

Church of Jann'ih

Jann'ih

Jann'ih the True God is a powerful but stern judge who has little use for laughter and those who do not live by his rules. Nations that have chosen him as a patron are orderly, highly reglemented, and hostile towards all those who do not agree with the rules of the true god.

Symbols: Scale, Hammer, Shield

Favoured Weapon: Warhammer

Alignment: Lawful Neutral

Domains: Law, Protection, War

Myth

Priesthood, Temples & Hierarchy

There are several churches based on Jann'ih's faith but they are all very similar. The main difference is probably between the human and dwarven churches, two races that form the majority of worshippers.

Church of Dieunne

One of the most powerful cults of Jann'ih is found in Vivine, were the god is known as Dieunne - the Great Father. This cult focuses highly on the aspect of law and protection and has created a quasi-police force that supplements the disorganised *gens d'armes* of the king.

Great Cathedral of the Holy Lady

The central temple of the church of Dieunne is found in the city state of Vivine and contains the palace of the "Red Bishop", the chapel of the holy lady, as well as shrines dedicated to all the major outsiders involved in the cult. The cathedral has a gigantic main room that is large enough to house over 2000

people. The style of the buildings is *flamboyant* gothic.

One thing that is special about the Great Cathedral is the fact that the Holy Lady, a powerful outsider that looks like a chaste blindfolded virgin, resides within the innermost sanctum of this church, acting as a direct channel to her stern lord. The Lady wields scales and a *vorpal* sword and is the patron of the influential Ordo Canis.

Churches of Law

These building usually look like miniature versions of the Great Cathedral and are found throughout the sphere of influence of the Vivine culture. The symbol of the scales is featured predominately on the doors and behind the altar.

Churches of Law are often operated by members of the Ordo Canis or priests who share their ideals.

Chapels of Protection

These churches have a sturdier look than the ones dedicated to law and generally less ornamented. The chapels are almost always integrated into the city palaces of the noble families and are open only to them and their retainers. The gospel taught in these temples usually focuses on the aspect of protection and the holy burden of the nobles. None of the orders control any these churches unless the noble house has a strong tie to that philosophy.

War Monasteries

There are 5 great monasteries of the Ordo Militans, one within the city of Vivine and four others protecting critical trade routes or sites bordering to hostile territory. These buildings are no nonsense fortresses and serve as base of operation for the Militans, although some members of the Canis are stationed here on behalf of the Red Bishop.

Bishops

The church of Dieunne has 15 bishops, one of which is allowed to wear the red robes and veto the decisions made in the council of the Bishops.

While theoretically very powerful, the obvious signs of favour given to the current Red Bishop by Dieunne, leave these clerics mostly as puppets. Only within the borders of their *départements* do they wield any significant power.

Bishops wear blue robes and tall flat heads. They are encouraged to wear long beards and proudly display the symbols of Dieunne, most prominently the Scale.

Priests

The priests of Dieunne wear black robes with white capes. They are in charge of a single church. If the priest belongs to a specific religious order (many do not), he proudly displays that symbol as well.

Blessed Matyrs

These wandering preachers are disdained by the organised church but are loved by the general populace. The martyrs have inflicted some serious injury upon themselves to show their strong dedication to their god. Common mutilations include blinding, facial disfigurement, or missing limbs.

The martyrs wander among the rural and remote communities, acting as judge, jury, and executioner for those cut off from most royal authority. Some of these questionable holy men have instigated pogroms against believers of Amorax whom they see as an anathema to their faith.

Ordo Canis

This religious order puts the aspect of law above all else. They are easily recognisable by their red robes under white hooded capes covered with red scales. Usually they carry various magical gear for finding criminals, heretics, and others who offend their god

and have little qualms about defying other authorities.

The Ordo Canis is the favourite tool of the current Red Bishop and therefore they get lots of money, troops, and moral support.

