

The Sixth Scroll of the paq'batlh is The Book of Religions

Other Religions Base on the paq'batlh

These are religions that have over time been adopted by sects and cults.

Tome of The Most Ancient Order of the vešw'pu qaptaQ

<http://www.qaptaq.org/>

Used with permission.

A Cenobitic tlhngan Coterie Dedicated to the Art of War

The Most Ancient Order of the vešw'pu qaptaQ is a tlhngan organization which exists to study, experience and creatively role play tlhngan characters in a variety of interactive situations within a common framework. The Order portrays itself as a spiritual coterie of warriors who have dedicated themselves to the tlhngan ideals of Accuracy, Straightforwardness, Aggressiveness, Strength and Secrecy.

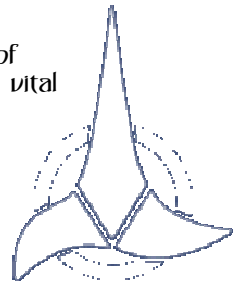
Primarily the focus of the qaptaQ is the exploration of the political, cultural, and spiritual lives of that most noble of races, the warriors of the tlhngan wo', as well as the history of the wo' as portrayed in the various embodiments of HouDaq leng.

In the fictional sense the qaptaQ exists as a body independent of the conventional tlhngan government and it's QI'. The Order is not beholden to any political dynasty, and has survived the rise and fall of many Imperial power structures. As a result of this status, the Order and its members do not always respond to situations in accordance with known tlhngan foreign policy.

Most members of the qaptaQ have served or currently serve in one of the QI' divisions, the Order itself is not a part of the QI'. Many people are used to hearing tlhnganpu' using QI' titles and ranks, which are easily translated. The ranks and titles of the qaptaQ are not as easily translated but may all be grouped together under the banner of vešw' which can be viewed as Knight, "Warrior Monk" or Herald of the Art of War. There are fewer ranks within the qaptaQ than in the QI' because the rewards of this path are more personal than many external signs can represent.

While the qaptaQ agrees with other tlhngan organizations that the primary purpose of membership is and must remain to have fun, we have two key points, which we feel are vital to that sense of fun.

First, it is being tlhngan is fun. There have been many portrayals of tlhnganpu' in books, movies, comics and of course on television. We strive to reasonably portray tlhngan characters as they have been portrayed, not to re-imagine them as a politically correct vision of what tlhnganmey should or could be. Second, anarchy is not fun. Our members like to enjoy ourselves and socialize, but the organization does maintain some rules, which are designed to strengthen our organization not to strangle the membership.



Speculatively the qaptaQ has, as its origins a rich pre-history extrapolated from the 22nd, 23rd, and 24th centuries portrayed in the various incarnations of HouDaq leng. In addition, the qaptaQ owes much of its support to a series of original works authored by our members. Such works often depict periods far back in time, before the mighty race known as tlhnganpu' had developed space flight or even a common cultural identity. The factual origins of the qaptaQ are deeply rooted in the fandom of tlhnganpu' which has evolved around HouDaq leng in all its forms. The qaptaQ way of life is summarized by the ancient principle of nal komerex khesterex: That which does not grow, withers and dies.

Tome of the Star Cult

The Star Cult: The most widely known Klingon religion is the one that the Federation insists on translating as "The Star Cult." This is basically a morale code or philosophy that could be described as "the greater cosmic karma will get you if you don't behave morally, and that same karma will reward those who do well." The basic tenet of the Star Cult is that even if no one sees you commit a crime or an offence against morality or decency, the all-seeing stars will observe and record the event. Someone who commits such offences will eventually come to ruin (his fate influenced by the stars that observed his behavior) and someone who dies while gloriously performing his duty (even if no one else sees it) will have his actions recorded by the all-seeing stars. More than 80% of DSF and more than 60% of Army personnel subscribe to this belief system. This religion is thought to have been introduced to the Klingons by the Old Kings, but this cannot be confirmed. There are various subdivisions of the Star Cult based on stricter or looser versions of a fairly common morality code.

