

# CHURCH OF PELOR

**Symbol:** A stylized sun face

**Background and Goals:** The Church of Pelor is a common faith in the Viscosity of Verbobonc, much beloved by the common folk of the land. A member of the governing Council of Abbots, the followers of the Sun Father, and the recently ascended Shield Maiden, form a strong and benevolent flock. Working across the Viscosity to promote health and defense, members of this church receive a welcome reception in the local areas they visit.

Because Pelor's clerics spend a lot of time tending to the sick and providing for the basic spiritual needs of their communities, they attract a number of earnest, forthright youths who want to make the world a better place. Followers of Pelor believe that protecting those that cannot protect themselves is one of their deity's most important values, and they go out of their way to help the needy in his name. Pelor's followers undertake the task of healing whenever and wherever they can—whether that healing is physical or spiritual. Prayers often take the form of first-person affirmations, such as "I am merciful, just as the Sun of Mercy shines on me."

The faith of Mayaheine is strongly allied with the Church of Pelor, and followers of that deity are welcomed as members.

**Members:** Most members of the Church of Pelor are clerics. A cleric is defined as any character with the majority (over 50%) of non-prestige class levels in the Cleric, Healer, and/or Paladin class. All eligible characters may become Congregants or Novitiates, however only those characters that receive divine power from Pelor or Mayaheine are eligible to rise to the rank of Priest. Only clerics of Pelor are eligible to rise to the rank of Canon.

**Type:** Religious

**Scale:** 9 (regional [Verbobonc])

**Affiliation Score Criteria:** Membership in the Church of Pelor is open to all Verbobonc regional characters that worship Pelor or Mayaheine as their patron deity.

Criterion (One Time)	Modifier
Character level	+½ PC's level
Possesses levels in cleric, healer, or paladin	+1/level
Possesses levels in Master of Radiance <sup>LM</sup> , Radiant Servant of Pelor <sup>CD</sup> , or Skullclan Hunter <sup>MH</sup>	+2/level
Ranks in an Associated Skill	+½ per rank per skill
Possesses the Radiant Fire <sup>RD</sup> feat or the True Believer <sup>CD</sup> feat (must choose Pelor)	+3/feat
Can cast <i>heal</i> or <i>resurrection</i>	+3/spell

Criterion (Multiple Occurrence)	Modifier
Aids the less fortunate with own funds <sup>(1)</sup>	+1/500 gp expended
Destroys an undead creature with vulnerability to sunlight through the use of the <i>turn undead</i> ability <sup>(2)</sup>	+¼ creature's CR
As a member of the Church of Pelor, plays a Verbobonc regional adventure or a VTF metaregional adventure <sup>(3)</sup>	+½ per TU
As a member of the Church of Pelor, plays an adventure that directly involves the Church of Pelor <sup>(3)</sup>	+2/TU
Refuses healing to a living creature when providing it is feasible	-4
Disobeys a teaching or an edict from a higher-ranking member of the Church of Pelor	-6
Acts against alignment <sup>(4)</sup>	-10

**Notes:**

- You must provide all funds. Neither over-the-cap gold nor gold provided by other characters can be used.
- This bonus overlaps (does not stack with itself). If earned multiple times, only the highest bonus is applied.
- These benefits overlap (do not stack) with each other; apply the highest benefit only if both Criterion apply.
- Cannot improve Affiliation score until undergoing *atonement* from a **Canon** of Pelor.

**Titles, Benefits and Duties:** As you advance in the Church of Pelor, you learn to prosecute the will of Pelor and your superiors within the lands of Verbobonc as well as beyond. You cannot use any benefit if it would result in demotion to a lower tier.

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**Score** **Title: Benefits and Duties** (benefits and duties are cumulative)

**3 or lower** No affiliation, acolyte, or lay member.

**4-14** **Congregant or Novitiate:** You have been welcomed into the congregation of the Church of Pelor. Characters that receive divine power from Pelor or Mayaheine as known as **Novitiates**, while those that do not are known as **Congregants**. Upon reaching this rank, you must spend 4 TU learning the faith and teaching of Pelor as applied to the Viscosity. You receive the following benefits during any Verbobonc regional adventure. Benefits marked with a dagger (†) are only available to **Novitiates**.

- ☞ **Associated Skills:** The following skills are associated with the Church of Pelor: Diplomacy, Heal, Knowledge [Religion]. You receive a +1 circumstance bonus with your Associated Skills.
- ☞ **Equipment:** You gain access to the following equipment for purchase: †candle (restful) <sup>A&EG</sup>, healer's balm <sup>CV</sup>, †ghost oil <sup>A&EG</sup>, gravebane <sup>A&EG</sup>, holy text <sup>A&EG</sup>, holy water sprinkler <sup>LM</sup>, and †priest's bullet <sup>LM</sup>.
- ☞ **Divine Spellcasting:** You are granted the free casting of Open divine spells of levels 1-3 from an attending cleric of Pelor. This does not extend to any of your companions, and all costs for material components must be provided by you.
- ☞ **†Dwelling:** Should you move to a town in the Verbobonc Town Project, you are provided with a Residence [Simple House] to serve as rectory. This residence belongs to the church and is lost should you leave the Church of Pelor. You do not need to pay any annual taxes on the residence. For more information on Residences, see *Verbobonc Town Project: Player's Guide and Sourcebook*.
- ☞ **†Feat:** You gain access to the Radiant Fire <sup>RD</sup> feat.
- ☞ **Influence:** You may use your affiliation as influence with the Church of Pelor. Spending 1 Affiliation point earns you 1 standard Influence point with the Church of Pelor. You can likewise convert Influence Points into Affiliation points using the same ratio.

