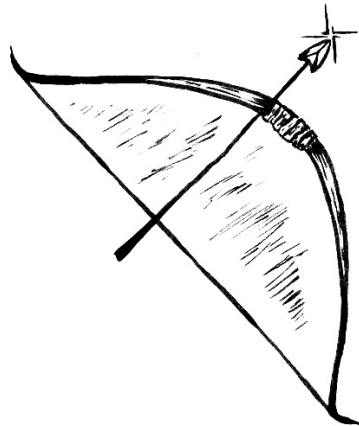


This document lists the specifics and tenets of Aristemis and their faith, along with the details considering their clerics.



## INSIGHT OF ARISTEMIS

*"To truly feel alive, one must meditate, study, and hunt."*

- Adiswodle, High Sage of Aristemis

**Description:** Aristemis, the Insightful One is the deity of sophistication. Not the crude, material kind, but the sublime order of the mind and the soul. It is the goddess of civilization, of the societies, which rely on the wisdom of its elders and the diligence of its workers to thrive. On the other hand, it is worshipped in the deepest reaches of forests and mountain ranges, where hermits live off the land and sit in their divine postures to see glimpses of the cryptic nature of their own inner reality.

Aristemis's image is that of a bow. It combines flexibility, sharpness, and practicality; all aspects of a complete person, a complete society. A bow is also a union of the internal and the external worlds. It could not exist without the hunter using it, nor the prey escaping its arrows. Therefore, Aristemis is a holistic divinity. Nothing exists in a vacuum. Everything is dependent on the context it appears in.

Because of the mystical nature of its teachings, Aristemis has not gained a significant following in the world. However, the cult is widely respected in the civilized world for its guidance and its gentle approach towards followers of other gods and goddesses. Most towns and cities have a priest of Aristemis in their council to provide new perspectives and unconventional solutions to any problems encountered.

The cult of Aristemis is a loose network of town priests, lone ascetics, and a variety of other disciples. However, whenever a larger group of devotees emerges, it usually has four categories of followers: the priests, the sages, the hunters, and the transcendent.

The priests are the explorers of their own selves, meditating in their chambers, and occasionally seeing the world as it truly is. Of the four types of worshippers, priests are most likely to be touched by Aristemis and

become one of the transcendent. Such a person has become one with the universe and overcome the limitations of their body; they do not need to eat, sleep or perform other mundane tasks. Unfortunately, this also means that their utterances are completely alien to others, and their days consist mostly of sitting still and wondering the world in child-like amazement.

The sages are the learned savants of the cult of Aristemis. They have vast amounts of knowledge gathered from stories and libraries or simply granted to them by their deity. Sages usually have an answer to any worldly question one might come up with; and even if they don't, they probably know how to find it. A transcendent sage is called an oracle. Oracles have a direct connection to the wisdom of Aristemis, and although their speech is mainly unintelligible gibberish, nuggets of wisdom also part their lips every now and then.

Hunting is sacred to Aristemis, and the act of hunting is almost ceremonial in nature. One cannot kill indiscriminately. The hunter may have to wander in the wilds for days before Aristemis reveals a particular prey to them. Then, the hunter is fixed on that single target and hopes to learn something in the chase. Hunters are least likely to be touched by transcendence, but such a person is a massive boon to all civilized beings in the area; roaming the lands with unerring instincts, destroying monsters, protecting villages, and leading travelers to safety.

**Aligned deities:**

Nekthelos, the Knowing Hand

Choranus, the Seer Father, Lord of Creation

Auranne, the Expectant

Yddggrl, the World Root

**Opposing deities:**

The Great God Morgon

Creostrax, Goddess of Excess

Hidden Lord, God of Secrets

**Services of the Church:** The cult of Aristemis is a peaceful, gentle cult, and its members are more than happy to help others, at least those they deem benevolent to their society. They can answer difficult questions, guide travelers through the wilds, and provide sleeping quarters. Their services are often ascetic and simple however, and those desiring powerful divine aid may need to prove their worth to the cult before they receive anything.

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## Cleric description

**Symbol:** The symbol of Aristemis is the Notched Bow of Insight. The cultists often draw it somewhere in their cloaks. If the cult has a building or some other place of worship, the symbol can most likely be found on tapestries and vestments.

**Weapon proficiencies:** In addition to the usual proficiencies for lawful clerics, the faithful of Aristemis are proficient with bows, spears and javelins.

**Special:** Aristemis grants his faithful the following boons.

- Followers of Aristemis may meditate once per day to receive the Divine Insight. Meditation requires at least an hour of time spent and a successful DC 15 Will save, each additional hour spent on this increases the meditation roll by +1. The Divine Insight heightens the invokers senses, granting them a +2 to all perception related checks; any damage or other jarring sensory input may break the trance, requiring a DC 15 Will save to resist.
- Clerics of Aristemis receive an additional +3 modifier when casting *Holy Sanctuary* or *Second Sight*. They may use their bow as the spell focus for both *Divine symbol* and *Spiritual weapon*, extending the utility of these spells to grant ranged attacks. Finally, in addition to spells from the cleric spells, Aristemis may grant its followers *Detect Invisible*, *Locate Object* and *Haste* from the wizard spell list.
- Lay on hands actions by clerics of Aristemis impart some of Aristemis' divine insight upon those receiving the healing. Any target of a lay on hands action from a cleric of Aristemis must roll a DC 5 Will save when healed, failure indicates that they suffer 1d3 points of Personality damage as a result of their glimpse into the the true meaning of the world.

