable long after the novelty of the "tourist bazaars" wears thin. Whether you dream of exploring the ruins of a lost civilization, warring with barbarian overlords for control of territory, guarding your elven home against the human threat or ridding the desert of undead abominations, the Kingdoms of Kalamar setting provides the where and how, without sacrificing continuity or common sense.

The setting is named after the great Kalamaran Empire, which once covered much of the continent of Tellene. But time weighs heavy upon all, and the empire's reach is not what it once was. Its provinces declare independence, hobgoblin kingdoms thrive and foreign empires expand, while the monsters of the land grow stronger than ever.

Many races of beings populate Tellene, including humans, elves, dwarves, gnomes, halflings, hobgoblins and a variety of monsters. The lands of Tellene are often referred to as the Sovereign Lands, and include the kingdoms of Brandobia, the Kalamaran Empire, the cities and city-states of Reanaaria Bay, the Isle of Svimohzia, the Wild Lands and the Young Kingdoms.

© Copyright 2008 Kenzer and Company. All Rights Reserved.

Kenzer & Company
511 W. Greenwood Ave.
Waukegan, IL 60087
USA



Questions, Comments, Product Orders?
Phone: (847) 662-6600
Fax: (847) 680-8950
email: questions@kenzerco.com
Visit our website:
www.kenzerco.com

This book is protected under international treaties and copyright laws of the United States of America. No part of this book may be reproduced, without the express written consent of Kenzer and Company. Permission is granted to the purchaser of this product to reproduce sections of this book for personal use only. Sale or trade of such reproductions is strictly prohibited.

With respect to trademarks:

Kingdoms of Kalamar and the Kingdoms of Kalamar logo are registered trademarks of Kenzer and Company. Divine Masters, the Sovereign Lands, Tellene, and the Kenzer and Company logo are trademarks of Kenzer and Company. © 2008 Kenzer & Company, Inc. All Rights Reserved. Dungeons & Dragons is a trademark owned by Wizards of the Coast, Inc., a subsidiary of Hasbro, Inc.

PUBLISHER'S NOTE:

This is a work of fiction. Names, characters, places and incidents either are the product of the authors' imaginations or are used fictitiously, and any resemblance to actual persons, living or dead, events or locales is entirely coincidental.

TABLE OF CONTENTS

Chapter One: Legends and Lore	3	Way of the Berserk	133
Cosmology	4	We of the Watchers	136
The Orthodox View	4	Thunderer's Temple	138
Racial Creation Myths	4	Church of Chance	142
Other Tales and Legends	8	Order of the Passionate One	145
Tales of the Saints	11		
Chapter Two: Following the Faith	15	Chapter Five: The Fiendish	149
Choosing Your Class	15	Lawful Evil Churches	150
Choosing Your Faith	17	Courts of Inequity	150
Ability Scores and Religion	17	House of Shackles	157
Selecting Skills and Feats	17	Church of Endless Night	160
Religious Equipment	17	Order of Agony	164
Details, Details, Details	18	Neutral Evil Churches	168
Acts of Worship	18	Congregation of the Dead	168
Regional Variations	20	House of Hunger	172
Falling From Faith	23	House of Scorn	174
Fragmenting Your Faith	24	House of Knives	177
Churches and the Undead	29	Chaotic Evil Churches	181
Temple Rank	32	Conventicle of Affliction	181
		Church of Confusion	184
Chapter Three: The Celestial Council	36	Temple of Sleepless Nights	187
Lawful Good Churches	46	Temple of Strife	190
Halls of the Valiant	46	House of Vice	193
Home Foundation	44		
Hall of Oaths	47	Chapter Six: Skills, Feats, and Equipment 197	
Courts of Justice	50	Skills	197
Assembly of Light	53	Feats	198
Neutral Good Churches	58	Equipment	206
Church of the Life's Fire	58	Other Holy Texts	208
House of Solace	61	New Weapons	210
Parish of Love	65	New Armor	211
Church of Everlasting Hope	69		
Temple of the Stars	72	Chapter Seven: Domains and Spells	212
Chaotic Good Churches	76	Domains	212
Face of the Free	76	Spells	222
Theater of the Arts	79		
Church of the Night's Beauty	82	Chapter Eight: Campaigns of Faith	246
Temple of the Patient Arrow	85	The Crusade	246
Church of the Silver Mist	89	The Inquisition	246
		The Prophecy	246
Chapter Four: The Gray Assembly	92	Evangelism	247
Lawful Neutral Churches	96	Return of the Creator	247
Founder's Creation	96	Managing Religious Characters	247
Fraternal Order of Aptitude	99	Minor Temple Locations	248
Temple of the Three Strengths	104	Church and State	249
Temple of Armed Conflict	107	World of Tellene God Statistics	250
Order of Thought	111	Summoning Gods	250
True Neutral Churches	115	Divine Servants	251
Assembly of the Four Corners	115		
Temple of Enchantment	119	Chapter Nine: Templates and Artifacts	254
Conventicle of the Great Tree	122	Progeny of the Gods	254
Parish of the Prolific Coin	125	Godspawn	254
Inevitable Order of Time	129	Immortal Descendents	255
Chaotic Neutral Churches	133	Divine Artifacts	255

Sample file



CHAPTER ONE:

LEGENDS AND LORE

The world of Tellene, like all other places, did not always exist. It is believed that the Creator, a being of enormous power and intellect, developed the universe for her own amusement. Finding the newly created cosmos wondrous yet unsatisfying, she brought forth from her fingertips life forms to inhabit the various planes of existence.

A total of fifty-four gods, each portraying a specific characteristic or related characteristics of the Creator, from life and truth to death and deceit, were brought into existence to govern the cosmos under the watchful eye of the Creator. In order to serve the needs of her children, she also fabricated various species of creatures: dragons, dwarves, elves, primitive races, insects, and all creatures in-between. The gods gathered periodically to discuss the state of events on their different planes and the Creator assigned further responsibilities. This system worked effectively for many eons.

However, intelligent individuals, especially gods, are prone to feel indignant toward authority and the limitations that come with being inferior; and the chaotic gods began to resent the control the Creator had over them. It was with this in mind that several deities, led by the Confuser of Ways, formed a plan for the demise of the Supreme One.

The Creator, of course, learned of their scheme, but she was intrigued. She allowed their plan to continue, and created the illusion of her demise by allowing her essence to be trapped in a crystal shard. Fearing that the destruction of the shard would mean an end to all existence, the culprits secreted the shard in a well-guarded fortress on a distant plane. Shortly thereafter, the Corruptor and the Confuser of Ways conjured false evidence linking the Overlord to the apparent death of the Creator. This situation infuriated the good deities, who immediately formed a coalition to bring the flabbergasted Overlord to justice.

With the Creator apparently absent, opposing gods immediately tried to destroy one another; law fought chaos, good fought evil and the neutral gods tried to hold the cosmos together. The ensuing mayhem shook the planes and resulted in the death of eleven deities. However, just as the Overlord was

about to be the next god slain, the Lord of Silver Linings called upon the Riftmaster to magically whisk the Overlord away into captivity on Tellene. All other deities believed him to be dead (a belief proven untrue when a human scouting party unwittingly released him from imprisonment; see the *Kingdoms of Kalamar campaign setting sourcebook* section on Pel Brolenon).

The conflict continued until a wondrous evolution took place. To the delight of the gods, various races, including humans, began to evolve on Tellene. The attention of the deities was quickly diverted to Tellene. They watched in wonder and amusement as the rapidly advancing races spread their influence across the planet.

Since the gods found that their power grew in proportion the number of worshippers they attracted, each god competed for the right to make worshippers of the existing races, and create new races of their own. Old disputes quickly rekindled and the gods were once again at odds with each other. This time, however, the gods decided to fight one another through their worshippers because they feared personal destruction as



A common symbol for the Creator.

witnessed in prior battles. The Creator now sits silently, amused, watching the events on Tellene unfold.

Unlike the Creator, the remaining gods are not omnipotent. Within their spheres of influence they are dominant, but they can be bested in other areas. All gods have the ability to take any form they wish. This includes different races, sexes, sizes and shapes. They can, of course, alter their form to fit any given situation; however, most gods, when associating with mortals, will choose a form similar to that of their audience. Gods can even impersonate one another, although this tends to inspire harsh retaliation from the deity imitated.

The appearance of a deity on Tellene is an uncommon occurrence; they prefer to manipulate events through their clerics and followers. Their ultimate goal is to gain new followers and continue to influence current ones. A god's power is directly related to the number of followers gained and the prevalence of the god's spheres of influence. Therefore, the gods always strive to spread their power by gaining followers and clerics.

