

This document details the faith and mantras of Ulesh, along with details and disapproval for his clerics.



MANTRA OF ULESH

The hand which strikes first invites destiny
The second blow shows intent
The third blow is yours, and ends the conflict
Tranquility is upheld through strength
Peace is always a result of mutual fear

Description of the faith:

Ulesh the Immobile, the god of Peace, is depicted as a very large, bearded man with long hair and open palms, clad in stout armor and carrying all manner of weaponry on his person. His statues are erected on sites of conflicts which ended without combat, and near fields where battle was averted through either submission or diplomacy. His worshipers are famed for their patience and mediatorship, but also their ferocity and proficiency with all manner of tools of war.

The followers of Ulesh are a populous sect in civilized lands, but few of the everyday faithful are familiar with the formal training of Ulesh: the god of peace is famous among beggar, farmer and lord alike, but the strict scriptures of the faith are often untenable for less-than-disciplined hopefuls.

Ulesh is a strict god: his devoted shall never strike the first blow in a battle, and are avowed to keep the peace at all times, even at the expense of the well being or happiness of those in their charge if the sacrifice serves the greater good.

Ulesh's painful tenets have their root in the tragic Wars of Balance. Ulesh was the supreme god of War then, and his rash actions along with the cruel strings of the Fates brought misery to him and his. This all turned the once formidable Battle Lord of Law into the stoic god of Peace.

Aligned deities:

Nekthelos, the Knowing Hand
Auranne, the Expectant
Melniscar, the Infinite Order

Opposed deities:

Klazath, the god of War
Gorhan, the Helmed Vengeance
The Three Fates
Pelagia, the goddess of the Sea

Services of the faithful:

The famed faithful of Ulesh avail any petitioner to receive any of their many blessings or curative rituals, asking only that they in turn take the First Vow of Ulesh: to never strike the first blow in any conflict. If (and when) the vow is broken the blessing becomes a curse, and the cure given is reversed immediately.

Clerics of Ulesh:

Symbol:

The Grasped Hands of Peace, most often worn as a belt buckle or neckpiece. The symbol is always carved or drawn on all weapons or armor the clerics use.

Weapon proficiencies:

As lawful clerics, see *Special* below for additional proficiencies.

Special:

- Clerics of Ulesh may roll a DC 18 spell check when attempting to wield *any specific weapon or armor* for the first time. If they are successful, Ulesh shows them the skill through divine inspiration (note that this applies to specific weapons, not weapon types, and may call divine ire if abused). This skill supersedes *all* proficiency restrictions, and the proficiency is permanent for that specific weapon only.
- Clerics of Ulesh never strike the first blow. In any combat they must be damaged before they may attack, otherwise suffering an immediate +5 addition to their disapproval.
- Finally, the usual penalties for causing subdual damage do not apply to clerics of Ulesh, as they are specifically trained to end conflicts without bloodshed.

Disapproval Table:

Roll	Disapproval
0 or less	The cleric must atone for their sins. They can do nothing but recite the mantras of Ulesh for the next 10 minutes, starting as soon as they're not in immediate danger.
1	The cleric must atone for their sins. Their AC decreases by 1 immediately due to remorse, and only reverts to normal once they have recited the mantras of Ulesh for 10 minutes (while talking is a free action, saying anything besides the mantras resets the timer).
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 120 minutes incurs a -1 penalty to all spell checks and the cleric's AC until prayer is complete.
3	The cleric must increase Ulesh's domain with a new follower. They incur a -1 penalty all spell checks and their AC until they convert a new follower to the faith. The follower must swear to the First Vow of Ulesh as they join the faith.
4	The cleric incurs Ulesh's slow anger: they suffer a -1 to spell checks and AC for the next two days.
5	The cleric undergoes the test of humility. For the remainder of the day they must treat all 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, and a -2 to their AC due to loss of confidence.
6	The cleric incurs an immediate -1 to all spell checks and AC, which increases by -1 on any aggressive action they take. This penalty is cumulative, but does not apply to self-defense.
7	The cleric must endure the test of understanding the weak. They take 1d6 damage to their hit points. The damage cannot kill them (just drops them to 1 HP), and it heals at the normal rate, but cannot be healed magically.
8	The cleric immediately incurs a -4 penalty to the spell or ability that caused the disapproval. This lasts until the next day. Additionally, their AC drops by -1 for the duration..
9	The cleric immediately incurs a -2 penalty to all spell checks until the next day. Also, their AC suffers a -1 penalty for the duration.
10	The cleric loses access to one randomly determined 1st level spell for the remainder of the day. Additionally, they lose -2 from their AC for the duration.
11	The cleric is ordered to meditate upon the nature of mediation. The cleric incurs a -2 penalty to all spell checks and their AC. 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 a point from the penalty. Also, they suffer an additional -2 to their AC until they've

	talked down one side from starting a conflict.
12	The cleric is temporarily disowned by Ulesh. For the rest of the day they cannot gain XP. Also they suffer a -2 to their AC due to losing their faith, until they successfully mediate a conflict.
13	The cleric loses access to two random 1st level spells for the remainder of the day. Also, they must learn the value of sacrifice, suffering a -2 penalty to their AC until they've taken damage in a conflict.
14	Ulesh is pained by the cleric's unfaithful actions. The cleric's disapproval does not reset the following day. The next day things reset as normal. Until the disapproval resets the cleric must always turn the other cheek in any conflict, and failure to do so results in effect 20 on this table.
15	Calculate the cleric's net worth in gold pieces. The cleric incurs a permanent -5 penalty to spell checks, which persists until they have rid themselves 50% of this value. The value must first be paid from any weapons, then any armor, and lastly from any other valuables the cleric owns; until the full value has been paid the cleric suffers the effects.
16	Ulesh completely withholds the cleric's healing powers for 1d14 days. Additionally, for the duration of the effect the cleric always acts last in any combat.
17	The cleric loses access to 1d4+1 spells until the next day. Also, the cleric loses any weapon proficiencies for this duration, as Ulesh deems them unworthy of the ability to strike back.
18	The cleric is temporarily unable to turn creatures, the effect persists for 1d14 days. Additionally, they have for the duration of the effect the cleric suffers a forceful compulsion to enter any obvious conflict in order to bring an end to it.
19	The cleric's ability to lay on hands is restricted for 1d7 days. For the duration, they can only do subdual damage with their attacks.
20 or more	The full extent of Ulesh's divine regret and guilt is revealed to the character: they see the extreme consequence of war and violence, and realise that the path of conflict only leads to ruin for all. They immediately renounce all weapons and armor as abominable, and swear to spread peace with words and open palms. The only way to redeem their faith in themselves and the world is to end a large conflict or avert a great danger without striking a single blow.

Table 1: Disapproval of Ulesh