

## Chapter Six: The Gods and Their Servants

Most vampires are eminently selfish and callous, and have no time for sentimentality. Coupled with the reality of eternal life and the need to escape detection, they are not known for their piety. Still, many retain some measure of their mortal craving for the divine, and others simply pay homage in the expectation of material rewards in return.

This chapter presents two vampire religious systems designed for use in any campaign. The first is a monotheistic cult devoted to an entity known only as “the Beast,” while the second is a loose collection of demigods collectively called the Great House. These faiths interact in interesting ways with the alternative concepts of vampires in **Chapter Two: The Way of Blood**, and by using different combinations of these elements you can drastically change the nature of vampires in your campaign.

All deities are described using the simplified format outlined below.

**Names:** The first part of an entry lists the deity’s name in large type, followed by several other monikers the deity is known by. It also notes the deity’s rank: greater deity, lesser deity, or demigod.

**Symbol:** A deity’s holy symbol can take many forms. This lists the most common representation of the deity and the symbol that the deity’s clerics use as a divine focus.

**Alignment:** This lists the deity’s alignment.

**Domains:** This lists the domains the deity may grant to clerics. Those marked with an asterisk (\*) are new domains described in Chapter 7: Spells and Magic.

**Favored Weapon:** This notes the deity’s favored weapon. When clerics of the deity cast *spiritual weapon*, the weapon takes that form.

### - The Beast -

The Beast is a traditional racial deity. His cults are widespread and popular among vampires and scions; some vampiric dragons, and even vampiric thralls and blood puppets, pay him homage.

#### Overview

The Beast asks little from his followers other than appropriate reverence for bloodshed and mindless slaughter. His cults meet in abandoned homes and empty warehouses, and in large cities they sometimes take over the operation of another temple and keep a second, darker altar in a hidden room or crypt.

#### Origin Story

The origins of his cult are lost, but the origin of the Beast himself is widely known. He was the first vampire among the gods, exiled for preying on lesser deities. The greater gods of the pantheon sentenced him to an eternity of hunger and forbade him from fathering children. But his consort, the Goddess of the Night, took pity on him and gave him the gift of the Change, allowing him to create kin wherever he roamed. This gift led to the first cult of the Beast in the ancient cities of the world, and the first vampire scions were born from the ranks of his high priests.

#### The Beast [Lesser Deity]

*The Blood Regent, the Hunter Lord*

**Symbol:** A rampant wolf, its mouth drawn open in a snarl

**Alignment:** Chaotic evil

**Weapon:** Slam (natural weapon)

**Domains:** Blood\*, Chaos, Death, Evil



The Beast has been described as the vampires’ collective savagery and bloodlust made real. He is behind the blood rage they experience when close to succumbing to the Thirst, and he was the first to create vampire scions from mortal subjects.

More vampires and scions worship the Beast than any other deity, and his scattered cults show remarkable consistency in practices and teachings. Foremost among these is the ritual of his summoning. Once every seven years, the cults gather in secret and offer blood sacrifice to their lord. The truly devout gorge themselves beforehand and then slit themselves open on the altar, offering all but a few





ounces of heart's blood to his glory. Suicides are not uncommon, among vampires who desire to be taken into his service in the Outer Planes. At the culmination of the festivities, the Beast possesses one of the faithful and leads his followers on a horrific crusade of destruction for seven days. At the end of this time, the deity's avatar is ritually devoured by the congregation, and his bones become sacred cult relics.

# - The Great - House

The Great House (sometimes mockingly called “the royals” by followers of the Beast) is a loose pantheon of demigods who share a connection to vampires and the occult. Whether they share a common origin, or have simply drifted together over the centuries, is not known. Worshipers of one deity often have no idea of the full scope of the pantheon, or even that there *is* a pantheon. This is no accident: Most members of the Great House willfully confuse the issue or even punish followers for splitting their affections. Only Djorl (see below) encourages his worshipers to pay homage to the others.

## Overview

Worship of the demigods of the Great House varies widely, carried out under many names and many practices by vampire cults around the world. However, though all their cults accept mortal worshipers, the higher mysteries are reserved for vampires only.