COSMOLOGY

The gods themselves dwell in the magnificent Eternal Palace, which itself rests upon the Great Plateau formed by a confluence of energies from the Positive and Negative Energy Planes. The Palace sits on the shore of the Lake of Life, the source of souls for the Prime Material Plane. Within the Eternal Palace, each god has his own section of rooms, fields, courtyards and the like where the god and his follower's souls reside. The section of Palace for each god grows with the addition of more souls of the departed faithful. Outside the Great Plateau is the Realm of Annihilation, a plane of utter destruction which is the source of all *spheres of annihilation*. The Realm is made up of the souls of intelligent beings whose souls go unclaimed because the mortal worshiped no god or because it was destroyed by a *sphere of annihilation*. All the gods fear the Realm of Annihilation and seek to secure souls before they go there, because the Realm grows with each lost soul. One day, if left to grow on its' own, the Realm will destroy all of creation. All the gods fear the day the Realm overwhelms even the Eternal Palace, and thus tolerate the existence of competing faiths, since even their greatest rivals keep souls from the Realm.

When a mortal dies, the soul normally goes to the Throne Room (located at the center of the Eternal Palace). While no god since the Creator has dared sit on the Great Throne, the room itself is still considered to be neutral territory among the gods. In due time, the god (or a servant of the god) the mortal served in life comes to the Throne Room and claims the soul, taking it to his section of the Palace. Some beings try to subvert this process; hags, demons, devils, and the Harvester of Souls are particularly adept at securing souls that would otherwise be bound to certain gods. The Throne Room is always filled with souls waiting to be claimed, as well as many portals to the various planes of existence, such as the Astral, Ethereal, Shadow, and Elemental planes. The Throne Room is the only section of

the Palace that has ever been claimed to be visited by living mortals, the doorways to each god's individual sections being guarded by their most powerful servants and impenetrable magics. Travel to any given plane while in the Throne Room is simply a matter of stepping through the right door, so it could theoretically be used by mortals as a waypoint in their extra-dimensional travel. Such a stop over would be incredibly dangerous, however. Many gods would react poorly to the premature visitation by mortals to the Eternal Palace.

THE ORTHODOX VIEW

The Orthodox view is the standard belief system described principally at the beginning of this chapter. The Creation, the Dissension (a time of tumult following the creation of the gods), the Interment (the Overlord's imprisonment on Tellene), the Revelation (the discovery of human and other life on Tellene), and the Accord (the unspoken agreement to fight through mortal intermediaries) are all basic elements of stories told in each faith, regardless of its specific teachings. As a group, the good-aligned gods are often referred to as the Celestial Council, the neutral gods as the Gray Assembly, and the evil gods as The Fiendish.

Certain elements of the Orthodox faith become clear after just a brief description. Gods can be killed, although not by mortals. Only a divine being can kill another. The gods do interact with mortals in a distant way: they grant spells and powers, they send omens, and they answer questions posed by powerful divinations. They rarely appear personally on Tellene.

According to Orthodox belief, the gods are not required to take a physical form when they appear on Tellene. They can become immaterial and are unaffected by forces around them. They can take a wide variety of physical forms and suffer no loss of divine power. (For example, it might seem impossible for a creature with two arms to strike at four targets simultaneously, but a deity can do it.) When the gods wish, they are capable of masking their divinity from mortals. No skill check or other magical insight can pierce this disguise; the god simply appears as it wishes with absolute authority.

According to the Orthodox view, every member of the Great Races (dwarves, elves, gnomes, halflings, hobgoblins, humans, and their mixed offspring) is born with an original soul. Each is truly a miracle of creation — something entirely new from two parents. Dogma varies regarding the souls of other creatures, leaving topics such as dragons and orcs open to debate. The living of a faithful and devoted religious life is to be rewarded with an undying life in the direct presence of the god to whom the mortal has pledged his soul.

RACIAL CREATION MYTHS

With the influence of multiple gods, each race has comprised various stories to explain their creation and existence. These creation myths tend to focus on single or small groups of gods that have appeal along certain lines, as detailed below.

Dwarves

In one dwarven myth, it was the Founder who came out of the universe's primal rock and made the other gods to serve as his companions. The other gods then made requests of the Founder on what each desired, including the physical world, the intelligent beings, and the plants and animals. The Founder agreed, and began to fill the universe with such creations. Yet, as he did so, the gods grew afraid that the Founder would fill the universe with so much matter that there would not be enough room for it all. In this story, the Founder realizes that, without his attention, the strain on the foundation of the universe would be so great as to potentially unravel his works. Thus, the universe needed caretakers. Therefore, his greatest creation was the dwarven race, made to dwell among the mountains and caverns of the world, ensuring that the weight of the world did not collapse on itself.

