

For the Players

This book is written as a supplement to the *Ados: Land of Strife* campaign setting. While the Jutian faith described in this book is specifically designed for this setting, Jute and the rules for Her faith can be easily adapted to any campaign setting. We encourage you to adopt Jute and Her faith into your game. Or, feel free to adopt any of the new spells, classes, prestige classes, skills, feats, and magic items described in this book for your game.

Throughout the book, there are sections that are closed content (material specific to the *Ados* campaign setting) and other parts that are open content and are governed by the Open Gaming License version 1.0. Sections that are in text boxes are considered to be open gaming content. The following additional sections listed here are also open gaming content, though these sections may or may not be contained within a text box:

- The stat block for Jute: The Lifegiver in Chapter 2 along with all ability descriptions
- The Avatar of Jute stat block
- The Aspect of Jute stat block
- All of Chapter 4
- Table 12, Table 13, and Table 14 in Chapter 5
- Descriptions of all weapons in Chapter 5
- The Mold Breaker class description in Chapter 6
- The Esprit, Order of the Red Sash, and Seeker of the Immortal prestige class descriptions in Chapter 6
- The description for the Cathedral of Jute in Chapter 8
- All of Chapters 9, 10, and 11

Credits

Writers: Geoff Habiger, Coy Kissee, John Peterson (The Order of the Red Sash), and David Sanders (Esprit).

Artists:

This book would not be what it is without the dedicated work of the artists. Thank you to all of you for being willing to work with us on this project and helping to bring the Jutian faith to life.

Cover Artist: Glaucio Costa

Interior Artists:

Robert Allsbrook: *weapons, weighted hair, weighted sleeves, general adventurer (monk)*

Pierre Arseneault: *Ados and Cralde fighting, The White Haven, dogma – paladin defending a helpless person, sin, religious relations, race relations, class relations, sanctuary door, Jute's pendant*

Dorotea Bagaric: *exemplar baby, Luf'Shal, Festival of Life, ascension arrow*

Graham Bottley: *Esprit, Order of the Red Sash, Seeker of the Immortal*

John Ryan Byrd: *Jute, Jute's avatar, Jute's ascension, Book of Life*

Glaucio Costa: *Transcending Death, clothing, Seekers of the Immortal sect, spell – freeze, spell – transmute weapons to dust*

Carter Dippold: *exterior of Cathedral of Jute, interior of Cathedral of Jute, construct smiting feat, construct bane rod, spell - cause light damage, spell – cord of binding*

Herb McGihon: *praying at an altar, prayer symbol, fetishes, aspergillum, icons, Half-Orc cleric, stained glass window*

Andre Navarro: *barbarian, Church of the Inquisition sect, proselytize skill, spell – glue of Orus*

Patrick Perez: *rogue, Myriad sect, turn construct feat.*

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Introduction

Jute: Faith of Creation is the first book to be released in the Divine Order Series. This series focuses on the 46 deities in the Adosian pantheon. While each of the deities in the pantheon is unique to the *Ados: Land of Strife* campaign setting, we have also designed each deity in the Divine Order Series to be easily inserted into any campaign.

The Divine Order Series presents each deity as a complete religion, covering a variety of topics, including religious dogma, structure and history of the religion, holy days, new feats and spells, and new prestige classes. This book presents the entire religion to you so it can be used right away in your campaign.

Ados is a planet dominated by religion. The 46 different deities are present, to some degree, in all aspects of life, even among those who profess no faith. Some of the Gods are consumed with waging their own private battle in The Great Game for the right to be the One, True God of Ados. Other Gods are concerned solely with the faith of their followers and care little about The Great Game.

The inhabitants of the planet are often unwilling (although many are willing) pawns in the fight for dominance. One's profession of faith is often seen as an allegiance to "good" or "evil". Fights among the followers of different Gods are common, and religious warfare has taken on new meaning across the planet.

Most commoners will pray to a variety of deities depending on their daily or seasonal needs. Few commoners see the Gods as anything more than the natural or mystical forces that exist on Ados. While they pray to the Gods, their faith is limited to what they experience in their daily lives. The most devoted followers of the Gods are found among the individual churches, temples, and other shrines dedicated to the deity. Places of worship are common, practically one on every corner in the larger cities, and priests often recruit the poor and homeless to fill their ranks. The truly devoted followers can be found at the highest level in the church hierarchy, as well as among the adventurers that explore the planet. These followers are often the most fanatical, preaching the word of their God to everyone, and caring little for others' faith.



Chapter 1 - Adosian Cosmology

The Planes

Unlike other campaign settings, the world where the *Ados: Land of Strife* campaign setting is played out exists on only two planes of existence. The planet and the rest of the physical universe exist in the Physical Realm. It is here where the common people live out their lives and most adventures take place. The Gods and all the realms they control and consider part of their domain exist on an infinite plane known as the Divine Realm. The Astral Plane, Ethereal Plane, and the Plane of Shadow exist as well, being both separate from the other two Realms as well as conduits between the Physical Realm and the Divine Realm. The elemental realms (those places that are sometimes referred to as the Inner Planes) exist as part of the Divine Realm, between and around the other domains of the Divine Realm.

The Divine Realm exists on many levels and has many faces. It exists above, below, and parallel to the Physical Realm. Many aspects of the Divine Realm are often mistakenly attributed to separate planes of existence. The land thought of as Hell, for example, is often regarded as a separate plane but, in reality, it is merely one part of the Divine Realm.

The Physical Realm and the Divine Realm exist separately from each other and are connected by a limited number of doorways, often referred to as Gates, which connect the Physical Realm to specific locations in the Divine Realm. The locations of these Gates are well hidden and ruthlessly guarded by most of the deities, though it is rumored that a few Gates have been overlooked by even the Gods. The Gates are the only way for mortals to move between the two Realms. The Gods, their minions, and avatars can move freely between the two Realms, though their contact with mortals on the Physical Realm is limited by the rules of The Great Game (not that that stops some Gods from ignoring the rules).

Each God has His or Her own area to control in the Divine Realm. These areas reflect each individual Gods' unique vision and outlook. The outsiders, monsters, creatures, and other minions that are found around the Gods inhabit these areas. Some of the Gods jealously guard and protect their areas, while others welcome the rare visitors they receive. When the Gods are unable to achieve their goals on the Physical Realm they often fight to control more areas in the Divine Realm. The nine major Domains of the Divine Realm and the other lands there are detailed below.

At the center of the Divine Realm is the location that most travelers reach when using magic to reach the Divine Realm, The Wastes. The Wastes are so named because this region of the Divine Realm is a nearly featureless plane devoid of color and lit with an ever-present dull light that appears from everywhere, yet casts no shadow. The only feature in The Wastes is Mt. Jvexclatt (Jay-vex-klat). Atop this tall, conical mountain sits the Grand Pavilion, the place where all the Gods meet to discuss issues, resolve disputes, or otherwise hang out. The Wastes are claimed by no single God and are considered to be neutral ground, as no attacks can be made against another God while in The Wastes. Loyal outsiders and avatars are forbidden from setting foot in The Wastes. Mortal travelers magically transported to the Divine Realm first appear in The Wastes.