



# Religious Organizations

**A guide to the many Divine power groups and organizations in the RPGA's Living Kingdoms of Kalamar Campaign**

**By Various Contributors**

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## Religions in Pekal Introduction

The deities of Pekal are a diverse group who watch over the intelligent races in all of Tellene. Each culture has their own names for these gods and their own way of worshipping them. Some gods have multiple names and temples even within the same culture. In Pekal, as in the rest of Tellene, worship of a god is defined by the temple organization. In Living Kingdoms of Kalamar, all organized worship is done through the temple organizations in Pekal.

Service to a temple and study of its precepts is commonly expected of all members, from the lowest acolyte to the highest priest. Advancement in a temple is typically based upon both completion of service and knowledge of the temple's dogma.

Temples in Pekal are required by law to maintain a relationship with the College of Magic to restrict the use of magic within the Principality. The College allows temples of accepted faiths to govern their own members in the creation of magical items, provided that the temples follow the College's guidelines and restrictions. Members and allies of the religious organizations use those rules for creating magical items rather than those of the College of Magic.

All Temples require their members to have performed their 2 years of community service to Pekal prior to advancing beyond the first rank.

### ***Temple Size***

Not all Temples are equal in the campaign because not all Temples are equal within Pekal. The size of each Temple within the Principality determines the available structure and benefits of that Temple. The organization details listed will change whenever events within the campaign change church size or influence.

All Temples have allies and enemies among the other Temples. In Pekal, allies of the larger Temples have access to some of the benefits of the organization, provided they show their willingness to work for the Temple. In game terms, allies of the larger Temples may work in that Temple to gain favors. These favors may be used to gain access within the Temple to items, feats, and spells. Each Temple has a listing showing what benefits are available to allies of that Temple.

### ***Domains***

These are the domains available in Living Kingdoms of Kalamar without documentation:

- Kingdoms of Kalamar Players Guide – Beastmaster, Cavern, Charm, Craft, Darkness, Divination, Exorcism, Family, Hatred, Illusion, Mentalism, Metal, Moon (Diadolai), Moon(Pelselond), Moon(Veshemo), Ocean, Oblivion, Portal, Renewal, Retribution, Rune, Scalykind, Sentinel, Slime, Spell, Spider, Storm, Suffering, Tempest, Terror, Time, Timing, Trade, Undeath, Warding
- Players Handbook v3.5 – Air, Animal, Chaos, Death, Destruction, Earth, Evil, Fire, Good, Healing, Knowledge, Law, Luck, Magic, Plant, Protection, Strength, Sun, Travel, Trickery, War, Water

### ***Activities Within Temples***

Characters may interact with temples in different ways within the campaign. Some may choose to spend their non-adventuring time studying liturgy to advance within a temple. Others may concentrate on service to a temple in order to gain favors. The following Activities are used within the temples for characters. Each Activity occurs after a module the character plays and is noted on the logsheet for that module. Only one Activity can be done for any module.

- Join a temple.
- Advance in rank within a temple.
- Members or Allies of a temple may work in the temple (earning 1 favor from that temple). Most temples rely upon their members to voluntarily offer their services where needed. These services come in many forms, from participating in rituals to charitable works. Each Activity used to work in a temple earns a favor for the character.
- Members of a temple may study the canon of the religion. Learning religious beliefs and their proper application is time consuming and requires great commitment. Members who do not spend time studying do not advance in ranks in the temple.
- Members or Allies may spend favors to Craft magical items. See text in each temple to see what options are available to that faith.
- Members or Allies may spend favors to learn and gain access to limited spells, feats, or prestige classes.
- SPECIAL –Characters may gain special favors or influence from Temples as part of normal play. These favors or influence may be spent as noted on the cert but require spending an Activity to do so.
- Non-members may use an Activity to spend multiple favors or influence points with a Temple to discount the cost of a spell cast by the priests of the Temple. Each favor or influence point spent will discount the cost by 10%. There is no limit on the number of favors that can be spent in this fashion.
- Members or Allies of a Temple may use an Activity to spend multiple favors or influence points with that Temple to discount the cost of a spell cast by the priests of the Temple. Each favor or influence point spent will discount the cost by 20%. There is no limit on the number of favors that can be spent in this fashion. This discount stacks with other member benefits.

### ***Benefits***

Unless otherwise noted, all benefits from lower ranks in a temple are available to those of higher ranks. If at any point a PC no longer meets the requirements for one or more ranks of a temple, they immediately lose all benefits of those ranks, but retain any accumulated Favors.

### ***Item Creation***

Please see the Item Creation Rules for the College of Magic. Members of a religion in Pekal substitutes College of Magic favors with their own Church's favors. Use the following chart to determine equivalency to College of Magic Degrees. (Note that this does not confer actual Degree within the College of Magic.)

Church Rank	College of Magic Degree
1-2	Junior Apprentice
3	Apprentice
4	Adept
5	Magus
6-7	Instructor
8	Professor

## ***Cathedrals in Pekal***

These large organizations have multiple buildings and locations throughout the Principality. They have many layers and responsibilities available for priests. At this time only two religions are large enough to be classified as Cathedrals – The Temple of Enchantment and The Parish of Love.

### ***Temple of Enchantment***

The Temple of Enchantment is the most influential religion within Pekal, especially in the capital city. Much of the work of the Temple is unknown to the populace at large, but it is known that they frequently oppose the College of Magic in political circles. Despite this, the two organizations maintain cordial relationships outside of the political maneuverings. The Temple of Enchantment is known to speak out against what they call the frivolous use of magic and to urge their members who also belong to the College of Magic to adopt a more conservative approach. The Temple is also one of the major forces behind the ban upon psionic powers and the continued application of that ban.

Hokalas, The Riftmaster, The Gatekeeper, Sorcerer Supreme, The Flowmaster

Church: Temple of Enchantment

Priesthood: The Keyholders

Spheres of Influence: Magic

Symbol: A platinum key

Place of Worship: Mountains

Colors: Black, white

Animal: Dragon

Raiment: Robes with black and white checkered pattern

Domains: Knowledge, Magic, Timing, Summoner, Illusion, Portal, Spell

Sacrifice: Magical items on holy days

Locations: Cathedral in Bet Rogala, Temple in Cilorealon, Shrines in Baneta, Koreta, Leboleghido, Cilorealon

Allies: Followers of The Lord of Silver Linings, The Founder, The Eye Opener, The Fate Scribe, and The Mother of the Elements

#### ***Holder of the White Key***

##### Requirements

- Must be a worshipper of The Riftmaster.
- May not be a member of another church.
- 1 or more ranks in Knowledge (Religion)

##### Duties

- Minimum of 2 Victories tithed to the Temple of Enchantment each adventure.

##### Benefits

- 10% discount on spells cast by priests of the Temple of Enchantment.
- +1 competence bonus to Knowledge (Arcana).
- Receive a 50% discount on tuition fees for entry into the College of Magic.
- Holders of the White Key may spend 1 favor to:
  - Purchase a single 1st level divine scroll from DMG Table 7-24 or 1st level arcane scroll from DMG Table 7-23 at standard price. This is a non-adventuring Activity.
  - Request aid from the church in the form of any single item from the PHB whose value does not exceed 100 gp. The item must be returned to the temple at the end of the adventure if not destroyed/lost/used.

#### ***Holder of the Brass Key***

#### Requirements

- Must meet the requirements for Holder of the White Key.
- 5 or more ranks in Knowledge (Religion).
- 1 or more ranks in Knowledge (Arcana).
- Must have studied the canon, The Balance, for at least 1 Activity.

#### Duties

- Minimum of 4 Victories tithed to the Temple of Enchantment each adventure.

#### Benefits

- Holders of the Brass Key may spend 1 favor to:
- Ask the clergy for information, giving a +4 circumstance bonus to Knowledge (Religion), Knowledge (History), Knowledge (Local), or Knowledge (Nobility).
- Craft a scroll of a single spell. PCs must follow standard guidelines for magic item creation, including payment of gp and xp costs. This is a non-Adventuring Activity.
- Attend a retreat given by the temple to learn other aspects of the god. (In game terms the character can then change one domain previously selected to another domain allowed by their church and god.) This is a non-adventuring Activity.

### ***Holder of the Black Key***

#### Requirements

- Must meet requirements for Holder of the Brass Key.
- Must own a copy of the canon, The Balance (cost of 55 gp).
- 6 or more ranks in Knowledge (Religion).
- 2 or more ranks in Knowledge (Arcana).
- Must have studied the canon, The Balance, for at least 3 Activities.

#### Duties

- Minimum of 6 victories tithed to Temple of Enchantment each adventure. These will be used as sacrifices on the new and full phases of the moon Diadolai. It is permissible and expected to substitute unbalancing magical items if the Key is in possession of them.

#### Benefits

- 20% discount on spells cast by priests of the Temple of Enchantment.
- +1 competence bonus to Spellcraft skill.
- Holders of the Black Key may spend 2 favors to:
  - Receive training to Channel Positive Energy to Restore the Balance. This is a non-adventuring Activity.
  - Purchase a single 2nd level divine scroll from DMG Table 7-24 or 2nd level arcane scroll from DMG Table 7-23 at standard price.
  - Purchase a single potion from DMG Table 7-17 whose value does not exceed 50 gp.
  - Request the loan of a Holy Relic. This relic is a holy symbol that grants the priest the ability to cast the spell Dispel Magic as a 9th level cleric. It is Command Word activated. This relic is a one-use item that must be returned to the church after the adventure. If the item is not used during the adventure, the cost is reduced to one favor. If the item is lost, the PC must pay 150 gp to replace this specially crafted holy symbol.
  - Request the loan of any simple or martial masterwork weapon from the PHB made of the following special materials: Silver or Cold Iron. The weapon must be returned to the church at the end of the adventure or be replaced if destroyed/lost.
  - Craft a single potion from the DMG Table 7-17 list. PCs must follow standard guidelines for magic item creation, including payment of gp and xp costs. This is a non-adventuring Activity.
  - Purchase a wand of any 1st level cleric or wizard spell with only 5 charges remaining for 150 victories. The caster level of the wand is 1st.

### ***Holder of the Copper Key***

#### **Requirements**

- Must meet requirements for Holder of the Black Key.
- 7 or more ranks in Knowledge (Religion)
- 4 or more ranks in Knowledge (Arcana)
- Must be able to cast 1st level divine spells
- Must have studied the canon, The Balance, for at least 5 Activities.

#### **Duties**

- Minimum of 8 victories tithed to the Temple of Enchantment each adventure. These will be used as sacrifices on the new and full phases of the moon Diadolai. It is permissible and expected to substitute unbalancing magical items if the Key is in possession of them.

#### **Benefits**

- +2 competence bonus to Knowledge (Arcana)
- Holders of the Copper Key may spend 2 favors to:
  - Purchase a single 3rd level divine scroll from DMG Table 7-24 or 3rd level arcane scroll from DMG Table 7-23 at standard price.
  - Purchase a potion from DMG Table 7-17 whose value does not exceed 150 gp.
  - Request the loan of any simple or martial weapon from the PHB made of the following special material: Adamantine. The weapon must be returned to the church at the end of the adventure or be replaced if destroyed/lost.
  - Purchase any simple or martial masterwork weapon from the PHB made of the following special materials: Silver or Cold Iron.
  - Gain access to the Prestige classes: Loremaster. This is a non-adventuring Activity.
  - Craft a single wondrous item with a market value up to 4000 gp. PC must follow standard guidelines for magic item creation, including payment of gp and xp costs. This is a non-adventuring Activity.
  - Request the loan of a Sacred Relic. The relic takes the form of one of these magic items: +1 Light Mace, Pearl of Power 1st, Headband of Intellect +2, or Periapt of Wisdom +2. If lost/destroyed then the full cost of the item must be paid by the borrowing priest. If they cannot pay, then ALL gold earned is paid towards the repayment of this debt. The PC or his companions may offset payment by expending Favors with the temple, at the rate of 100 gp / Favor.
  - Pay to have a single suit of armor or shield enchanted with a +1 enhancement bonus to Armor Class. The priest must pay the appropriate cost for the upgrade.

### ***Holder of the Green Key***

#### **Requirements**

- Must meet requirements for Holder of the Copper Key.
- 9 or more ranks in Knowledge (Religion)
- 6 or more ranks in Knowledge (Arcana)
- Must be able to cast 2nd level divine spells
- Must have studied the canon, The Balance, for at least 10 Activities.

#### **Duties**

- Minimum of 10 Victories tithed to the Temple of Enchantment each adventure. These will be used as sacrifices on the new and full phases of the moon Diadolai. It is permissible and expected to substitute unbalancing magical items if the Key is in possession of them.

#### **Benefits**

- 30% discount on spells cast by priests of the Temple of Enchantment.
- +2 competence bonus to Spellcraft

- Holders of the Green Key may spend 3 favors to:
  - Request the loan of an Exalted Relic. The relic takes the form of one of these magic items: Bracers of Armor +4, Pearl of Power 3rd, Headband of Intellect +4, or Ring of Wizardry I. If lost/destroyed then the full cost of the item must be paid by the borrowing priest. If they cannot pay, then ALL gold earned is paid towards the repayment of this debt. The PC or his companions may offset payment by expending Favors with the temple, at the rate of 100 gp / Favor.
  - Purchase a single 4th level divine scroll from DMG Table 7-24 or 4th level arcane scroll from DMG Table 7-23 at standard price.
  - Purchase a potion from DMG Table 7-17 whose value does not exceed 300 gp.
  - Purchase a single wondrous item with a market value of up to 4000 gp from the Temple.
  - Craft a single wand with a market value up to 750 gp. PC must follow standard guidelines for magic item creation, including payment of gp and xp costs. This is a non-adventuring Activity.
  - Craft a single wondrous item with a market value up to 8000 gp. PC must follow standard guidelines for magic item creation, including payment of gp and xp costs. This is a non-adventuring Activity.