There is a fairly common belief among military personnel that warriors who fight well are, upon their deaths, sent to "The Black Fleet" or to "The Black Army" where they await "The Final Battle Against Chaos." It is not clear how seriously Klingon warriors take this tradition, although it is often mentioned and never derided. Some felt that the Black Fleet should have appeared when the Federation made its one and only attack on Klingon, while others insist that its failure to appear meant that the living members of the warrior caste were more than equal to the task of defeating that attack.

There are no formal religious ceremonies for the Star Cult, but often times its members will gather to tell stories of heroism by those present, historical figures, former associates, and even fallen friends.

Tome of Kavarism

Kavarism: Something over 80% of civilians belong to a loose collection of religions based on a supreme being named Kavar. Most believe that Kavar created the universe but has, since then, taken little role in its progress and has merely observed what his creatures have made of their lives. For the most part, Klingons of this religion believe that Kavar is the final judge of whether a person has led a good life deserving a final reward, that being to have his soul absorbed into the greater soul of Kavar himself. Various sects and factions of this religion revere or worship numerous prophets who have interpreted or added to the traditional beliefs and ancient manuscripts of this faith. Some believe that Din'kul, a prophet who walked the planet centuries before Kahless, was the spiritual son of Kavar who came to provide additional guidance and wisdom. Others regard Din'kul as only one of many prophets, or as a myth. Some of the factions believe that one can obtain guidance and even help from Kavar by means of fasting and prayer. The Kortahn Monks worship Kavar and avoid technology; they also tend to avoid dealing with the government, which largely ignores them. Some of these Monks live in small colonies in Federation space.

Kavarists hold weekly religious gatherings where priests speak to the masses. For starship crews, this amounts to a short ceremony during an off-duty period by a part-time priest. Army units, being much larger, have full-time chaplains and permanent houses of worship. While these priests and houses are maintained by one of the many sects or factions, all of them welcome any Kavarist, so anyone from a sect too small to have its own priests or houses in a given area can find religious counselling from "brother" churches, in much the same way that the only Presbyterian in a Star Fleet Marine unit might worship his Lord with the local Baptists. Factional affiliation is a private matter not requiring government approval, and individuals may switch to another faction (or another religion) as it suits them.

Some Federation anthropologists regard Kavarism as similar to Judaeo-Christianity, but it is unclear if the similarities are the result of divine inspiration or because any system of morality follows similar lines.

Tome of ghopbe'

Use with permission from 'SajQa' vestai Fenix
<http://www.geocities.com/area51/vault/1959/ghopl.htm>

"Hand of Woman"
a society of female Klingons
(Wo'Deutah ghopDu'ma'.



"Our hands guide the Empire."

This section outlines what is known to the general Klingon populace. The ghopbe' are shrouded in mystery and secrecy. Before the time of Kahless the Unforgettable, females were respected for their unwavering devotion to honor and the Klingon Way. Often, females served in positions where their knowledge and understanding of Klingon tradition and honor provided guidance for actions of the family House. Since the raising of children was left almost exclusively to the females, the training of future warriors to respect this guidance and influence was easily accomplished. Female Klingons especially revered bathSoS, a mythical goddess that embodied the respected traditional ways and honor. Temples with priestesses dedicated to this goddess were common in Klingon ancient history and were used as places of learning. However, as the Klingon world became more "civilized", old religious ways were discarded. Legend tells of the coming of bathSoS in a time of conflict and strife and whose appearance will restore the traditional ways of honor and war.

When Kahless unified the Klingon Homeworld, he recognized the subtle but pervasive influence of females in the Klingon society and sought to bend that power to his use. He invited senior warrior females of powerful families to become part of his personal bodyguard and assume places of honor beside him. This bodyguard, known as the RaH'ir, soon became feared because of their unwavering loyalty to Kahless and their ruthless vengeance against those who sought to unseat their Emperor.

