

GODS OF ONNVAL

MAJOR FAITHS

Osprem

Lady of the Waves, Soother of Storms, Light of the Havens, Star of the Sea.

The Lady of the Waves is seen as a protective figure, watching over her faithful as they venture out upon the often stormy seas, filling their nets, steadying the ship in the tempest and guiding them home once more. Around Scant and on the Azure Coast, she is depicted as the wife of Procan. Her singing soothes her husband's tempestuous rage and lulls him to sleep, calming the seas.

Many have blamed members of the church of Osprem for betraying Scant, allowing the Scarlet Brotherhood's fleet to pass though the reefs and into Scant's Great Harbour unmolested and land troops unhindered. Reports from Scant indicate that many of the clergy there are still in league with the Brotherhood. Those clergy that have resisted (and they are not few) have been imprisoned in Obelstone Keep by the Scarlet Sign. Rumours of terrible tortures and mind-destroying punishments abound.

Elsewhere, many priests had time to escape the invading forces. Those that fled to Nyronde declared a Church in Exile under the leadership of Marya Jernal. The Church in Exile has vociferously denounced the collaborators as pawns of the Brotherhood and its clergy now serve with the navy of Free Onnwal and elsewhere against the Brotherhood. The temples in Killdeer, Longbridge and Sornhill have been reclaimed and reopened. Many of the common folk are reluctant to trust the church again, however. The memory of the Brotherhood's cruelties are too fresh.

Zilchus

Lord of Coin, the Flail of Propriety; the Purse of Plenty.

Zilchus oversees affairs of money and business, but is also concerned with prestige and influence. Those who are fair, scrupulous in their dealings, and honest revere the Flail of Propriety; shady merchants do not look to him.

The main Cathedral of the Lord of Coin in Onnwal was based in Scant, with substantial temples in Killdeer and Longbridge. Priests of Zilchus regularly oversaw that fair trading was observed in markets throughout the land. The clergy undertook and supported their own commercial ventures and many were wealthy merchants in their own right. Along with their commercial roles - Zilchans often acted as diplomats abroad and supported the rights and privileges of the nobility at home. The High Tradepriest of Zilchus has traditionally been an influential advisor to the

Szeks of Onnwal, particularly on matters of economy and foreign relations.

When Onnwal fell to the Scarlet Brotherhood, Zilchus' temples were closed, their wealth systematically stripped before they were levelled. Some of the clergy, especially in the eastern towns managed to flee to Irongate or go into hiding in the Headlands. A number rallied around the court-in-exile of Duke Coriell and now act as Free Onnwal's de facto diplomatic corps there. Other priests have been dispatched abroad to plead the rebel case, and to re-establish vitally needed trading links between Free Onnwal and the outside world. Since the Brewfest Rebellion, new makeshift temples have been erected in Sornhill, Longbridge and Killdeer and the clergy have begun the onerous task of reconstruction.

Procan

Sealord, Sender of Storms, Roar of the Ocean, Eye of the Tempest.

Worship of Procan was brought to Onnwal with the Aerdi. He is depicted as a wrathful and intemperate god, prone to venting his ire in the form of storms and tempests. In the west and south, he is described as the husband of Osprem who is said to moderate his rage with her soothing songs. In the Eastern Marchlands however, Procan is seen as the primary god of the sea.

The main Cathedral to Procan was in Killdeer, while large temples stood in Scant, Longbridge and Sornhill. Sornhill was also the home to a small splinter cult of Procan called the Stormseekers. This bizarre group believes that Procan is actually manifest in the heart of tempests and seeks to be closer to him by holding ceremonies on ships in the middle of storms.

During their invasion, Procan's clergy were ruthlessly hunted down, temples levelled and the church crushed. Many priests especially in Sornhill and Killdeer managed to escape, fleeing mostly to Nessermonth and Irongate, though a few priests including the Stormseekers are rumoured to have remained at large in the Storm Isles and the rocky cliffs of the Storm Coast. The new High Priest, Holshend Wildren, has declared a holy war against the Brotherhood. The Cathedral at Killdeer is being rebuilt as are the temples at Sornhill and Longbridge. The Church of Procan has enjoyed a surge in popularity since the Rebellion as folk turn from the Suel maritime faiths, seen by many to have colluded with the Brotherhood.

