

The Second Scroll of the paq'batlh is The Book of Grethor

The Book of Grethor

The Second Book of the paq'batlh is the book of Grethor, it tells of the gods.
From <http://grethor.net/> was <http://www.geocities.com/wolf.klauschie/sbcglobal.net/grethor/index.htm>



The Legend of Sto Do Kor and Grethor

Feklhr - Leader of the gods.

Mat'Sagh - Mat'Sagh was the god of the dark forge and keeper of the key to the gates of Grethor. He was known as the first D'eethkoras-i to emerge from the belly of Feklhr, and was considered the wisest of his brothers and sisters.

Mat'Sagh was the god who forged the Ky'got, a sacred blade, out of the spine of the first knight of Grethor. Out of all the D'eethkoras-i temples, the ones built in Mat'Sagh's name were the grandest. They were usually built out of the side of a mountain or volcano, and were surrounded by colossal statues of the god. His followers were known as the greatest blacksmiths of their time, and it is rumored that one of them constructed the first Bat'leth for Kahless.

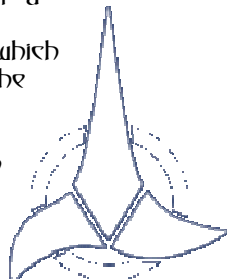


Mat'Sagh played the part of judge and jury of the dead, and his realm was seen as the arena to the other levels of Grethor. He was known for his lack of mercy and once he made his decision on the fate of a dead warrior, it was permanent. The image of Mat'Sagh was that of a tall male carrying a staff. The staff itself was taller than him, and was adorned with a large stone sphere at the crown. With this, he would strike the ground and open one of the gates of Grethor. A smaller version of this sphere is used as a judges mallet in Klingon trials today.

Dra'ghot - Although Dra'ghot was the most soft-spoken of her siblings, she was the most powerful when it came to the fate of mortals. She was the goddess of a warrior's destiny, and would decide whether a mortal would know true greatness in his or her lifetime.

When a spirit was ready to be born, she would select a stone in which she would carve the name of the warrior. The more precious the stone, the stronger the warrior would be.

Dra'ghot had serpent children who dwelled in the river of blood in Grethor and they aided her in testing a warrior's prowess. The goddess would throw the spirit stone into the river for her children to play with; this would create a series of brutal trials in the living world, and the fate of the mortal would be brought to the breaking point. If the



mortal prevailed. Dra'ghot would place the stone in a place of high importance.

Resu-t - Resu-t was the goddess of the scrolls of war. She was the keeper of the records of all battles past and future. She was also known as the goddess who revealed inner truths and knew all that was within a warrior's heart.

Resu-t had oracles who spoke her words to the people. These oracles would be chosen at birth and marked with the name of Resu-t upon their throats with a sacred tool known as the Dran.

Resu-t was both loved and feared by her followers. She never denied a worshiper the answer to their question; however, sometimes her words came at a great price. She would frequently reveal to the mortal their personal faults and weaknesses. A warrior who could not face this truth would commit suicide or wage war against neighboring clans in an attempt to prove to themselves that the goddess' words were false. Because of this, many clans destroyed each other throughout the centuries.



When Kahless came, he saw the chaos between clans caused by the temple of Resu-t, and made it his personal mission to stop the carnage. In order to save his people, he proclaimed Resu-t as the teller of lies and began a religious war against all temples dealing with the D'eethkoras-i.

Kor'Kanas - Kor'Kanas was the most popular of the seven D'eethkoras-i. She was known as the Goddess of dark indulgences and was portrayed as a female well endowed, feeding a serpent beast that emerged from her belly.

Although the worshipers of Kor'Kanas were both male and female, the most abundant of her followers were the warrior women. They sought out to live in the image of the goddess and obtain the skill of violent, animalistic lust. The female worshipers of Kor'Kanas are still known today as the most fierce and desirable women in all of Klingon history.

Kor'Kanas was the patron to all wild beasts. In some cultures, she was the one who first introduced companionship between beast and Klingon.

In one legend, the goddess took a mortal warrior as her lover and as a gift, she gave him a great beast to ride into war. With his new advantage in battle, the warrior quickly became known throughout the land. His name was glorified and he took control over other clans to make his armies stronger and claimed many victories in the name of his goddess. When he died, Kor'Kanas revealed the secrets of the beast to other warriors in his memory so that they could also ride to glory.

Kor'Kanas is the only D'eethkoras-i who had a yearly celebration in her honor. It would take place at her main temple, and worshipers would journey from all over the planet to participate. The grand event would last seven days and attracted travelers in the thousands. During this sacred event, all feuds between clans would be postponed until the end of the seventh day. It was known as the most peaceful time of the year.

