

Kalee

Description: Human Deity of Cities

Other Names Known By:

None

Followers of Kalee are normally people whose work is defending a city. This defense may be against inside or outside forces. This means that a sheriff or a guard may be a follower of Kalee and that the bonuses and blessings given a worshiper can kick in during the normal course of the job (i.e., if the sheriff is doing his job and is arresting someone that is creating a disturbance).

Followers of Kalee have many sayings. Most are spoken when entering a new city or as a way of greeting or blessing those within a city. Some of these include,

May Kalee watch over you and your home!
May the Blessing of Kalee protect you!
May Kalee protect you and your own!

The Eternal Wall

Constantine was the greatest of the human cities. Its size dwarfed all other cities, but in all its years, it had never been besieged. Its standing army was small since no outside treat was seen.

Then word came. The impossible had happened. Darkheim had landed an army at the east end of the Aikiva Pass. It was on the march and would be upon the city in a week.

It took two days of stunned disbelief before a force was sent out to see if the reports were true. No one could fathom that any force could have landed, let alone a large one. It must have been a boat, maybe a ship or two at most. But of the 500 men that were sent out less than a dozen returned.

Their message was bleak.

Beast's children had done the impossible. Somehow, they had gotten off the Dark Continent and Across the Storms that raged in the Sword Thrust Straight. Thousands were on the way. Green skinned creatures that grunted as animals but had the spark of

intelligence within their eyes. Others that brandished trees like clubs and still others that dripped or left trails of slime. The survivor had never seen their like, not even in their nightmares. The things seen did not even have names... and they were on their way. The city had a day at the most.

And nothing they had would stop them.

Nothing.

The force left in Constantine was less than 400 strong. It would be swallowed in the first hour of battle.

Word spread and panic gripped the streets. All but one, a mage named Josua sat with stone face as he listened to the news. He knew what had to be done. Knew what must be sacrificed. He retired to his tower and prepared.

It was this sacrifice that brought Kalee to the city. It was Kalee that created the Eternal Wall. The wall that even to this day, surrounds Constantine and allowed the defenders to hold Darkheim's army at bay until a proper force could be raised and sent out to drive it from the walls.

The Eternal Well

The eternal well may be found at the center of Constantine and was formed when a tear fell from Kalee's cheek to strike the ground by his feet. The wells water has flowed ever since, supplying the city with fresh water through the ages.

The Legend

The city was in shambles. Panic gripped the streets. Nowhere could you go where you could not hear the screams of fearful people.

And the horde had not yet reached the main gates.

Kalee walked calmly through the streets. He had heard the call. He had heard the plea. How he was known was a mystery but someone new his name and knew that he would care.

Very odd really, that he would care. That he would find it a waste and a shame to see this destroyed. For destroyed it would be. Darkheim's army would raze this city to the ground and all would die. No quarter would be given to the cities defenders or even to the innocent when the army arrived. All would be cut down where they stood. Their hiding places would be sniffed out and they would be pulled screaming by the hair into the streets to face the blood lust of the conquerors. "Best leave it be," he had been told. "It was none of your concern," he had heard. And he would have ignored it except... well, not even the cry of a hundred gods could draw the attention of the one lone voice that spoke of what was to come. Of the people whose belongings would be smashed as they watched, of the things that wanted to grind the very city itself to dust. And after everything had been broken. After it all had been smashed. And when there was nothing left bigger than a talon, they would burn it all... including any that had not yet died by their hands.

Damn, but Kalee would hate to see that. He knew it would be re-built. People had a habit of rebuilding. Although it puzzled Kalee no end, he found that he liked the fact that they did.

But he would hate to see it all go, just the same.

His leisurely pace took him by the tower. It was one of the many towers found within the city. But this one was different today, or at least its contents were. For even from here he could hear the chant. The chant that asked for so much but was willing to offer a payment equal to that which it asked. It was nearing an end now. It was almost over. He found it amazing but he had never heard of it being done before but from what he knew, no member of any race had ever done it. To destroy forever, that which you are... Kalee could not even imagine, but even as he considered it, the chanting stopped.

The scream started. A scream only a soul can make. A death scream of a soul. Such a scream that even a god would not want to

hear twice. But this is what the gods heard that day.

All of them.

With that scream Kalee knew that he was right in coming. Knew that even Darkheim would not dare dispute his actions, would not dare to take counter action. For the first time since the creation of the universe, the gods had heard the sound of the divine as it died.