### ***Holder of the Bronze Key***

#### Requirements

- Must meet requirements for Holder of the Green Key.
- 10 or more ranks in Knowledge (Religion)
- 7 or more ranks in Knowledge (Arcana)
- Must have studied the canon, The Balance, for at least 12 Activities.

#### Duties

- Minimum of 12 Victories tithed to the Temple of Enchantment each adventure. These will be used as sacrifices on the new and full phases of the moon Diadolai. It is permissible and expected to substitute unbalancing magical items if the Key is in possession of them.

#### Benefits

- Holders of the Bronze Key may spend 3 favors to:
  - Craft magical armor or shield with a +1 enhancement. PC must follow standard guidelines for magic item creation, including payment of gp and xp costs.
  - Craft a single wand with a market value up to 4500 gp. PC must follow standard guidelines for magic item creation, including payment of gp and xp costs.
  - Purchase a +1 weapon of their choice or pay for a weapon to be enchanted to +1. The priest must pay the appropriate cost for the weapon or upgrade.
  - Purchase a wand of any 2nd level arcane or divine spell with 5 charges remaining for 900 gp. The caster level of the wand is 3rd.

### ***Holder of the Blue Key***

#### Requirements

- Must meet requirements for Holder of the Bronze Key.
- 11 or more ranks in Knowledge (Religion)
- 8 or more ranks in Knowledge (Arcana)
- Must be able to cast 3rd level divine spells
- Must have studied the canon, The Balance, for at least 15 Activities.

#### Duties

- Minimum of 14 Victories tithed to the Temple of Enchantment each adventure. These will be used as sacrifices on the new and full phases of the moon Diadolai. It is permissible and expected to substitute unbalancing magical items if the Key is in possession of them.



### Benefits

- 40% discount on spells cast by priests of the Temple of Enchantment.
- +3 competence bonus to Knowledge (Arcana)
- Holders of the Blue Key may spend 4 favors to:
  - Purchase a single 5th level divine scroll from DMG Table 7-24 or 5th level arcane scroll from DMG Table 7-23 at standard price.
  - Craft magical armor or shield with a +2 enhancement or upgrade existing armor or shield to a +2 enhancement. PC must follow standard guidelines for magic item creation, including payment of gp and xp costs. This is a non-adventuring Activity.
  - Craft magical weapons with a +1 enhancement. PC must follow standard guidelines for magic item creation, including payment of gp and xp costs. This is a non-adventuring Activity.
  - Purchase a magical ring from DMG Table 7-18 with a market price of 3000 gp or less.

### *Holder of the Silver Key*

#### Requirements

- Must meet requirements for Holder of the Blue Key.
- 12 or more ranks in Knowledge (Religion)
- 8 or more ranks in Knowledge (Arcana)
- Must be able to cast 4th level divine spells
- Must have studied the canon, The Balance, for at least 18 Activities.

#### Duties

- Minimum of 18 Victories tithed to the Temple of Enchantment each adventure. These will be used as sacrifices on the new and full phases of the moon Diadolai. It is permissible and expected to substitute unbalancing magical items if the Key is in possession of them.

### Benefits

- +3 competence bonus to Spellcraft.
- 50% discount on spells cast by priests of the Temple of Enchantment.
- Holders of the Silver Key may spend 4 favors to:
  - Craft a magical weapon with a +2 enhancement or upgrade an existing weapon to a +2 enhancement. PC must follow standard guidelines for magic item creation, including payment of gp and xp costs. This is a non-adventuring Activity.
  - Craft a single wondrous item with a market value up to 12000 gp. PC must follow standard guidelines for magic item creation, including payment of gp and xp costs. This is a non-adventuring Activity.
  - Craft a single wand with a market value up to 11250 gp. PC must follow standard guidelines for magic item creation, including payment of gp and xp costs. This is a non-adventuring Activity.
  - Purchase a single wondrous item with a market value up to 8000 gp.

## **Allies of the Temple of Enchantment**

#### Requirements

- Must be a worshipper of The Lord of Silver Linings, The Founder, The Eye Opener, The Fate Scribe, or The Mother of the Elements.
- Must be able to cast 1st level divine spells from their deity.

#### Benefits

- Allies with 2 ranks in Knowledge (Religion) may spend 2 favors to:
  - Purchase a 1st or 2nd level divine scroll from DMG Table 7-24 at standard price.
  - Purchase a single potion from DMG Table 7-17 whose value does not exceed 50 gp.

- Craft a scroll of a single spell. PCs must follow standard guidelines for magic item creation, including payment of gp and xp costs. This is a non-adventuring Activity.
- Allies with 8 ranks in Knowledge (Religion) may spend 4 favors to:
  - Purchase a 3rd or 4th level divine scroll from DMG Table 7-24 at standard price.
  - Purchase a potion from DMG Table 7-17 whose value does not exceed 150 gp.
  - Purchase any simple or martial masterwork weapon from the PHB made of the following special materials: Silver or Cold Iron.
  - Craft a single potion from the DMG Table 7-17 list. PCs must follow standard guidelines for magic item creation, including payment of gp and xp costs. This is a non-adventuring Activity.
- Allies with 10 ranks in Knowledge (Religion) may spend 6 favors to:
  - Purchase a potion from DMG Table 7-17 whose value does not exceed 300 gp.
  - Craft a single wondrous item with a market value up to 8000 gp. PC must follow standard guidelines for magic item creation, including payment of gp and xp costs. This is a non-adventuring Activity.
  - Craft magical armor or shield with a +1 enhancement. PC must follow standard guidelines for magic item creation, including payment of gp and xp costs. This is a non-adventuring Activity.
  - Craft magical weapons with a +1 enhancement. PC must follow standard guidelines for magic item creation, including payment of gp and xp costs. This is a non-adventuring Activity.
  - Craft a single wand with a market value up to 4500 gp. PC must follow standard guidelines for magic item creation, including payment of gp and xp costs. This is a non-adventuring Activity.
- Allies with 12 ranks in Knowledge (Religion) may spend 8 favors to:
  - Craft magical armor or shield with a +2 enhancement or upgrade existing armor or shield to a +2 enhancement. PC must follow standard guidelines for magic item creation, including payment of gp and xp costs. This is a non-adventuring Activity.
  - Craft a magical weapon with a +2 enhancement or upgrade an existing weapon to a +2 enhancement. PC must follow standard guidelines for magic item creation, including payment of gp and xp costs. This is a non-adventuring Activity.
  - Craft a single wondrous item with a market value up to 12000 gp. PC must follow standard guidelines for magic item creation, including payment of gp and xp costs. This is a non-adventuring Activity.
  - Craft a single wand with a market value up to 11250 gp. PC must follow standard guidelines for magic item creation, including payment of gp and xp costs. This is a non-adventuring Activity.

## ***Parish of Love***

The Parish has been popular in Pekal for many years, not as a political power but as something that touches the daily lives of the people. Most citizens of Pekal pay homage to The Pure One at the major events of life, especially at marriages and births. The Priests of the Parish concern themselves with the people of Pekal and are welcome at most gatherings.

Lelani, The Pure One, Lady Love, Protector of the Heart

Church: Parish of Love

Priesthood: Children of Love

Spheres of Influence: Love, harmony

Symbol: Dove over a white rose

Place of Worship: Temples or flower gardens

Colors: Pastels, white and floral patterns

Animal: Dove

Raiment: Green, yellow, pink, or blue robes with silver roses on the collars

Domains: Good, Healing, Luck, Community, Charm

Sacrifice: Selfless, good deeds as often as possible

Locations: Cathedral in Bet Rogala, Temple in Cilorealon

Allies: Followers of The Peacemaker, The Lord of Silver Linings, and The Shimmering One

### ***Initiate***

#### Requirements

- Must be a worshipper of The Pure One.
- May not be a member of another church.
- 1 or more ranks in Knowledge (Religion)

#### Duties

- Minimum of 2 Victories tithed to the Parish of Love each adventure.

#### Benefits

- +1 competence bonus to Diplomacy.
- 10% discount on spells cast by priests of the Parish of Love.
- Initiates may spend 1 favor to:
  - Purchase a single 1st level divine scroll from DMG Table 7-24 at standard price.
  - Ask the clergy for information, giving a +4 circumstance bonus to Knowledge (Religion), Knowledge (History), Knowledge (Local), Knowledge (Nobility) or Gather Information.
  - Request aid from the church in the form of any single item from the PHB whose value does not exceed 100 gp. The item must be returned to the temple at the end of the adventure if not destroyed/lost/used.
  - Craft a scroll of a single spell. PCs must follow standard guidelines for magic item creation, including payment of gp and xp costs. This is a non-adventuring Activity.
  - Obtain from the Temple a letter of introduction for the PC to any NPC in Pekal. This letter will serve to set that NPC's initial reaction status to Friendly or Neutral, at the DM's discretion.

### ***Servant of Harmony***

#### Requirements

- Must meet requirements for Initiate.
- Must own a copy of the canon, The Way of Love (cost of 45 gp).
- 6 or more ranks in Knowledge (Religion)
- 2 or more ranks in Diplomacy
- Must have studied the canon, The Way of Love, for at least 5 Activities.

#### Duties

- Minimum of 5 victories tithed to the Parish of Love each adventure.

#### Benefits

- +1 competence bonus to Sense Motive. 20% discount on spells cast by priests of the Parish of Love.
- Servants of Harmony may spend 2 favors to:
  - Receive training to Channel Positive Energy to Grace of the Rose. This is a non-adventuring Activity.
  - Purchase a single 2nd level divine scroll from DMG Table 7-24 at standard price.
  - Purchase a single potion from DMG Table 7-17 whose value does not exceed 50 gp.
  - Request the loan of a Holy Relic. This relic is a holy symbol that grants the priest the ability to cast the spell Calm Emotions as a 7th level cleric (save DC 17). It is Command Word activated. This relic is a one-use item that must be returned to the church after the adventure. If the item is not used during the adventure, the cost is reduced to one favor. If the item is lost, the PC must pay 150 gp to replace this specially crafted holy symbol.
  - Craft a single potion from the DMG Table 7-17 list. PCs must follow standard guidelines for magic item creation, including payment of gp and xp costs. This is a non-adventuring Activity.
  - Use the Temple's influence to obtain an invitation for the PC and up to 5 companions to any function or gathering of less than royal origin that is not otherwise closed to the public.
  - Attend a retreat given by the temple to learn other aspects of the god. (In game terms the character can then change one domain previously selected to another domain allowed by their church and god.) This is a non-adventuring Activity.

#### *Advocate of Harmony*

#### Requirements

- Must meet requirements for Servant of Harmony.
- 8 or more ranks in Knowledge (Religion)
- Must be able to cast 1st level divine spells
- Must have studied the canon, The Way of Love, for at least 10 Activities.

#### Duties

- Minimum of 10 Victories tithed to the Parish of Love each adventure.

#### Benefits

- +2 competence bonus to Diplomacy
- 30% discount on spells cast by priests of the Parish of Love.
- Advocate of Harmony may spend 3 favors to:
  - Purchase a single 3rd level divine scroll from DMG Table 7-24 at standard price.
  - Purchase a potion from DMG Table 7-17 whose value does not exceed 150 gp.
  - Craft a single wondrous item with a market value up to 4000 gp. PC must follow standard guidelines for magic item creation, including payment of gp and xp costs. This is a non-adventuring Activity.
  - Request the loan of a Sacred Relic. The relic takes the form of one of these magic items: a Pearl of Power 1st, Circlet of Persuasion, Cloak of Charisma +2, or Bracers of Armor +2. If lost/destroyed then the full cost of the item must be paid by the borrowing priest. If they cannot pay, then ALL gold earned is paid towards the repayment of this debt. The PC or his companions may offset payment by expending Favors with the temple, at the rate of 100 gp / Favor.
  - Use the Temple's influence to obtain an invitation for the PC and up to 5 companions to any function or gathering, including those of royal origin that is not otherwise closed to the public.

## ***Keeper of Harmony***

### **Requirements**

- Must meet requirements for Advocate of Harmony.
- 10 or more ranks in Knowledge (Religion)
- 4 or more ranks in Diplomacy
- Must be able to cast 2nd level divine spells
- Must have studied the canon, The Way of Love, for at least 15 Activities.

### **Duties**

- Minimum of 20 Victories tithed to Parish of Love each adventure.

### **Benefits**

- +2 competence bonus to Sense Motive
- 40% discount on spells cast by priests of the Parish of Love.
- Keeper of Harmony may spend 4 favors to:
  - Purchase a single 4th level divine scroll from DMG Table 7-24 at standard price.
  - Purchase a potion from DMG Table 7-17 whose value does not exceed 300 gp.
  - Craft a single wondrous item with a market value up to 8000 gp. PC must follow standard guidelines for magic item creation, including payment of gp and xp costs. This is a non-adventuring Activity.
  - Craft a single wand with a market value up to 750 gp. PC must follow standard guidelines for magic item creation, including payment of gp and xp costs. This is a non-adventuring Activity.
  - Request the loan of an Exalted Relic. The relic takes the form of one of these magic items: a +1 Merciful Club, Cloak of Charisma +4, Pearl of Power 3rd, or Bracers of Armor +4. If lost/destroyed then the full cost of the item must be paid by the borrowing priest. If they cannot pay, then ALL gold earned is paid towards the repayment of this debt. The PC or his companions may offset payment by expending Favors with the temple, at the rate of 100 gp / Favor.
- Use the Temple's influence to obtain an audience for the priest (and just the priest) with anyone in Pekal.