There is another puzzling connection between the members of the Great House: They are all associated with one or more cards from the enigmatic *deck of many things*. Some scholars believe that these entities are behind the power of the artifacts, either engineering their construction or instilling magic into their respective cards. In any case, the worshiper of a deity of the Great House who holds a card associated with his patron casts all domain spells at +1 caster level.

## Origin Story

The lore of the Great House teaches that the first vampires came into being at the very beginning of time. They were revered by all other creatures and given one child out of every two born in sacrifice. Then the proud young races came—haughty elves, arrogant humans, and stubborn dwarves—and a great war was fought between the old and new. The young races were victorious, but the Great House begged the ascendant gods to show mercy on their faithful.

Instead of being destroyed utterly for their folly, all the world's vampires were cursed with weakness. They were forced into the nighttime world, forbidden to cross water or approach a good and holy place. In the ages since, they have recovered much of their strength but still must kneel before the power of the young races. The Great House teaches that only faithful worship can bring vampires out of their long exile and return them to their place of prominence.

## Adiemre [Demigod]

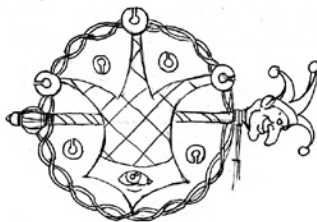
*Knave of Bells, The Fool*

**Symbol:** Fool's cap  
and scepter,  
toadstool, or  
hobbyhorse,  
among others

**Alignment:** Chaotic neutral  
(clerics can only  
be chaotic neutral or chaotic evil)

**Weapon:** Fool's scepter or stage sword (club)

**Domains:** Chaos, Mania\*, Trickery



The Knave of Bells is a tittering mad-thing who dwells in the cracks and forgotten places of the world. His capering form flits from abandoned fields to lonely reservoirs, summers in sanitariums and torture chambers, and rules over an obscene court of the misshapen and insane that can be visited only in dreams.

His nature is largely unknown: Some speculate that the Fool is an archetype of the imagination given power through worship, others that he is shared delusion of the mad. Evidence of his existence is difficult to find—he does not leave gifts for his followers, and he avoids scholarly investigation with maddening ease. One sage of the northlands compared pursuit of this being with finding the base of a rainbow or chasing the moon through a dark wood.

Whether or not he truly exists as a sentient creature, Adiemre's power is undeniable. He dispenses lunacy and inspiration in even draughts, and he is credited by artists and poets as often as his name is screamed aloud by maniacs. Some of his favorite subjects are actors and playwrights, whose willful manipulation of narrative appeals to his casual approach to objective reality. Masqued players and rag men (see **Chapter Four: Prestige Classes**) pay homage to Adiemre with elaborate pageants and random murders carried out in organized underground temples, but most adherents to his cult are solitary lunatics and artists who make no organized prayers and devote to him nothing but the prize of their sanity.

Adiemre has many symbols. Stylized versions of them are sometimes scratched into the stone walls of sanitarium cells. He is associated with the fool, idiot, and jester cards from the *deck of many things*.

## Brand [Demigod]

*Ace of Swords, the Herald*

**Symbol:** Eight-pointed star  
with a device of a  
black horse

**Alignment:** Chaotic evil

**Weapon:** None

**Domains:** Chaos, Destruction,  
Evil



Brand is a mysterious and singularly destructive figure whose appearance on the Material Plane precedes great sorrow and ruin. As he strides across the countryside, the wake of his passage cleaves mountains and shatters whole forests, leaving a track like the rut of an enormous plow. Sages have speculated that his seemingly random path describes a continent-wide magic circle designed to open a *gate* to another world.

Brand has appeared at least seven times in recorded history, falling as a meteorite from the sky into cold hills and remote marshlands, and on one occasion into the crowded marketplace of a major city. On all recorded visits, he has appeared as a humanoid creature composed of pure darkness, with eyes that shine like blue-white stars. His trespasses are seemingly without malice: The entity has never been observed to speak, to move any faster than a walk, or to raise his hand in anger. In the one case he responded to an attack (a *meteor storm* cast by the archmage Griflet) he simply raised his head and smiled, revealing blazing white teeth and causing his attackers to flee in terror.