GODS OF ONNWAL

Norebo

Father of Chance, The Dice of Fortune.

Norebo is the Suel god of luck, gambling and risks and his name was widely invoked for good fortune whether it be in work, business, play or love. Said to be daredevil rogue at heart, Norebo smiles upon those who throw themselves headlong at life, with no mind of the odds or the consequences.

Norebo was mostly revered in the cities - especially in Scant and Sornhill – and in the west, having only a small following in the Eastern Marchlands. In Scant, a temple of middling size was set in the poorer end of Gate Hill on the Street of Dice where the gambling houses tended to cluster. The highly unpredictable High Priest Gerden Treda, was known to distribute some of the church's wealth to the poor of the city should the throw of a dice demand it (curiously the dice always seemed to know when the recipient was most needy).

During the Brotherhood invasion, many of Norebo's faithful – especially those of Oeridian descent - joined resistance cells throughout the country where they have been valued members as much as a morale boosting talisman as a source of clerical magic. Most of the priesthood, including Gerden Treda, however remained in Scant and have declared themselves loyal to the Scarlet Brotherhood and welcomed them with open arms. Since the Brewfest Rebellion several collaborating priests of Norebo have been captured. Most have been carried off by the Wreckers presumably for execution, though some few have been lynched publically by angry mobs.

Xerbo

Master of the Mains, the Unwavering Rudder, Vault of the Oceans.

The Aerdi invaders adopted the Church of Xerbo after their conquest of the region. The Church was traditionally strong in the west of the country particularly in Scant and Sornhill. A long-standing rivalry existed between this faith and the Church of Zilchus. While Zilchus tended to deal more with the wealthy merchants, Xerbo catered more for the humbler traders. Xerbo's temples acted as a meeting place for merchant's to find ships and ship's masters to find cargo and crews.

The Church of Xerbo was at the forefront of those who betrayed Onnwal to the Brotherhood. The clergy of Xerbo led by its High Priest Elias Relho, welcomed the invaders openly and were awarded privileged positions within the new regime. Members of the Church are rumoured to be allowed free passage at all Brotherhood ports and through

Brotherhood blockades. It is said that some have taken to slavery.

A few dissenters opposing the Brotherhood escaped from Sornhill - but they are treated with universal distrust and suspicion by Free Onnwal forces. This group led by Saras Jernigan calls itself the Loyal Church of Xerbo and is said to operate now with privateers and pirates in the Storm Isles and elsewhere. The Rebels have dealt with collaborators swiftly and brutally and the practically every member of the Church outside Scant has been lynched or imprisoned. Worship of Xerbo has all but collapsed in Free Onnwal – with most people now turning to Procan and Zilchus.

Jascar

Lord of the Dells, Mist upon the Hills, Dweller upon the Heights, Voice of the Hills.

Jascar, the Suel god of Hills and Mountains was another faith adopted by the Oeridian settlers. Jascar is Lord of the Dells and is thought to be manifest in the hills and the vales and watches over all that dwell within his realm. His faith was always a rural one – confined to the villages huddling about the feet of the Headlands. The main temple of the church was at Notil in the northern Headlands. Jascar is also revered and respected by many of the Noniz and Dwur of the hills. The priesthood mainly concerns itself with caring for the Headlands and the folk that dwell there.

When the lowlands fell to the Brotherhood, most of the clergy retreated with into the Headlands. Many a tired column of refugees or Onnwalish soldiers were led to safe places in the hills by the followers of Jascar. They proved invaluable to the guerrilla fighters hiding in the hills, acting as guides, offering their temples as shelters, tending the wounded and fighting fiercely if need be, especially against the Brotherhood's Hochebi troops who they especially loath. The number of Hochebi bands now wandering the Headlands, which until the Wars had been free of hostile humanoid, especially concerns the church. Unusually among Suel faiths in the present time, Jascar's remains popular in Free Onnwal - and many rebels treat priests of the faith with respect. Some of those who fought in the Headlands in the years after the fall of Onnwal have even converted.