## ***Servant of Love***

### **Requirements**

- Must meet requirements for Keeper of Harmony.
- 12 or more ranks in Knowledge (Religion)
- 6 or more ranks in Diplomacy
- 3 or more ranks in Sense Motive
- Must be able to cast 3rd level divine spells
- Must have studied the canon, The Way of Love, for at least 20 Activities.

### **Duties**

- Minimum of 30 Victories tithed to the Parish of Love every adventure.

### **Benefits**

- +3 competence bonus to Diplomacy.
- 50% discount on spells cast by priests of the Parish of Love.
- Servants of Love may spend 5 favors to:
  - Craft a single wondrous item with a market value up to 10000 gp. PC must follow standard guidelines for magic item creation, including payment of gp and xp costs. This is a non-adventuring Activity.
  - Craft a single wand with a market value up to 4500 gp. PC must follow standard guidelines for magic item creation, including payment of gp and xp costs. This is a non-adventuring Activity.

## *Advocate of Love*

### Requirements

- Must meet requirements for Servant of Love.
- 14 or more ranks in Knowledge (Religion)
- 8 or more ranks in Diplomacy
- 5 or more ranks in Sense Motive
- Must be able to cast 4th level divine spells
- Must have studied the canon, The Way of Love, for at least 25 Activities.

### Duties

- Minimum of 35 Victories tithed to the Parish of Love every adventure.

### Benefits

- +3 competence bonus to Sense Motive.
- Advocates of Love may spend 6 favors to:
  - Craft a single wondrous item with a market value up to 12000 gp. PC must follow standard guidelines for magic item creation, including payment of gp and xp costs. This is a non-adventuring Activity.
  - Craft a single wand with a market value up to 11250 gp. PC must follow standard guidelines for magic item creation, including payment of gp and xp costs. This is a non-adventuring Activity.

## **Allies of the Parish of Love**

### Requirements

- Must be a worshipper of The Peacemaker, The Lord of Silver Linings, or The Shimmering One.
- Must be able to cast 1st level divine spells from their deity.

### Benefits

- Allies with 2 ranks in Knowledge (Religion) may spend 2 favors to:
  - Purchase a 1st or 2nd level divine scroll from DMG Table 7-24 at standard price.
  - Purchase a single potion from DMG Table 7-17 whose value does not exceed 50 gp.
  - Craft a scroll of a single spell. PCs must follow standard guidelines for magic item creation, including payment of gp and xp costs. This is a non-adventuring Activity.
- Allies with 8 ranks in Knowledge (Religion) may spend 4 favors to:
  - Purchase a 3rd or 4th level divine scroll from DMG Table 7-24 at standard price.
  - Purchase a potion from DMG Table 7-17 whose value does not exceed 150 gp.
  - Craft a single potion from the DMG Table 7-17 list. PCs must follow standard guidelines for magic item creation, including payment of gp and xp costs. This is a non-adventuring Activity.
- Allies with 10 ranks in Knowledge (Religion) may spend 6 favors to:
  - Purchase a potion from DMG Table 7-17 whose value does not exceed 300 gp.
  - Craft a single wondrous item with a market value up to 4000 gp. PC must follow standard guidelines for magic item creation, including payment of gp and xp costs. This is a non-adventuring Activity.
  - Craft magical armor or shield with a +1 enhancement. PC must follow standard guidelines for magic item creation, including payment of gp and xp costs. This is a non-adventuring Activity.
  - Craft magical weapons with a +1 enhancement. PC must follow standard guidelines for magic item creation, including payment of gp and xp costs. This is a non-adventuring Activity.

- Craft a single wand with a market value up to 4500 gp. PC must follow standard guidelines for magic item creation, including payment of gp and xp costs. This is a non-adventuring Activity.
- Allies with 12 ranks in Knowledge (Religion) may spend 8 favors to:
  - Craft magical armor or shield with a +2 enhancement or upgrade existing armor or shield to a +2 enhancement. PC must follow standard guidelines for magic item creation, including payment of gp and xp costs. This is a non-adventuring Activity.
  - Craft a magical weapon with a +2 enhancement or upgrade an existing weapon to a +2 enhancement. PC must follow standard guidelines for magic item creation, including payment of gp and xp costs. This is a non-adventuring Activity.
  - Craft a single wondrous item with a market value up to 12000 gp. PC must follow standard guidelines for magic item creation, including payment of gp and xp costs. This is a non-adventuring Activity.
  - Craft a single wand with a market value up to 11250 gp. PC must follow standard guidelines for magic item creation, including payment of gp and xp costs. This is a non-adventuring Activity.

## ***Large Temples in Pecal***

These organizations usually have one large temple and a few smaller temples in various locations throughout the Principality. Shrines are also common. There are limited positions and responsibilities for priests. The religions classified as large temples are The Halls of the Valiant, The Home Foundation, The Assembly of Light, and The Church of Life's Fire.

### ***Halls of the Valiant***

In contrast to the Assembly of Love, the Halls of the Valiant do not play a large part in the everyday lives of the citizens of Pecal. Most of the members of this faith are from the noble houses. Those others are usually members of knightly orders or aspire to be knights. This does not mean that the Halls do not play an important role in Pecal – far from it! The precepts of the Valiant influence all military organizations and knightly orders through their leaders.

Deb'fo, Knight of the Gods, The Valiant, The Swift Sword, Champion of Tellene, Evil Slayer

Church: Halls of the Valiant

Priesthood: Servants of the Swift Sword

Spheres of Influence: Chivalry, valor

Symbol: Golden eye on a blue and white diamond pattern

Place of Worship: Temples and altars usually in cities, towns or villages

Colors: Blue, gold, white

Animal: White stallion

Raiment: Blue, gold, or white robes or tunics

Domains: Good, Law, Protection, War, Nobility

Sacrifice: The symbols or weapons of defeated foes, immediately after battle

Locations: Temple in Baneta, Churches in Bet Rogala, Koreta, Cilorealon

Allies: Followers of The Lord of Silver Linings, The True, The Speaker of the Word, and The Powermaster

### ***Purifier***

#### Requirements

- Must be a worshipper of the Knight of the Gods.
- May not be a member of another church.
- 1 or more ranks in Knowledge (Religion)

#### Duties

- Minimum of 2 Victories tithed to the temple each adventure.
- Must confront and destroy evil. Purifiers should record on their event sheet each time they accomplish this goal. The judge will determine when a particular encounter qualifies.

#### Benefits

- +1 competence bonus to Knowledge (History) skill when dealing with warfare and tactics.
- 10% discount on spells cast by priests of the temple.
- 20% discount on the following items: lance, long sword, large steel shield, chainmail armor, light warhorse.
- Purifiers may spend 1 favor to:
  - Purchase a single 1st level divine scroll from DMG Table 7-24 at standard price.
  - Ask the clergy for information, giving a +4 circumstance bonus to Knowledge (Religion), Knowledge (History), Knowledge (Local), Knowledge (Nobility) or Gather Information.
  - Request aid from the church in the form of any single item from the PHB whose value does not exceed 100 gp. The item must be returned to the temple at the end of the adventure if not destroyed/lost/used.



- Craft a scroll of a single spell. PCs must follow standard guidelines for magic item creation, including payment of gp and xp costs. This is a non-adventuring Activity.
- Gain access to the feat: [CV] Aesthetic Knight. This is a non-adventuring Activity.

## ***Defender***

### Requirements

- Must meet requirements for Purifier.
- Must own a copy of the canon, To Serve (cost of 50 gp).
- 6 or more ranks in Knowledge (Religion)
- 1 or more ranks in Knowledge (History or Nobility)
- Must have studied the canon, To Serve, for at least 2 activities.
- Must have confronted and destroyed evil in at least 5 encounters. An encounter is defined as a combat encounter with initiatives. The opponent must be evil and must be destroyed. The judge is the final arbiter on which encounters qualify.

### Duties

- Minimum of 5 victories tithed to The Halls of the Valiant each adventure.
- Must confront and destroy evil. Defenders should record on their event sheet each time they accomplish this goal. The judge will determine when a particular encounter qualifies.

### Benefits

- +1 competence bonus to Knowledge (Nobility) skill when dealing with the nobility of Pekal.
- 20% discount on spells cast by priests of the temple.
- 20% discount on the following masterwork items: masterwork lance, masterwork long sword, masterwork chainmail armor, masterwork half-plate armor, masterwork full plate armor, masterwork large steel shield, heavy warhorse.
- Defenders may spend 2 favors to:
  - Receive training to Channel Positive Energy to Strength in Numbers. This is a non-adventuring Activity.
  - Purchase a single 2nd level divine scroll from DMG Table 7-24 at standard price.
  - Purchase a single potion from DMG Table 7-17 whose value does not exceed 50 gp.
  - Request the loan of a Holy Relic. This relic is a holy symbol that grants the priest the ability to Smite Evil as if they were a 5th level Paladin (2 smite attempts at +4 to hit and +5 to damage) for 24 hours. It is Command Word activated. This relic is a one-use item that must be returned to the church after the adventure. If the item is not used during the adventure, the cost is reduced to one favor. If the item is lost, the PC must pay 150 gp to replace this specially crafted holy symbol.
  - Request the loan of any simple or martial masterwork weapon from the PHB made of the following special materials: Silver or Cold Iron. The weapon must be returned to the church at the end of the adventure or be replaced if destroyed/lost.
  - Attend a retreat given by the temple to learn other aspects of the god. (In game terms the character can then change one domain previously selected to another domain allowed by their church and god.) This is a non-adventuring Activity.

## ***Protector***

### Requirements

- Must meet requirements for Defender.
- 8 or more ranks in Knowledge (Religion)
- 2 or more ranks in Knowledge (History or Nobility)
- Must be able to cast 1st level divine spells
- Must have studied the canon, To Serve, for at least 5 activities.
- Must have confronted and destroyed evil in at least 10 encounters.

### Duties

- Minimum of 10 Victories tithed to the Halls of the Valiant each adventure.
- Must confront and destroy evil. Protectors should record on their event sheet each time they accomplish this goal. The judge will determine when a particular encounter qualifies.

### Benefits

- +2 competence bonus to Knowledge (History) skill when dealing with warfare and tactics.
- 30% discount on spells cast by priests of the temple.
- Protectors may spend 3 favors to:
  - Purchase a single 3rd level divine scroll from DMG Table 7-24 at standard price.
  - Purchase a potion from DMG Table 7-17 whose value does not exceed 150 gp.
  - Request the loan of any simple or martial weapon from the PHB made of the following special material: Adamantine. The weapon must be returned to the church at the end of the adventure or be replaced if destroyed/lost.
  - Craft magical armor or shield with a +1 enhancement. PC must follow standard guidelines for magic item creation, including payment of gp and xp costs. This is a non-adventuring Activity.
  - Request the loan of a Sacred Relic. The relic takes the form of one of these magic items: a +1 Long Sword, Gauntlets of Ogre Power, +1 Chainmail Armor, or +1 Heavy Steel Shield. If lost/destroyed then the full cost of the item must be paid by the borrowing priest. If they cannot pay, then ALL gold earned is paid towards the repayment of this debt. The PC or his companions may offset payment by expending Favors with the temple, at the rate of 100 gp / Favor.
- Purchase any simple or martial masterwork weapon from the PHB made of the following special materials: Silver or Cold Iron.

## ***Guardian***

### Requirements

- Must meet requirements for Protector.
- 10 or more ranks in Knowledge (Religion)
- 3 or more ranks in Knowledge (History or Nobility)
- Must be able to cast 2nd level divine spells
- Must have studied the canon, To Serve, for at least 10 activities.
- Must have confronted and destroyed evil in at least 20 encounters.

### Duties

- Minimum of 20 Victories tithed to the Halls of the Valiant each adventure.
- Must confront and destroy evil. Guardians should record on their event sheet each time they accomplish this goal. The judge will determine when a particular encounter qualifies.

### Benefits

- +2 competence bonus to Knowledge (Nobility) skill when dealing with the nobility of Pekal.
- 40% discount on spells cast by priests of the temple.
- Guardians may spend 4 favors to:
  - Purchase a single 4th level divine scroll from DMG Table 7-24 at standard price.
  - Purchase a potion from DMG Table 7-17 whose value does not exceed 300 gp.
  - Craft a single wondrous item with a market value up to 2000 gp. PC must follow standard guidelines for magic item creation, including payment of gp and xp costs. This is a non-adventuring Activity.
  - Craft magical weapons with a +1 enhancement. PC must follow standard guidelines for magic item creation, including payment of gp and xp costs. This is a non-adventuring Activity.
  - Request the loan of an Exalted Relic. The relic takes the form of one of these magic items: a +2 Evil Outsider Bane Long Sword, Belt of Giant Strength +4, Stone Horse (Destrier), or +1 Medium Fortification Full Plate Armor. If lost/destroyed then the full cost of the item must

be paid by the borrowing priest. If they cannot pay, then ALL gold earned is paid towards the repayment of this debt. The PC or his companions may offset payment by expending Favors with the temple, at the rate of 100 gp / Favor.

