

The Fifth Scroll of the paq'batlh is The Book of Boreth

Klingon Religion Post Kahless History

The Book of Boreth

The Fifth Book of the paq'batlh is the book of Boreth. This book holds visions of the monks of Boreth.

It is also broken into Tomes for each Cleric or Visionary.



Tome of Boreth

Boreth is the spiritual centre of the Klingon Empire. It is a place of pilgrimage for many Klingons. The Class-M planet is the most sacred place in the Klingon Empire. According to legend it is the place where Kahless the Unforgettable will return from Sto-Do-Kor and reunite the Klingon people.

The reason that Boreth is so significant to the Klingons is recorded in Story of Promise.

That promise was made over 15 centuries ago. Since then, the followers of Kahless have established the monastery on Boreth - one of the planets that circles the star to which Kahless pointed.

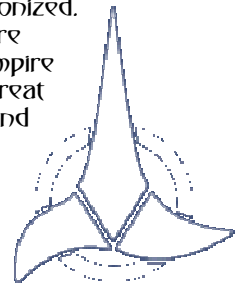
Tome of the History of Boreth

The clerics have been on Boreth for centuries, waiting for Kahless to return. They have very little influence on the way the Klingon Empire is governed, and the leader of the Klingon High Council does not need their support.

By the early 21st century, the Klingon space program was well underway. The Klingons used vast slower-than-light generation ships to explore and colonize nearby star systems. These ships took decades to reach their destinations, carrying hundreds, even thousands of Klingons in suspended animation. If they found their destination uninhabited, the Klingons colonized.

Where they found other civilizations, they conquered. In time, the Klingon Empire encompassed a cluster of systems surrounding Qo'noS. Governance of this vast Empire was difficult without the advantage of subspace communication, so many of the great houses directly governed colony worlds. This increased the power of the houses and further divided them into separate camps. A group of religious cleric traveled to Boreth and started the monastery.

They brought with them the remaining scrolls of the paq'batlh, as well as some artifacts that were owned by Kahless, others were lost a thousand years ago in the Hur'q invasion. Others are kept on the Klingon Home world.



The monastery is home to a group of clerics. In 2369, the head cleric is called Koroth; like the other senior clerics, he wears a robe that is part ceremonial garment and part battle armour.

In the 2360's the clerics on Boreth become convinced that they must act to save the Klingon Empire from moral decay. In order to do this, they use an organic sample from the real Kahless to create a clone in a secret laboratory on Boreth. They try to convince the Klingons that Kahless has really returned, and even though the truth is revealed, the clone eventually becomes the ceremonial Klingon Emperor. Despite the clone's existence, many Klingons still visit Boreth in the hope that the real Kahless will one day return.

Tome of the Honor of Boreth

The clerics are responsible for teaching others about the sacred texts, which record the wisdom of Kahless, and for guiding the many visitors to their planet.

The monastery complex itself is composed of at least five separate buildings, like pagodas, in the elaborate traditional Klingon style of architecture.

Life in the monastery is extremely simple. Even though the Klingons had advanced technology by the time they reached Boreth, the buildings are built out of blocks of stone and the heavy doors are made of wood.

The Pilgrims visiting Boreth try to enter a visionary state, in which their greatest hope is to see a vision of Kahless himself. In order to do this the pilgrims fast and attend a number of ceremonies. Typically, male and female pilgrims sit in small groups of no more than eight, with their eyes closed, around a ceremonial stone fire pit. The pilgrims dress in traditional Klingon robes and recite mantras, pray, and meditate.

According to the Clerics, the only way a Klingon warrior could find the answers they sought was to: □Open your heart to Kahless, ask him your questions, let him speak to you with your mind unclouded by doubt or hesitation. Only then can you find what you are looking for.□

Klingons who are trying to enter a visionary state use a circular fire pit that burns with an intense flame. The fires produce a lot of heat and smoke. Pilgrims stoke the flames until the temperature is almost unbearable. □

Boreth is not the only place Klingons seek visions; the same rituals can be used anywhere if instructed correctly.

