

# A Brief Overview of Religion in Oikonia

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## Introduction

The entire existence of our world, Oikonia, is inseperable from the spiritual truths that underpin it. This brief booklet is intended to give the reader a quick overview of religion in our world. In the interest of completeness, heresies and false gods will also receive some review. The true scholar of religion will not be satisfied with this booklet, of course. Growth in the faith, strength from Irenos himself, courage and spiritual fortitude, can only be received from Pneumos through the Graphais.

## A Basic Proclamation of Law and Gospel

In the beginning, Irenos created our world, Oikonia, and the original six races: Humans, Halflings, Gnomes, Dragons, Dwarves, and Elves. Irenos also created all the original animals and plants. The world was perfect and in perfect harmony with Irenos himself. Among his creations were the seven archangels, but one of them, now called Diabolos, rebelled against Irenos and swayed to his side a number of angels. These all became demons along with Diabolos, especially his six archdemons. They warred against Irenos and they lost. Irenos cast them into the prisons of the hellish planes. Yet, they retained some power to come to our world and affect it. As such, Diabolos tempted the six races into trying to use the Dweomerstone, which Irenos had forbidden them to do. When the six races disobeyed Irenos and tried to use the magic of the Dweomerstone, they corrupted it, themselves, and all of Oikonia with the Corruption.

The Corruption is all sin and selfishness, everything that goes against the natural order that Irenos created the world to follow and which, by definition, goes against his will. Since the Corruption entered into the world and into the very souls of mankind, trouble, strife, and sorrow has only multiplied. What is more, all mankind stands guilty before Irenos and has only to face their own everlasting imprisonment one day in the hellish planes along with Diabolos and his demons. At least, that would be the case except that Irenos promised to send a Savior who would cleanse us of Corruption and forgive our sins.

That Savior came in the lead up to the Great War with the Skiagens. Lutrowtis, the Huios of Irenos himself, took on human flesh and at the darkest hour of the Great War was able to take the Dweomershards and the Etherbrooch away from the Skiagens. He used Deep Magic, a magic available only to Irenos, in order to reforge the Dweomerstone from the Dweomershards and to purge the corrupted magic in the Dweomershards, sending it into the Etherbrooch. The Deep Magic required his life, and it took thirty-three years to complete, but upon its completion Lutrowtis rose himself from the dead, an incomparable miracle. He sent his companions, the White Company, to proclaim the gospel throughout Oikonia. The gospel of Lutrowtis is that all who trust in him for the forgiveness of sins will receive it, and when he returns again from heaven he will remake Oikonia into the Paradise it was intended to be, this time never to be Corrupted again.

The Church of Irenos proclaims this truth throughout the world. It is for all people. As some ancient writings seem to imply, even some Skiagens have come to the faith in the past, though there is little hard evidence of this.

## The White Company

When Lutrowtis descended into the Skiagen underground to recover the Dweomershards and the Etherbrooch, he brought with him the White Company to aid him in his quest. After the completion of his Deep Magic to reforge and cleanse the Dweomerstone, and after his glorious resurrection, Lutrowtis sent the White Company as his apostles to proclaim the gospel throughout Oikonia. Most of them were persecuted and killed by Solonassian, Marsonian, Keldan, and Londorian nobles, not to mention what befell some of them at the hands of dwarves, gnomes, and other elves. However, the gospel and the faith they proclaimed lives beyond them, and they themselves are with Irenos in the heavenly planes, waiting the day of Lutrowtis's return.

As such, the White Company have become an integral part of the true faith. To be sure, all glory, honor, and worship is reserved for Irenos and for Lutrowtis, the Huios. The White Company does not save us from the planes of hell, nor would they claim to. However, Irenos has granted to the White Company the ability to dispense blessings upon his believers and many are fond of particular members of the White Company. In this regard, some (but not all) adherents of the faith have chosen a particular Companion which they may call upon for aid in the name of Lutrowtis and Irenos.

For those who are new to the faith, this is a brief overview of the White Company (sometimes called the Leukons, after the old Solonassian word for "white") and the blessings they sometimes bestow upon those who call for their help.

*Characters who choose a Companion may ask for the blessing of that Companion once per month. The blessing is as per the spell listed in the Adventures Dark & Deep Player's Manual. There is a base 50% chance the blessing will be granted, though the Game Master may add or subtract from that chance based on a variety of factors, not the least of which is the character's piety in the Irenosian faith. Since these blessings are granted directly by the Companion, no verbal, somatic, or material components are needed when the blessing is received.*

### **Alcandros**

Alcandros was a Human Paladin. His symbol is a cross with two pieces of bread, one on each side. The cross is the symbol upon which Lutrowtis died to cleanse the Dweomerstone, and is thus representative of Lutrowtis himself. The bread represents two things: first and foremost, Lutrowtis's command to feed mankind with his Word, and secondly the care that Irenosians have to nourish the bodies of their fellow man, as well.

Alcandros is often chosen as a Companion for Fighters, Cavaliers, and of course, Paladins. Clerics also often choose Alcandros. Imperials have an affinity for Alcandros, since he was a Solonassian.

