

# CHURCH OF PHOLTUS

**Symbol:** Full moon partially eclipsed by a smaller crescent moon

**Background and Goals:** One of the smaller members of the Council of Abbots, the Church of Pholtus makes up for the lack of membership with vocal and active participation in events occurring in Verbobonc. The breakdown of common norms has shown the Pholtans that the Church of Saint Cuthbert is incapable of effectively imposing law and order for any length of time in the Viscounty. The Cuthbertine's tolerance for the more chaotic faiths, like the Church of Trithereon or the Church of Ehlonna, has undermined their authority in the land. And so the Church of Pholtus seeks to establish its presence wherever possible to bring law into the land and to vanquish chaos.

**Members:** Those that follow "the One True Way" are strident and vigilant against disorder and chaos, and show no tolerance for those who do not give all for the cause of Law. Members do not have much respect for those of other religions, especially chaotic ones.

The church has three ascending orders: Glimmering (preferring white garments), Gleaming (preferring white and silver), and Shining (preferring white, silver, and gold). Clerics of the Blinding Light are expected to bring the word to unbelievers, and brook no argument against this practice. This quest means they must travel far from their churches, usually in groups should unbelievers and heretics turn hostile. They smite chaos where they find it, and Evil once chaos is rooted out. These clerics get along well with conservative paladins. When not preaching, they act as judges, lawyers, and arbiters.

Members of the Church of Pholtus are typically priests. A priest is defined as a character with more than 50% of base-class levels in the cleric, favored soul, or paladin classes. Non-priests are eligible to become **Congregants**, while only priests may earn rank past **Glimmering**.

**Type:** Religious

**Scale:** 5 (Verbobonc)

**Affiliation Score Criteria:** Membership in the Church of Pholtus is open to any Verbobonc character that has a lawful alignment.

Criterion (One Time)	Modifier
Character level	+½ PC's level
Levels in cleric, favored soul, or paladin	+1/level
Levels in barbarian, bard, or rogue	-2/level
Levels in Church Inquisitor <sup>CD</sup> , Radiant Servant of Pelor <sup>CD</sup> (Pholtus variant, see LG <i>Deities</i> 2.0) or Shadowbane Inquisitor <sup>CV</sup>	+2/level
Ranks in Associated Skills	+½/rank
Possesses the True Believe <sup>CD</sup> feat (must choose Pholtus as deity)	+3
Criterion (Multiple Use)	Modifier
Plays a Verbobonc regional adventure or a VTF metaregional adventure as a member of the Church of Pholtus	+½/round
Plays a Verbobonc metaregional adventure as a member of the Church of Pholtus with the Church of Pholtus listed as a metaorganizational focus.	+2/round
Destroys a chaotic creature <sup>(1)</sup>	+¼ creature's CR
Reports a lawbreaker, no matter the law or circumstance	+1
Converts an NPC to the faith of Pholtus	+2
Associates with non-lawful creatures <sup>(2)</sup>	-1
Associates with chaotic creatures <sup>(2)</sup>	-3
Acts against alignment <sup>(2)(3)</sup>	-10

**Notes:**

1. This bonus overlaps (does not stack with) itself; if earned multiple times, only the highest bonus applies.
2. These bonuses overlaps (does not stack); only apply the highest bonus if both Criterion are applicable.
3. Cannot improve Affiliation score until undergoing *atonement* from a cleric of Pholtus

**Titles, Benefits and Duties:** The Church of Pholtus requires all members to spend 5 TU in contemplation of law upon earning a new rank. You may not use any benefit if it would result in demotion to a lower tier.

**Score 3 or lower** **Title: Benefits and Duties** (*benefits and duties are cumulative*)  
No affiliation; junior member in training

**4-14** **Congregant or Glimmering:** You have been accepted into the One True Faith and are expected to upon law and vanquish chaos in all form. Members that are priests are known as **Glimmering**, while that that are not are known as **Congregants**.

☞ **Associated Skills:** The following skills are associated with the Church of Pholtus: Intimidate, Knowledge [Religion], and Sense Motive. You receive a +1 circumstance bonus to skill checks made with these skills. You also receive an equivalent circumstance penalty when dealing with members of the Church of Saint Cuthbert or the Church of Trithereon.

☞ **Equipment:** You receive a 20% discount on the purchase of the following equipment: bladefire <sup>A&EG</sup>, chain mail, farflame oil <sup>A&EG</sup>, holy text <sup>A&EG</sup>, quarterstaff, priest's bullet <sup>LM</sup>

☞ **Influence:** You may use your affiliation as influence with the Church of Pholtus. Spending 2 Affiliation points earns you 1 standard Influence point with the Church of Pholtus.

☞ **Spellcasting:** You may receive the casting of Open divine spells from the *Player's Handbook* of 1-3 level. Such spellcasting does not extend to other party members.

**Service of the Church:** Those of the One, True Faith are expected to render service to the church and to provide monetary assistance to accomplish the fulfillment of goals. You must spend 1 TU after any Verbobonc regional adventure or any VTF metaregional adventure, and tithes 2% of any gold earned during an adventure (as circled in the Level of Play section of your adventure record).

**15-25** **Gleaming:** Your opposition to chaos has garnered you recognition within the One True Faith, and you have risen to the rank of Gleaming.

☞ **Associated Skills:** Your bonus increases to +2.

☞ **Divine Spellcasting:** This now includes all Open spells of 4<sup>th</sup> level or lower.

☞ **Dwelling:** Should you move to a town in the Verbobonc Town Project, you are provided a Residence [Simple House]. This house costs you 0 gp, however you pay taxes on the house as if you had paid full price for it. For more information on Residences, see *Verbobonc Town Project: Player's Guide and Sourcebook*.

☞ **Influence:** Spending 1 Affiliation point now earns you 1 standard Influence Point. Additionally, you may spend Influence Points to earn Affiliation points using the same ratio.

☞ **Prestige Classes:** You may spend 1 Affiliation point to gain access to the Shadowbane Inquisitor prestige class. You must spend 2 TU upon taking your first level in this prestige class, and 1 TU each time you gain a level. Additionally, you are considered to have discovered corruption for purposes of qualifying for the Church Inquisitor prestige class.

**26+** **Shining:** A bastion of law, a Shining is nothing less than the abolition of chaos incarnate. Shining are exemplars of Pholtus' power and truth in the Viscounty of Verbobonc.

☞ **Associated Skills:** Your bonus increases to +4.

☞ **Dwelling:** Your dwelling is upgraded to a Residence [Grand House]. You may customize the residence as you see fit, provided that you include a Chapel component. You are still required to pay all taxes on the residence.

☞ **Divine Spellcasting:** This now includes 5<sup>th</sup> level spells

☞ **Influence:** Spending 1 Affiliation point now earns you 2 standard Influence Points.



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