### ***Champion***

#### Requirements

- Must meet requirements for Guardian.
- 12 or more ranks in Knowledge (Religion)
- 4 or more ranks in Knowledge (History or Nobility)
- Must be able to cast 3rd level divine spells
- Must have studied the canon, To Serve, for at least 15 activities.
- Must have confronted and destroyed evil in at least 30 encounters.

#### Duties

- Minimum of 30 Victories tithed to The Halls of the Valiant every adventure.
- Must confront and destroy evil. Champions should record on their event sheet each time they accomplish this goal. The judge will determine when a particular encounter qualifies.

#### Benefits

- +3 competence bonus to Knowledge (History) skill when dealing with warfare and tactics.
- 50% discount on spells cast by priests of the temple.
- Champions may spend 5 favors to:
  - Craft a single wondrous item with a market value up to 4000 gp. PC must follow standard guidelines for magic item creation, including payment of gp and xp costs. This is a non-adventuring Activity.
  - Craft magical armor or shield with a +2 enhancement or upgrade existing armor or shield to a +2 enhancement. PC must follow standard guidelines for magic item creation, including payment of gp and xp costs. This is a non-adventuring Activity.
  - Craft magical weapon with a +2 enhancement or upgrade an existing weapon to a +2 enhancement. PC must follow standard guidelines for magic item creation, including payment of gp and xp costs. This is a non-adventuring Activity.

## **Allies of the Halls of the Valiant**

#### Requirements

- Must be a worshipper of The Lord of Silver Linings, The True, The Speaker of the Word, or The Powermaster.
- Must be able to cast 1st level divine spells from their deity.

#### Benefits

- Allies with 2 ranks in Knowledge (Religion) may spend 2 favors to:
  - Purchase a 1st or 2nd level divine scroll from DMG Table 7-24 at standard price.
  - Purchase a single potion from DMG Table 7-17 whose value does not exceed 50 gp.
  - Craft a scroll of a single spell. PCs must follow standard guidelines for magic item creation, including payment of gp and xp costs. This is a non-adventuring Activity.
- Allies with 8 ranks in Knowledge (Religion) may spend 4 favors to:
  - Purchase a 3rd or 4th level divine scroll from DMG Table 7-24 at standard price.
  - Purchase a potion from DMG Table 7-17 whose value does not exceed 150 gp.
  - Purchase any simple or martial masterwork weapon from the PHB made of the following special materials: Silver or Cold Iron.
  - Craft magical armor or shield with a +1 enhancement. PC must follow standard guidelines for magic item creation, including payment of gp and xp costs. This is a non-adventuring Activity.
- Allies with 10 ranks in Knowledge (Religion) may spend 6 favors to:

- Purchase a potion from DMG Table 7-17 whose value does not exceed 300 gp.
- Craft a single wondrous item with a market value up to 2000 gp. PC must follow standard guidelines for magic item creation, including payment of gp and xp costs. This is a non-adventuring Activity.
- Craft magical armor or shield with a +1 enhancement. PC must follow standard guidelines for magic item creation, including payment of gp and xp costs. This is a non-adventuring Activity.
- Craft magical weapons with a +1 enhancement. PC must follow standard guidelines for magic item creation, including payment of gp and xp costs. This is a non-adventuring Activity.
- Allies with 12 ranks in Knowledge (Religion) may spend 8 favors to:
  - Craft magical armor or shield with a +2 enhancement or upgrade existing armor or shield to a +2 enhancement. PC must follow standard guidelines for magic item creation, including payment of gp and xp costs. This is a non-adventuring Activity.
  - Craft a magical weapon with a +2 enhancement or upgrade an existing weapon to a +2 enhancement. PC must follow standard guidelines for magic item creation, including payment of gp and xp costs. This is a non-adventuring Activity.
  - Craft a single wondrous item with a market value up to 4000 gp. PC must follow standard guidelines for magic item creation, including payment of gp and xp costs. This is a non-adventuring Activity.

## ***The Home Foundation***

The priests of the Home Foundation are frequently involved in the everyday business of Pekal. Many craftsmen prefer The Counselor to The Landlord because she stresses service to the community over profits. The priests are naturally very involved with marriage, especially the customs and rituals surrounding it. Many priests act as sounding boards and counselors to the communities they serve. Since the war with Kalamar the Foundation has evolved towards the stewardship of property as well, especially within the larger cities.

Taladari, The Holy Mother, Homemaker, The Counselor

Church: The Home Foundation

Priesthood: Brotherhood of Industry

Spheres of Influence: Home, industriousness, marriage

Symbol: A house encircled by a ring

Place of Worship: Churches are found in cities, towns and villages

Colors: White, blue, gray

Animal: Beaver

Raiment: Colored robes and short gray cylindrical caps

Domains: Good, Healing, Law, Community, Family

Sacrifice: Labor in the service of the community. Also scrap lumber, which is burned.

Locations: Churches in Bet Rogala, Cilorealon

Allies: Followers of The Founder, The Mule, The Speaker of the Word, The Peacemaker, and Raconteur

### ***Binder***

#### Requirements

- Must be a worshipper of The Holy Mother.
- May not be a member of another church.
- 1 or more ranks in Knowledge (Religion)

#### Duties

- Minimum of 2 Victories tithed to The Home Foundation each adventure.

#### Benefits

- +1 competence bonus to any 2 Craft skills learned (at least 1 rank).
- 10% discount on spells cast by priests of The Home Foundation.
- Binders may spend 1 favor to:
  - Purchase a single 1st level divine scroll from DMG Table 7-24 at standard price.
  - Ask the clergy for information, giving a +4 circumstance bonus to Knowledge (Religion), Knowledge (History), Knowledge (Local), or Gather Information.
  - Request aid from the church in the form of any single item from the PHB whose value does not exceed 100 gp. The item must be returned to the temple at the end of the adventure if not destroyed/lost/used.
  - Craft a scroll of a single spell. PCs must follow standard guidelines for magic item creation, including payment of gp and xp costs. This is a non-adventuring Activity.
  - Obtain a building permit to build a dwelling or inn upon any plot of land they own.

### ***Brother/Sister***

#### Requirements

- Must meet requirements for Binder.
- Must own a copy of the canon, The Home (cost of 35 gp).
- 6 or more ranks in Knowledge (Religion)
- Must have studied the canon, The Home, for at least 5 activities.

### Duties

- Minimum of 5 victories tithed to The Home Foundation each adventure.

### Benefits

- +1 competence bonus to any 2 Craft skills learned (at least 1 rank).
- 20% discount on spells cast by priests of The Home Foundation.
- Brothers/Sisters may spend 2 favors to:
  - Purchase a single 2nd level divine scroll from DMG Table 7-24 at standard price.
  - Purchase a single potion from DMG Table 7-17 whose value does not exceed 50 gp.
  - Request the loan of any simple or martial masterwork weapon from the PHB made of the following special materials: Silver or Cold Iron. The weapon must be returned to the church at the end of the adventure or be replaced if destroyed/lost.
  - Request the loan of a Holy Relic. This relic is a holy symbol that grants the priest the ability to cast Consecrate as a 9th level cleric. It is Command Word activated. This relic is a one-use item that must be returned to the church after the adventure. If the item is not used during the adventure, the cost is reduced to one favor. If the item is lost, the PC must pay 150 gp to replace this specially crafted holy symbol.
  - Craft a single potion from the DMG Table 7-17 list. PCs must follow standard guidelines for magic item creation, including payment of gp and xp costs. This is a non-adventuring Activity.
  - Gain use of a craftsman's workshop along with workers and normal materials sufficient to create a crafted item. This could be a mundane object, a suit of armor, a weapon, or a fine object. The brother/sister must pay for the materials unless he is already in possession of them. This is a non-adventuring Activity.
  - Attend a retreat given by the temple to learn other aspects of the god. (In game terms the character can then change one domain previously selected to another domain allowed by their church and god.) This is a non-adventuring Activity.

### *Uncle/Aunt*

#### Requirements

- Must meet requirements for Brother/Sister.
- 8 or more ranks in Knowledge (Religion)
- Must be able to cast 1st level divine spells
- Must have studied the canon, The Home, for at least 10 activities.

### Duties

- Minimum of 10 Victories tithed to The Home Foundation each adventure.

### Benefits

- +2 competence bonus to the 2 Craft skills chosen as a Binder.
- 30% discount on spells cast by priests of The Home Foundation.
- Uncles/Aunts may spend 3 favors to:
  - Purchase a single 3rd level divine scroll from DMG Table 7-24 at standard price.
  - Purchase a potion from DMG Table 7-17 whose value does not exceed 150 gp.
  - Request the loan of any simple or martial weapon from the PHB made of the following special material: Adamantine. The weapon must be returned to the church at the end of the adventure or be replaced if destroyed/lost.
  - Purchase any simple or martial masterwork weapon from the PHB made of the following special materials: Silver or Cold Iron.
  - Craft a single wondrous item with a market value up to 4000 gp. PC must follow standard guidelines for magic item creation, including payment of gp and xp costs. This is a non-adventuring Activity.
  - Request the loan of a Sacred Relic. The relic takes the form of one of these magic items: +1 Merciful Logsword, Periapt of Wisdom +2, Amulet of Health +2, Belt of Endurance. If lost/destroyed then the full cost of the item must be paid by the borrowing priest. If they

cannot pay, then ALL gold earned is paid towards the repayment of this debt. The PC or his companions may offset payment by expending Favors with the temple, at the rate of 100 gp / Favor.

- Purchase an existing building under foreclosure for half cost. Players who use this option must contact campaign staff for details.

### ***Father/Mother***

#### Requirements

- Must meet requirements for Uncle/Aunt.
- 10 or more ranks in Knowledge (Religion)
- 2 or more ranks in Diplomacy
- Must be able to cast 2nd level divine spells
- Must have studied the canon, The Home, for at least 15 activities.

#### Duties

- Minimum of 20 Victories tithed to The Home Foundation each adventure.

#### Benefits

- +2 competence bonus to the 2 Craft skills chosen as a Brother/Sister.
- 40% discount on spells cast by priests of The Home Foundation.
- Fathers/Mothers may spend 4 favors to:
  - Purchase a single 4th level divine scroll from DMG Table 7-24 at standard price.
  - Purchase a potion from DMG Table 7-17 whose value does not exceed 300 gp.
  - Craft a single wondrous item with a market value up to 8000 gp. PC must follow standard guidelines for magic item creation, including payment of gp and xp costs. This is a non-adventuring Activity.
  - Craft a single wand with a market value up to 750 gp. PC must follow standard guidelines for magic item creation, including payment of gp and xp costs. This is a non-adventuring Activity.
  - Request the loan of an Exalted Relic. The relic takes the form of one of these magic items: +2 Merciful Longsword, Periapt of Wisdom +4, Amulet of Health +4, Lyre of Building (1 charge, good for 1 days usage). If lost/destroyed then the full cost of the item must be paid by the borrowing priest. If they cannot pay, then ALL gold earned is paid towards the repayment of this debt. The PC or his companions may offset payment by expending Favors with the temple, at the rate of 100 gp / Favor.
  - Obtain a piece of fallow land within a city or town to build a dwelling, inn, or workshop. Players who use this option must contact campaign staff for details.

## **Allies of The Home Foundation**

#### Requirements

- Must be a worshipper of The Founder, The Mule, The Speaker of the Word, The Peacemaker, or Raconteur.
- Must be able to cast 1st level divine spells from their deity.

#### Benefits

- Allies with 2 ranks in Knowledge (Religion) may spend 2 favors to:
  - Purchase a 1st or 2nd level divine scroll from DMG Table 7-24 at standard price.
  - Purchase a potion from DMG Table 7-17 whose value does not exceed 50 gp.
  - Craft a scroll of a single spell. PCs must follow standard guidelines for magic item creation, including payment of gp and xp costs. This is a non-adventuring Activity.
- Allies with 8 ranks in Knowledge (Religion) may spend 4 favors to:
  - Purchase a 3rd or 4th level divine scroll from DMG Table 7-24 at standard price.

- Purchase a potion from DMG Table 7-17 whose value does not exceed 150 gp.
- Craft a single potion from the DMG Table 7-17 list. PCs must follow standard guidelines for magic item creation, including payment of gp and xp costs. This is a non-adventuring Activity.
- Allies with 10 ranks in Knowledge (Religion) may spend 6 favors to:
  - Purchase a potion from DMG Table 7-17 whose value does not exceed 300 gp.
  - Craft a single wondrous item with a market value up to 4000 gp. PC must follow standard guidelines for magic item creation, including payment of gp and xp costs. This is a non-adventuring Activity.
  - Craft magical armor or shield with a +1 enhancement. PC must follow standard guidelines for magic item creation, including payment of gp and xp costs. This is a non-adventuring Activity.
- Allies with 12 ranks in Knowledge (Religion) may spend 8 favors to:
  - Craft a single wand with a market value up to 750 gp. PC must follow standard guidelines for magic item creation, including payment of gp and xp costs. This is a non-adventuring Activity.
  - Craft a single wondrous item with a market value up to 8000 gp. PC must follow standard guidelines for magic item creation, including payment of gp and xp costs. This is a non-adventuring Activity.



## ***The Assembly of Light***

No city in Pekal is without the services of the Assembly of Light, for no city is without the Lamplighters. Membership in the Assembly is not restricted to the major cities, but few towns or villages have more than a small shrine to Dirasip. Even so, it is a rare person who does not give thanks to The Shining One when seeing the sun rise after a long or difficult night. The priests of the Assembly seem content with the current state of affairs, spending most of their time in the cities.