Whether Brand is truly a deity or merely the avatar of some other being is unknown. No organized church pays reverence to him, but some scourges and nighthawks (see **Chapter Four: Prestige Classes**) bear his symbol for luck. He is associated with the knight, rogue, and skull cards from the *deck of many things*.

## Djorl [Demigod]

*Burning Hand, the Hierophant*

**Symbol:** A skull with its eye  
sockets hammered full  
of iron spikes

**Alignment:** Lawful evil

**Weapon:** Morningstar

**Domains:** Blood\*, Evil, Law



Djorl is the chief cleric of the Great House and is credited with bringing their worship to the first vampires at the dawn of history. He watches over all worshipers of the pantheon, and in many ways he is its patriarch.

Unlike many of the other pantheon members, Djorl's physical existence is apparent. He often appears in person to his worshipers, and his acts of vengeance are well documented. Also unlike his peers, he demands strict obedience and regular sacrifice, preferring blood offerings and the ashes of burned holy texts.

Djorl's avatar on the Material Plane is a blasphemous parody of a lawful good high priest. He appears as a cadaverous figure dressed in blood-soaked white robes, wearing hideous golden jewelry set with human teeth and bones and a tall miter decorated with scenes of carnage in gemstone mosaic. His eyes are pierced by broad iron nails and continually run with blood. His wide mouth is filled with broad, flat teeth that sit haphazardly in their sockets. He bears a tall staff topped with an ornate finial that blazes with fire when he is angry.

Djorl's mark is sometimes stamped onto holy symbols from good churches. He is worshiped by black abbots and scourges (see **Chapter Four: Prestige Classes**), as well as by pious scions who want to appease the pantheon as a whole. He is associated with the comet, star, sun, and throne cards from the *deck of many things*.

## Jejua [Demigod]

*The Feasting Lord, King of Cups, the Jolly*

**Symbol:** Horn of plenty filled with  
gold, fowl, cups of  
wine, jewelry, and  
sausage links

**Alignment:** Chaotic evil

**Weapon:** Cleaver (handaxe)

**Domains:** Blood\*, Chaos, Evil, Greed\*





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The Feasting Lord is a particularly sinister deity, because at first blush he appears innocuous and even benevolent. On the surface his cult's teachings seem pleasant, and its activities are tolerated—even welcomed—in civilized areas where the truth has not yet been revealed. In reality Jejua is an ancient and hungry monster who drives his followers to ever more decadent and perverse pursuits.

Jejua's cult preaches the pleasures of a good and full life and encourages followers to partake of all the fruits of hard work and success. Only initiates of his cult know the reality behind these bland pronouncements: Human flesh and blood are the church's sacraments, and cannibalism is the only worship their lord accepts. All high priests of the cult are inducted into the deeper mysteries, which culminate in their death and rebirth at the hand of the lead vampire. These mysteries are blasphemies beyond understanding, the holy writ filled with occult uses for all the organs and fluids of the human body, and with many secrets of esoteric power.

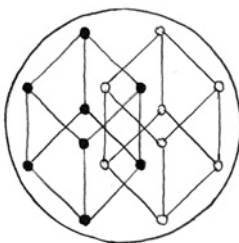
When Jejua appears to the faithful, he resembles an impossibly obese man with the legs of a goat and piglike jaws who wears a towering military helmet. He is covered in grease and castoffs from his feast, a towering repast of human blood and body parts that always accompanies his manifestation. Any cultist who takes part in this cannibalistic orgy must make a successful Will save (DC 30) or take 2d6 points of permanent Wisdom drain and shift his alignment permanently to chaotic evil. A vampire who indulges in the great feast gains a +1 resistance bonus on all saves for the next year.

Jejua is the patron of cannibals and killers, and many vampires pay him regular homage. Regents and revelers (see **Chapter Four: Prestige Classes**) are among his most faithful followers. He is associated with the gem, key, moon, and ruin cards from the *deck of many things*.