The blessing of Alcandros is *Purify Food & Drink*.

### **Zadarin**

Zadarin was a Human Ranger. His symbol is a serpent in a chalice, for the Marsonians once tried unsuccessfully to poison him. Zadarin is the only one of the White Company to die of old age. He brought the gospel primarily to the Marsonian Dominion.

Zadarin is often chosen as a Companion for Fighters, Cavaliers, Rangers, Thieves, and even Druids. Elves also have an affinity for Zadarin because of Zadarin's love for the woodlands.

The blessing of Zadarin is *Detect Poison*.

### **Kyledyr**

Kyledyr was a Halfling Bard. His symbol is a fish atop a book. Kyledyr was a fisherman before he was called into the White Company, but even moreso, by setting so much of the Word of Irenos into

beautiful song, he became a "fisher of men" for the faith as well.

Kyledyr is often chosen as a Companion for Halflings and Bards, for obvious reasons. Jesters also will sometimes choose Kyledyr.

The blessing of Kyledyr is *Friends*.

### **Cadfael**

Cadfael was a Halfling Thief-Acrobat. His symbol is three money bags. Called by Lutrowtis out of a life of thieving, he used his skills in their quest to retrieve the Etherbrooch and the Dweomershards. The money bags refer both to his previous life of thievery, but also the fact that by proclaiming the gospel, he distributed the gifts of the three Persons of Irenos (Patros, Huios, and Pneumos).

Cadfael is often chosen as a Companion by "honorable" thieves (those who do not actually steal from others), Jesters, and Fighters. Halflings and Wood Elves are also partial to Cadfael.

The blessing of Cadfael is *Climb (but the effect can only be given to oneself)*.

### **Teppust**

Teppust was a Forest Gnome Illusionist. His symbol is three knives. The pagans of the Forest Gnomes skinned Teppust alive when the true faith threatened their position and power.

Teppust is often chosen by Forest Gnomes and by Mages, Illusionists, and Savants.

The blessing of Teppust is *Detect Illusion*.

### **Snirbet**

Snirbet was a Hill Gnome Jester. His symbol is a sailing ship. After Lutrowtis's resurrection when he was sent as an apostle, he sailed across the Helion Ocean to lands unknown to bring the gospel there. Little else is known about Snirbet, though it is clear that his zeal for the gospel led him on a daring expedition.

Snirbet is often chosen by Hill Gnomes because of their own affinity for naval pursuits.

The blessing of Snirbet is *Fool's Luck*.

### **Undairth**

Undairth was a Dragon Mage. Some wonder how it is possible that large dragons could accompany Lutrowtis into the narrow passages of dungeons and caverns that could not contain their large size. As the Graphais tell us, Undairth and Ximmerryd were each given a Ring of Human Form, which they used as needed. Undairth's symbol is three scallop shells. The first to go on a missionary journey, the shells represent pilgrimage.

Undairth is often chosen by Mages, Savants, and Illusionists. Elves have an affinity for Undairth as well, particularly Grey Elves. Gnomes also have been known to choose Undairth.

The blessing of Undairth is *Mount*.

### **Ximmerryd**

Ximmerryd was a Dragon Savant. Some wonder how it is possible that large dragons could accompany Lutrowtis into the narrow passages of dungeons and caverns that could not contain their large size. As the Graphais tell us, Ximmerryd and Undairth were each given a Ring of Human Form, which they used as needed. Ximmerryd's symbol is a book with an axe atop it. Like Kromrin, Ximmerryd wrote significant portions of the Graphais after Lutrowtis ascended into heaven. He brought the gospel to the Wild Elves,

but he was beheaded when a pagan snuck up behind him and smote off his head with an axe.

Ximmerryd is often chosen by Mages, Savants, and Illusionists. Elves, particularly Wild Elves, have an affinity for Ximmerryd. Forest Gnomes also have been known to choose Ximmerryd.

The blessing of Ximmerryd is *Alarm*.

### **Taranath**

Taranath was a Wood Elf Druid. His symbol, somewhat ironically, is a saw, symbolizing how the Keldan pagans sawed him in two. Taranath primarily brought the gospel to the Kingdom of Keldhaven.

Taranath is often chosen as a Companion for Rangers and Druids. Elves have an obvious affinity for Taranath as well. Perhaps, surprisingly, so do Keldans, who are thankful that the gospel was brought to them through Taranath.

The blessing of Taranath is *Predict Weather*.

### **Darcassan**

Darcassan was a High Elf Cavalier. His symbol is an X-shaped cross on a field of blue. Darcassan sought to bring the Grey Elves into the faith. A pagan wizard entrapped him within a magic circle with an X-shaped cross inside it and performed various tortures on him.

Darcassan is often chosen by Fighters, Cavaliers, and Paladins. Keldans and Londorians have an affinity for Darcassan as well.

The blessing of Darcassan is *Portent*.

### **Nevrik**

Nevrik was a Mountain Dwarf Fighter. His symbol is a ruler overlaid upon a spear. The ruler refers to the fact that he built a great church to Irenos within the Dhurakian Heights. He was martyred when dwarven pagans ran him through with a spear.