Tome of Artifacts of Boreth

A small shrine with a statue of Kahless

The tq'a', which is loosely translated as the Ultimate Heart, during the reign of Kahless the Unforgettable. The tq'a' was made by a blind artisan who foretold the death of Kahless the Unforgettable. Legend reports that the icon was completed on the day Kahless died. It is said to contain bone fragments and hair taken from Kahless, and sealed in secret compartments.

Note: A scanner reading indicates an age of 1500 years, consistent with the date of Kahless' death. It is made of an alloy known to have been used by Klingon artisans of that time. It does contain Klingon organic material within. The tq'a' has been kept at an ancient monastery on Boreth. Klingon clerics have waited there for centuries. Kahless, it is believed, will return from Sto-vo-Kor, the heroic Klingon afterlife.

Khezri and Broz beam down to confront who is responsible for the theft of the tq'a' of Boreth.
tq'a' returned by Orana to Khezri.

The 'aqleH is the traditional weapon of the Klingon Clerics on Boreth. It is a very ancient design dating back to the days of the early Empire. It is used to train Juniors through Apprentice Priests.



The Knife of Kirom is a sacred Klingon artifact, over one thousand years old, said to be stained with the blood of Kahless the Unforgettable. The Knife of Kirom is kept in the sacred vault on Qo'noS, where no one is permitted to remove it. Sarpok the Fearless unearthed the Knife of Kirom when he was searching for his lost tary.

Klingon Convent on Boreth

Tome of Torres



Mi'Ral was a devout person and often prayer to Kahless for guidance. Hoping that her daughter would become a warrior, Mi'Ral sent B'Elanna to a Klingon convent.
Voyager Prophecy

Upon return to the Alpha Quadrant, Torres was promoted to Lieutenant Commander. She then went to the planet Boreth to find her mother, Miral. She eventually found her, and the two began rapprochement, when Miral was killed by a wild animal. After reuniting with her husband and daughter, the family moved to Boreth to pursue prophecies about the infant. At last report, B'Elanna had made what she considered a significant discovery in the scrolls and received a warning of a threat against Miral's life.

Tome of Koroth



Koroth: Alan Oppenheimer. Klingon high cleric, who in 2369 was in charge of the monastery on the planet Boreth. Koroth, along with Toran, was responsible for the creation of a clone who was programmed to believe he was Kahless the Unforgettable. Rightful Heir. TNG. Alan Oppenheimer also played Captain Keogh in The Jem'Hadar. DS9, and the Nezu Ambassador in Rise. VGR.

Religious Rites and Rituals Observed on Boreth

Age of Ascension- A Klingon rite of passage, marking a new level of spiritual attainment for a Klingon warrior. The ritual involves a recitation by the ascender, proclaiming Dah'jaj Savul'e'jllh. thwalj Sa'ang'nis. lu blQtlqDaq jlahl. Today I am a Warrior. I must show you my heart. I travel the river of blood. The warrior then strides between two lines of other Klingons, who subject him or her to pain sticks while the warrior is expected to express his or her most profound feelings while under this extreme duress.

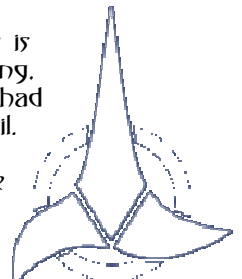
B'aht Qul challenge- A traditional Klingon game in which one contestant holds both arms forward, while the other places his or her arms between the first, wrists touching. The first contestant attempts to press the arms together, while the second attempts to force them apart.

G'now juk Hol pajhard- Klingon law of heredity. A son shall share in the honors or crimes of his father.

