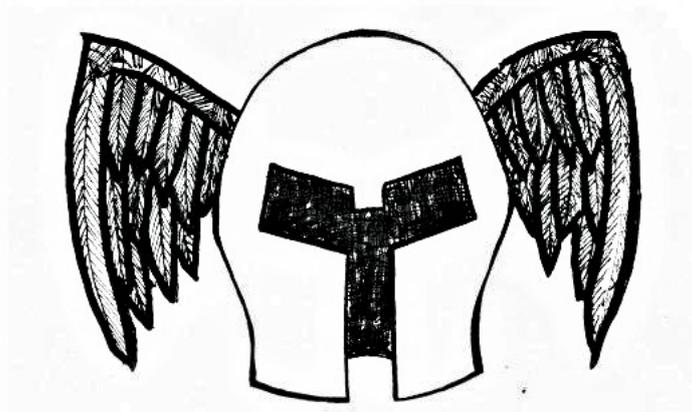


This document lists the specifics and tenets of Gorhan and his faith, along with the details for his clerics.



## THE SONG OF GORHAN

*Oh Gorhan he rode  
On his steed made of stone  
To break all Evil  
And bring it low*

*Oh Gorhan he rode  
With his steel sword so cold  
To vanquish all Evil  
With his helm so bold*

*Oh Gorhan he rode  
And swore to uphold  
Good against Evil  
And give all  
As foretold*

*- The song of Gorhan, the Chivalrous Vengeance,  
as sung by Daspian the Dangerous*

**Description:** Gorhan, the Helmed Vengeance, God of Valor and Chivalry, the Divine Knight is a young godling, reputedly born from the ballads and poems sung by the most virtuous bards in the land. It is said that he travels the countryside in the form of a knight in gleaming armor who only pledges himself to quests of righteous vengeance, never accepts payment for his service, and never strips his shimmering plate mail armor. Peasants and commoners everywhere swear to his name, as it is believed that part of Gorhan's quest is to protect the meek from the injustices forced upon them by corrupt feudal lords and evil marauders from the hills and beyond.

Reality is of course stranger than the dreams and hopes of simple gongfarmers. Attested visitations of the Helmed Vengeance are usually marked by bloody massacre, and firsthand accounts of the God of Valor and Chivalry speak of a merciless spirit of martial prowess and an unerring blade which cuts down all that stand between it and the quarry. Much like mortal knights pay little heed to the suffering of lesser men, so it seems that a godly lordling has no qualms about cutting down those unfortunate enough to get in their way.

In addition to the meek and needy, Gorhan is venerated by knights and nobles whose heritage and lineage bind them to the age old tenets of valor and chivalry. While the peasantry worships Gorhan for protection or perhaps out of fear, the knightly castes look to him as an exemplar of the noble warrior spirit and righteousness required of them by tradition. The higher echelons of Gorhan's Grand Order are usually reserved for those of noble blood, and in the stratification of the feudal societies he is worshiped in is apparent in the organization of the order.

Gorhan is usually depicted as a gallant knight in full plate armor with a winged helmet, wielding a shield and a lance or a longsword, sitting atop a pale destrier. Most noble castles and households include a statue or a painting representing Gorhan as part of a house altar even if the owners do not actively pay homage to the deity.

Curiously, low-born splinter cults have recently started venerating Gorhan's destrier Galladh and his squire Quinsean as minor deities in their own right. This practice is obviously deemed heretical by the Grand Order itself.

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**Aligned deities:**

Justicia, Goddess of Justice and Mercy  
Klazath, the God of War

**Opposing deities:**

Ulesh, the God of Peace

**Services of the Church:** Shrines to Gorhan are a common sight, often built as annexes to courthouses in the countryside. Most of these small sites of worship offer little in the form of succour to the hopeful petitioner, although all allow the possibility to beseech Gorhan for righteous, vengeful intervention. Larger temples to Gorhan are fortified cathedrals of sparse but elegant architecture, built with the generous tithes collected from nearby noblesse.

Gorhan's Grand Order is mostly concerned with martial and warlike matters, acting as a hub for knights and righteous crusaders searching for purpose. In principle, anyone can petition the Helmed Vengeance for intervention or assistance. In actuality Gorhan's order intercedes on behalf of the powerful and wealthy far more often than listening to the plights of commoners. As the higher echelons of the order usually consist of nobles the old proverb of one hand washing the other is sadly true in many situations.

Gorhan's assistance usually consists of sending a questing knight or group of warriors to investigate the matter under a mandate from the Grand Order of Gorhan. Taking part in a chivalrous quest of valor or vengeance acts as a rite of passage for the scions of noble houses, who embark upon adventures both great and

small under the tutelage and direction of the priests and theologians of Gorhan. Gorhan's mandate of vengeance is a powerful thing, and as such it sometimes draws less scrupulous adventurers to his service in addition to truly valorous agents: although the quests from Gorhan's church don't carry a reward beyond divine favour, his mandate can easily be twisted into a tool of self-serving avarice.

Gorhan's order rarely applies its power to healing or other divine wonders, although this largely depends on the cause of the petitioner, or the size of their purse.