Nevrik is often chosen by Fighters, Cavaliers, Rangers, and even Paladins. Dwarves, both Mountain Dwarves and Hill Dwarves, also like to choose Nevrik, as do Marsonians.

The blessing of Nevrik is *Endure Cold/Heat (but the effect can only be given to oneself)*.

### **Kromrin**

Kromrin was a Hill Dwarf Cleric. His symbol is a cross with two keys. Kromrin wrote much of the Graphais written after Lutrowtis returned to heaven, thus the keys symbolize Paradise opened to believers through the words he was given to write from Lutrowtis and from the Pneumos. He was martyred in the Marsonian Dominion.

Kromrin is often chosen by Clerics, Fighters, Cavaliers, and Paladins. Dwarves, both Mountain Dwarves and Hill Dwarves, also like to choose Kromrin, as do Marsonians.

The blessing of Kromrin is *Light*.

## **On Druids**

Druids have, at times, been met with suspicion and disdain by folk of the Irenosian Empire. This is, no doubt, because they remember the Druids of the Aparneon kingdoms before the Empire. Such Druids were bitter enemies of the Church and often led persecutions of the White Company and other believers. However, Lutrowtis himself chose a Druid to come to the faith and be a part of the White

Company, Taranath. Indeed, such true Druids recognize Irenos as the Lord of Nature, and they do not submit to blasphemous and fanciful notions about "nature itself" being their deity. Taranath is often chosen as their Companion.

*For the purpose of consulting the Adventures Dark & Deep rules, Druids in the Irenosian Empire do not worship "nature itself," but worship Irenos as the Lord of Nature. Specific rules in this regard may need to be adapted as encountered. An Order of Druids still exists, though there are separate Orders for Irenosian Druids vs. Pagan Druids.*

## **The Anomostian Heresy**

The Anomostian Heresy of Lysander claims to worship Irenos, but they have replaced him with a false god that wears his name. In this way they blaspheme Irenos and their teachings are to be repudiated. In essence, they claim that alleged "true" followers of Irenos are already free of all Corruption and no longer bound by any laws or Commandments. To try and prove this point, Lysander attempted to retrieve the Etherbrooch from the Dweomerchamber in Winterdust and unfortunately, he was successful.

Despite retrieving the Etherbrooch, Lysander's point was not proven, though in his own twisted mind he believed it was. The magic of the Etherbrooch, darkened, intensified, and full of evil energies drawn out of the Dweomerstone, caused the magic of Lysander to mutate and twist the bodies of those upon whom he cast his magic. Those who engage with such "chaos magic" claim that they feel ecstatic, pleasurable sensations in their body and mind and exhibit a kind of addiction to this feeling. The more they use such magic, the more their bodies become physically twisted into unspeakable horrors, merging, it seems, with the dark magicks they call upon. And yet, they crave the sensations they receive from this chaos magic to the point of claiming to be enamored with their new, twisted bodies.

Eventually, the Anomostian Heretics and Lysander were expelled from Mesaymbria and forced into Borealia. What befell Lysander after that is unknown. What is known is that these chaos creatures still exist beyond the wall. It is likely they add to their numbers from the barbarian tribes of the north. Sad to say, chaos cults are sometimes still exposed within the Empire, but how they infiltrate and bring their chaos magic with them is unclear.

## **The False Gods of the Aparneons**

Some of the Aparneons before the Irenosian Empire had various false gods. The very memory of many of these has been expunged on purpose by the Church. Most races had entire pantheons of their own. Such polytheism and worship of false gods was their downfall during the Great War with the Skiagens.

## **The False Gods of the Skiagens**

Historians speak of six false gods of the Skiagens, one for each of their races. Ever since the Skiagens were cursed and the Drow, Duergar, and Svirfneblin had to retreat underground, very little is known about their patron gods. Similarly, since the Corovine also dwell far beneath the earth, little is known of their patron false god. Regarding the patron false god of evil dragons, perhaps only those mages who delve into secrets best left forgotten have any knowledge of it. This means that, of the Skiagen false gods, only one is well-known within the Empire.

Orkan (pronounced or-CAN), the false god of the orcs, is a god of war and violence. He rewards cruelty and torture and constantly goads his followers into physical contests of strength and prowess, often ending with the death of those who are not the victors. The orcs do not worship him in buildings, but at open-air altars usually adorned with or even fully made out of the skulls of their slain enemies.

## Other False Gods

Under the Aerlorian Empire many monsters were created by their Magos Kings using the power of the Dweomershards. Some of those monsters exhibit intelligent thought, will, and emotion like the original six races. Goblins, kobolds, and lizardmen display such capacities, and there are many more such examples. Tribes of these monsters will often develop religions of their own with gods or god-like figures. A catalog of all such false gods would go well beyond the intent of this small book. Suffice it to say that there are nearly as many false gods among these creatures as there are individual tribes and clans. Rare indeed is the representative of such creatures who cares to "evangelize" mankind in the way of their cruel gods, so quite often very little is known about these cults.