Fortubo

The Bountiful Seam, the Pure Ore, the Master Smith, the Unyielding Rock.

Fortubo is the Suel god of Stone, Metal, Mountains and Guardianship, whose faith was brought to Onnwal by the Dwur millennia ago but which has since spread to a small degree to the humans of the lowlands. He is chiefly

GODS OF ONNWAL

revered in the Dwur citadels of Sarakast and Vergannin in the Headlands. Many there maintain that Fortubo himself guided their sires to the hills. This popular myth is rejected vociferously by more conservative priests of the Dwur pantheon - especially in the citadel of Nerakern. Among humans was rooted in mining communities on the fringes of the Headlands. Offerings of gems, raw ore and beautifully carved stonework were made at the shrines, which often stood at the centre of mining villages.

Fortubo has a passionate hatred of the Scarlet Brotherhood, which is shared by this faithful. The last resistance to the Brotherhood in Scant was on Gate Hill at the temple of Fortubo. Here priests, craftsmen and artisans (mostly Dwur and Noniz) made a valiant stand for three days against the invaders. The Sixty Martyrs of Gate Hill have not been forgotten among the people of Scant nor the Faithful of Fortubo. Elsewhere, the priesthood resisted fiercely, only reluctantly withdrawing into the safety of the Headlands, where they aided the guerrillas in defending against Brotherhood probes into the hills. The Church under its leader Waddell Scohlem, have worked also to strengthen support among the Dwur citadels for the rebellion and have loudly encouraged them to march to war against the Brotherhood.

GODS OF ONNVAL

MINOR FAITHS

Oeridian Agricultural Gods

Telchur

Breath of the North.

Atroa

Bringer of Spring, Herald of Storms.

Sotillon

Lady of Summer, Sun Bearer.

Wenta

The Corn Maiden.

Velnius

Arch of the Sky, Sender of Rains.

The Oeridian gods of Winds and Sky are collectively revered as agricultural gods in Onnwal and elsewhere in the Flanaess. They are thought to control the winds and the weather that they bring, and are revered especially at the festival weeks. In Onnwal they are worshipped in the agricultural heartlands of Gilderond, The Eastern Marchlands and the Azure Coast, though shrines to the winds and sky may be found on the docks of nearly every port in the country. The clergy of the Winds and Sky pick one of the five as their particular patron and assume duties appropriate to that deity. For example, priests of Atroa bless births and often act as midwives whereas priests of Telchur frequently preside over funerals. The clergy are asked to intercede with the gods for many aspects of rural life and are popular with the common folk, from whom they are often drawn.

The Church suffered terribly during the Occupation, like the other Oeridian faiths. Shrines were defaced and levelled and priests were hunted relentlessly. The clergy often took great risks to try and protect their flock, and vice versa and many paid with their lives for their devotion. However, as the church has no formal hierarchy, it proved difficult for the the Brotherhood to subvert and root out. a result its structure survived the Occupation better than others. It has emerged from the dark times almost as strong as ever, with common folk stepping forward to fill the gaps left by the fallen.

Pholtus

The Blinding Light, the One True Path.

Pholtus, the Oeridian god of Light, Order and Law and Resolution was brought to Onnwal with the forces of Aerdy. Since that time, the clergy of Pholtus have been

acted as Judges of the Sessions, presiding over the law courts of the land. The Prime – or Chief Justice – of Onnwal has traditionally been the high priest of Pholtus. The Church never had a widespread following among the common folk except in the Eastern Marchlands. Among the ruling classes however, the church was well respected and patronised.