When Kahless departed, the Empire was in turmoil. Male pretenders to Kahless' throne created an atmosphere of fear and distrust against the ghopbe'. Temples of bathSoS were not banned but priestesses lost their status in Klingon society. The RaH'ir continued the teachings of Kahless and preserved the true history rather than the rewritten history of whomever was in power. The female warriors of the RaH'ir became known over time as the ghopbe'.

The ghopbe' continued their tradition of honor. Their preparation not only included the standard training of warriors but also included the disciplines of unarmed combat, assassination, and an esoteric form of torture known as be'joy' (literally translated as "torture by females"). Females were also taught to be self-reliant and mastered forms of subtle power. Members of the ghopbe' have also sworn not to adopt the family line name of their consort but to retain their own. However, family loyalty is honored and members are expected to swear loyalty to their family and to the Empire. Ghopbe' members may be found in all walks of life including warriors, teachers, mothers and consorts. Over the years, their society diminished in power but never completely disappeared. Persecution of some of their members led the ghopbe' to a secretive existence and a more subtle exercise of power and influence. Recently, their influence and power has been expanding. The return of Kahless elevated awareness of traditional Klingon ways and returned the ghopbe' to their place at the side of Kahless.

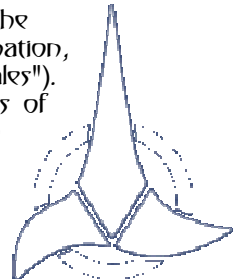
However, the male dominated High Council has restrained any overt attempts of influence by the ghopbe'.

Although the full membership is not known and is still shrouded in secrecy, there have been several publicly avowed members such as Azetbur, Mara and Valkyris that have served with honor and distinction. It is also known that membership is not limited by family or House lines or even ships. The High Council suspects that the membership is large and pervades every ship of the fleet and every family line. But since the ghopbe' are known for their adherence to the Klingon Way and honor, a threat is not perceived. The rituals and laws of the order are also unknown. It is believed that initiates swear an oath of secrecy and preference of death to dishonor.

Specific History

The ranks or stations of the individual members within the ghopbe' are denoted by specific color braids of cloth in their hair. A single red braid denotes an initiate beginner known as a puqbe'qaw or honored daughter. A red and silver braid indicates a honored sister or be'ni'qaw. The wearing of a red and gold braid is the highest status an individual can attain, that of a honored mother or SoS'qaw.

The head of the ghopbe' is known as SoS'qanqaw or honored eldest mother. The SoS'qanqaw is elected and advised by the yejbe', a council composed of the 3 most senior SoS'meyqaw.



A potential member must be sponsored by at least one be'n'l'qaw (honored sister) and petitions the yejbe' for initiation into the ghopbe'. A female must stand before the yejbe' and recite her lineage and deeds of honor. If the yejbe' accepts her petition, the female recites the Qu'qaw'lp, the oath of honor and duty. She then swears upon her life to not reveal the secrets of the ghopbe' and becomes a honored daughter (puqbe'qaw). Her sponsor is responsible for her conduct during the period of probation. If the puqbe'qaw is accused of dishonoring the ghopbe', she is brought to the yejbe' for trial and disciplinary action. If convicted, she pays with her life and her be'n'l'qaw is reduced in rank to puqbe'qaw for one year.

The ghopbe' exert subtle, not overt, power. They influence Klingon life by acting as consorts, advisors, and warriors. Honor and loyalty are highly valued Klingon traits and are not easily dismissed by the ghopbe' or the SoS'qanqaw. It is VERY seldom that a direct order from the SoS'qanqaw conflicts directly with the loyalty to Empire and Family. In fact, that occasion has happened only once in the recorded history of the ghopbe', and under very extenuating circumstances, but that tale can wait for another time. The tradition of honor and duty to the Empire, Family and to batlhSoS accords the SoS'qanqaw the hereditary right to appear before the High Council and speak without fear of retribution. The SoS'qanqaw does not abuse this power and uses it very wisely. The SoS'qanqaw and yejbe' of the ghopbe' prefer more subtle forms of persuasion.