Dirasip, The Eternal Lantern, The Shining One, Lord of Luminosity, Radiance

Church: The Cathedral of Light

Priesthood: The Order of Light

Spheres of Influence: Day, light, dawn

Symbol: Half of a sun shining over the horizon

Place of Worship: Open air temples in cities, altars in towns and villages

Colors: White, yellow, gold

Animal: Rooster

Raiment: White robes with gold adornments

Domains: Fire, Good, Law, Sun, Glory, Sentinel

Sacrifice: Small white, yellow, or gold gems, monthly

Locations: Temple in Bet Rogala, Churches in Baneta, Koreta

Allies: Followers of The Shimmering One, The True, The Traveler, and Raconteur

### ***Spark***

#### Requirements

- Must be a worshipper of The Eternal Lantern.
- May not be a member of another church.
- 1 or more ranks in Knowledge (Religion)

#### Duties

- Minimum of 2 Victories worth of white, yellow, or gold gems tithed to The Assembly of Light each adventure.

#### Benefits

- +1 competence bonus to Knowledge (Religion) when dealing with Undead.
- 10% discount on spells cast by priests of The Assembly of Light.
- 20% discount on Tindertwigs, Sunrods, Bullseye/Hooded Lanterns, and Alchemist Fire
- Sparks may spend 1 favor to:
  - Purchase a single 1st level divine scroll from DMG Table 7-24 at standard price.
  - Ask the clergy for information, giving a +4 circumstance bonus to Knowledge (Religion), Knowledge (History), Knowledge (Local), Knowledge (Nobility) or Gather Information.
  - Purchase an Everburning Torch.
  - Request aid from the church in the form of any single item from the PHB whose value does not exceed 100 gp. The item must be returned to the temple at the end of the adventure if not destroyed/lost/used.
  - Craft a scroll of a single spell. PCs must follow standard guidelines for magic item creation, including payment of gp and xp costs. This is a non-adventuring Activity.

### ***Flicker***

#### Requirements

- Must meet requirements for Spark.
- Must own a copy of the canon, The Radiant Order (cost of 60 Victories).
- 6 or more ranks in Knowledge (Religion)
- Must have studied The Radiant Order for at least 5 activities.

### Duties

- Minimum of 5 victories worth of white, yellow, or gold gems tithed to The Assembly of Light each adventure.

### Benefits

- +1 competence bonus to Knowledge (The Planes) when dealing with Evil Outsiders.
- 20% discount on spells cast by priests of The Assembly of Light.
- Flickers may purchase Everburning Torches from the Church at standard prices.
- Flickers may spend 2 favors to:
  - Receive training to Channel Positive Energy to Touch of Dawn.
  - Purchase a single 2nd level divine scroll from DMG Table 7-24 at standard price.
  - Purchase a single potion from DMG Table 7-17 whose value does not exceed 50 gp.
  - Request the loan of any simple or martial masterwork weapon from the PHB made of the following special materials: Silver or Cold Iron. The weapon must be returned to the church at the end of the adventure or be replaced if destroyed/lost.
  - Request the loan of a Holy Relic. This relic is a holy symbol that grants the priest the ability to add 3 to a single Turning Check roll and Turning Damage roll when the holy symbol is used as part of a Turning Attempt. This relic is a one-use item that must be returned to the church after the adventure. If the item is not used during the adventure, the cost is reduced to one favor. If the item is lost, the PC must pay 150 gp to replace this specially crafted holy symbol.
- Craft a single potion from the DMG Table 7-17 list. PCs must follow standard guidelines for magic item creation, including payment of gp and xp costs. This is a non-adventuring Activity.
- Attend a retreat given by the temple to learn other aspects of the god. (In game terms the character can then change one domain previously selected to another domain allowed by their church and god.) This is a non-adventuring Activity.

### *Flame*

### Requirements

- Must meet requirements for Flicker.
- 8 or more ranks in Knowledge (Religion)
- Must be able to cast 1st level divine spells
- Must have studied The Radiant Order for at least 10 activities.

### Duties

- Minimum of 10 Victories worth of white, yellow, or gold gems tithed to The Assembly of Light each adventure.

### Benefits

- +2 competence bonus to Knowledge (Religion) when dealing with Undead.
- 30% discount on spells cast by priests of The Assembly of Light.
- Flames may purchase an Everburning Torch specially crafted in the object they desire at a 20% discount.
- Flames may spend 3 favors to:
  - Purchase a single 3rd level divine scroll from DMG Table 7-24 at standard price.
  - Purchase a potion from DMG Table 7-17 whose value does not exceed 150 gp.
  - Request the loan of any simple or martial weapon from the PHB made of the following special material: Adamantine. The weapon must be returned to the church at the end of the adventure or be replaced if destroyed/lost.
  - Purchase any simple or martial masterwork weapon from the PHB made of the following special materials: Silver or Cold Iron.

- Craft a single wondrous item with a market value up to 4000 gp. PC must follow standard guidelines for magic item creation, including payment of gp and xp costs. This is a non-adventuring Activity.
- Request the loan of a Sacred Relic. The relic takes the form of one of these magic items: a +1 Heavy Mace, a Minor Circlet of Blasting, a Lesser Strand of Prayer Beads, or a +1 Daylight Heavy Steel Shield. If lost/destroyed then the full cost of the item must be paid by the borrowing priest. If they cannot pay, then ALL gold earned is paid towards the repayment of this debt. The PC or his companions may offset payment by expending Favors with The Assembly of Light, at the rate of 100 gp / Favor.

## ***Torch***

### Requirements

- Must meet requirements for Flame.
- 10 or more ranks in Knowledge (Religion)
- 2 or more ranks in Diplomacy
- Must be able to cast 2nd level divine spells
- Must have studied The Radiant Order for at least 15 activities.

### Duties

- Minimum of 20 Victories worth of white, yellow, or gold gems tithed to The Assembly of Light each adventure.

### Benefits

- +2 competence bonus to Knowledge (The Planes) when dealing with Evil Outsiders.
- 40% discount on spells cast by priests of The Assembly of Light.
- Torches may spend 4 favors to:
  - Purchase a single 4th level divine scroll from DMG Table 7-24 at standard price.
  - Purchase a potion from DMG Table 7-17 whose value does not exceed 300 gp.
  - Craft a single wondrous item with a market value up to 8000 gp. PC must follow standard guidelines for magic item creation, including payment of gp and xp costs. This is a non-adventuring Activity.
  - Craft a single wand with a market value up to 750 gp. PC must follow standard guidelines for magic item creation, including payment of gp and xp costs. This is a non-adventuring Activity.
  - Request the loan of an Exalted Relic. The relic takes the form of one of these magic items: a +1 Holy Cold Iron Heavy Mace, a Phylactery of Undead Turning, a Major Circlet of Blasting, or +1 Moderate Fortification Full Plate Armor. If lost/destroyed then the full cost of the item must be paid by the borrowing priest. If they cannot pay, then ALL gold earned is paid towards the repayment of this debt. The PC or his companions may offset payment by expending Favors with The Assembly of Light, at the rate of 100 gp / Favor.
  - Add the Daylight special ability to any magical shield or armor in their possession. The PC must pay for the cost of the upgrade.

## **Allies of The Assembly of Light**

### Requirements

- Must be a worshipper of The Shimmering One, The True, The Traveler, or Raconteur.
- Must be able to cast 1st level divine spells from their deity.

### Benefits

- Allies with 2 ranks in Knowledge (Religion) may spend 2 favors to:

- Purchase a single Everburning Torch.
- Purchase a 1st or 2nd level divine scroll from DMG Table 7-24 at standard price.
- Purchase a potion from DMG Table 7-17 whose value does not exceed 50 gp.
- Craft a scroll of a single spell. PCs must follow standard guidelines for magic item creation, including payment of gp and xp costs. This is a non-adventuring Activity.
- Allies with 8 ranks in Knowledge (Religion) may spend 4 favors to:
  - Purchase a 3rd or 4th level divine scroll from DMG Table 7-24 at standard price.
  - Purchase a potion from DMG Table 7-17 whose value does not exceed 150 gp.
  - Purchase any simple or martial masterwork weapon from the PHB made of the following special materials: Silver or Cold Iron.
  - Craft a single potion from the DMG Table 7-17 list. PCs must follow standard guidelines for magic item creation, including payment of gp and xp costs. This is a non-adventuring Activity.
- Allies with 10 ranks in Knowledge (Religion) may spend 6 favors to:
  - Purchase a potion from DMG Table 7-17 whose value does not exceed 300 gp.
  - Craft a single wondrous item with a market value up to 4000 gp. PC must follow standard guidelines for magic item creation, including payment of gp and xp costs. This is a non-adventuring Activity.
- Allies with 12 ranks in Knowledge (Religion) may spend 8 favors to:
  - Craft a single wand with a market value up to 750 gp. PC must follow standard guidelines for magic item creation, including payment of gp and xp costs. This is a non-adventuring Activity.
  - Craft a single wondrous item with a market value up to 8000 gp. PC must follow standard guidelines for magic item creation, including payment of gp and xp costs. This is a non-adventuring Activity.
  - Add the Daylight special ability to any magical shield or armor in their possession. The PC must pay for the cost of this upgrade.

## ***The Church of the Life's Fire***

No faith is stronger in the villages and hamlets of Pekal than that of the Field Mother. Priests of the Church are often workers as well, tending to their flock as they help them tend to their crops. The Church believes in the wise use of land and so welcomes both druids and priests of Regorike equally.

Regorike, The Raiser, Farmer's Wife, The Midwife, Field Mother, Queen of Green Pastures, The Bringer of Life, Mother Tellene

Church: The Church of the Life's Fire

Priesthood: Friends of the Fields

Spheres of Influence: Harvest, life, fertility, agriculture

Symbol: A blazing hearth

Place of Worship: Simple temples in agriculturally-dominated territories

Colors: Brown, green

Animal: Deer

Raiment: Earthen-colored robes or tunics

Domains: Good, Healing, Plant, Protection, Community, Creation, Family

Sacrifice: Bushels of milled grain, help with harvest each year

Locations: Cathedral in Lebolegido, Temple in Koreta, Churches in Bet Rogala, Baneta, Shrine in Cilorealon

Allies: Followers of The Mother of the Elements, The Lord of Silver Linings, The Shimmering One, The Bear, The Guardian, The Founder, The Mule, The Peacemaker, The Landlord, and the Powermaster

### ***Fielder***

#### Requirements

- Must be a worshipper of the Raiser.
- May not be a member of another church.
- 1 or more ranks in Knowledge (Religion)

#### Duties

- Minimum of 2 Victories tithed to the Church of the Life's Fire each adventure.

#### Benefits

- +1 competence bonus to Knowledge (nature) skill.
- 10% discount on spells cast by priests of the Church of the Life's Fire.
- Fielders may spend 1 favor to:
  - Purchase a single 1st level divine scroll from DMG Table 7-24 at standard price.
  - Ask the clergy for information, giving a +4 circumstance bonus to Knowledge (Religion), Knowledge (History), Knowledge (Local), Knowledge (Nobility) or Gather Information.
  - Request aid from the church in the form of any single item from the PHB whose value does not exceed 100 gp. The item must be returned to the temple at the end of the adventure if not destroyed/lost/used.
  - Craft a scroll of a single spell. PCs must follow standard guidelines for magic item creation, including payment of gp and xp costs. This is a non-adventuring Activity.
  - Purchase a single animal (including horses, dogs, etc) from PHB at 20% discount.

### ***Field Leader***

#### Requirements

- Must meet requirements for Fielder.
- Must own a copy of the canon, Blessings of the Land (cost of 30 gp).
- 6 or more ranks in Knowledge (Religion) or Knowledge (Nature)
- Must have studied the canon, Blessings of the Land, for at least 5 activities.

#### Duties

- Minimum of 5 victories tithed to Church of the Life's Fire each adventure.

#### Benefits

- +1 competence bonus to Survival skill.
- 20% discount on spells cast by priests of the Church of the Life's Fire.
- Field Leaders may spend 2 favors to:
  - Receive training to Channel Positive Energy to Preserve Life. This is a non-adventuring Activity.
  - Purchase a single 2nd level divine scroll from DMG Table 7-24 at standard price.
  - Purchase a single potion from DMG Table 7-17 whose value does not exceed 50 gp.
  - Request the loan of any simple or martial masterwork weapon from the PHB made of the following special materials: Silver or Cold Iron. The weapon must be returned to the church at the end of the adventure or be replaced if destroyed/lost.
  - Request the loan of a Holy Relic. The relic is a holy symbol that grants the priest the ability to cast the spells Entangle and Barkskin one time each as a 7th level Druid. . It is Command Word activated. This relic is a one-use item that must be returned to the church after the adventure. If the item is not used during the adventure, the cost is reduced to one favor. If the item is lost, the PC must pay 150 gp to replace this specially crafted holy symbol.
  - Craft a single potion from the DMG Table 7-17 list. PCs must follow standard guidelines for magic item creation, including payment of gp and xp costs. This is a non-adventuring Activity.
  - Purchase a small plot of land to farm. Players who choose this option must contact campaign staff for details.
  - Attend a retreat given by the temple to learn other aspects of the god. (In game terms the character can then change one domain previously selected to another domain allowed by their church and god.) This is a non-adventuring Activity.

