

# The Zakharan (Arabian) Pantheon

## Hajama the Courageous

greater god of courage

**Clerics:** any

**Worshippers:** any

**Major:** charm, combat, healing, protection, summoning

**Minor:** death, divination, elemental, guardian

**Undead:** turn

**Weapons:** standard plus short sword

**Armor:** any

**Symbol:** none, so long as the cleric shows courage (bravery is worn in the heart, not on the sleeve)

1) +1 vs fear per level

Member of the Pantheon

(son of Kor, brother of Najm and Jauhar)

## Hakiyah of the Sea Breezes

greater goddess of honesty and truth

**Clerics:** any (non-evil)

**Worshippers:** any

**Major:** divination, elemental, thought, weather

**Minor:** charm, healing, protection, summoning, travelers

**Undead:** turn

**Weapons:** standard

**Armor:** any

**Symbol:** cresting wave

10) *detect lie* on save vs wisdom

(sister of Haku)

## Haku of the Desert Wind

greater god of freedom and independence

**Clerics:** any (non-lawful)

**Worshippers:** any

**Major:** divination, elemental, travelers, weather

**Minor:** combat, healing, protection, summoning, thought

**Undead:** turn

**Weapons:** standard plus scimitar

**Armor:** any

**Symbol:** stylized gust of wind

1) +1 vs charm/control per two levels (round up)

(brother of Hakiyah)

## Jisan of the Floods

greater goddess of fruitfulness

**Clerics:** any (non-chaotic)

**Worshippers:** any

**Major:** animal, elemental, plant, weather

**Minor:** combat, creation, divination, healing, sun

**Undead:** turn

**Weapons:** standard

**Armor:** any

**Symbol:** rain cloud

1) can get extra half-hour worth of work per level in eight hour day

(rival of Jauhar outside the Pantheon)

## Kor the Venerable

greater god of wisdom

**Clerics:** any

**Worshippers:** any

**Major:** charm, death, divination, healing, sun

**Minor:** combat, creation, guardian, protection, summoning

**Undead:** turn

**Weapons:** standard plus axe

**Armor:** any

**Symbol:** sunburst or hatchet

10) +1 wisdom

Member of the Pantheon

(father of Hajama, Najm, and Jauhar)

## Najm the Adventurous

greater god of adventure and curiosity

**Clerics:** any (non-lawful)

**Worshippers:** any

**Major:** charm, combat, divination, protection, summoning

**Minor:** creation, elemental, healing, sun

**Undead:** turn

**Weapons:** standard plus dagger

**Armor:** any

**Symbol:** single arrow, pointed upward

10) +1 dexterity

Member of the Pantheon

(son of Kor, brother of Hajama and Jauhar)

## Selan the Beautiful Moon

greater goddess of beauty

**Clerics:** any

**Worshippers:** any

**Major:** charm, creation, death, divination, healing, sun (non-solar)

**Minor:** elemental, protection, summoning

**Undead:** turn

**Weapons:** standard

**Armor:** any

**Symbol:** ringed moon

10) +1 charisma

Member of the Pantheon

## Zann the Learned

greater god of intelligence and learning

**Clerics:** any

**Worshippers:** any

**Major:** divination, healing, numbers, summoning, thought

**Minor:** charm, guardian, protection, sun, time

**Undead:** turn

**Weapons:** standard

**Armor:** any

**Symbol:** fountain's jet

10) +1 intelligence

### **Bala of the Tidings**

lesser goddess of music

**Clerics:** any non-evil

**Worshippers:** any

**Major:** charm, creation, divination, healing, summoning

**Minor:** animal, good, protection, thought, travelers

**Undead:** no effect

**Weapons:** standard

**Armor:** any

**Symbol:** zither

1) musical ability of a bard of half level (round up)  
(elder goddess persecuted by the Pantheon)

### **Jauhar the Gemmed**

lesser goddess of wealth

**Clerics:** any non-chaotic

**Worshippers:** any

**Major:** creation, guardian, healing, protection, summoning

**Minor:** charm, death, divination, sun

**Undead:** turn

**Weapons:** standard

**Armor:** any

**Symbol:** gold dinar

Member of the Pantheon

(replaced by Jisan outside the Pantheon)