Ordo Libris

This peaceful branch of the church of Dieunne is dedicated to science, study, and the accumulation of knowledge. While there are quite a few of these scholars, they are often ridiculed by the other branches of the church and are only suffered to exist for their administrative skills. The Libris members wear grey monks' robes with a crest of scale and books at the back.

Ordo Militans

This militaristic order is composed of *fighters*, *clerics* and *monks*. Completely fanatic, these holy warriors would do anything to please their god and die the death of a martyr. Their codex is complex and demanding and their lifestyle brutally harsh. They wear red tunics and capes over their armour or normal dress, covered with white hammers and shields. Commanders are often nobles and incorporate their family crest into this pattern.

Church of the Forgefather

The dwarven church of Jann'ih, who is called the Forgefather in this context, has a proud tradition of warfare and the production of weapons and armour. In fact, most priests have intimate knowledge of smithery and warfare.

In the world of Vivine, this church has been absorbed into that of Dieunne, after the last great dwarfhold fell. Today, the only thing that sets dwarves apart is their devotion to the Holy Smith, an outsider that has been created by Dieunne to watch over smiths and forgeworkers everywhere. Every dwarven workshop

contains at least a small statue, often a small shrine, dedicated to this protector.

Forgemaster

Filling the same role as the bishops, the forgemasters are dedicated smiths and advisors to the dwarven kings. Forgemasters wear black robes with a hammer symbol, but only under formal circumstances.

Runesmith

These priests are known for their skill at crafting divine magical weapons. They wear black robes with tiny hammer symbols patterned all over them.

Forgeknights

These paladins dedicated to the Forgefather are benevolent protectors of their race. While filling the role of policemen during the time of peace, they are fierce warriors when the dwarfhold is under attack. Their patron is the Holy Lady (often depicted as a dwarven woman). The forgeknights have special abilities related to the protection of others and wear shining mithril armour covered with shield symbols.

1000 Sons of Jann'ih

The thousand sons are a rather loose organisation similar to the blessed martyrs. Hailing from the desert lands to the South, the imams and mujahedeen (holy warriors) dedicated to Jann'ih work behind the scenes to establish law and order. Since most of them are lawful good, they have little tolerance for the church of Dieunne with its tour-de-force approach.

Feats

Matyr Blessing

The character is rewarded for a great sacrifice made to his god.

Prerequisite: follower of Jann'ih, who has inflicted some kind of self-mutilation on himself. Healing the effects of this injury, negate the benefits of this feat. Whether the god accepts this sacrifice and grants this feat is up to the DM.

Benefit: Depending on the injury, the character gains the following benefits:

- *Blind:* tremorsense 60 feet. The character can sense anything moving on the ground within the range.
- *Deaf:* the character becomes immune to sonic damage and other effects as if surrounded by *silence*. There is no risk of spell failure as normally for deafness.
- *Mute:* the character gains +4 on all saves vs. mind-affecting spells due to his introverted contemplative life.
- *Loss of Arm:* the character can cast *mage hand* at will as a free action.

Other benefits may exist at the DM's discretion.

Special: This feat may be taken multiple times, once per injury.

Faithful Stance

The character is strengthened by her faith and can use positive energy to hold a defensive position.

Prerequisites: Ability to channel positive or negative energy, follower of Jann'ih

Benefits: As a standard action, the character can expend one of his daily turning attempts to gain the following benefits: +4 on all checks against grappling, overrun, bull rush, trip or disarm attacks for 1 minute per cleric or paladin level. While the feat is in effect, a shield and a hammer made of light hover around the character and protect him from the above-mentioned attacks.

Vow of Sacrifice (Blessed)

The character is utterly devoted to another person and has sworn to give her life to protect the other at all costs.

Prerequisites: *Devout Faith, Vow of Fidelity* (both: *Book of Hallowed Might*), Wisdom 15+

Benefits: Upon choosing this feat, determine a character of devotion. When within 30 feet of the character of devotion, a holy bond exists between the two. Whenever the character of devotion is injured in such a way that his hitpoints would be lower than zero (but not below -10), they are instantly healed to 1 point at the expense of the character with this feat, even if it kills her.