The Church of Pholtus was brutally suppressed Brotherhood, despite staunch resistance. The clergy was ruthlessly hunted down and killed, while the legal system was replaced by the Brotherhood's code of laws. The few priests who survived have been slowly trying to rebuild their shattered church in the lands held by Free Onnwal. The survivors, under Shining Paragon Purcenn Kerondas, have wholeheartedly adopted the intolerant teachings of the Theocracy of the Pale. A number of missionaries have even arrived from Wintershiven to aid their efforts and to preach the Doctrine of the One True Path. This has so far had a moderate degree of success, particularly in the Eastern Marchlands. Though a new Prime has yet to be appointed, some of the more zealous Pholtites, led by the Palish missionaries, have taken on themselves to administer law and order to Free Onnwal. Unsurprisingly, these self-proclaimed judges tend to be harsh in their rulings and severe in their punishments.

Trithereon

The Summoner, the Avenger, the Pursuer.

Trithereon is the god of Liberty and Retribution. Before the Occupation, the Summoner's faith in Onnwal comprised a small but vigorous sect. The Church first rose to popularity in the days of the rebellion against the Great Kingdom. In the prosperity that followed the 447 CY rebellion, his following waned somewhat – mainly being confined to the east, which faced the greatest threats from the Great Kingdom. The numbers of the clergy dwindled, until before the wars there were fewer than a dozen priests centred about a small chapel in Killdeer.

Since the Occupation, the popularity of the Church of the Avenger has soared everywhere in Onnwal, though its base remains the Eastern Marchlands. The Trithereonites were the last to retreat from Killdeer (hiding their bell beneath the temple which was subsequently levelled by the Brotherhood) and harried the occupiers relentlessly, organising bands of guerrillas in the Headlands. This and their willingness to unselfishly sacrifice themselves for the cause won the Church many new converts. The Church is now prominent in the resistance – their leader Nialle the Wanderer is an advisor to Rakehell Chert, thought the young Nyronnese priest is known to defer to the old blind Onnwalish priest Sarlen Freeman. The temple in Killdeer has been rebuilt and the bell unearthed

GODS OF ONNWAL

from its hiding place once more rings true and proud over the town. Makeshift chapels have been set up in Longbridge and Sornhill and in the latter, the clergy are active in the defence of the town against Brotherhood attacks.

Mayaheine

The Defender, The Protector, Shield of the Innocent.

Mayaheine is a demi-goddess who arrived on the Oerth during the Wars. She is the protector of the helpless, the defender on the walls. The Church of the Defender has been imported from Irongate by returning rebels, some of whom were ordained as priests of the Church during their stay in the city. Her following is small but grows by the day, eroding the flocks of many established faiths, especially the Suel faiths that are widely regarded with mistrust by the common folk. She is revered especially among the army where her followers are active in the front-line against the Brotherhood, defending the people of the lowlands from Brotherhood raids from Scant. Thus, she also is winning a strong following among the common folk, especially in the war-torn south and west of the country. The centre of her faith in Longbridge and the Azure Coast. Here, Jelal Mullenden the leader of the church in Onnwal, has directed the building of a fortified temple which also serves as a sanctuary for the homeless of the town and refugees from the fighting and those who have escaped the Brotherhood lands. Services include singing of hymns and the consecration of weapons and armour. The Church is of course hated by the Brotherhood and followers of the Defender can expect no mercy if they are captured. Those that are captured show little fear in the face of their martyrdom and go cheerfully to their deaths often singing a hymn to the Shield of the Innocent.

Heironeous

The Invincible One, the Axe of Justice.

Heironeous is the Oeridian god of Chivalry, Justice, Honour and Valour. His faith was brought to Onnwal with the Aerdi conqueror Azharadian. His captains, devout followers of the Invincible One, were the ancestors of the current noble houses. The Church of Heironeous is therefore closely linked with the nobility, though the common folk turned instead to more practical faiths. The core of the Church is the quasi-religious Order of the Golden Sun (or the Glaives of Azharadian). Formed originally from Azharadian's captains, the Order is named after the Golden Sun of Aerdy, which was Azharadian's standard. The crest of the Order is a golden sun on an azure field surmounted by an argent hand gripping a lightning bolt, under which the Order's motto – "Unvanquished, even in death" - is written in Old Oeridian. Priests of Heironeous

often joined the Order as Glaives Cohort, ranking less than full Glaives who were exclusively of noble blood.