#### *Field Master*

#### Requirements

- Must meet requirements for Field Leader.
- 8 or more ranks in Knowledge (Religion) or Knowledge (Nature)
- Must be able to cast 1st level divine spells
- Must have studied the canon, Blessings of the Land, for at least 10 activities.

#### Duties

- Minimum of 10 Victories tithed to the Church of the Life's Fire each adventure.

#### Benefits

- +2 competence bonus to Knowledge (nature) skill.
- 30% discount on spells cast by priests of the Church of the Life's Fire.
- Field Master may spend 3 favors to:
  - Purchase a single 3rd level divine scroll from DMG Table 7-24 at standard price.
  - Purchase a potion from DMG Table 7-17 whose value does not exceed 150 gp.
  - Request the loan of any simple or martial weapon from the PHB made of the following special material: Adamantine. The weapon must be returned to the church at the end of the adventure or be replaced if destroyed/lost.
  - Purchase any simple or martial masterwork weapon from the PHB made of the following special materials: Silver or Cold Iron.
  - Craft a single wondrous item with a market value up to 4000 gp. PC must follow standard guidelines for magic item creation, including payment of gp and xp costs. This is a non-adventuring Activity.
  - Request the loan of a Sacred Relic. The relic takes the form of one of these magic items: a +1 Sickles, a Wilding Clasp, a Periapt of Wisdom +2, a Rust Bag of Tricks. If lost/destroyed then the full cost of the item must be paid by the borrowing priest. If they cannot pay, then ALL

gold earned is paid towards the repayment of this debt. The PC or his companions may offset payment by expending Favors with the temple, at the rate of 100 gp / Favor.

### ***High Field Master***

#### Requirements

- Must meet requirements for Field Master.
- 10 or more ranks in Knowledge (Religion) or Knowledge (Nature)
- 2 or more ranks in Diplomacy
- Must be able to cast 2nd level divine spells
- Must have studied the canon, Blessings of the Land, for at least 15 activities.

#### Duties

- Minimum of 20 Victories tithed to Church of the Life's Fire each adventure.

#### Benefits

- +1 competence bonus to Survival skill.
- 40% discount on spells cast by priests of the Church of the Life's Fire.
- High Field Master may spend 4 favors to:
  - Purchase a single 4th level divine scroll from DMG Table 7-24 at standard price.
  - Purchase a potion from DMG Table 7-17 whose value does not exceed 300 gp.
  - Craft a single wondrous item with a market value up to 8000 gp. PC must follow standard guidelines for magic item creation, including payment of gp and xp costs. This is a non-adventuring Activity.
  - Craft a single wand with a market value up to 750 gp. PC must follow standard guidelines for magic item creation, including payment of gp and xp costs. This is a non-adventuring Activity.
  - Request the loan of an Exalted Relic. The relic takes the form of one of these magic items: a +1 Keen Sickle, Decanter of Endless Water, a Periapt of Wisdom +4, Tan Bag of Tricks. If lost/destroyed then the full cost of the item must be paid by the borrowing priest. If they cannot pay, then ALL gold earned is paid towards the repayment of this debt. The PC or his companions may offset payment by expending Favors with the temple, at the rate of 100 gp / Favor.
  - Attend a retreat to learn additional aspects of their faith. (In game terms the character may replace one of their current domains with the Weather domain from Complete Divine.) This is a non-adventuring Activity.

## **Allies of The Church of the Life's Fire**

The Church of the Life's Fire honors all those with a commitment to or connection with the land. Unlike other temples, their allies are expected to serve in the countrysides and small hamlets, helping with the plantings and the harvest. The alliance with those who follow the Bear extends to shamen and druids as well as clerics.

#### Requirements

- Must be a worshipper of The Mother of the Elements, The Lord of Silver Linings, The Shimmering One, The Bear, The Guardian, The Founder, The Mule, The Peacemaker, The Landlord, or the Powermaster. If a shaman or druid, they must adhere to the teachings of the Bear, although they are not required to worship him.
- Must be able to cast 1st level divine spells.

#### Benefits

- Allies with 2 ranks in Knowledge (Religion) or Knowledge (Nature) may spend 2 favors to:
  - Purchase a 1st or 2nd level divine scroll from DMG Table 7-24 at standard price.

- Purchase a potion from DMG Table 7-17 whose value does not exceed 50 gp.
- Craft a scroll of a single spell. PCs must follow standard guidelines for magic item creation, including payment of gp and xp costs. This is a non-adventuring Activity.
- Allies with 8 ranks in Knowledge (Religion) or Knowledge (Nature) may spend 4 favors to:
  - Purchase a 3rd or 4th level divine scroll from DMG Table 7-24 at standard price.
  - Purchase a potion from DMG Table 7-17 whose value does not exceed 150 gp.
  - Craft a single potion from the DMG Table 7-17 list. PCs must follow standard guidelines for magic item creation, including payment of gp and xp costs. This is a non-adventuring Activity.
  - Purchase any simple or martial masterwork weapon from the PHB made of the following special materials: Silver or Cold Iron.
- Allies with 10 ranks in Knowledge (Religion) or Knowledge (Nature) may spend 6 favors to:
  - Purchase a potion from DMG Table 7-17 whose value does not exceed 300 gp.
  - Craft a single wondrous item with a market value up to 4000 gp. PC must follow standard guidelines for magic item creation, including payment of gp and xp costs. This is a non-adventuring Activity.
- Allies with 12 ranks in Knowledge (Religion) or Knowledge (Nature) may spend 8 favors to:
  - Craft a single wand with a market value up to 750 gp. PC must follow standard guidelines for magic item creation, including payment of gp and xp costs. This is a non-adventuring Activity.
  - Craft a single wondrous item with a market value up to 8000 gp. PC must follow standard guidelines for magic item creation, including payment of gp and xp costs. This is a non-adventuring Activity.



## ***Major Shrines in Pekal***

These organizations usually have several shrines, one of which is large enough and ornate enough to be named a temple. Priests of these organizations have very limited positions and responsibilities.

## ***The Courts of Justice***

Fapeki, The True, The Blind One, The Magnificent Magistrate, The Exalted Judge

Church: The Courts of Justice

Priesthood: Truthseekers

Spheres of Influence: Justice, truth

Symbol: A scale balanced on the tip of a golden sword

Place of Worship: City temples (which often contain courtrooms)

Colors: White, gold

Animal: Falcon

Raiment: White or gold robes with gold or white hems

Domains: Good, Knowledge, Law, Protection, Nobility, Retribution

Sacrifice: Gold once per month

Locations: Churches in Bet Rogala, Baneta, Cilorealon, Shrine in Koreta

### ***Referee***

#### Requirements

- Must be a worshipper of The True.
- May not be a member of another church.
- 1 or more ranks in Knowledge (Religion)

#### Duties

- Minimum of 2 Victories tithed to the Courts of Justice each adventure.

#### Benefits

- +1 competence bonus to Knowledge (Local) when dealing with laws and courts.
- 10% discount on spells cast by priests of the Courts of Justice.
- Referees may spend 1 favor to:
  - Purchase a single 1st level divine scroll from DMG Table 7-24 at standard price.
  - Ask the clergy for information, giving a +4 circumstance bonus to Knowledge (Religion), Knowledge (History), Knowledge (Local), Knowledge (Nobility) or Gather Information.
  - Request aid from the church in the form of any single item from the PHB whose value does not exceed 100 gp. The item must be returned to the temple at the end of the adventure if not destroyed/lost/used.
  - Craft a scroll of a single spell. PCs must follow standard guidelines for magic item creation, including payment of gp and xp costs. This is a non-adventuring Activity.
  - Obtain Temple representation in a civil or legal matter.

### ***Arbitrator***

#### Requirements

- Must meet requirements for Referee.
- Must own a copy of the canon, Judgment (cost of 55 gp).
- 6 or more ranks in Knowledge (Religion)
- Must have studied the canon for at least 5 activities.

#### Duties

- Minimum of 5 victories tithed to the Courts of Justice each adventure.

#### Benefits

- +1 competence bonus to Profession (lawyer).
- 20% discount on spells cast by priests of the Courts of Justice.
- Arbitrators may spend 2 favors to:
  - Receive training to Channel Positive Energy to Unblinking Eye. This is a non-adventuring Activity.
  - Purchase a single 2nd level divine scroll from DMG Table 7-24 at standard price.
  - Purchase a single potion from DMG Table 7-17 whose value does not exceed 50 gp.
  - Request the loan of any simple or martial masterwork weapon from the PHB made of the following special materials: Silver or Cold Iron. The weapon must be returned to the church at the end of the adventure or be replaced if destroyed/lost.
  - Request the loan of a Holy Relic. This relic is a holy symbol that casts Zone of Truth as a 5th level caster. It is Command Word activated. This relic is a one-use item that must be returned to the church after the adventure. If the item is not used during the adventure, the cost is reduced to one favor. If the item is lost, the PC must pay 150 gp to replace this specially crafted holy symbol.
  - Craft a single potion from the DMG Table 7-17 list. PCs must follow standard guidelines for magic item creation, including payment of gp and xp costs. This is a non-adventuring Activity.
  - View records and findings from any legal proceeding in Pekal not specifically sealed by the Prince.
- Arbitrators may spend 3 favors to:
  - Craft a single wondrous item with a market value up to 4000 gp. PC must follow standard guidelines for magic item creation, including payment of gp and xp costs. This is a non-adventuring Activity.
- Arbitrators may spend 4 favors to:

## ***House of Solace***

P'Rofali, The Peacemaker, Lord of Tranquility, Lord of Ease, The Peaceful One, King of Comfort, Master of Serenity, The Pacifier

Church: House of Solace

Priesthood: The Peacemakers

Spheres of Influence: Peace and comfort

Symbol: Two hands clasped in friendship

Place of Worship: Simple but comfortable blue and green churches found in rustic settings

Colors: Sky blue, light green, lavender

Animal: Sheep

Raiment: Soft cotton robes in light green, sky blue, or lavender

Domains: Good, Healing, Protection, Warding, Community

Sacrifice: Weapons beaten into plowshares monthly

Locations: Temple in Tutido

### ***Peace Lover***

#### Requirements

- Must be a worshipper of The Peacemaker.
- May not be a member of another church.
- 1 or more ranks in Knowledge (Religion)

#### Duties

- Minimum of 2 Victories tithed to the House of Solace each adventure.

#### Benefits

- +1 competence bonus to Diplomacy skill.
- 10% discount on spells cast by priests of the House of Solace.
- Peace Lovers may spend 1 favor to:
  - Purchase a single 1st level divine scroll from DMG Table 7-24 at standard price.
  - Ask the clergy for information, giving a +4 circumstance bonus to Knowledge (Religion), Knowledge (History), Knowledge (Local), Knowledge (Nobility) or Gather Information.
  - Craft a scroll of a single spell. PCs must follow standard guidelines for magic item creation, including payment of gp and xp costs. This is a non-adventuring Activity.
  - Purchase a Wand of Cure Light Wounds (CL 1) with only 5 charges remaining for 100 Victories.

### ***Peace Keeper***

#### Requirements

- Must meet requirements for Peace Lover.
- Must own a copy of the canon, Amities (cost of 30 gp).
- 6 or more ranks in Knowledge (Religion)
- Must have studied the canon for at least 5 activities.

#### Duties

- Minimum of 5 victories tithed to the House of Solace each adventure.

#### Benefits

- +1 competence bonus to Sense Motive skill.
- 20% discount on spells cast by priests of the House of Solace.
- Peace Keepers may spend 2 favors to:
  - Receive training to Channel Positive Energy to Mind Like Water. This is a non-adventuring Activity.

- Purchase a single 2nd level divine scroll from DMG Table 7-24 at standard price.
- Purchase a single potion from DMG Table 7-17 whose value does not exceed 50 gp.
- Request the loan of any simple or martial masterwork weapon from the PHB made of the following special materials: Silver or Cold Iron. The weapon must be returned to the church at the end of the adventure or be replaced if destroyed/lost.
- Request the loan of a Holy Relic. This relic is a holy symbol that removes any unwanted mental condition on one person, such as rage, fear, shaken, etc. It is Command Word activated. This relic is a one-use item that must be returned to the church after the adventure. If the item is not used during the adventure, the cost is reduced to one favor. If the item is lost, the PC must pay 150 gp to replace this specially crafted holy symbol.
- Craft a single potion from the DMG Table 7-17 list. PCs must follow standard guidelines for magic item creation, including payment of gp and xp costs. This is a non-adventuring Activity.
- Craft a single wand with a market value up to 750 gp. PC must follow standard guidelines for magic item creation, including payment of gp and xp costs. The Wand must be a Healing, Good, or Protection domain spell. This is a non-adventuring Activity.
- Peace Keepers may spend 3 favors to:
  - Craft a single wondrous item with a market value up to 4000 gp. PC must follow standard guidelines for magic item creation, including payment of gp and xp costs. This is a non-adventuring Activity.

## ***Church of Everlasting Hope***

Selanadi, Lord of Silver Linings, Caregiver, Lord of the Blue Sky

Church: Church of Everlasting Hope

Priesthood: The Merciful Fates

Spheres of Influence: Mercy, hope, healing

Symbol: A psi symbol with a circle above the center vertical line, set atop a rainbow

Place of Worship: Open air temples

Colors: Sky blue, rainbow, silver

Animal: Dog

Raiment: Sky blue robes with rainbow-colored adornments

Domains: Good, Healing, Luck, Exorcism, Renewal

Sacrifice: A concoction of rare herbs on a monthly basis and healing of all those in need

Locations: Church in Bet Rogala, Shrine in Cilorealon

### ***Gentle***

#### Requirements

- Must be a worshipper of the Lord of Silver Linings.
- May not be a member of another church.
- 1 or more ranks in Knowledge (Religion)
- 1 or more ranks in Heal

#### Duties

- Minimum of 2 Victories of rare herbs tithed to the Church of Everlasting Hope each adventure.

