

Al-Kalim

Lesser Power of Nirvana, LG

Portfolio: Truth, justice, honesty, integrity, honor, war, tactics.

Aliases: None.

Domain Name:

Superior: None.

Allies: Anhur, Asterius, Diulanna, Frigga, Heimdall, Horus, Ixion, Koryis, Odin, Osiris, Tarastia, Valerias.

Foes: Alphaks, Korotiku, Loki, Martokk, Nerull, Set, Vanya.

Symbol: Palm tree over a setting sun.

Worshippers' Alignment: LG, LN, NG, N, CG.

The Church

Clergy: Clerics, crusaders, specialty priests, mystics, shamans, fighters, paladins.

Clergy's Alignment: LG, LN, NG, N.

Followers and Strongholds:

Turn Undead: C: Yes, Cru: No, SP: Yes, Mys: No, Sha: No, F: No, Pal: Yes.

Command Undead: C: No, Cru: No, SP: No, Mys: No, Sha: No, F: No, Pal: No.

Dogma: Truth is not something you tell, it something you are. A man's word is the one of the few things in life that is truly his, as everything else can be taken from him. Live with honor, follow the tenets of Al-Kalim, always speak truthfully, and stand ready to defend not only what is yours but also your brother and what is his. When in battle, fight with honor, but show no mercy to a dishonorable enemy. Always strive to be at least one move ahead of your opponent.

Day-to-Day Activities: The majority of the clerics in the clergy usually occupies its time leading the populace in prayer and guidance, while the crusader arm of the faith are usually middle- to high-ranking officers in Ylaruam's armed forces. Most of the paladins and specialty priests either journey far and wide to spread Al-Kalim's teachings or go on self-proclaimed *jihads* (holy wars) against evil and corrupt beings of power (such as the Nithian sorcerers and priests of Set in their own nation, as well as abroad).

Relationship with Other Deities and Faiths: While the other powers in the region consider him something of an upstart because of his humble and mortal beginnings, they cannot deny the depth of power he wields because of the majority of the populace in Ylaruam revere him, and mostly because of those same beginnings. Horus and Osiris have become something akin to mentors to Al-Kalim as one would think, considering their similar outlooks and spheres of influence, Al-Kalim's rapid and relatively recent ascension, and the start of their own decline. He is on good terms with most of the goodly and neutral powers, though his hatred for the evil powers runs deep (especially Set, because of the damage he and his chosen have wrought in Ylaruam). Thievery grates on him as well, so he often comes into conflict with Korotiku, who just cannot resist needling the young, serious god.

Major Centers of Worship: As one would think, while there is a temple to Al-Kalim in every town in Ylaruam, the one in the capital city is by far the largest. Named the *Mekkat* (or better known elsewhere as the Great Mosque), Ylari from all over Emirates journey to the capital city on a holy pilgrimage to this temple to receive the blessings of His chosen, because they feel that this journey strengthens their faith in Al-Kalim. The Great Mosque can hold at least 15,000 in its main worship chamber, and it is usually filled close to capacity from dawn to dusk. Al-Kalim's faith is mostly centered in Ylaruam but is very slowly branching out into other nations as well as Ylari emigrate to them.

Affiliated Orders: There are literally dozens of orders dedicated to one of more aspects of Al-Kalim's teachings, but the largest and most famous (some might say infamous) branch of the faith are The Hands of Righteous Justice. This order has chapters in every town in the Emirates and is known to be absolutely merciless to thieves and bandits. At times their zeal tends to spill over towards foreigners, whether or not they have done something wrong, but the majority of clerics, crusaders and warriors of the order have been moved to the north central part of the Emirates to counter the sudden incursion of gnolls from the Northern Highlands around the towns of Deraan and Cinsa Men-Noo.

Priestly Vestments: The dress and accoutrements of a priest of Al-Kalim also determine his rank. Acolytes are dressed in unadorned, white woolen robes, low level clerics and specialty priests called abdul al-adil (see below) are dressed in gray robes (specialty priest robes have black lining). Mid-level clerics and specialty priests' robes are made of cotton, and are colored brown (specialty priest robes have white lining), while high-level clerics and specialty priests are dressed in red silk robes (specialty priests' robes have silver lining).

Adventuring Garb: Adventuring priests of Al-Kalim usually dress in normal clothing, though it is usually colored according to their rank.

All priests of Al-Kalim receive law (Ylaruam) as a bonus proficiency. Since his ascension to godhood, Al-Kalim has the majority of people in Ylaruam following his tenets, which espouse truth, honesty, justice, honor, and the ability to defend themselves and others. Most of the priesthood leads the populace in prayer and helping them to always be more honest in their dealings and to treat people with decency, though the prevailing attitude towards foreigners still is rather deep seated. The militaristic arms of the faith usually work very closely with the standing army as well as watching closely for the depredations of the worshippers of the evil Nithian gods, such as Set.

Specialty Priests (Abdul Al-Adil)

Requirements: Strength 10, Intelligence 10, Wisdom 13.

Prime Requisite: Strength, intelligence, Wisdom.

Alignment: LG, LN.

Weapons: Scimitar, shortbow, all bludgeoning weapons

Armor: Any.

Major Spheres: All, Combat, Healing, Law, Protection, War.

Minor Spheres: Creation, Divination, Guardian, Summoning

Magical Items: As clerics, plus magical bows all scimitars.

Required Proficiencies:

Bonus Proficiencies:

All priests who become Abdul Al-Adil must take the title (meaning Servant of the Honest One) as their surname.

At 1st level, abdul al-adil are able to **detect lie** (Priest's Spell Compendium, pg 200) once per day. For every two levels gained past the 1st, the abdul al-adil may cast **detect lie** once more per day.

At 3rd level, abdul al-adil can cast **courage** (Priest's Spell Compendium, pg 769) once per day.

At 6th level, abdul al-adil can cast **strength of one** (Priest's Spell Compendium, pg 609) once per day.

At 8th level, abdul-al-adil can cast

At 10th level,

Special Spells: