

VORKATH - SAVIOR OF HUMANKIND

RELIGION SUMMARY

Vorkath is the main religion in the Empire of Vorkathia, named after the god herself. It is a new religion having established itself in the last 300 years after the fall of the Nameless One.

She is hungry and fresh to the attention of mortal kind and still finds the games on the mortal plane delicious; She is enjoying her time in the sun. As the faith in the older gods wanes, She is ambitious to recruit new followers and gain ground.

EIGHT IS THE NUMBER OF VORKATH

One element of Vorkath that attracts many followers is how the different aspects of the religion are represented as the **Eight Arms of Vorkath**. Each Arm represents a different domain of influence.

The eight domains represented by the Eight Arms of Vorkath are War, Peace, Pleasure, Pain, Chaos, Destiny, Life, Death. Eight is the number of Vorkath.

Eight Stories about 8 prophets arose, each one having been personally touched by Vorkath's miracles. These 8 prophets and their stories form the eight Patron Saints of Vorkath. Each of the Patron Saints of Vorkath played a part in creation of the Greater Vorkathian Empire.

Vorkath is often depicted as an 8 armed woman, holding a symbol from each saint. More symbolic forms take an Octogram on a warriors shield or around a priest's neck. Sometimes as a Crab, Octopus, or Spider in more unusual appearances. All depictions reflect the holy number Eight.

Her followers are greatly organised, and use Vorkath's name to gain power in military and spiritual might. Follower of Vorkath are suspicious of unsanctioned magic, and other gods.

They have a Vorkathian inquisition that is tires to suppress other magics and other gods.

Also a Technocratic division is a political division that is trying to move the world's mind into a vision of a thing called science.

THE PATRON SAINTS OF VORKATH

The eight aspects embraced by the Eight Arms of Vorkath are War, Peace, Pleasure, Pain, Chaos, Destiny, Life, Death. Each one of the Eight Arms of Vorkath is represented by a patron Saint.

GIDEON THE EVERLIVING, PATRON SAINT OF WAR

Hero Of Vorkathia, Sif Destroyer,

Herald Of The Morning Star, Unifier Of Orcs.

SYMBOLS:

Ball & Chain, A big old warrior with a ball & chain.

DOMAINS:

War, Protection

ALIGNMENT:

Chaotic Neutral

HIS STORY:

He came to kick ass and chew bubblegum, and ran out of bubble gum 300 years ago. He killed the Nameless One's hero, a fire giant by the name of Sif on Landfall and heralded a new age of peace and the foundation that the Vorkathian Empire was built on. He united Orc tribes with humans. Died in our year of 27

HIS LEGACY:

Is the pin up boy for Vorkathia, for it's armies and little boys fighting in the yard with sticks. He is THE hero. He is the face of bravery in the Vorkathian empire. A legend amongst legends. It is said Vorkath even secretly wed him and now he lives with her in whatever heaven looks like for Vorkathians

PERCIVAL THE BUILDER, PATRONS SAINT OF PEACE

The Builder, Patron Saint of Good Deeds,
Author of "The Kindness of Strangers"

SYMBOLS:

Spade, A Mill or A Saw

DOMAINS:

Light, Forge, City, Peace

ALIGNMENT:

Lawful Good

HIS STORY:

The following rebuilding of civilisation after the Nameless One's armies ravaged the land, Saint Percival rose, and literally built Vorkathia from the ground up. He dug the walls to the cities and the irrigation channels for the farmers. He and his followers didn't raise swords but secured future and food for every man woman and child. Died in our year of 45

HIS LEGACY:

A folk hero, a common man or a farmers saint. Offerings are made on the roadside to him, and if a beggar or needy person choose to eat them, they are expected to pass on that good deed.

PILS LOFFGREN, PATRON SAINT OF PLEASURE

'One For The Road'

Master Brewer, Inventor of Stout, The Right Hand Man,

SYMBOLS:

Wine, Stout, Grapes, Wheat, a bear.

DOMAINS:

City, life, Beauty, Trickey

ALIGNMENT:

Neutral Good

HIS STORY:

Percival and his followers toiled to build Vorkathia, though the people had suffered greatly, and healing was needed. Saint Pils roamed with Percival brewing ale, building pubs and teaching people how to reward themselves after so long in the darkness. He told the tales of what everyone was doing over the land to unite Vorkathia. Died of liver failure in our year of 12

HIS LEGACY:

Built the **Pil's Loffgren's Bewilderment** an enormous pub with gigantic catacombs that stretch across almost an actual fifth of Port Brutzee. Vorkathian Pleasure domes wear his name all over the major cities. Many stories and songs are said to be penned by him. Very prolific bard.

TEFLON- FIRST OF MANY, PATRON SAINT OF PAIN

First Cleric of Vorkath

Reborn to suffer for the greater good and purification of the soul.

SYMBOLS:

Skewered man, A Spider, an Hourglass

DOMAINS:

Death, Necromantic mages,

ALIGNMENT:

Neutral Evil

HIS STORY:

Born from a rich family in former Catalunya Teflon was a bounty hunter and one of the great companions of Gideon. In the great fight vs the Fire Giant Cif, he was made to fight Gideon for their entertainment, proudly falling on his sword then rather fight his best pal. Vorkath thought this was so noble that she granted him to live again. Reborn, he lived another 48 years before retiring from his role as high inquisitor and disappearing from public life. A master of poisons and pain, his most lasting gift to the world is the formation of the Vorkathian Inquisition.