### MHKH [Demigod]

*The Magus, Opener of the Ways*

**Symbol:** A drawing of a tesseract  
**Alignment:** Neutral evil  
**Weapon:** Dagger  
**Domains:** Evil, Knowledge, Magic



The entity known as MHKH is a vile mathematical abstraction that has been worshiped since the dawn of history by those who seek secret and arcane knowledge. Its worship is endlessly complicated, and few even among learned sages know its true name—the acronym MHKH was created to keep the mind-blasting revelation of its nature from the casual reader. Those who worship it in earnest sink into deep cogitation, only periodically emerging with the fruits of their flights into the invisible world. Great advances in geometry, algebra, astronomy, and alchemy have been credited to its followers, but many who descend into the misty lands of reverie never return, their spirits tempted to follow trails of thought that have no destination and no end.

No formal holy texts to MHKH exist. Instead, hints of its nature appear in pamphlets, hymnals, public notices, primers, histories, and snatches of overheard conversation—the initiate unpeeling significance from ciphers and veiled allusions. Most of these references are placed by people with no idea of their significance, a choice of words sparked by unusual inspiration; many report feeling full of ideas, or on the verge of a revelation, but this feeling quickly passes. Only the faithful are granted a glimpse of the whole picture, assembling it from these scraps like a painter rendering a landscape from a thousand tiny studies.

MHKH has appeared in the world only a handful of times, each coinciding with a great discovery in mathematics and the sciences. Its physical form is immense, stretching out to cover whole city blocks or filling a wizard's tower. It resembles an animate fog dotted with bizarre geometric forms and peering eyes. Physical reality seems to bend and stretch in its presence, time flowing at great speed or even running backwards, and the laws of gravity and basic spatial relationships become as malleable as wax.

A great number of sages and learned ones worship MHKH without being fully aware of it, believing instead that they are dedicated to the pursuit of knowledge in its purest form. They make offerings in the form of time, their lives eroding decade by decade in the lonely pursuit of insight. Liches and some vampires—notably black abbots and vampire mages (see **Chapter Four: Prestige Classes**)—worship the deity consciously by disseminating forbidden knowledge and sacrificing the innocence of the uninitiated.

MHKH is symbolized by a mathematical expression of four dimensions, often drawn as the projected shape of a tesseract. He is associated with the donjon, Fates, and vizier cards from the *deck of many things*.

### Molkeegan [Demigod]

*Queen of Brambles, Queen of the Unseelie Court*

**Symbol:** A wreath of hawthorn roses, sometimes drawn in blood  
**Alignment:** Chaotic evil  
**Weapon:** Longbow  
**Domains:** Animal, Chaos, Evil, Plant



Molkeegan began her climb to power as a lowly succubus in the service of a demon prince whose name is lost to history. Even by demonic standards, she was a vicious and spiteful creature whose hatred of elves and good fey was boundless. After several notable successes on the Material Plane, including her seduction and recruitment of a council of good druids, Molkeegan was promoted to the Abyssal nobility.

Over time Molkeegan spread her influence across countless alternate realities, and eventually she overcame the bounds of corporeality to become a demigod. Today her seat of power is a fortress deep in the brambles of a haunted forest that has expressions on infinite planes. Here she twists the good-natured spirits and fey of all worlds into dark, menacing shapes.

The Queen of Brambles appears as a severely beautiful elf woman with the abdomen, legs, and wings of a monstrous wasp. She carries an intelligent longbow called *Darkroot* when hunting elves and fey. Her consort is Shedim, the Prince of Lycanthropes, and they sometimes hunt together, their werewolf and unseelie minions ranging far ahead in pursuit of prey.

Few vampires pay homage to Molkeegan, with the exception of foundlings (see **Chapter Four: Prestige Classes**), who serve her faithfully and execute her bidding in the material world. Most worship takes place in the Unseelie Court itself, which is filled with riotous celebration and horrific torture in equal measures. She is associated with the Euryale, flames, and talons cards from the *deck of many things*.