

GOOD

Othism

Oth is the supreme god of all to followers of Othism. This religion is predominate in Condalyn. It also has a strong following in Gunnvarr, Havarria. There are some Oth Churches in Mehradad as well. Followers of Oth are monotheistic and see Him as the one true god and other religions and gods as false.

- Focused on Oth and his saints.
- Religious hierarchy with the Bishop of Narron as the head clergy.
- Each region is ruled by a bishop and priests head each Church with lower priests to assist them.
- Bishops and priests of Oth perform worship ceremonies and heal the injured and sick... generally for a donation to the church.
- Lords are required to pay tithe to the Church proportionate to their holdings, tenants and serfs.

Classes

- Cleric of Oth
- Paladin of Oth

Both Clerics and Paladins fall under the Othism hierarchy. Clerics are under a Bishop and Paladins of Oth report directly to the Archbishop of Narron.

Eastern Othism

Eastern Othism is similar to Othism in that they both worship Oth and see him as the one true god. However, Eastern Othism has a different hierarchy structure which is less structured and more localized. There is a head of the Church, but he is more of a figurehead without any real power. He issues proclamations to guide the faithful but has no real power to enforce them. Eastern Othism is followed primarily in Mehradad.

- Focused on Oth and his saints.
- Localized structure headed by Priests

Classes

- Priests of Oth (Cleric)
- Blessed Warrior of Oth (Paladin)

Priests of Oth generally head a Church. There are some lower priests that may assist them. The Blessed Warriors are a military order throughout Mehradad that can be called up by the King with his other knights and Vassals.

Temple of Xerta

Looser hierarchy Temples are ran by Priests associated with a particular region. Smaller templates headed by lower priests. Xerta is seen as a the supreme god of light and righteous battle. His followers believe that Xerta is on their side in battle and force those they conquer to adopt the religion. Xerta is

primarily worshiped in Zarrian. The Temple of Xerta is also fiercely anti-magic. They do not consider the divine spells by their Priests, Berserkers and Chosen Ones as "magic" but rather divine powers bestowed by Xerta.

- Priests perform worship ceremonies and heal the injured and sick.
- Chosen Ones and Berserkers are considered combat elite and believe they are Chosen by Xerta.

Classes

- Priest of Xerta (Cleric)
- Berserker of Xerta (Barbarian)
- Chosen One (Holy Warrior favored by Xerta, Paladin)

Clergy of the Temple of Xerta have a bit more autonomy. They may have some responsibilities to their tribe.

Varda, Goddess of Life

Religion isn't nearly as organized. Most likely Elven (although other races can choose to follow Varda). Varda is a celebration of life, beauty, and spirit of the elves. Followers of Varda are not monotheistic they may also worship Gaia or acknowledge the existence of other gods and goddesses.

Classes

- Cleric of Varda
- Paladin of Varda
- Druid of Varda

NEUTRAL

Gaia, Goddess of Nature

Gaia is worshiped by many races and people who live in and near the forests or throughout the content of <name>. This is the favored god of most Druids, Furblogs, and a number of elves. Worship of Gaia doesn't have a specific organization and not exclusive. There are small groups of druids and groups of Furblogs that protect the forests.

Classes

- Druids of Gaia
- Shamans (Elves, Halflings, Gnomes, Furblog) (Clerics)
- Rangers
- Spirit Warrior (Paladin)

Church of Hemir

There is also some hierarchy in the Dwarven religion of Hemir. Clerics and Paladins report to the High Priest of High Priestess of their district. Paladins are under the service of the Dwarven King as well.

Classes

- Cleric of Hemir
- Paladin of Hemir

EVIL

Ozgoth/Malaphar

God of evil, deceit, temptation and destruction, Ozgoth is seen as lord of the nine Hells, master of demons and devils. Followers of Oth view Ozgoth as the embodiment of evil. He is not so much a god as the Lord of Demons, supreme devil. The elves and dwarves call this god/devil Malaphar.

Ozgoth is not followed in view of the public. There are cults devoted to him that may worship him in secret or call on his powers to summon demons or inflict curses or other evil. Many other follow Ozgoth in secret and his followers are scattered throughout all the races in all levels of government and power.

Classes

- Dark Priest or Dark Priestess (Cleric)
- Dark Paladin

There is no organizational structure of worship of Ozgoth. Priests and Paladins of Ozgoth are typically Clerics or Paladins masquerading in the structures of other religions who follow Ozgoth or have made pacts with him.

AGNOSTIC/ATHIEST

University of Syndred

Along with wizards and warlocks and other magic users, Life mages and Knights of the Order of Syndred are trained at the University. Life mages and Knights of the Order are in trained in life and spirit magic. These orders are non-religious and insist that their powers are drawn from the elements of life and spirit. Some other religions label these practitioners as heretics.

Classes

- Life Mage or Healer (Cleric)
- Order of Syndred (Paladin)

Untrained / innate talent

Some people are born with innate magical abilities either from life/spirit spells (aka divine) or others. You may play a typically religious class such as Paladin or Cleric and not necessarily be associated with a group or religion.

Classes

- Hedge mage (Cleric)
- Wise Woman (Cleric)
- Village Healer (Cleric)
- Knight of Spirit (Paladin)
- Field Medic (Paladin)