The Glaives fought with distinction during the Wars, but many were lured back to Scant just prior to the Brotherhood's invasion. There the Glaive Superior of the Order was assassinated while the remaining Glaives were slain to the last man. Only six Glaives survived, having for various reasons avoided the trap in Scant, while only a dozen of the Cohort remain. The survivors are divided by mistrust. Each questions the others' reason for escaping the slaughter and there is a conviction that there is a amongst them. This corrosive suspicion has prevented the election of a new Glaive Superior

Joramy

Mistress of Wrath and Hearth, Maiden of Disputes, the Furious Inferno.

Joramy is the goddess of Fire, Wrath, Volcanoes and Quarrels and is depicted as a woman clad in blazing robes, standing unharmed in the midst of an inferno. The faith of the Maiden of Disputes is a new arrival in Onnwal. Under their leader Jawar Highflame, a small group of missionaries arrived in Onnwal after the Brewfest Rebellion and have set about preaching their Mistress' angry message. They have been well received by some among the population, resentful after the years of oppression at the hands of the Brotherhood. The growing cult made its base initially in Killdeer, but has recently moved to Sornhill, where a temple is being constructed. Under the influence of the priests of Joramy a number of suspected collaborators have been burned alive, despite the efforts of the authorities.

The Church of Joramy has a long-standing feud with the Church of Pyremius and the faithful in Onnwal have carried this on by laying claim to the hot springs in Scant which the Pyremiens have declared sacred, as well as to the dreaded Hell Islands in the Azure Sea. The Pyremiens have responded by declaring the Joramites anathema and priests on each side will attack each other on sight. The Joramites are also making enemies on the rebel side. While they may aid the rebellion against the Brotherhood, their use of valuable timber stocks, that might otherwise be used to build ships, for use as fuel in their temple sanctuary fire has angered rebel commanders.

Delleb

The Wise, The Learned, Father of Letters.

Delleb is the Oeridian God of Reason, Intellect and Learning. It was Delleb who is reputed to have given the gift of writing to the ancient Oerids in the west. In Onnwal Delleb's was the only significant scholastic faith,

GODS OF ONNWAL

though the church never had much influence outside of Scant, which was the centre of learning in the country. The priests of the small temple kept a fine, is somewhat limited library in the High Quarter of Scant as well as a school – largely for the children of the nobility and the wealthy merchants of the city. Priests of Delleb also served as scribes for the government. One or two of the more kind-hearted clergy also taught letters to the children of some of the poorer families in Scant.

The temple, library and school of Delleb in Scant were ransacked by the Brotherhood after the fall of the City. The priests, under the direction of the Brotherhood, were forced to sort through the books and burn those deemed to contain impure knowledge. The unfortunate priests were then thrown on to the blazing bonfires. The Church of Delleb is believed to be extinct in Onnwal now.

Beory

Oerth Mother, Matron of the Rains.

Beory is the Flan Goddess of the Oerth and believed by that people to be the Mother of their gods and to be personified in the very Oerth itself. Beory's faith is restricted to certain Flan hill tribes dwelling in the Headlands (called Ial Iorneh – the Dreaming Hills in Flan). Here Beory is worshipped not only in her aspect as Oerth Mother but as Mistress of the Rains that come to the Headlands especially in the summer and autumn months. The clergy of Beory is exclusively female – and the priestesses hold a great deal of power within the tribes – being not only the religious heads of the tribe, but also variously the lore-keepers, midwives and arbiters of succession to the chieftainship. Chieftains are “wedded to the Oerth” and are considered to be “husbands of the Oerth Mother”. This, as much as their personal power, legitimises their rule.

OTHER FAITHS

Phaulkon

Master of Birds, The Feathered One, Far Reacher.