Elves

Though some religions speak of the Creator forming life through her hands, most elves hold fast to their belief that she created life through her song, the echoes of which still reverberate through the universe today. First came the gods, of which there were fifty-four. Next came the world of Tellene, populated with plants and animals of unimaginable variety. To maintain Tellene while she wandered among her children, the Creator fabricated elves – the first born of the races. Eventually, there came the War of the Gods, with the Creator's apparent demise, and the remaining gods turned their attention to Tellene. Now the gods argued over control of the world. Through all of this, the elves remained quiet, for none of the gods yet turned their attention to them. However, the elves soon began to worship these new gods, for much had changed since the war began.

Each god now wished to shape Tellene with his own powers, and brought many new races into being. Death came to the elves, for now there was time (which withered their bodies), and hunger and starvation (which wasted them). Though the elves had no wish to traffic with these new gods, they knew that they needed protectors from these new forces. They began to worship the new gods (particularly Raconteur, the Guardian, Eye Opener, the Lord of Silver Linings, and the Great Huntress). Depending on the storyteller or elven subrace, gods are admitted to or omitted from this legend, which naturally makes its veracity more unbelievable.

For readers interested in learning more about elven myths, see *Friend and Foe: the Elves and Bugbears of Tellene*.

Gnomes

Gnomes have no real idea of their true origins and, interestingly, see themselves as no more entitled to rule the world than the next race. One gnomish legend tells that all the gods were born out of the untended fields when the first rains fell on

Tellene. Sprouting fully-grown, the gods tried to duplicate their own origin by planting the seeds that would grow up as the plants, animals, and intelligent races. Gnomes, in this tale, are made of wood and mud from the surrounding hills, and charged with tending to the crops of new beings; they must teach the other races how to live productive lives. The gnomes are thus depicted as the special servants of the gods, the gardeners of the life-giving fields.

If you want to learn more about gnomish myths, see *Friend and Foe: the Gnomes and Kobolds of Tellene*.

Halflings

In some halfling tales, the Creator is little more than a semi-intelligent force that birthed her god-children at the moment she passed out of existence. It was these gods who built the foundations, waters, plants and animals of Tellene. Individually or in groups, they also created the elves, dwarves, gnomes and halflings (the humans came later).

In one oral account, it is the Holy Mother who planted the halflings' seeds in a dry wasteland, and the Raiser who watered the seeds with her sweat. From this dry ground, the first male and female halfling (Azimen and Astemia) were born.

Following in the footsteps of their creators, they watered the land with their sweat and nurtured life from the harsh land, turning it into a paradise. Halfling sages disagree about this fabled land's location, eventual fate and virtually every important detail concerning it.

The azravan (amberhairs, or golden halflings) claim to be directly descended from these first halflings, and state that the gurin (lightfoot halflings) are an offshoot. Lightfoot halflings simply shrug their shoulders at this, caring little what the amberhairs say.

Hobgoblins

According to hobgoblin legend, the world began empty, completely barren, and covered by holy blackness. But Blacksoul was not satisfied with the emptiness, feeling that such perfection deserved a perfect king. After creating the plants and trees, the beasts of the field, and the intelligent races, the creator was still not satisfied, for these beings were also without honor, for they would not worship the darkness. Blacksoul realized that, having been born in the light, they had been born flawed.

Blacksoul then traveled deep beneath the mountains, where the sacred darkness remained. There he fashioned the hobgoblin form from pure earth and water, celestial air and a drop of his divine blood. Finally satisfied, Blacksoul returned to the heavens, watching as his new race quickly spread across the lands, defeating their enemies and winning glory and honor for the Blacksoul, the holy darkness. But the other gods had become jealous, bringing a great pestilence upon the hobgoblins and destroying their mighty empire. Then they took the Blacksoul and destroyed his body. Yet, the Blacksoul soon returned, stronger and purer. They other gods had failed, and

now it was time for the hobgoblins to return the world to the perfect darkness it once possessed, and assume the kingship that was rightfully theirs. And so, that is the fight that they all must fight every day, until the end of days.

Humans

In one human myth, the Mother of the Elements was the only intelligent being in the universe, existing when the four elements in their primordial forms combined to create her. Lonely, the Mother wove the energies of the four elements together to try to shape another being. The result was a daughter of undeniable beauty and power. Exhausted from the work, the Mother laid down to rest and tasked her daughter with creating more beings and their dwelling places. Her daughter, the Creator, set to her task with unimaginable zeal, making the universe and the creatures that dwell therein.