It was a sound they did not like. It was a sound that did not sit well with them. It was the sound of their own end and they knew it...

It is seldom that any God cries, but Kalee shed a tear that day. As he listened to that wail, he looked about the city and a tear formed in his eye to wind its leisurely way down his cheek. Its journey took it to his chin, where it stopped for a moment or two before falling to the ground. As it hit the earth by Kalee's feet, the ground shook. The mountains moaned and creaked in sympathy for the soul that had just died. As their moan faded, the rock that made it began to shift and drain away, as if becoming water. The rock drained, the material shifted and flowed towards the city to form huge walls that would surround and protect Constantine through the millennium. A millions tones of rock shifted and flowed towards the city. A million tones of rock moved to protect Constantine.

Kalee spoke and every man, woman and child in Constantine paused to hear his voice "I give you the eternal wall. It will protect you from the army that approaches through the Aikiva pass but know you that the mistakes made here cannot be allowed to continue. The army that approaches today is but a speck in the sea that will pour forth from the Dark Continent in future days. I charge you to hold back this tide for the Armageddon will happen on the day the eternal walls are breached. On that day, you lose my blessing for the great sacrifice that was done today in defense of your city, of the ultimate sacrifice that was made this day.

Now go. Garrison the walls. The forces you have are now sufficient to win the day. But know, the forces you require will grow now that Darkheim's armies are off the Dark Continent."

With that, Kalee left the city. Where his tear had fallen the Eternal Well had formed. It was another lasting reminder of the love that Kalee feels for Constantine and of the sacrifice made that day.

Worship

Each deity in the world of Panjere is treated as a separate independent entity. As such, each deity has its own special background and worship requirements. Some deities require vast amounts of affinity if you want to worship them; others require vast sums of money. It all depends on the deity.

Like all skills, worship is a skill. You have a base value in it, plus a bonus. When a character starts worshipping Kalee he or she must pay **200** affinity points. In addition to this, the character must place at least **20%** of all further earned affinity into his or her worship skill of Kalee.

When these worship requirements are met, the character becomes a follower of Kalee.

Getting a roll on the favors table

Each time the character's synergy bonus in worship to Kalee goes up by one point, roll **1d6** on Kalee Favors Table (see below). Note that any bonus the character has is doubled if defending the city of Constantine itself.

Kalee Favors Table

1. When defending a city, the character adds +1 to his Damage dice roll. Each time this favor is rolled, the character adds an additional +1 to TKA dice roll when fighting in defense of a city (i.e., fighting inside a city's walls against a force trying to take the city over).
2. When defending a city, the character adds +1 to his WR dice roll. Each time this benefit is rolled, the character adds an additional +1 to the WR dice roll when fighting in defense of a city (i.e., fighting inside a city's walls against a force trying to take the city over).
3. The character receives a Wall of Stone spell. The range of the spell is 30 feet and the casting time is 24/2d12. The spell must be cast in a city in the defense of the city. When cast, the spell creates a Stonewall that is 5 feet high by 2 feet thick by 10 feet wide. Each additional time this favor is rolled the character may choose between the following; increase the number of times you can cast the spell in a given day by one, increase the range of the spell when you do cast it by 10 feet or increase the size of the wall you create (i.e., the volume of wall would increase by 100 cubic feet each time...5' by 2' by 10' would increase to 5' by 2' by 20').
4. The character has the ability to teleport within the city walls. This ability may be used once per day for each time the character rolls the favor.
5. Roll 1d10. This is the percentage chance that the character may create a well in a city or community. If the character fails the roll, then that character must wait for an increase in his or her chance to succeed before trying again. Each well can supply water for 2,000 and will last 2d10 years. Each time this is rolled, roll 1d10 and add the number to the previous percentage chance of success. If the chance is over 100% then the character can automatically create 1 well and has a chance of being able to create a second.
6. The character gets a Defend City spell. The spell has a casting time of 24/2d12. It has a range of 50 feet. The spell affects lasts for one complete battle (even if it is an attack against the city that lasts for an entire day). For the spell to work, the spell must be cast upon someone who is defending the city in some way (could be cast on guards or a sheriff doing his or her job). The effect of the

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spell is to allow the recipient to roll all damage dice twice and apply the greater of the two sets of rolls as damage against the target (using a point of luck allows the character to re-roll both sets of dice). Each time this favor is rolled, the character can cast the spell one additional time each day.