Hegh'bat ceremony- Literally translated as The Time to Die. the Hegh'bat ceremony was a Klingon ritualized suicide. Klingon tradition held that when a Klingon was unable to stand and face his enemies, he should chose the Hegh'bat. The rite called for the eldest son of the celebrant, or a trusted friend, to deliver a ritual knife to the warrior, who would then impale himself in the chest. The son of friend would then remove the knife, and wipe it on his sleeve.

ja'chug- An ancient part of the Klingon Rite of Succession, in which a new leader is chosen for the Klingon High Council. Now considered obsolete, the ja'chug was a long, involved ceremony where candidates for council leadership would list the battles they had won and prizes they had taken in order to prove their worthiness to lead the council.

Jat'yln- Klingon term for spiritual possession. It literally translates as the taking of the living by the dead.



jllH dok - Klingon for "my blood". An expression of devotion given to one's mate. The response is maj dok, meaning "our blood." The exchange seals a marriage vow.

Jinaq- Traditional Klingon jeweled amulet, given to a daughter when she comes of age to take a mate.

Klingon death ritual- A ceremony practiced upon the death of a comrade. The eyes of the fallen warrior are pried open, while other warriors gather around and let loose with a powerful howl that has been described not as a wail of the dead, but as an exaltation of the victorious. Klingon belief holds that the howl is a warning for the dead to beware because a Klingon warrior is about to arrive.

MajQa, Rite of- Klingon ritual involving deep meditation in the lava caves of No'Mat. Prolonged exposure to the heat is believed to induce a hallucinatory effect. Great significance is attached to any visions received during the MajQa, and revelations of one's father are believed to be the most important.

Mek'ba- In the Klingon system of justice, the portion of a trial or appeal in which evidence was heard. The Mek'ba has strict rules for the presence of evidence and for the conduct of both the accuser and the accused.

qa'vak- Traditional Klingon game involving a half-meter hoop and a spear. The hoop is rolled between various stakes planted into the ground, and the object is to throw the spear through the center of the hoop. Upon successfully scoring in this manner, it is traditional to shout "ka'la'!" The game is intended to hone skill necessary for the traditional Klingon hunt.

gab jllH nagil- Klingon ritual challenge used during the Sonchi ceremony during the Rite of Succession. It translates: "Face me if you dare."

Rite of Succession- Process whereby a new leader is chosen for the Klingon High Council following the death of the previous leader. The rite first requires the Sonchi, in which the previous leader was formally certified to be truly dead. Next, the Arbiter of Succession was required to select the challengers for leadership of the council. The two strongest challengers would then fight for the right to lead the council.

R'uustai- Klingon ceremony in which two individuals bond together to become brothers or sisters.


The rite itself is resplendent in Klingon custom and involves the lighting of ceremonial candles and the wearing of warrior's sashes, concluding with a Klingon intonation honoring their mothers.

Sonchi ceremony- A Klingon ritual: part of the Rite of Succession.

Sonchi translates as "he is dead." The Sonchi formally confirmed the death of a leader before his or her successor could be chosen, and involved jabbing the body with Klingon painstiks while issuing a verbal challenge.

tea ceremony- Klingon ritual in which two friends share a poisoned tea served on a tray decorated with simple flowers. The ceremony is test of bravery, a chance to share with a friend a look at one's mortality, and a reminder that death is an experienced best shared - like the tea.