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## Cleric description<sup>1</sup>

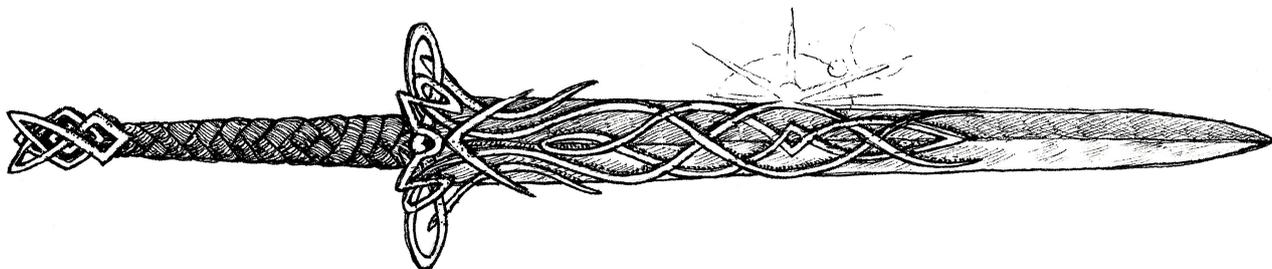
**Symbol:** Gorhan's symbol is the Helm of Vengeance. His clerics usually protect themselves with winged helmets similar to the legendary headgear of their deity.

**Weapon proficiencies:** As neutral clerics, with the addition of warhammers and mauls.

**Special:** Gorhan grants the following favours to his faithful.

- Whenever a follower of Gorhan successfully completes a quest at the service of the cause of chivalry, valor and righteous vengeance, they immediately replenish 1d6 points of spent Luck. This is in addition to any other effects or rewards.
- Gorhan's clerics are bound by a strict code of honour. Should a cleric of Gorhan act in a dishonourable or unchivalrous fashion their disapproval immediately increases by +5 and they roll for disapproval effect.
- In addition to the usual spells available to clerics Gorhan may see fit to grant his followers access to *Eternal champion*, *Magic shield* and *Strength* from the arcane spell list.
- Gorhan's touch enforces the rule of chivalry and makes no exceptions. Should the deity decide that any recipient of the lay on hands ability is unworthy of succour, the effect may be withheld, or even reversed by the deity (Judge's discretion). Alignment alone is not reason enough for this intervention, but the deity does take into account any and all outstanding misdeeds of the person or creature being healed. Note that this means that it may be possible to use the ability as an attack, although the cleric still must succeed in a grapple attack beforehand, should the target be unwilling to receive Gorhan's judgment.

**Turn unholy:** As lawful clerics, with the addition of the worshipers of opposed deities.



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<sup>1</sup> Note that this version of Gorhan is written as a neutral deity.

**Disapproval Table:** Clerics of Gorhan use the following disapproval table.

<b>TABLE A: Gorhan's Disapproval</b>	
<b>Roll</b>	<b>Disapproval</b>
<i>0 or less</i>	The cleric must atone for their sins. They can do nothing but recite the mantras of Gorhan, and count the targets of their vengeance 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 mantras of Gorhan and count the targets of their vengeance for the next 10 minutes, starting immediately. This must be done out loud and vocally.
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 30 minutes incurs a -3 penalty to all spell checks until prayer is complete.
3	The cleric immediately incurs a -4 penalty to the spell or ability that caused the disapproval. This lasts until the next day. Additionally, they must but recite the mantras of Gorhan and count the targets of their vengeance for the next 10 minutes, starting immediately. This must be done out loud and vocally.
4	The cleric incurs Gorhan's ire: a -1 to spell checks for a day, and they are prone to fits of anger for the duration of the effect.
5	The cleric undergoes the test of humility. For the remainder of the day they must treat all of the meek and innocent 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.
6	The cleric loses access to one randomly determined spell for the remainder of the day. Additionally, they are hounded by vengeful instincts.
7	The cleric must increase Gorhan's power with a new follower. They incur a -1 penalty to spell checks until they convert a new follower to the faith.
8	The cleric is ordered to meditate upon the meaning of chivalry. 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 Will save to remove the penalty.
9	The cleric is temporarily disowned by Gorhan. For the rest of the day they can't gain XP.
10	The cleric incurs an immediate -1 to all spell checks until they complete a task in the name of chivalry, vengeance, or both. Additionally, they are very prone to extreme emotion for the duration.
11	The cleric loses access to two random spells for the remainder of the day. Also, they must recite their actions in chivalrous verse for the duration.

12	The cleric immediately incurs a -2 penalty to all spell checks until the next day. Also, for the duration their choices are only driven by their desire for righteous vengeance.
13	The cleric's ability to lay on hands is restricted for 1d7 days. For the duration, they are irritable and dangerous even towards those they love dearly.
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 in the service of Gorhan.
15	The cleric must endure the test of the meek. Their Strength and Stamina are reduced to 3. This damage heals at the normal rate, but cannot be healed in other means. For the duration, they instinctively experience the fear in the weak around them. Also, from now on they always understand the plight of the weak and downtrodden viscerally.
16	Gorhan is not pleased. The cleric's disapproval does not reset the following day. The next day things reset as normal. Also, they must vow to eschew wealth and opulence in favour of pragmatic asceticism (any vengeance for breaking such a vow is at the Judge's discretion).
17	Gorhan withholds the cleric's healing powers for 2d7 days. Also, they cannot flee from a righteous battle for the duration. They gain a permanent bonus of +1 to all morale checks for their personal henchmen due to their fearlessness.
18	The cleric is temporarily unable to turn creatures, the effect persists for 2d14 days. Additionally, for the duration they are deathly afraid of all creatures they could turn. Their honour is permanently scarred by such cowardice, and they gain a +1 to all checks against fear, as they desire a chance to prove themselves.
19	The cleric loses access to their spells until they have completed a major task in the service of Gorhan (Judge's discretion). Also, from now they are easily prone to anger and they deal +LVL DMG while filled with justified fury.
20 or more	Gorhan withholds his power from the unworthy! The cleric loses all of their powers until they fulfill a quest designed by their deity. This quest must be fitting to their level and station, insofar as it must provide the greatest humility possible while still requiring chivalrous vengeance as part of its success (all other details are left to Judge's discretion).