

This document lists the specifics of Klazath and his faith, along with the details considering his clerics.



Klazath's Truths

WAR IS NECESSARY

CREATION IS CONFLICT

BATTLE IS ETERNAL

Description: Klazath is the God of War. Klazath is also a combination of past war deities, bound into the Vestments of Battle cast aside by the previous war deity, Ulesh. There must always be a god of war, as the conflict between Law and Chaos permeates all creation. When Ulesh renounced his post as the deity of conflict, Choranus, the Seer Father and Lord of All Creation used an iota of his power to bring back all of the previous gods of war to infuse the Armor of the War God with them.

Klazath consists of the souls and memories of countless war deities of the past, fused with the Vestment of Battle, a divine suit of armor. Each of the deities wore the Vestment at one time or other, and all of them perished in battle until Ulesh broke the circle. As such, Klazath is one of the more contradictory and conflicted gods: as a combination of ancient deities, his purpose as a war god is clear, but his scriptures are often at odds with each other. Each of the elder deities aims to guide Klazath's followers according to their own design and purpose, resulting in a temple organized into distinct, separate Orders. The only unifying factor between the Orders is the belief in the necessity of war and conflict as a binding force within creation itself.

Klazath's temple governs matters of war. His scriptures define the boundaries and rules for battle, and those who follow them are guaranteed a warrior's afterlife. The temple is divided into countless Orders of varied size, each focused on a different aspect of warfare.

Klazath is depicted as a suit of impossibly heavy armor, showing craftsmanship and designs from many forgotten cultures and eras of the past. His sites of worship are as varied as the orders themselves, ranging from fortified chapels to high earthwork hills.

Aligned deities:

Ahriman, Lord of Death

Malotoch, the Carrion Crow God

Choranus, Seer Father

Gorhan, the Helmed Vengeance

Opposing deities:

Ulesh, God of Peace

Auranne, the Expectant

Services of the Temple: Temples of Klazath offer many types of services, depending which Order the temple belongs to. Some are sites for hiring fighting men and mercenaries, others are dedicated to creating tools of war. Yet others hold archives of historical battles and train leaders and generals in tactics. Only a few temples of Klazath focus on restorative services, but these locations are often very valuable in keeping the local armies and warriors alive despite horrific injuries sustained in battle.

Cleric description:

Symbol: Klazath's symbol is the Twin Axes. It represents the unifying purpose of war among his faithful, who often carry it as an amulet or a tattoo.

Weapon proficiencies: Klazath's clerics are proficient with weapons as lawful clerics, with the addition of axes and additional proficiencies offered by their order (see *Special* below).

Special:

- Followers of Klazath are brave in battle, as believe that war is a necessity and they will only know peace in the afterlife. Their faith is their shield, and grants them a permanent +1 bonus to AC.
- Clerics of Klazath are divided into Orders. Upon reaching 1st level, a cleric of Klazath must choose the Order they belong to. The below are only examples of famous orders and others do exist (Judges and players are encouraged to come up with their own):
 - *Order of the Baton:* Leaders, tacticians and historians; members of the Baton are experts in the art and philosophy of war. Members gain a proficiency with a melee weapon of their choice, and roll leadership and diplomacy rolls with +1d.
 - *Order of the Padfoot:* Scouts and sneaks, the Padfoots are the temples eyes and ears, and act as covert operatives. Padfoots gain proficiencies with short bows, longbows, spears and daggers, and gain the ability to *Sneak & Hide* (skill progression and description as halfings, note that armor check penalties apply as normal).
 - *Order of the Coin:* Built on a purely mercenary ideal, the Order of the Coin coordinates the hiring of mercenaries. As the most secular of the orders, the Coin is sometimes in conflict with the rest of the temple. Clerics of the Order of the Coin are neutral, gain a proficiency with flails and heavy flails, and roll all intimidation checks with +1d.
 - *Order of the Thread:* No army can go on for very long without medics and soothsayers. The Order of the Thread are masterful healers, skilled in the art of field triage. Members of the

Order of the Thread gain no additional weapon proficiencies, but roll all mundane medicine and healing checks with +2d.

- *Order of the Wheel*: Equipment and materiel are necessary for war, and the Order of the Wheel are the quartermasters of the temple. They collect, sell and create weapons and armor, and otherwise deal with the resource side of large scale warfare. Members of the Thread gain a proficiency with crossbows and roll all haggling, bartering and weapon crafting checks with +1d.
- In addition to the usual spells available to clerics, Klazath may offer them the spells *Magic shield* and *Sword magic* from the wizard spell list.
- Klazath views all soldiers favorably: lay on hands checks on warriors and similar classes or occupations heal additional points equal to half the cleric's CL (rounded down, to maximum of 5 points per lay on hands). Similarly, checks performed on craven weaklings are reduced by half the cleric's CL (rounded down, a minimum of 1 point is always healed).

