

The Four Fold Path (The Church of Sardack)



Symbol:

A set of scales in balance.

Background, Goals, and Dreams: Dusty bookshelves and desks line the outside walls of the Halls of Sardack surrounding an audience chamber. Maps and calendars hang from the high walls and a large globe dominates the center of the room. This is a typical Hall of the Four Fold Path within the House of Five. The Four Fold Path was founded with the beginning of the first age by Grand Master Yurland Burfoot, a Hill Dwarf resident of Dana that helped greatly in the development of the Calendar of Man. The church as it is today is ran by Grand Masters Vimdoor Barreldown and Lickwin Presstop. The church of Sardack teaches the four key virtues, and tries to live by them every day. They also assist the community in maps, research, civil disputes (if allowed), church disputes, and records. The church in and of itself is not ambitious in terms of expansion or wealth. They seem to obtain all that they require while buying and selling information with the people in the areas that they operate. The church cares very little for law or chaos, good or evil as they are in-material.

The Four key Virtues (The Four Fold Path)

- 1. Knowledge**
- 2. Temperance**
- 3. Civility**
- 4. Fairness**

The four key virtues are the cornerstones of the Four Fold Path. They guide a faithful of Sardack in all actions.

Members: Scholars, mages, travelers and craftsmen often join the ranks of the Four Fold Path. Membership is open to anyone who wants to join, but is accompanied by questioning and perhaps tasks to prove their ability to follow the key virtues. The Four Fold Path does not expect perfect members from the start, but they do expect sincerity. Membership has several advantages that lure many adventurers into it's ranks. The deposits of knowledge, maps and information you can obtain within the Halls of the Four Fold Path are priceless. The leadership of the Four Fold Path keeps close tabs on it's members progress, as they advance in rank they are awarded chains of station. Likewise if they are demoted they will be asked to surrender their chains.

Holidays: The church has no official holidays, however they pay careful attention to Rytol and the rotation of Draconspire as it relates to Vellarious and Aireot. The Clerics of the Four Fold Path map the stars and heavens, they sometimes gather on days of solar significance to observe and record such events.

Type: Religious Branch

Affiliation Score Criteria: Some may find the bland life of the Four Fold Path unappealing, however to people of quizzical nature the organization is quite fascinating. You must report back to the church all actions in which you have performed on its behalf in order to obtain proper credit for your service.

Criterion:

One Time

Character Level

Neutral alignment

Cleric of Sardack

Skill Focus (knowledge [any])

Knowledge (any) 5 Ranks

Knowledge (any) 10 Ranks

Can cast divination spells of 1st level

Or higher

Can cast divination spells of 4th level

Or higher

Has traveled to every country in

Tharstelding

Chaotic, Evil, Lawful or Good

Has no ranks in the knowledge skill

Is illiterate

Affiliation Score Modifier:

+½ character levels

+1

+1

+1

+1 per knowledge skill

+2 per knowledge skill

+1

+2

+2

-1 per

-2

-4

Multiple Times

Makes a detailed map of a personally Explored area of interest to the church.	+1
Converts a new member	+1
Donates discovered history related items	+1/per item or items worth 1,000 GP
Discovers and reports an astronomical Event	+3
Discovers and reports an astronomical Event prior to it happening	+6
Creates a new spell or magic item for the church	+1
Recovers an artifact and donates it to The church	+10
Teaches at the Hall of the Four Fold Path For at least a month on any subject that the player has ranks in the appropriate knowledge skill.	+2
Teaches at the Hall of the Four Fold Path For at least a year on any subject that the player has ranks in the appropriate knowledge skill.	+6
Writes a magical scroll and donates it	+1
Settles a dispute through logic and reason	+1
Fails in a church assigned task	-1
Destroys a book	-2
Sells an artifact to someone outside The church	-10
Destroys or allows the destruction of a magic item or magic source	-2
Steals knowledge or magical items from The church	-5

Titles, Benefits, and Duties: Grand Masters are assigned the task of running the Halls, from that rank orders and missions are passed down to the most capable candidates. Each member of the church is awarded a chain which serves to display rank and the level of knowledge they are allowed to access from the hall library. Each member is charged with the duty of gathering and returning mysterious magical items and forgotten knowledge to the nearest hall for examination and recording. Members are generally expected to keep the work area organized and assist visitors with their needs, or to direct the visitor to the appropriate person who can help.

Library Access: Depending on the rank of the member, access is granted to materials such as books and relics that assist on knowledge checks. The member may never leave the halls with such items, but can study within the halls to their hearts content. Provided that have paid their dues. The tomes and materials provided can uncover information on a topic up to the DC specified by the following rank. Neophyte: DC 15, Novice: DC 20, Adept: DC 25, Master: DC 30, Grand Master: DC 31+

<u>Affiliation Score</u>	<u>Title: Benefits and Duties</u>
3 or lower	None
4-10	Neophyte: Copper Chain, Library Access. Must pay 50 GP per month in church fees for maintenance. Can pay in advance. Failure to pay revokes library privileges until payment is rendered.
11-15	Novice: Silver Chain, gain a +2 bonus on any single knowledge check that you have at least one rank in.
16-22	Adept: Gold Chain, you gain the ability to cast <i>Detect Magic</i> , <i>Read Magic</i> and <i>Prestidigitation</i> each once per day as a spell like ability of a caster level equal to your character level or hit die.
23-29	Master: Platinum Chain. You no longer pay monthly maintenance fees. Once per day you may use <i>Word of Recall</i> as a spell like ability. This use of <i>Word of Recall</i> takes you back to the last House of Five that you visited. It functions in all other ways as the spell with a caster level equal to your character level or hit die.
30 or Higher	Grand Master: Electrum Chain. Three times per day you may add ½ of your character level or hit die, rounded up, to any single knowledge check in which you have at least one rank.