The ghopbe' headquarters are located on the planet H'Renn in the Delta Quadrant. This planet is also the home of the House Qeqil'ah, a matriarchal Klingon house within the Clan Lorrenssith and also led by the current SoS'qanqaw. After the original temple and headquarters were destroyed by meteorites from the explosion of Praxis, Qeqil'ah rebuilt their headquarters on her ancestral lands so that the ghopbe' headquarters can be protected by her ships and soldiers. Our current SoS'qanqaw is Qeqil'ah vestai-Lorrenssith, SoS'qanqaw of the Ghopbe'.

For information on joining our sisterhood, send email to SajQa' vestai-Fenix (email addy not posted here go to the website)

Tome of Old (Pagan) Religions

The Old (Pagan) Religion: The third largest Klingon religion (although much smaller than the first two) could loosely be defined as paganism. Adherents to this natural-world religion called themselves Nejh'u, which the Federation translates as Searchers.

As with many sentient races, the first religions were nature-based, e.g., the spirits of the sky, of the wind, of the river, etc. These belief systems were usually local and varied widely; some were more structured than others. These were eventually replaced by more "modern" religions including Kavarr and the Star Cult.

A few Klingons maintain the "Old Religion" as a religion, and most Klingons are at least familiar with the legends. Much as humans still respect "Mother Nature" regardless of their actual religion, Klingons might remark that the storm demons or the rain gods were certainly restless this spring. Those who kept the "Old Religion" as a belief system have adapted it (in various ways) over time to keep up to date with new scientific information about their world and universe. Even as the adherents to the "Old Religion" dwindled in numbers, the old legends and myths coalesced from a broad concept to a more formalized religion retaining most of the original ideas.

Individual beliefs often vary from the mainstream concept, but most adherents accept a core group of ideas:

* The universe was not created by a single being, and no one being oversees their final fate in the afterlife. Instead, the universe is controlled by several equally powerful deities who control various aspects of day-to-day life and the natural world. A worshipper could follow the path of one or more of these deities, at their choice. Generally, a Klingon who follows this faith would choose a deity or deities to follow shortly before adulthood based on his personality, goals, and social standing. A warrior headed to the DSF is much more likely to choose a warrior god, and a homesteader working the land in a border colony is more likely to choose a goddess of the soil or plants.

* The deities of the universe take an active interest in their believers, and can be petitioned for actions, favors, and blessings. Such petitions require some service or ritual involving materials from the natural world which are special to the deity in question. Those Nejh'udists who join the DSF or ISF or



who otherwise travel in space usually make it a point to take such materials, or a token made from them, along with them. In some cases, the ritual to petition the deity might be actual work, such as building a flood control dam or building a shelter that hikers along a trail in public parkland might use. The few Nejhudists on starships make do with the fellowship of their fellow searchers rather than formal priests and ceremonies, but Army units (being much larger) often have full-time shamans and regular weekly gatherings.

* People are reborn at the time of death. Those who lived good lives are reborn as higher creatures or in more fortunate areas. Those who lived dishonourable lives might be reborn in a lower form to "earn redemption." This judgement is made by the entire pantheon (whether he was a Nejhudist or not, whether he worshipped a single god or not) so a warrior who despoiled the environment might fare well. The point is a balance of respect and honor for the entire natural world. The judgement is based on the individual's life so good deeds can wash out dishonorable ones. Some individuals are willing to risk the disfavor of the entire pantheon in order to seek the patronage of a particular deity.

* Nejhudists quickly accepted and expanded the concept of the Black Fleet. They believe that being reborn into a higher spiritual being (i.e., a member of the Black Fleet) means continuing to serve the deities and the race as a whole from beyond the grave. Nejhudists expanded the concept to provide the equivalent of a "Black Fleet" for every profession and calling, so a great farmer might eventually work his way up (over several lifetimes) to becoming a spiritual being working at a farm on the spiritual plane. Some believe that it is possible, by shifting profession during each lifetime, to achieve the highest state, the Black Way, a spiritual plane where individuals who have honored all the deities and all of nature reach the highest possible level.