#### Benefits

- +1 competence bonus to Heal skill.
- 10% discount on spells cast by priests of the Church of Everlasting Hope.
- Gentles may spend 1 favor to:
  - Purchase a single 1st level divine scroll from DMG Table 7-24 at standard price.
  - Ask the clergy for information, giving a +4 circumstance bonus to Knowledge (Religion), Knowledge (History), Knowledge (Local), Knowledge (Nobility) or Gather Information.
  - Craft a scroll of a single spell. PCs must follow standard guidelines for magic item creation, including payment of gp and xp costs. This is a non-adventuring Activity.
  - Purchase a Wand of Cure Light Wounds (CL 1) with only 5 charges remaining for 100 Victories.

### ***Tender***

#### Requirements

- Must meet requirements for Gentle.
- Must own a copy of the canon, Every Cloud (cost of 35 gp).
- 6 or more ranks in Knowledge (Religion)
- Must have studied the canon, Every Cloud, for at least 5 activities.

#### Duties

- Minimum of 5 victories tithed to the Church of Everlasting Hope each adventure.

#### Benefits

- +2 competence bonus to Heal skill.
- 20% discount on spells cast by priests of the Church of Everlasting Hope.
- Tenders may spend 2 favors to:
  - Receive training to Channel Positive Energy to Fate's Mercy. This is a non-adventuring Activity.

- Purchase a single 2nd level divine scroll from DMG Table 7-24 at standard price.
- Purchase a single potion from DMG Table 7-17 whose value does not exceed 50 gp.
- Request the loan of any simple or martial masterwork weapon from the PHB made of the following special materials: Silver or Cold Iron. The weapon must be returned to the church at the end of the adventure or be replaced if destroyed/lost.
- Request the loan of a Holy Relic. This holy symbol allows the priest to cast one of the following spells: Remove Disease, Cure Blindness/Deafness, or Cure Serious Wounds as a 7th level cleric. It is Command Word activated. This relic is a one-use item that must be returned to the church after the adventure. If the item is not used during the adventure, the cost is reduced to one favor. If the item is lost, the PC must pay 150 gp to replace this specially crafted holy symbol.
- Craft a single potion from the DMG Table 7-17 list. PCs must follow standard guidelines for magic item creation, including payment of gp and xp costs. This is a non-adventuring Activity.
- Tenders may spend 3 favors to:
  - Craft a single wondrous item with a market value up to 4000 gp. PC must follow standard guidelines for magic item creation, including payment of gp and xp costs. This is a non-adventuring Activity.

## ***Theater of the Arts***

Pinini, Raconteur, The Eternal Bard, Loremaster

Church: Theater of the Arts

Priesthood: The Merry Muses

Spheres of Influence: Art, poetry, music, humor

Symbol: A theatrical mask or a jester's hat

Place of Worship: Theaters or public forums

Colors: Red, gold

Animal: Peacock

Raiment: Artist's clothing

Domains: Chaos, Good, Knowledge, Luck

Sacrifice: Works of art annually and a poem, song, or joke dedicated to Pinini weekly

Locations: Temple in Baneta, Churches in Bet Rogala, Cilorealon

### ***Speaker***

#### Requirements

- Must be a worshipper of the Raconteur.
- May not be a member of another church.
- 1 or more ranks in Knowledge (Religion)

#### Duties

- Minimum of 2 Victories tithed to the Theatre of the Arts each adventure.

#### Benefits

- +1 competence bonus to any single Perform skill already learned (min. 1 skill rank).
- 10% discount on spells cast by priests of the Theatre of the Arts.
- Speakers may spend 1 favor to:
  - Purchase a single 1st level divine scroll from DMG Table 7-24 at standard price.
  - Ask the clergy for information, giving a +4 circumstance bonus to Knowledge (Religion), Knowledge (History), Knowledge (Local), Knowledge (Nobility) or Gather Information.
  - Request aid from the church in the form of any single item from the PHB whose value does not exceed 100 gp. The item must be returned to the temple at the end of the adventure if not destroyed/lost/used.
  - Craft a scroll of a single spell. PCs must follow standard guidelines for magic item creation, including payment of gp and xp costs. This is a non-adventuring Activity.
  - Obtain admission to any performance held by the Bardic College or the Entertainers Guild. This includes one guest as well, but admission may be standing room only.
  - Gain access to [CV] Devoted Performer. This is a non-adventuring Activity.

### ***Singer***

#### Requirements

- Must meet requirements for Speaker.
- Must own a copy of the canon, Creation (cost of 35 gp).
- 6 or more ranks in Knowledge (Religion)
- Must have studied the canon, Creation, for at least 5 Activities.

#### Duties

- Minimum of 5 victories tithed to Theatre of the Arts each adventure.

#### Benefits

- +1 competence bonus any single Perform skilled learned (min. 1 skill rank).
- 20% discount on spells cast by priests of the Theatre of the Arts.

- Singers may spend 2 favors to:
  - Receive training to Channel Positive Energy to Touch of the Muse.
  - Purchase a single 2nd level divine scroll from DMG Table 7-24 at standard price.
  - Purchase a single potion from DMG Table 7-17 whose value does not exceed 50 gp.
  - Request the loan of any simple or martial masterwork weapon from the PHB made of the following special materials: Silver or Cold Iron. The weapon must be returned to the church at the end of the adventure or be replaced if destroyed/lost.
  - Request the loan of a Holy Relic. This holy symbol allows the priest to Inspire Courage as the Bardic ability. The effect lasts for 10 rounds and is cast as an 8th level bard (+2). It is Command Word activated. This relic is a one-use item that must be returned to the church after the adventure. If the item is not used during the adventure, the cost is reduced to one favor. If the item is lost, the PC must pay 150 gp to replace this specially crafted holy symbol.
  - Craft a single potion from the DMG Table 7-17 list. PCs must follow standard guidelines for magic item creation, including payment of gp and xp costs. This is a non-adventuring Activity.
  - Gain an audition with the Bardic College of Baneta for admission.
- Singers may spend 3 favors to:
  - Craft a single wondrous item with a market value up to 4000 gp. PC must follow standard guidelines for magic item creation, including payment of gp and xp costs. This is a non-adventuring Activity.



## ***The Founder's Creation***

Sobati, The Founder, The Great Builder, The Upholder

Church: The Founder's Creation

Priesthood: Builders of Law

Spheres of Influence: Law, order, cities

Symbol: Red bricks and a sword on a blue background

Place of Worship: Temples in all major cities and congregations in most smaller towns.

Colors: Blue, red

Animal: Bee

Raiment: Comfortable work clothes with a badge on the left shoulder

Domains: Earth, Law, Protection, Craft, Metal, Planning

Sacrifice: Silver melted and reformed into bricks

Locations: Temples in Baneta, Koreta, Church in Bet Rogala, Shrines in Leboleghido, Cilorealon

### ***Builder***

#### Requirements

- Must be a worshipper of The Founder.
- May not be a member of another church.
- 1 or more ranks in Knowledge (Religion)

#### Duties

- Minimum of 2 Victories tithed to the Founder's Creation each adventure.

#### Benefits

- +1 competence bonus to Knowledge (Architecture & Engineering) skill.
- 10% discount on spells cast by priests of the Founder's Creation.
- Builders may spend 1 favor to:
  - Purchase a single 1st level divine scroll from DMG Table 7-24 at standard price.
  - Ask the clergy for information, giving a +4 circumstance bonus to Knowledge (Religion), Knowledge (History), Knowledge (Local), Knowledge (Nobility) or Gather Information.
  - Request aid from the church in the form of any single item from the PHB whose value does not exceed 100 gp. The item must be returned to the temple at the end of the adventure if not destroyed/lost/used.
  - Craft a scroll of a single spell. PCs must follow standard guidelines for magic item creation, including payment of gp and xp costs. This is a non-adventuring Activity.
  - Gain admission to any public building to study its structure.

### ***Stonemason***

#### Requirements

- Must meet requirements for Builder.
- Must own a copy of the canon, Keystones (cost of 40 gp).
- 6 or more ranks in Knowledge (Religion)
- Must have studied the canon, Keystones, for at least 5 Activities.

#### Duties

- Minimum of 5 victories tithed to the Founder's Creation each adventure.

#### Benefits

- Knowledge (Architecture & Engineering) becomes a class skill.
- 20% discount on spells cast by priests of the Founder's Creation.
- Stonemasons may spend 2 favors to:

- Receive training to Channel Positive Energy to Strength of Stone. This is a non-adventuring Activity.
- Purchase a single 2nd level divine scroll from DMG Table 7-24 at standard price.
- Purchase a single potion from DMG Table 7-17 whose value does not exceed 50 gp.
- Request the loan of any simple or martial masterwork weapon from the PHB made of the following special materials: Silver or Cold Iron. The weapon must be returned to the church at the end of the adventure or be replaced if destroyed/lost.
- Request the loan of a Holy Relic. This holy symbol allows the priest to cast Stone Shape as a 10th level caster. It is Command Word activated. This relic is a one-use item that must be returned to the church after the adventure. If the item is not used during the adventure, the cost is reduced to one favor. If the item is lost, the PC must pay 150 gp to replace this specially crafted holy symbol.
- Craft a single potion from the DMG Table 7-17 list. PCs must follow standard guidelines for magic item creation, including payment of gp and xp costs. This is a non-adventuring Activity.
- Stonemasons may spend 3 favors to:
  - Craft a single wondrous item with a market value up to 4000 gp. PC must follow standard guidelines for magic item creation, including payment of gp and xp costs. This is a non-adventuring Activity.

## ***Temple of the Three Strengths***

Sitiri, Powermaster, The Harbinger of Healing, The Invigorator, The Quickener

Church: Temple of the Three Strengths

Priesthood: Seekers of the Three Strengths

Spheres of Influence: Strength, medicine

Symbol: Mountain rising up through a cloud

Colors: Blue, white, silver

Animal: Ox

Raiment: Blue sleeveless robes, with a silver girdle at higher levels. They shave their heads except for a braided ponytail

Domains: Healing, Knowledge, Law, Strength, Mentalism

Sacrifice: Burnt herbs every ten days

Locations: Temple in Lebolegido, Church in Bet Rogala

### ***Aspirant of the First Strength***

#### Requirements

- Must be a worshipper of the Powermaster.
- May not be a member of another church.
- 1 or more ranks in Knowledge (Religion)

#### Duties

- Minimum of 2 Victories tithed to the Temple of the Three Strengths each adventure.

#### Benefits

- +1 competence bonus to Heal skill.
- 10% discount on spells cast by priests of the Temple of the Three Strengths.
- Aspirant of the First Strength may spend 1 favor to:
  - Purchase a single 1st level divine scroll from DMG Table 7-24 at standard price.
  - Ask the clergy for information, giving a +4 circumstance bonus to Knowledge (Religion), Knowledge (History), Knowledge (Local), Knowledge (Nobility) or Gather Information.
  - Craft a scroll of a single spell. PCs must follow standard guidelines for magic item creation, including payment of gp and xp costs. This is a non-adventuring Activity.

### ***Aspirant of the Second Strength***

#### Requirements

- Must meet requirements for Aspirant of the First Strength.
- Must own a copy of the canon, The Triad (cost of 35 gp).
- 6 or more ranks in Knowledge (Religion)
- Must have studied the canon, The Triad, for at least 5 Activities.

#### Duties

- Minimum of 5 victories tithed to the Temple of the Three Strengths each adventure.

#### Benefits

- +1 competence bonus to all Strength checks (including Grapple).
- 20% discount on spells cast by priests of the Temple of the Three Strengths.
- Aspirants of the Second Strength may spend 2 favors to:
  - Receive training to Channel Positive Energy to The First Strength. This is a non-adventuring Activity.
  - Purchase a single 2nd level divine scroll from DMG Table 7-24 at standard price.
  - Purchase a single potion from DMG Table 7-17 whose value does not exceed 50 gp.

- Request the loan of any simple or martial masterwork weapon from the PHB made of the following special materials: Silver or Cold Iron. The weapon must be returned to the church at the end of the adventure or be replaced if destroyed/lost.
- Request the loan of a Holy Relic. This holy symbol allows the priest to cast Cure Blindness/Deafness, Remove Disease, or Cure Serious Wounds as a 10th level caster. It is Command Word activated. This relic is a one-use item that must be returned to the church after the adventure. If the item is not used during the adventure, the cost is reduced to one favor. If the item is lost, the PC must pay 150 gp to replace this specially crafted holy symbol.
- Craft a single potion from the DMG Table 7-17 list. PCs must follow standard guidelines for magic item creation, including payment of gp and xp costs. This is a non-adventuring Activity.
- Aspirants of the Second Strength may spend 3 favors to:
  - Craft a single wondrous item with a market value up to 4000 gp. PC must follow standard guidelines for magic item creation, including payment of gp and xp costs. This is a non-adventuring Activity.