**Turn unholy:** As lawful clerics, with the addition of the followers of opposing deities.

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

<b>TABLE A: Aristemis' Disapproval</b>	
<b>Roll</b>	<b>Disapproval</b>
0 or less	<i>The cleric must atone for their sins.</i> They can do nothing but meditate for the next 10 minutes, starting as soon as they are not in immediate danger.
1	<i>The cleric must answer for their wrongdoings.</i> They can do nothing but meditate, starting as soon as they are not in immediate danger.
2	<i>The cleric must pay the price for their transgressions.</i> The cleric can do nothing but meditate for the next 60 minutes, starting as soon as they are not in immediate danger.
3	<i>The cleric babbles nonsense.</i> The cleric is noisy and irritating for 24 hours.
4	<i>The cleric glimpseshow the world really is!</i> They are at -2 to all physical skill checks for 24 hours.
5	<i>Aristemis' knowledge.</i> The cleric must study and comprehend a new book, starting as soon as they are not in immediate danger. This is a DC 10 skill check, rolled at the end of each full hour the cleric spends studying. The cleric cannot cast spells until successful.
6	<i>Aristemis' words.</i> The cleric must write a verse of poetry in the name of their deity, starting as soon as they are not in immediate danger. This is a DC 15 skill check, rolled at the end of each hour spent writing. The cleric cannot cast spells until successful. Others may help the cleric in this task.
7	<i>Aristemis' symbol.</i> The cleric must make a bow in honor of Aristemis, starting as soon as they are not in danger. This is a DC 20 skill check, rolled at the end of each hour spent working. They cannot

	cast spells until finished. Others may aid the cleric and quality tools and materials add bonuses.
8	<i>She giveth, she taketh away.</i> The cleric is unable to cast the spell or use the ability that caused the disapproval. The ability becomes available again when the cleric next rolls for disapproval.
9	<i>False transcendence!</i> The cleric babbles nonsense, believes lies, and has an urge to go hunting for 24 hours.
10	<i>Absolutely, friend!</i> The cleric must obey all lawful beings for 24 hours within limits of self-preservation. Failure to do so results in the cleric losing all class abilities for the rest of the day.
11	<i>The test of Aristemis!</i> The cleric must meditate for the rest of the day, starting as soon as he or she is not in immediate danger. Failure to do so results in the cleric losing all clerical abilities for the remainder of the day.
12	<i>The cleric doubts his or her faith!</i> The cleric has a -2 penalty to all spell checks until he or she can pass a DC 15 Will save rolled at the end of each day.
13	<i>Hunt the holy prey!</i> Aristemis reveals a common animal to the cleric. Until the cleric has hunted that animal, he or she cannot cast spells.
14	<i>The cleric is blinded by the light!</i> The cleric fervently preaches the words of Aristemis to anyone willing to listen. In addition, the cleric does not accept anything from the followers of other gods (gifts, spells, healing, etc.). This effect lasts until the cleric has been truly humbled by a follower of another god (beaten in combat, for example).
15	<i>The cleric sees evil all around them!</i> The cleric berates the followers of other gods for their wrongdoings. In addition, the cleric refuses to aid the followers of other gods in any way (give gifts, cast spells on them, heal, etc.). This effect lasts until the cleric has been truly humbled by a follower of another god (beaten in combat, for example).
16	<i>Aristemis is disappointed!</i> The cleric cannot use any clerical abilities for d6 days.
17	<i>You want the truth?!</i> You can't handle the truth! The cleric is taken to another plane of existence for an hour. This is a truly traumatic experience and causes the cleric to lose d6 points of Intelligence and d6 points of Personality, damage heals as normal.
18	<i>The truth will succumb thee!</i> The cleric is taken to another plane of existence for 24 hours. This is a truly traumatic experience and causes the cleric to lose d10 points of Intelligence and d10 points of Personality, damage heals as normal.
19	<i>You shall all see the truth!</i> The cleric and all friendlies within 30' are taken to another plane of existence for a turn. This is a truly traumatic experience and causes them all to lose d4 points of Intelligence and d4 points of Personality; the drain is permanent.
20 or more	<i>The cleric becomes obsessed with becoming one of the transcendent!</i> The cleric can do nothing but meditate, study, or hunt, until they pass a DC 20 Will save at the end of a day. After passing the test, they feel disappointed at the results of their hard work and become depressed. The depression yields a -1 penalty to all skill checks and lasts until the cleric has met one of the transcendent.