



Death & Heroic Deeds



(Meta-Organization Supplement - March, 2002)

The Church of Fharlanghn

Fharlanghn is shown as a seemingly old man with leathery, wrinkled skin and young-seeming bright green eyes. Brother of the Oeridian god Celestian, he is on amiable terms with non-evil earth gods and several nature gods, and is sometimes tied to Atroa. His symbol is a wooden disc carved with the curved line of the horizon, and he carries a magical version of this symbol called the *Oerth Disc*. He is the patron of those that walk or ride long distances (including travelers in tunnels, and as such is praised by those that must use mountain passes or travel the Under-Oerth.)

The church is comprised of wandering clerics (who favor green and minister to those on the roads) and settled clerics (who favor brown and are usually older clerics whose wandering days are behind them). Clerics of Fharlanghn are encouraged to travel the world and see new things. They bless caravans, explore exotic lands, scout for armies, and record lore on distant places and people. Because they learn many languages and cultures, they act as translators and diplomats. Many aid in constructing of roadways and bridges, and a pair of shoes made by one of his clerics is held to last longer than any other.

Requirements:

To qualify to join the Church of Fharlanghn, a character must fulfill all the following criteria. Each level's requirements are independent of the previous level.

Layman

Knowledge (Local – Verbobonc): 1 rank
Knowledge (Geography – Verbobonc): 1 rank
Annual Devotional Time Units: 2 TU and 200 gold pieces.

Low Ministry (Journeyman)

Knowledge (Religion): 4 ranks
Knowledge (Local – Verbobonc): 2 ranks
Knowledge (Geography – Verbobonc): 2 ranks
Annual Devotional Time Units: 6 TU
Residency: Verbobonc Resident
Special: Must have the ability to cast divine spells and tithe of 10% of earned wealth.

High Ministry (Wayfarer)

Knowledge (Religion): 8 ranks
Knowledge (Local – Verbobonc): 3 ranks
Knowledge (Geography – Verbobonc): 3 ranks
Annual Devotional Time Units: 8 TU
Residency: Verbobonc Resident
Special: Must have the ability to cast 3rd level divine spells and tithe of 10% of earned wealth.

Benefits:

General

Permanent Influence : One permanent influence with/from the Church of Fharlanghn, which can be used in any way a normal influence can be used in the Viscounty of Verbobonc. This benefit exists as long they maintain membership in good standing with the church.

Layman

Shelter, Maps & Travel Aid – A Layman of the Church of Fharlanghn may seek refuge at any way station of the Traveler during an adventure. The Layman is provided with a clean room for resting and replacement of any standard traveling equipment that may be required. This does not include ammunition [arrows, bolts or bullets]. Injured Layman will be tended to during the night allowing for the provision of long term care. The Layman animals will be tended by the blacksmith to include medical care [mundane], feeding and grooming. The animal's tack will be cleaned, repaired or replaced as necessary.

Divine Spell Casting – A Layman is granted the casting of 1st through 3rd level divine spells from the tending Cleric of Fharlanghn for free. For divine spells of 4th – 6th level, the Layman is considered to have 1 Favor of Fharlanghn. Spells above 6th level are available at normal costs to the Layman.



Death & Heroic Deeds



(Meta-Organization Supplement - March, 2002)

Low Ministry

Regional Devotional – A Journeyman of the Low Ministry is granted relief of 2 events within the boundary of the Verbobonc Campaign. The Adventure Summary must specifically state that member of the Pioneers of Fharlanghn are relieved [pay no Time Unit Cost for play] in the adventure.

Shelter, Maps and Travel Aid – As Layman, plus the Low Minister is granted free access to the way stations map archive and may have a copy of any desired Verbobonc Campaign map for free.

Divine Spell Casting – A Low Minister is granted the casting of 1st through 6th level divine spells from the tending Cleric of Fharlanghn for free. For divine spells of 7th level, the Low Minister is considered to have 1 Influence Point with Fharlanghn. Spells above 7th level are available at normal costs to the Low Minister.

Travel Competency – A Low Minister is well learned in the roads and wilderness paths of Verbobonc granting a +2 insight bonus to Intuit Direction, Tracking and Wilderness Lore within the physical boundaries of the Verbobonc Campaign.

Builder Book Spells – a Low Minister has access to any 1st through 3rd level spell from *Defenders of the Faith: a Guidebook to Clerics and Paladins* or *Masters of the Wild: a Guidebook to Barbarians, Druids and Rangers*.

Builder Book Feats – not available at press release, please contact the Triad if you desire to purchase something from either *Defenders of the Faith: a Guidebook to Clerics and Paladins* or *Masters of the Wild: a Guidebook to Barbarians, Druids and Rangers*.

Builder Book Equipment (Mundane) – not available at press release, please contact the Triad if you desire to purchase something from either *Defenders of the Faith: a Guidebook to Clerics and Paladins* or *Masters of the Wild: a Guidebook to Barbarians, Druids and Rangers*.

Builder Book Equipment (Magical) – not available at press release, please contact the Triad if you desire to purchase something from either *Defenders of the Faith: a Guidebook to Clerics and Paladins* or *Masters of the Wild: a Guidebook to Barbarians, Druids and Rangers*.

Builder Book Specials – a Low Minister Paladin has access to call forth a special mount from Table 1-1 or 1-2 of *Defenders of the Faith: a Guidebook to Clerics and Paladins*. The hero must have met the requirements for mount selected. This will cost the hero 3 Time Units for the seeking and training of the mount. If you accept one of these mounts you must bring a copy of the regional certificate when you play an event so that the DM can reference its rules. When you call the mount contact the Triad to receive the mount and a supplementary Adventure Certificate, record necessary information on the Adventure Certificate and present it for signature to the GM at your next Verbobonc Regional event, any Verbobonc Council Member or Triad Member. Any questions on mount selection should be addressed to meta-campaign@verbobonc.net.

Builder Book Prestige Classes – not available at press release, please contact the Triad if you desire to advance in an Adaptable or Special Prestige Class that is available within the Verbobonc Campaign.

High Ministry

Regional Devotional – A member of the High Ministry is granted relief of 3 events within the boundary of the Verbobonc Meta-Regional Campaign. The Adventure Summary must specifically state that member of the Church of Fharlanghn are relieved [pay no Time Unit Cost for play] in the adventure.

Shelter, Maps and Travel Aid – As low Minister except the High Minister is granted free access to the way stations map archive and may have a copy of any desired Verbobonc Meta-Regional Campaign map for free.

Divine Spell Casting – A High Minister is granted the casting of 1st through 7th level divine spells from the tending Cleric of Fharlanghn for free. For divine spells of 8th and above, the High Minister is considered to have 2 Influence Point with Fharlanghn.

Travel Competency: A High Minister is well learned in the roads and wilderness paths of Verbobonc granting a +2 insight bonus to Intuit Direction, Tracking and Wilderness Lore in the physical boundaries of the Verbobonc Meta-Regional Campaign.

Builder Book Spells – A High Minister has access to any 1st through 5th level spell from *Defenders of the Faith: a Guidebook to Clerics and Paladins* or *Masters of the Wild: a Guidebook to Barbarians, Druids and Rangers*.

Builder Book Feats – As Low Minister.

Builder Book Equipment (Mundane) – As Low Minister.

Builder Book Equipment (Magical) – As Low Minister.

Builder Book Specials – As Low Minister.