Phaulkon is the Suel god of Air, Birds and Archery. Though there was no formal church of Phaulkon before the occupation, many archers of the marines bear tattoos or talisman of Phaulkon. Among the inhabitants of the small fishing villages of the Storm Coast, there is told the tale of Tarnedas, Hermit of the Gulls who is said to live an ascetic life in cliff caves on the Storm Coast, with only the gulls and seabirds as his companions. Here he worships Phaulkon and is said to commune with the Parliament of Birds which gathers there reputedly delivering in their chaotic chorus of cries and song the wisdom of Phaulkon. No-one has seen or heard of Tarnedas since the occupation and it is feared that even if he did exist, he may have been killed by the Brotherhood.

Daern

The Steadfast Stone, The Keystone.

The Oerid demi-goddess of fortifications had a small but devout following in Scant where the security of the city and country often depended on the stoutness of its fortifications. Popular legend has it that Daern herself drew up the plans and constructed the fortifications of Scant. Whatever the truth – they are a formidable defences, so much so that even Dwur from the Headlands and Irongate are impressed. Furthermore the symbol of Daern is set into many of the keystones and cornerstones of the walls and bastions. Daern's small cult was made mainly of military engineers and those responsible for maintaining Scant's defences. The centre of the cult was Daern's Redoubt, one of the bastions overlooking the approaches to the Inner Harbour. The sect in Scant was targeted by the Brotherhood early in the assault on the city with Daern's Redoubt falling to trickery and treachery. It is not known whether any of this faith or their precious plans and lore (which would be an enormous boon to the rebels) survive.

Olidamarra

The Laughing Rogue, The Laughing Mask

Olidmarra, the god of Rogues, Wine and Revelry, has a small following in the Wreckers focused mainly around Rakehell Chert. The Laughing Rogue is also known among the common people, though there was no marked devotion to him in Onnwal before the Occupation. Chert's role in the rebellion has raised the profile of the Laughing Mask somewhat.

Kurell

The Envyng Eye, The Scorned Heart.

Kurell is the Oerid god of Jealousy, Revenge and Theft – and has a following among some of the more sinister elements of the Wreckers as well as among many of the Pirates of the Storm Isles. Worshipers of Kurell were historically powerful in the Wreckers, and earned the group and unsavoury and deadly reputation. However, nigh on twenty years ago, Rakehell Chert staged a coup with in the Guild, aided by elements in the Wreckers who felt that the old bosses had gone too far and would bring the full weight of the authorities down upon them. The followers of Kurell were overthrown and many killed. It is not known whether any yet survive – but if they have - they have kept a very low profile since the coup.

GODS OF ONNVAL

SCARLET BROTHERHOOD FAITHS

Bralm

Flying Queen, Hive Goddess, The Toiling Lady, The Queen of Every Hive.

The Suel goddess of Insects and Industriousness, Bralm is the goddess representing the world of insects and the idea of working with others toward a common goal. Images of her are invariably of an ordinary-looking human female of middle age with dark blonde hair; she is occasionally shown with insect wings sprouting from her back.

The Church of Bralm has aided in managing and mobilising the populace in building and other labour and in the indoctrination of those enslaved by the Brotherhood. They are called upon by the Brotherhood to bless and augment various sorts of labour including mining, construction and farming. Priests of Bralm were hated for their presence on the Brotherhood's slave mines and vast slave farms in the Onnwalish countryside before the Brewfest Rebellion. Her faith is known to have particular enmity for the Church of Trithereon, whose chaotic ideals are at direct odds to its own. For similar reasons, they also hate the church of Joramy.

Llerg

Great Bear, Animal Fang, Strongest Serpent, God of Force, The Feral Roar.

The Suel god of Beasts and Strength, Llerg is the god of beasts and physical strength. He is depicted as a huge bear, a giant alligator or a short, shaggy man of sturdy build wearing furs and great fighting girdle. All his forms give the impression of great strength.

Many of the common Suel soldiery of the brotherhood's armies are known to have a reverence for Llerg as do many of the southern Suel savages brought to Onnwal to fight with the Brotherhood. The Church of Llerg has chiefly aided the Brotherhood's armies, lending guidance, morale and healing where needed

Pyremius

The Blazing Killer, Demon of Venom, Hideous Assassin, the Murdering Flame.