### **Vataqatal the Warrior-Slave**

lesser god of war and duty

**Clerics:** any non-chaotic

**Worshippers:** any

**Major:** charm, combat, death, protection, war

**Minor:** animal, guardian, healing, summoning, weather

**Undead:** turn

**Weapons:** standard plus sword

**Armor:** any

**Symbol:** red-bladed sword

### **The PANTHEON**

greater COLLECTION of gods: Kor, Hajama, Najm, Selan, and Jauhar  
strength through unity

**Clerics:** any

**Worshippers:** any

**Major:** charm, combat, creation, death, divination, guardian, healing,  
protection, summoning, sun

**Minor:** elemental

**Undead:** turn

**Weapons:** standard

**Armor:** any

**Symbol:** pentagon

Must choose to be either a pragmatist, ethoist, or moralist

Must follow Pantheonist's code: must aid other pantheonist, should aid  
other enlightened worshipers, must justify aiding non-enlightened

Must spend one non-weapon on religion

Begin with one less weapon slot

### **The Temple of Ten Thousand Faces**

demi COLLECTION of ALL gods

acceptance

**Clerics:** any

**Worshippers:** any

**Major:** none

**Minor:** all except chaos, evil, good, and law

**Undead:** turn

**Weapons:** standard

**Armor:** any

**Symbol:** nautilus shell

Must spend one non-weapon on religion

Begin with one less weapon slot

Cast spells as a cleric of one level less -- 1<sup>st</sup> level clerics gain no wisdom  
bonus and must save vs wisdom to cast their spell

The gods of Zakhara are clearly an attempt to recreate some of the interesting viewpoints and perspectives of Islam in a fantasy setting. Normally, I think that ethically-vague deities are a non-starter, but here I will indulge the genre. In order to integrate these gods into the larger campaign, however, a few changes must be made.

A few cultural notes:

The Zakharan social structure is firmly based on a united tradition of social mores captured in the divinely-inspired teachings of a legendary prophet centuries ago. This Law was given to the Loregiver by Fate herself. Fate chose her prophet carefully, an intelligent and beautiful woman over whom men and genies fought. Unfortunately, these beings were not ready yet for true civilization. The Loregiver transcribed Fate's teachings onto scrolls until such a time as rational beings would be ready for such enlightenment. About five hundred years ago, a shepherd boy found the Loregiver's scrolls. According to Zakharan society, the clarity, truth, and validity of the Law is such that any fair-minded, intelligent being can recognize their paramount authority. This boy became the first Caliph and his followers converted all of Zakhara. Since then, the unbroken line of the Caliphs in Huzuz have been the spiritual and temporal rulers of all of the Land of Fate.

Since civilized society is based on the teachings of the Loregiver and since the Law is both complete and absolute, it is vital for each person to follow these mores. Ethically-vague, one of the greatest principles of the Law is that every sentient being must serve a divine power, namely, the Enlightened Zakharan gods. Any who follow a non-Enlightened god is deluded and, many believe, may be taken as a slave in order to show the wretch the truth of the Law. Any sentient being which follows no god is no better than a beast in the wilderness and may be dealt with as such.

As a result of the Law of the Loregiver, Zakharan society is simultaneously homogenous and cosmopolitan. This region of the world is vast and the people of the Land of Fate come in many sizes, shapes, and colors, but all are equal before the Loregiver's teachings. So long as a man follows the true gods, he has nothing to fear.

Although as a modern American, I find ideas such as slavery and the disenfranchisement of women distasteful, these are major cultural themes in the fantasy traditions of the Arabian Nights and therefore Zakhara. The Pantheon faith with its three types of clerics is the closest one can come to monotheism in a Dnd-style fantasy setting. None of this information should be taken as a statement on the belief systems of any culture, although I will say that here more than in most milieu, the fantasy role-playing genre allows for the exploration of social issues in unique and insightful ways much as good science fiction does.