

There's no real organized religion in Hollin. There's no hierarchy of priests, no grand cathedrals, no scriptures, and no expectation that people worship.

However, most Hollinders recognize one high god, Ajana. Every individual or faction has wildly different ideas of Ajana's nature.

Native Hollinders also believe that the warlord demi-god Gradska originally led humans to settle in the area now known as Hollin, two thousand years ago.

### **monuments to Ajana**

Although there are no cathedrals in Hollin, there are hundreds of centuries-old monument buildings dedicated to Ajana. Usually these are the tomb or memorial of a prominent person or ruler, with an ongoing community service in the same building - a one-room school, chapel, sick house, community bread oven, or well. For chapels, the chapel's function would normally be just to provide a place for contemplation/solace/sanctuary, rather than religious services, although there might be a cleric type there willing to give his/her thoughts on Ajana.

Some of the monuments accept a small fee or donation for the community service that provides for the monument's upkeep. Other monuments are kept up just by the community, sometimes by fraternal orders (like a modern Elk club).

Many but not all of the monuments are in the City of the Dead. More often than not the monuments feature elaborate architecture or decoration, now tinted by centuries of ingrained brown dust.

In [Game 6](#) of the previous campaign, Krill told Prosper that his family had a monument in the City of the Dead ("Prosper was sympathetic to the imprisoned Krill..."), which would have been an example of these Ajana monuments.

### **Gradska**

The warlord demi-god Gradska originally led humans to settle the area now known as Hollin, two thousand years ago. There was an organized Gradskan religion in Hollin, with a hierarchy of clerics and a now-lost temple in what is now Hollin's financial district.

From the party's adventures in the last campaign, it appears that Gradska and his religion are dead - see Krohn's Bond-villain-like monologue ("When the party comes into the chapel...") [here](#).

### **religion in the Caliphate**

The Caliphate on the continent of Luhne has an organized and militant religion, worshipping ninety-nine gods called just “the Ninety-Nine.” A few of the Ninety-Nine actually secretly live in Hollin.

The last few games of the last campaign included a lot of material about the Caliphate and the Ninety-Nine as part of Ord Redding’s storyline. See games 33-38 [here](#).

There’s also a little information about the Caliphate and the Ninety-Nine under “The Caliphate” [here](#). Some of it (“Recently the Malik...”) was resolved in the previous campaign and is no longer current.