HIS LEGACY:

He suffered for the greater good and purification of the soul and you must too. Only by truly working hard until your hands bleed will you be close to Vorkath. Pleasure cannot taste of sweetness without pain to give it context. No other path will do. This is the way to Vorkath.

CAPTAIN-LADY HESTER-STANHOPE THE FEARLESS, PATRON SAINT OF CHAOS

Patron Saint of travelers, adventurers, gamblers,

SYMBOLS:

Lightning, Storm, A Ship, A Octopus, A crab

DOMAINS:

Tempest, Trickery, Nature

ALIGNMENT:

Neutral

HER STORY:

She was a Noble Woman who didn't want to live a boring life in Guerreri, who took her family boat. Paid some sailors and mapped the world! She first discovered Shalamar (but never settled). She faced the storms of the Magnificent Deep. The finest sailor known to mankind, Famed for both amazing feats and breathtaking lack of judgment. She once told of a story her whole crew ill or dying of dysentery. Vorkath came to her and helped her crew her ship over a 400 ft wave. She who saw the chaos of the world.

Eventually she disappeared off the face of the earth , penniless and disenfranchised by her Aurelian benefactors at age 26 in the year 72.. You can still hear her voice cry YOLO! on the waves sometimes.

HER LEGACY:

Another folk legend whose memory keeps the general public happy. Travellers, adventurers say a little prayer and hope the wind might carry it and Lady Hester will look over their journey.

MISS ANNABELLA RAND - THE BLIND SAVANT, PATRON SAINT OF DESTINY

Blind Savant Master of Calculus,

Inventor of triangles, Explainer of Flight, Mother of Order.

SYMBOLS:

Sextant, some glasses, or a glass eye, An Ory, A triangle

DOMAINS:

Knowledge, Acana, Trickery, Order, [Technology](#)

ALIGNMENT:

Lawful Neutral

Her Story: A blind child, who learnt to speak aged only a few months, learnt to read without seeing, just feeling the ink on the page, she was discovered doing freak show tricks in a market by a noble who saw the potential in her. Turns out she could explain a bird's flight in mathematics, she came up with a rule to explain triangles, she wondered why everything dropped to the floor. She told of things that came to pass, and explained that everything had happened before and will happen again. She lived to an old age until year 189

HER LEGACY:

Through her prophetic observation and explanation, annabella invented Science in an age of magic. She gave birth to a whole wing of the Vorkathian empire dedicated to organising and explaining the future. Rooms of sages pour over the words she spoke while she was alive, trying to find new translations and meanings in them. Some translated and twisted in all sorts of ways.

SAINT GWENDOLINE - HANDHOLDER TO HEAVEN, PATRON SAINT OF DEATH

Prophet of the Afterlife, The Little Girl, The Omen, The Holy Ghost

SYMBOLS:

A Toy, Some Sweets, A hand

DOMAINS:

Death, Grave, Blood, Light

ALIGNMENT:

Neutral

HER STORY:

Nobody knows who she is, or where does she come from.

HER LEGACY:

Stories have been told of those that have passed even for a second to the afterlife, seeing a young child, even for a moment. Holding out her hand, offering to lead them to the mystery of what lies beyond the mortal coil. Some Vorkathian faithful have spoken to her, have had her apparition appear before some great battle or tragedy where great loss of life happened. Some people have claimed to have her turn them away and they wake again for unfinished business. She has become the patron saint of Death for Vorkathians. It is said the faithful should pay her with candy to allow safe passage to the afterlife.

SAINT VISTADINE - THE BAPTIST, PATRON SAINT OF LIFE

The Healing Water, Vistadine Waters, Vistadine The Baptist

SYMBOLS:

Infinity, Ankh, Pouring Jugs,

DOMAINS:

Light, Life, Nature, Fire

ALIGNMENT:

Neutral Good

HER STORY:

Took water from the pool deep within the caves that rebirthed Teflon and brought it to the city of Bhorgram. Now called the Vistadine Waters, a series of healing bathhouses bearing her sigil now exist across the continent.

HER LEGACY:

People often pray for Vistadine's help in healing their bodies from illnesses and injuries. Vistadine Waters clear away toxic spiritual energy that has harmed people's physical health, promoting good health in every area of the body. They also include everyday health improvements like relief from allergies, headaches, and stomachaches. All with varying degrees of success.

Saint Vistadine also espoused that a healthy mind was as important as physical wellbeing. Thoughtfulness and self-awareness are core tenets of her gospel, and her followers are known for the time they spend in contemplative solitude reflecting on Vorkath, the world and the ages.

If you are mentally ill or have thought to betray Vorkath she offers salvation. Thoughts lead to attitudes and actions which then lead people's lives either closer to or farther away from God. Practitioners of Vistadine directs people's attention to their thoughts and urges them to evaluate how healthy those thoughts are, according to whether or not they reflect Vorkath's perspective. People who are stuck in a rut of unhealthy thought patterns that are fueling an addiction can call on Vistadine to help them break free and overcome addiction.