## ***Parish of the Prolific Coin***

Golidirin, The Landlord, Profitmaker, The Coinmaster

Church: Parish of the Prolific Coin

Priesthood: The Profiteers

Spheres of Influence: Money, business, greed

Symbol: A golden weight scale

Place of Worship: Decorated temples near markets

Colors: Gold, silver, platinum

Animal: Livestock

Raiment: The finest and most fashionable cloths available

Domains: Knowledge, Luck, Trickery, Rune, Trade

Sacrifice: Gold

Locations: Churches in Bet Rogala, Baneta, Koreta

### ***Clerk***

#### Requirements

- Must be a worshipper of The Landlord.
- May not be a member of another church.
- 1 or more ranks in Knowledge (Religion)

#### Duties

- Minimum of 2 Victories tithed to the Parish of the Prolific Coin each adventure.

#### Benefits

- +1 competence bonus to Appraise skill.
- 10% discount on spells cast by priests of the Parish of the Prolific Coin.
- Clerks may spend 1 favor to:
  - Purchase a single 1st level divine scroll from DMG Table 7-24 at standard price.
  - Ask the clergy for information, giving a +4 circumstance bonus to Knowledge (Religion), Knowledge (History), Knowledge (Local), Knowledge (Nobility) or Gather Information.
  - Craft a scroll of a single spell. PCs must follow standard guidelines for magic item creation, including payment of gp and xp costs. This is a non-adventuring Activity.
  - Purchase any normal or masterwork item at a 20% discount.

### ***Accountant***

#### Requirements

- Must meet requirements for Apprentice.
- Must own a copy of the canon, The Ledger (cost of 25 gp).
- 6 or more ranks in Knowledge (Religion)
- Must have studied the canon, The Ledger, for at least 5 Activities.

#### Duties

- Minimum of 5 Victories tithed to the Parish of the Prolific Coin each adventure.

#### Benefits

- +1 competence bonus to any single Profession skill learned (min. 1 skill rank)
- Appraise becomes a class skill.
- 20% discount on spells cast by priests of the Parish of the Prolific Coin.
- Accountants may spend 2 favors to:
  - Receive training to Channel Positive Energy to Greed of Misers. This is a non-adventuring Activity.
  - Purchase a single 2nd level divine scroll from DMG Table 7-24 at standard price.

- Purchase a single potion from DMG Table 7-17 whose value does not exceed 50 gp.
- Request the loan of any simple or martial masterwork weapon from the PHB made of the following special materials: Silver or Cold Iron. The weapon must be returned to the church at the end of the adventure or be replaced if destroyed/lost.
- Request the loan of a Holy Relic. This holy symbol allows the priest to cast the spell Tongues as a 10th level wizard. It is Command Word activated. This relic is a one-use item that must be returned to the church after the adventure. If the item is not used during the adventure, the cost is reduced to one favor. If the item is lost, the PC must pay 150 gp to replace this specially crafted holy symbol.
- Craft a single potion from the DMG Table 7-17 list. PCs must follow standard guidelines for magic item creation, including payment of gp and xp costs. This is a non-adventuring Activity.
- Accountants may spend 3 favors to:
  - Craft a single wondrous item with a market value up to 4000 gp. PC must follow standard guidelines for magic item creation, including payment of gp and xp costs. This is a non-adventuring Activity.

## ***Elven Churches of Cilorealon***

There are some organizations within the elven city of Cilorealon that are not commonly present within the Principality itself. These organizations usually limit membership to elves and half-elves only and have strict advancement regulations. Advancement to levels higher than those shown are available through play opportunities only.

### ***Temple of the Patient Arrow***

Kalenadil, The Great Huntress, Bulls-Eye, The Merry Marksman, The Tenacious Bowman

Church: Temple of the Patient Arrow

Priesthood: The Golden Arrows

Spheres of Influence: Hunting, archery, patience

Symbol: Hawk with spread wings against a green background

Place of Worship: Temples that borders forests. Altars in dwellings of devoted woodsmen.

Colors: Green, brown

Animal: Hawk

Raiment: Green and brown robes, cloaks or tunics

Domains: Animal, Chaos, Good, Luck

Sacrifice: Gold or silver arrow and fresh game on the new moon

Locations: Church in Cilorealon

#### ***Stalker***

##### Requirements

- Must be a worshipper of The Great Huntress.
- May not be a member of another church.
- 1 or more ranks in Knowledge (Religion)

##### Duties

- Minimum of 2 Victories tithed to the Temple of the Patient Arrow each adventure.
- Must participate in church archery contests at least once per every 10 modules.

##### Benefits

- +1 competence bonus to Craft (Bowyer) and Craft (Fletcher) skills.
- 10% discount on spells cast by priests of the Temple of the Patient Arrow.
- Stalkers may spend 1 favor to:
  - Purchase a single 1st level divine scroll from DMG Table 7-24 at standard price.
  - Ask the clergy for information, giving a +4 circumstance bonus to Knowledge (Religion), Knowledge (History), Knowledge (Local), Knowledge (Nobility) or Gather Information.
  - Craft a scroll of a single spell. PCs must follow standard guidelines for magic item creation, including payment of gp and xp costs. This is a non-adventuring Activity.
  - Gain Access to purchase one darkwood strength bow, up to +6 bonus. Only one such bow is granted to each Stalker. If the bow is lost or destroyed it is not replaced.

#### ***Tracker***

##### Requirements

- Must meet requirements for Stalker.
- Must own a copy of the canon, One Arrow (cost of 40 gp).
- 6 or more ranks in Knowledge (Religion).
- Must have studied the canon, One Arrow, for at least 5 Activities.
- Must be an elf or half-elf.

### Duties

- Minimum of 5 victories tithed to the Temple of the Patient Arrow each adventure.

### Benefits

- +1 competence bonus to Search and Survival.
- 20% discount on spells cast by priests of the Temple of the Patient Arrow.
- Trackers may spend 2 favors to:
  - Receive training to Channel Positive Energy to Divine Arrow. This is a non-adventuring Activity.
  - Purchase a single 2nd level divine scroll from DMG Table 7-24 at standard price.
  - Purchase a single potion from DMG Table 7-17 whose value does not exceed 50 gp.
  - Gain access to one of the following feats: Domain Focus, Divine Spellpower, Domain Spontaneity, Sacred Boost, True Believer, Consecrate Spell, Reach Spell. This is a non-adventuring Activity.
  - Request the loan of any simple or martial masterwork weapon from the PHB made of the following special materials: Silver or Cold Iron. The weapon must be returned to the church at the end of the adventure or be replaced if destroyed/lost.
  - Request the loan of a Holy Relic. This holy symbol allows the priest to cast True Strike or Bless Weapon. It is Command Word activated. This relic is a one-use item that must be returned to the church after the adventure. If the item is not used during the adventure, the cost is reduced to one favor. If the item is lost, the PC must pay 150 gp to replace this specially crafted holy symbol.
  - Craft a single potion from the DMG Table 7-17 list. PCs must follow standard guidelines for magic item creation, including payment of gp and xp costs. This is a non-adventuring Activity.
  - Gain access to enhance their darkwood bow to a +1 enchantment.
- Trackers may spend 3 favors to:
  - Craft a single wondrous item with a market value up to 4000 gp. PC must follow standard guidelines for magic item creation, including payment of gp and xp costs. This is a non-adventuring Activity.



## ***Church of the Silver Mist***

B’Neli, The Coddler, The Night Watchman, The Imparter of Inspiration

Church: Church of the Silver Mist

Priesthood: Dream Weavers

Spheres of Influence: Restful sleep, dreams, aspirations

Symbol: Crossed hands resting on one’s chest as if sleeping

Place of Worship: Restful shelters anywhere. Large, domed structures in cities.

Colors: Silver, midnight blue, light gray

Animal: Felines

Raiment: Silver, midnight blue or gray robes, cloaks or tunics with stars and moon symbols as decorations

Domains: Chaos, Good, Healing, Protection, Mind, Mysticism

Sacrifice: A good deed or silver pieces daily

Locations: Church in Cilorealon

### ***Dreamer***

#### Requirements

- Must be a worshipper of The Coddler.
- May not be a member of another church.
- 1 or more ranks in Knowledge (Religion)

#### Duties

- Minimum of 2 Victories tithed to the Church of the Silver Mist each adventure.

#### Benefits

- +1 competence bonus to Listen
- 10% discount on spells cast by priests of the Church of the Silver Mist.
- Dreamers may spend 1 favor to:
  - Purchase a single 1st level divine scroll from DMG Table 7-24 at standard price.
  - Ask the clergy for information, giving a +4 circumstance bonus to Knowledge (Religion), Knowledge (History), Knowledge (Local), Knowledge (Nobility) or Gather Information.
  - Craft a scroll of a single spell. PCs must follow standard guidelines for magic item creation, including payment of gp and xp costs. This is a non-adventuring Activity.

### ***Dreamweaver***

#### Requirements

- Must meet requirements for Dreamer.
- Must own a copy of the canon, Tranquility (cost of 60 gp).
- 6 or more ranks in Knowledge (Religion)
- Must have studied the canon, Tranquility, for at least 5 Activities.

#### Duties

- Minimum of 5 victories tithed to the Church of the Silver Mist each adventure.

#### Benefits

- +1 competence bonus to Spot.
- 20% discount on spells cast by priests of the Church of the Silver Mist.
- Dreamweavers may spend 2 favors to:
  - Receive training to Channel Positive Energy to Oblivion. This is a non-adventuring Activity.
  - Purchase a single 2nd level divine scroll from DMG Table 7-24 at standard price.
  - Purchase a single potion from DMG Table 7-17 whose value does not exceed 50 gp.

- Request the loan of any simple or martial masterwork weapon from the PHB made of the following special materials: Silver or Cold Iron. The weapon must be returned to the church at the end of the adventure or be replaced if destroyed/lost.
- Request the loan of a Holy Relic. This holy symbol allows the priest to cast Good Hope as a 9th level bard. It is Command Word activated. This relic is a one-use item that must be returned to the church after the adventure. If the item is not used during the adventure, the cost is reduced to one favor. If the item is lost, the PC must pay 150 gp to replace this specially crafted holy symbol.
- Craft a single potion from the DMG Table 7-17 list. PCs must follow standard guidelines for magic item creation, including payment of gp and xp costs. This is a non-adventuring Activity.
- Dreamweavers may spend 3 favors to:
  - Craft a single wondrous item with a market value up to 4000 gp. PC must follow standard guidelines for magic item creation, including payment of gp and xp costs. This is a non-adventuring Activity.

## ***Church of Chance***

Rigel, Risk, Old Lucky, Master of Stealth, Prince of Chance, King of the Dice

Church: Church of Chance

Priesthood: Challengers of Fate

Spheres of Influence: Thievery, gambling, luck

Symbol: Two six-sided dice

Place of Worship: Anywhere

Colors: Gray, dark brown, black

Animal: Raccoon

Raiment: Dark colored cloaks and caps

Domains: Chaos, Luck, Trickery

Sacrifice: A pilfered item or risky task on the first day of the week

Locations: Shrines in Bet Rogala, Baneta, Koreta, Cilorealon

### ***Shadow***

#### Requirements

- Must be a worshipper of Risk.
- May not be a member of another church.
- 1 or more ranks in Knowledge (Religion).
- 1 or more levels of Infiltrator.
- Must be an elf or half-elf.

#### Duties

- Minimum of 2 Victories tithed to the Church of Chance each adventure.

#### Benefits

- +1 competence bonus to Hide and Move Silently.
- 10% discount on spells cast by priests of the Church of Chance.
- Shadows may spend 1 favor to:
  - Purchase a single 1st level divine scroll from DMG Table 7-24 at standard price.
  - Ask the clergy for information, giving a +4 circumstance bonus to Knowledge (Religion), Knowledge (History), Knowledge (Local), Knowledge (Nobility) or Gather Information.
  - Craft a scroll of a single spell. PCs must follow standard guidelines for magic item creation, including payment of gp and xp costs. This is a non-adventuring Activity.

### ***Ghost***

#### Requirements

- Must meet requirements for Shadow.
- Must own a copy of the canon, Chances (cost of 50 gp).
- 6 or more ranks in Knowledge (Religion)
- Must have studied the canon, Chances, for at least 5 Activities.

#### Duties

- Minimum of 5 victories tithed to the Church of Chance each adventure.

#### Benefits

- +2 competence bonus to Hide and Move Silently
- +1 competence bonus to Spot and Listen.
- 20% discount on spells cast by priests of the Church of Chance.
- Ghosts may spend 2 favors to:
  - Receive training to Channel Positive Energy to Ill Chance. This is a non-adventuring Activity.
  - Purchase a single 2nd level divine scroll from DMG Table 7-24 at standard price.

- Purchase a single potion from DMG Table 7-17 whose value does not exceed 50 gp.
- Request the loan of any simple or martial masterwork weapon from the PHB made of the following special materials: Silver or Cold Iron. The weapon must be returned to the church at the end of the adventure or be replaced if destroyed/lost.
- Request the loan of a Holy Relic. This holy symbol allows the priest to cast Greater Invisibility as a 7th level wizard. It is Command Word activated. This relic is a one-use item that must be returned to the church after the adventure. If the item is not used during the adventure, the cost is reduced to one favor. If the item is lost, the PC must pay 150 gp to replace this specially crafted holy symbol.
- Craft a single potion from the DMG Table 7-17 list. PCs must follow standard guidelines for magic item creation, including payment of gp and xp costs. This is a non-adventuring Activity.
- Ghosts may spend 3 favors to: Craft a single wondrous item with a market value up to 4000 gp. PC must follow standard guidelines for magic item creation, including payment of gp and xp costs. This is a non-adventuring activity.