Sensing that the Mother was about to awaken from her slumber, the Creator realized in sorrow that her creation was inadequate. Marshalling all her energies, she committed suicide by dividing herself into fifty-three beings of vast power and intense personalities. These beings, known today as the gods, were the crowning achievement of the Creator, for they display the extremes of the lives and passions of the intelligent creatures of the universe. Saddened at the death of her daughter, the Mother of the Elements refused to show any favoritism towards the other gods, instead turning her attention to the natural world and its building blocks: the four elements.

In this account, humans are the last beings made before the gods, and thus hold themselves closest to the perfection found in the gods. Combined with their superior numbers, culture, and diversity, this attitude contributes toward the current dominance that humans enjoy across Tellene.

Monstrous Races

Of course, creation stories are not limited to the typical player character races. Most intelligent species have some tale that speaks of their creation and gives them a sense of origin and purpose. Two such examples are included here.

BUGBEARS

According to bugbear legend, it came to pass that Hateful One, more commonly known as the Emperor of Scorn, sought for himself a race worthy of his name. Goblins, orcs and gnolls he had created in his image, yet these creatures were flawed. They warred on the races of good, but they were cowardly and afraid of the sun, and became like maggots, burrowing deep beneath the earth.

From the very darkness of his soul, Hateful One crafted the bugbear form. Stronger than any other race that had gone before, they were created to crush the lesser breeds in his name.

Hateful One was about to release the bugbears on the world when Taker of Sight (known to many races as the Dark One) approached him. "I see you have crafted a new race," he

whispered from the shadows. "It is strong, and its lust to dominate is palpable, yet it has weaknesses." Unused to being challenged, Hateful One flew into a rage, and the heavens shook. Unperturbed, Taker of Sight spoke again. "The creature you created cannot defeat the other races, for it is incomplete. Hear me before you shake the skies again, oh spirit of spite. Oh, yes I see them hunting other races and crushing them; but only by day. At night they are as blind as humans."

Hateful One thought on Taker of Sight's words. "What do you propose?" he asked. Taker of Sight smiled as he spoke. "Let this new race worship my name, and I shall gift them with eyes that can see in the dark. I shall give them dominance over night, as you have given them dominance over day."

Seeing the wisdom in these words, Hateful One agreed to the terms, and so it came to pass that bugbears could operate equally in day or night, unhindered by shadow or light.

Again Hateful One prepared to unleash his creation, but again he was halted. "What manner of beast have you made that lumbers across the earth?" asked Growling Stomach (called the Locust Lord by most races). "Listen, oh hater of life, and do not strike me dead for my wisdom. Your children are strong and can see at night, but they are mindless brutes. Let me aid you."

Hateful One thought on Growling Stomach's words. "What do you propose?" he asked. Growling Stomach rubbed his bloated stomach and spoke forth. "I can give them the gift of the hunter. With stealth and strength they can hunt any prey, and all life shall be their food. In return for this gift, I require their worship. They must feed me flesh."

Seeing the wisdom in these words, Hateful One agreed to the terms, and so it came to pass that bugbears would hunt all living creatures as food.

Then, another visitor came to his domain. "What pitiful creatures are these that stand before me?" asked Blood Storm, the frenzied berserk of the gods (known primarily as the Battle Rager). "I see strength, I see stealth, but I see weakness as well."

Hateful One thought on Blood Storm's words. "What do you propose?" he asked. It is said that the gods of good wept as Blood Storm spoke on. "Let these creatures praise my name and I will gift them with ferocity unmatched by any other race. Let my fury into their veins, and they shall be fearless warriors, unafraid of any creature that walks, swims, crawls, or flies."

Seeing the wisdom in these words, Hateful One agreed to the terms, and so it came to pass that bugbears would know no fear and would be fighters without equal.

Thinking he had finished, Hateful One prepared to send his creation forth to fulfill his desires. "What do we have here?" asked Collector (commonly called the Harvester of Souls), who had heard of this race and came unbidden to the great fortress to see it for himself. "A race that kills without reward? Oh yes, they may become dominant, in time, but I can strengthen them beyond measure." Skeletal fingers rubbed together as Collector spoke. "In return for worship, I can give these creatures the power to empower themselves through death. If they prove