The main event of the ceremony involved a huge, hollowed statue of the goddess that would be paraded through the crowd and placed at the entrance of the temple. The statue would be filled with wine and a large serpent eel. The stomach of the statue was made of a water soluble material that would become soft when in contact with the wine. Eventually the statue would break releasing the liquid and eel in one great rush. The worshipers would then charge forward for a taste. Whoever captured the eel, would be blessed with prosperity for the coming year.

Kurmar and Sotmar - Fek'lh'r's twins were the god and goddess of the warrior spirit. Out of all the D'eethkoras-i, their image has changed the most over time in the Klingon culture. At first, Kurmar and Sotmar were highly respected; they were the ones who would ignite the fire that burns in every warrior's heart. Infants would be brought to their temple to be blessed with courage and strength. The sacrifice of a young Targ was common, and its blood was mixed with a sacred ointment that would be spread on the hands, chest, and head of the newborn. If the child grew up to be an exceptional warrior, it was said that he or she was favored by the twins.

In ancient artwork, the twins are always portrayed together. Sotmar is usually standing behind her brother Kurmar. She would hold in one hand the heart of courage and in the other, the blade of strength. Kurmar would be igniting the two with the warrior's flame.



Shortly after the time of Kahless, when the worship of the Deethkoras-i was ending, the image of the twins changed dramatically. Instead of being beloved deities, they were now seen as demons of misdirection. If a child was to disappear or die suddenly of unknown causes, Kurmar and Sotmar were to blame. Children who were disrespectful to their parents and clan, or lacked focus in their studies were said to be under the influence of the twins. They were sent to special institutions where hopefully the demons would be exorcised.

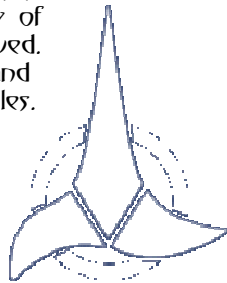
Jagh'ghos - Jagh'ghos was the youngest and most violent of his siblings. He is the god of rage and is only associated with death and carnage. Very few clans worshipped him, but those who did were known across the planet for their destructive behavior. The followers of this god were nomads; having little respect for life, they left a trail of death. They had no outside clans as allies and would attack for no reason. Many clans fell in battle as a blood sacrifice to Jagh'ghos.

Because the worshipers of this god were nomads, there was no temple built in his honor. Instead, his followers built monumental pillars that were about twenty feet in height and constructed out of the skulls of conquered clans.

The clans of Jagh'ghos thrived for two centuries before the time of Kahless and then suddenly vanished. No one knows for sure the reason for this abrupt disappearance, but the people of the time believed that the clans had displeased their god and suffered his wrath. Today's theories are that the chaotic violence that the worshipers of Jagh'ghos sought to harness finally destroyed them.



The Knights of Gre'thor - Before the time of Kahless, the worship of the Deethkoras-i was favored by countless clans. Many temples were raised in their honor and they flourished for centuries. Within the temples dwelled the priests and sentinels. The sentinels were known as the Knights of Gre'thor and they were considered the strongest and most fearless of warriors. There were always seven knights to every temple in respect to the seven Deethkoras-i, and each of them was charged with the duty of protecting sacred artifacts that corresponded to the temple they served. The knights of Gre'thor were thought to be unstoppable in battle and frequently went on missions of conquest for the glory of their temples. During their travels, they would demand food and shelter from the locals. Rarely did people deny the knights anything, for fear that the rage of the Deethkoras-i would befall them in the form of famine, fire, or plague.



The Ky'yot was the most sacred weapon of the knights of Gre'thor and they were never without it. This dagger was for one purpose only: to kill another knight of Gre'thor. If a knight failed in his duty of protecting a sacred artifact of the temple, that is, if the artifact they were charged with was lost, broken, or stolen, they were deemed disloyal to their god or goddess. The remaining six knights of that temple would hunt down and kill the fellow knight with their Ky'yot. Then in an elaborate ceremony, the blood of the fallen knight would anoint his or her successor.

The origin of the Ky'yot was divine. It was believed to be forged by Mat'Sagh from the spine of the very first knight of Gre'thor. The warrior was a dedicated follower of the Temple of Mat'Sagh and sacrificed his life protecting it from vandalism during a war between two clans. Pleased by his loyalty, the Deethkoras-i gifted each of their knights with a copy of the sacred dagger. It remains a strong reminder of the origin of the knights and is a symbol of their most sacred vow.

Near the end of the time of Kahless, the knights of Gre'thor went underground due to a religious battle during the birth of the united Klingon empire. The temples were burned down by the very knights who protected them in order for their contents to avoid being obtained by the emperor's court. The temple of Resu□t was the last to dissolve and it is believed by some, that the knights of her temple planned an attempt to assassinate Kahless. The knights were not seen again for centuries until just recently, parallel to the coming of the second Kahless.