Klingon Religious Rank of The Klingon Empire.		
Klingon Religious Rank of IKEP and House VamPyr		
Rank	Requirement	Empire Rank
YOUNG WARRIOR	Youth ages 0-2. This is a Klingon who at birth shows knowledge of Kahless. His/her parents seeing this start the youth on a path of religious learning.	Supplicant
JUNIOR	Youth ages 2-6. This is a Klingon who after being put on the path of Kahless, is schooled on the paq'batlh.. The youth learns about the Books of the paq'batlh.	Supplicant
JUNIOR PRIEST	Youth 6-12. Youth is taught the fighting skills of Kahless.	Supplicant
APPRENTICE PRIEST	Youth 12-16. Youth begins learning the skills of meditation. Completes with first visit to Boreth, and a trip to the volcanic caves of boreth. Here they meditate to see Kahless.	Initiate
PRIEST LEVEL 5	Youth 16-18. Youth begin apprenticeship.	Initiate
PRIEST LEVEL 4	Young Warrior 18-21. Begins the with attending the 'oŝ mu' □DuŝaQ'a□'e' □University of Qo'nos□. Here they learn basic studies. They begin to choose a second skill.	Initiate
PRIEST LEVEL 3	Young Warrior 21-25. Continues attending the 'oŝ mu' □DuŝaQ'a□'e' □University of Qo'nos□ for Advanced studies. During this period the Klingon becomes an expert at their second skill.	Initiate 2nd Order.
PRIEST LEVEL 2-	Warrior 25-28. Begins Masters courses attending the 'oŝ mu' □DuŝaQ'a□'e' □University of	Initiate 2nd Order.

	Qo'nos. During this period, each individual is examined, and if the High Cleric of the university determines that the individual should no longer follow the religious teachings, they begin their second skill. The High Council reviews these determinations. Normally when made there is no reversal.	
PRIEST LEVEL I	Warrior 28-30. Begins Full Priest level courses attending the 'oſ mu' □DuſaQ'a□'e' □University of Qo'nos.	Initiate 1st Order.
FULL PRIEST	Upon graduating the 'oſ mu' □DuſaQ'a□'e' □University of Qo'nos, the individual is now a Full Priest. They are then given an assignment some where in the Klingon Empire. This is the equivalent to O-4.	Cleric.
GRAND PRIEST	Travels to Boreth at least every 5 years for more mediation. Teaches and advises on the paq'batlh.	Cleric 2nd Order.
APPRENTICE MONK	Travels to Boreth at least every other year for more mediation. Teaches and advises on the paq'batlh.	Cleric 3rd Order.
JUNIOR MONK	Travels to Boreth at least every year for more mediation. Teaches and advises on the paq'batlh.	Cleric.
MONK	Travels to Boreth for a full year of mediation. Here the Monk learns the aspects of being an Ambassador. After this year the Monk can become a teacher at the 'oſ mu' □DuſaQ'a□'e' □University of Qo'nos.	Cleric 2nd Order.
WORLD MONK	Ambassador for the Empire assigned to a specific planet.	Cleric 2nd Order.
LORD MONK	Ambassador for the Empire assigned to a region of the Klingon Empire. Must be this rank to be Dean of the Religious College at the 'oſ mu' □DuſaQ'a□'e' □University of Qo'nos.	Cleric 3rd Order.
CLERIC	Based on Boreth begins the learning of the scrolls of Boreth.	Cleric 3rd Order.
SENIOR CLERIC	Teacher of mediation. This is a person who helps others who	Senior Cleric or Senior Cleric 2nd Order or Senior

	come to Boreth perform mediation in the caves of Boreth.	Cleric 1st Order.
HIGH CLERIC	Advisor to High Council. There is only one of these in the Empire.	High Cleric or Senior High Cleric.
LORD CLERIC	Advisor to High Cleric. This is a person who has traveled to Sto-Vo-Kor and returned with scars of Kahless.	Lord Cleric.
Klingon Religious Rank of K.L.A.W. Originally Posted by K.L.A.W. 4th Fleet HB K.L.A.W. 4th Fleet's Clergy Rank Structure		
PG 00 - Initiate. PG 01 - Senior Initiate. PG 02 - Acolyte. PG 03 - Adept. PG 04 - Seeker. PG 05 - Bishop. PG 06 - Archbishop. PG 07 - Major Archbishop. PG 08 - Cardinal. PG 09 - Venerable. PG 10 - Enlightened. ☐Equivalent to a Thought Admiral and pretty much unattainable☐.		