Pyremius is the Suel god of fire, poison and murder. Images of the god show him as a grotesque-looking man whose head resembles that of a jermatine; he wears great brass bracers and carries a sword and a whip.

The Church of Pyremius is greatly feared and hated by the Rebels and the populace alike for their depravity and cruelty. They have declared the hot springs of Scant (and

thus the rest of the city) sacred to their lord and have vowed to defend it to the last. They also have considerable interest in the Hell Isles, which they now call the Spires of Pyremius. The Clergy of Pyremius is rumoured to instruct the Brotherhood's soldiery and is known to aid their navy in the use of fire against rebel ships. They are also believed to be the moral support behind the Brotherhood's many assassins.

Syru

The Forked Tongue, the Night Hag, Oathbreaker.

The Suel goddess of Lies and Deceit, every lie, deceitful act and betrayal empowers Syru. She is shown as a dirty old hag in ragged clothing, although this visage is supposedly an illusion.

The Church of Syru is believed to aid Brotherhood in their covert efforts against the Rebels. They are feared for their ability to infiltrate Rebel ranks – and because of all the Brotherhood faiths it is the most mysterious and least known.

Wee-Jas

The Dark-Eyed Lady, Witch Goddess, Ruby Sorceress, Stern Lady, Death's Guardian.

The Suel goddess of Death, Magic and Law, Wee Jas oversees death and the application of magic in the world. Wee Jas' domain is the creation and usage of magical items and spells. She is always portrayed as a stunning Suel woman dressed in a beautiful gown and often wearing some sort of skull ornament, whether a ring, bracelet or necklace.

The Church of Wee-Jas as well as aiding in the enforcement of law and order, is known to have considerable interest in the activities under taken by the Brotherhood in the now infamous and dreaded Obelstone Keep.

MINOR FAITHS

Lydia

The Mother of Truth, The Pure Song

Before the Brewfest Rebellion the priestesses of Lydia set up schools throughout the country. The primary aim of these establishments was the indoctrination of Subcitizens with the ideals of the Brotherhood. However, while they operated they also provided a standard of education unheard of outside the noble and wealthy classes in pre-occupation Onnwal. All of these schools in Free Onnwal have been closed, with the priestesses either being captured and imprisoned by the Rebels or

GODS OF ONNWAL

managing to flee to Scant. In Scant the Church still runs the former Dellebian academy.

Kord

The Unflinching Arm, The Brawling One

Kord is widely worshipped by the savage troops brought by the Brotherhood from Hepmonaland and the Amedio Jungle as well as by some of the civilised troops from the Tilva lands. His priests provide healing, and moral support for the soldiers.

Tharizdun

The Dark God, the Slumbering One, He Who Slumbers Yet, He Who Must Forever Sleep, The Great Destroyer.

Since first suspicions were raised about the Scarlet Brotherhood in the late 570's, it has been widely rumoured that the Scarlet Sign were devotees of He Who Slumbers Yet, bent on ensuring his escape from his eternal bonds and his return to the Oerth. In the intervening years, evidence from several sources across the Flanaess has suggested that this is indeed true. However, when the Brotherhood raised temples to their gods – a Temple to the Slumbering One was not among them. Why this should be has been the source of much rumour, debate and fear. It has been said that the Brotherhood keeps the temples to the Dark One secret from the general populace – so terrible and terrifying are the atrocities carried out there, though what depravities makes even the Brotherhood wish to conceal them has given many a rebel cause to tremble. Captured members of the Brotherhood have denied the existence of hidden temples – but it is thought that they are concealing the terrible truth. Some reports by Free Onnwal spies seem to add weight to these speculations. They tell of secret rituals being performed beneath the Szek's Palace in Scant and in the dreaded dungeons of Obelstone Keep. They mention offerings made to the Dark One. Coupled with other reports of large numbers of slaves disappearing into the bowels of Obelstone – many Rebels fear that it may be a site of a temple devoted to the worship of the Great Destroyer.