Turn unholy: As lawful clerics, with the addition of servants of opposing deities and those who would pervert the natural order of constant war.

Disapproval Table: Clerics of Klazath use the following disapproval table.

Table A – Klazath’s disapproval	
Roll	Disapproval
0 or less	The cleric must atone for their sins. They can do nothing but recite the Scriptures of Battle for the next 10 minutes, starting as soon as they’re not in immediate danger.
1	The cleric must atone for their sins. They can do nothing but recite the Scriptures of Battle, and meditate on the necessity of war for the next 30 minutes, starting as soon as they’re not in immediate danger.
2	The cleric must pray for forgiveness as soon as they’re able. They must spend a full hour in prayer and meditation starting as soon as they are out of immediate danger. Failure to complete the prayer within 120 minutes incurs a -1 penalty to all spell checks and attack rolls until prayer is complete.
3	The cleric loses access to one randomly determined spell for the remainder of the day. Additionally, they must spend at least an hour honing their battle skills or taking care of their tools of war before the spell is returned to them.
4	The cleric incurs Klazath’s ire: a -1 to all spell checks until they take part in righteous combat.
5	The cleric must take part in a ritual sparring match with a worthy opponent. They cannot cast spells until they do so (lay on hands and turn unholy checks are allowed).
6	The cleric undergoes the test of humility. For the remainder of the day they must treat all warrior characters and creatures as their superiors. Failure to do so results in loss of all

	spellcasting ability including healing for the remainder of the day.
7	The cleric must endure the test of understanding. Their Strength is immediately reduced to 3. The damage heals at the normal rate, but cannot be healed by other means. Additionally, they are required to engage in a ritual sparring match each day they recover, in order to teach them that even the weak must fight.
8	The cleric immediately incurs a -4 penalty to the spell or ability that caused the disapproval. This lasts until they've taken part in righteous combat.
9	The cleric is temporarily disowned by Klazath. They cannot gain EXP until they've taken part in righteous combat.
10	The cleric must increase Klazath's power with a new follower. They incur a -1 penalty to spell checks until they convert a new follower to the faith; the follower must be of an occupation or class suitable for the worship of war.
11	The cleric is ordered to meditate upon the necessity of constant war. The cleric incurs a -2 penalty to all spell checks. The only way to lift the penalty is to meditate: each full day of meditation the cleric can make a DC 15 Fort save to remove the penalty; the meditation takes the form of ritual sparring matches with a worthy opponent.
12	The cleric loses access to two random spells for the remainder of the day. Additionally, they must spend at least an hour honing their battle skills or taking care of their tools of war before the spells are returned to them.
13	The cleric immediately incurs a -2 penalty to all spell checks until they've engaged in righteous combat.
14	Calculate the cleric's net worth in gold pieces. The cleric incurs a permanent -4 penalty to spell checks, which persists until they have rid themselves 40% of this value; each 10% increment drops the penalty by -1. The wealth has to be used to support a war effort.
15	Klazath is not pleased. The cleric's disapproval does not reset until they've engaged in righteous combat. From now on the cleric cannot part with their tools of battle (armor and weapons); doing so results in +10 disapproval which does not reset until the cleric takes part in righteous combat to atone themselves.
16	The cleric's ability to lay on hands is restricted for 1d14 days. Additionally, from now on they must spend at least an hour each day honing their battle skills or taking care of their tools of war or lose access to lay on hands for a day (this penalty is cumulative and multiple rolls of this result increase the penalty; the penalty is reduced in daily increments if rituals are followed).
17	The cleric is temporarily unable to turn creatures, the effect persists for 2d14 days. From now on they must treat all righteous warriors as their superiors, or risk losing access to the turn unholy ability for a further week for each transgression.
18	The cleric loses access to 3d4 spells until the next day. Also, from now on they must engage in a

	ritual sparring match each day or suffer a -1 to all spell checks the following day (this penalty is cumulative and multiple rolls of this result increase the penalty; the penalty is reduced in daily increments if rituals are followed).
19	Klazath withholds the cleric's healing powers for 2d7 days. Additionally, from now on they must take part in righteous combat each day or lose their healing powers for a further day (this penalty is cumulative and multiple rolls of this result increase the penalty; the penalty is reduced daily increments for days when the cleric fights).
20 or more	Klazath sees the folly in the cleric's ways and withholds all divine power until they've started a righteous war.