**Serving the Church:** The Church of Pelor expects the faithful to serve and give back to the community, either by helping perform duties for the church, or by tithing gold to help the church fulfill its mission. You must spend either 1 additional TU or pay 5% of gold earned (as circled on the Level of Play section on your Adventure Record) after each Verbobonc regional adventure or VTF metaregional adventure.

**15-25** **Priest:** You have been promoted to the rank of Priest of Pelor, and gained an increase in both your responsibilities and benefits of faith. Upon reaching this rank, you must spend 6 TU in study preparing for your new duties.

- ☞ **Associated Skills:** Your bonus increases to +2.
- ☞ **Divine Spellcasting:** This now includes 4th level Open spells.
- ☞ **Dwelling:** Your dwelling is upgraded to a Residence [Grand House]. This residence may be customized according to your preferences, but it must include a Chapel component.
- ☞ **Influence:** You may now spend 2 Affiliation Points to earn 1 standard Influence Point with the Church of Pelor.
- ☞ **Specialized Training:** Choose 1 of the following prestige classes:  Master of Radiance <sup>LM</sup> or  Skullclan Hunter <sup>MH</sup>. You may spend 1 Affiliation point to gain access to the first 5 levels this prestige class. You must spend 6 TU upon taking the first level in this prestige class, and 1 TU for each subsequent level. Additionally, you may spend 1 Affiliation Point to gain access to the Spontaneous Domain Casting <sup>PH2</sup> alternate class ability.

**26+** **Canon:** Canons are the leaders of the Church of Pelor in Verbobonc, and are expected to behave in every way as an example to those lost in darkness and doubt. They sometimes undertake missionary pilgrimages to spread their faith in the darkest reaches of the world. Upon promotion to the rank of Canon, you must spend 8 TU.

- ☞ **Associated Skills:** Your bonus increases to +4.
- ☞ **Divine Spellcasting:** This now includes 5th level Open divine spells.
- ☞ **Dwelling:** Your dwelling is upgraded to a Residence [Manse]. This residence may be customized by you, but it must include a Chapel component.
- ☞ **Influence:** You may now spend 3 Affiliation point to earn 1 standard Influence point with the Church of Pelor.
- ☞ **Specialized Training.** You receive access to the next 5 levels of your chosen prestige class.



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RPGA Number

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# CHURCH OF PELOR

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## MEMBERSHIP OPTIONS

Members of the Church of Pelor are eligible to join one of the groups associated with the Church. There is no requirement to join a group, however you may only be a member of one group at any given time.

### Circle of Light

The Circle of Light is a sect consisting of druids that revere Pelor in his primal nature as the sun god and the nourishment he provides to plants with his sunlight. Where members of the mainstream clergy of Pelor focus their efforts in cities and on those in need of healing, members of the Circle of Light are often found in rural hamlets and more woodland settings, where they use their skills to help bring the local community in harmony with nature. Their skill at concocting herbal remedies for some of the hazards of nature makes Pelorian druids a welcome addition to any community.

Members of the Circle of Light do not use titles as do mainstream members, but are otherwise identical except where noted below.

- ❖ **Associated Skills:** The following skills are Associated with the Circle of Light: Heal, Knowledge [Nature], Profession [Herbalist], and Survival. These replace the Associated Skills listed under **Novitiate**.
- ❖ **Druids:** Druid levels replace cleric and paladin levels for purposes of gaining rank within the Circle of Light.
- ❖ **Dwelling:** You receive a dwelling, however this dwelling never improves past a Residence [Simple House].
- ❖ **Specialized Training:** You receive access to Spontaneous Rejuvenation <sup>PH2</sup> instead of Spontaneous Domain Casting <sup>PH2</sup>

### Foundation of Salvation

First established in Greyhawk City in CY584, the Foundation of Salvation is a charitable institution dedicated to caring for the hungry and those displaced by war. Since that time, branches have appeared in many major cities, including Verbobonc City. As a port city along the Velverdyva River, Verbobonc City has its share of such people, and the Foundation of Salvation exists to help them find a place to so they can get back on their feet.

Members of the Foundation tend to focus more on social endeavors rather than combat, and are ever on the lookout for those that can provide charitable services to their charges—whether by providing spellcasting, a donation to a needy family, or simply helping out around the local chapter.

As members of the Church of Pelor, those in the Foundation of Salvation follow the same hierarchy as their mainstream brethren, except where noted below.

- ❖ **Associated Skills:** The following skills are Associated with the Circle of Light: Diplomacy, Heal, Knowledge [Local-VTE], and Sense Motive. These replace the Associated Skills listed under **Novitiate**.
- ❖ **Donations:** Members of the Foundation of Salvation are always seeking those that can donate time, talent, or treasure to those in need. Once per adventure, you must actively solicit assistance from a non-player character with sufficient financial means to provide a donation. Should your solicitation result in a donation of 1,000 gp or more, you receive +1 Affiliation point for each 1,000 gp donated. Failure to solicit funds from a non-player character capable of donating money to the order results in a -1 to your Affiliation score.
- ❖ **Dwelling:** You receive a dwelling, however this dwelling never improves past a Residence [Simple House].
- ❖ **Hospitaller:** Levels in Hospitaller <sup>CD</sup> are treated as levels in Radiant Servant of Pelor <sup>CD</sup> for purposes of earning Affiliation Points.
- ❖ **Lifestyle:** Because of the charitable nature of your work, you avoid luxury and other extravagance and instead seek a more austere lifestyle. Should you ever take Lifestyle [Rich] or Lifestyle [Luxury], the bonuses you receive are instead treated as penalties due to the hypocrisy of your actions.