Tome of Minor Religions

Minor Religions: There are some minor Klingon cults and religions but most of these are close enough to the two mainstream religions as to not require further definition. A few exceptions include:

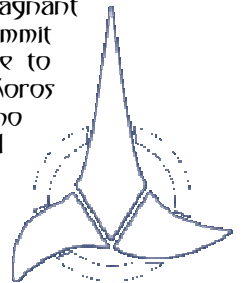
* Gra-Koros (Balance with Chaos): Some Klingons subscribe to the belief that one can obtain balance through the release of the chaos that builds in one's spirit after long periods of discipline. This chaos cannot simply be unleashed but must be applied to society in such a way as to "Stir the Stagnant Waters." Some find chaos in drunken celebrations; a very few take it to extremes and commit crimes or acts of violence in its name. Some who are prone to antisocial violence subscribe to Gra-Koros as an excuse for their extreme behavior. Police tend to watch the annual Gra-Koros celebrations with some concern but overlook minor violations of law or decorum that do no real harm. Some warriors of the Star Cult hold Gra-Koros parties as group therapy to deal with combat stress disorder.

* Ancestor worship is not a major element of Klingon culture, although there are some who revere, honor, and (rarely) pray to distinguished ancestors of historical figures. Most of those who fit into this category are also members of the Star Cult.

* Personality cults: Some messianic individuals are so charismatic that they acquire followers who worship them as gods, deities, or prophets during their lifetime. Most of these cults are regarded as dangerous by the ESS but efforts to stamp them out have proven futile.

* Monarchists: Although relatively small in numbers (about a hundred thousand, mostly on the Southwest Continent), the Monarchists are the only Klingons to regard the Old Kings as something other than their former masters. The Monarchists believe that the Old Kings created the Klingon race in their image (millions of years before contacting them), and set up the galaxy to test the strength of their creation. The Subject Races were "gifts" to the Klingons, and many other sentient species were seeded to provide competition. Followers of Monarchism believe that the Old Kings are waiting for the Klingons to fulfil their destiny through domination of the galaxy, at which point they will return to reward the Klingons for their success. Any archeological evidence that depicts the Old Kings differently is regarded as a red herring planted by the ancient race to mislead the Klingons, who should achieve galactic domination on their own initiative. Monarchists sometimes join the military, where they are noted as unusually diligent and hard-working.

* One offshoot of Kavar worship that is different enough from the regular sects to merit exposition is the "Incarnation/Atonement" movement. Arising about 600 years ago, this group worships Kahless himself as a religious prophet, even as (possibly) the incarnation of Kavar himself. According to this group, Kahless was sent by Kavar to unify the Klingon people and prepare them for the journey to the stars. This group believes that Kahless will return in bodily form to lead the Klingon people



personally, and that his failure to do so to this point is due to the moral failings and sins of the Klingon people. When all Klingons everywhere are virtuous, the Empire will earn the blessing of Kavar to conquer the galaxy, and Kahless will return to lead the battle. Members of this sect tend to be highly ascetic and adopt a very rigid form of Klingon morality. Although less than 2% of all Klingons hold to this view, it is fairly widespread on the warrior colony of Sefaria and some smaller colonial planets.

* Satan: The Kavarists believe in the existence of personified evil in the form of Satan or the Devil. (The actual Klingon word is a proper name used for no other purpose and does not translate; most Federation analysts accept "Satan" as being the same being.) The Star Cult and the Nejhudists acknowledge that evil and the temptation to commit evil exist, and many (but by no means all) of them accept the concept of a personified Satan. A very small number of Klingons actually worship Satan. This is considered a crime likely to result in a long term prison sentence, so followers of the Satan Cult keep their practice secret. Most are regarded as deeply disturbed.

