

CHURCH OF TRITHEREON

Symbol: the rune of pursuit.

Background and Goals: Trithereon's followers have always been a presence in Verbobonc, but until recently they were not considered a major factor in events occurring in the Viscounty. With the currently political climate shifting, the followers of the Summoner have used this to their advantage to press for reforms and changes so that the unscrupulous nobility can no longer exploit those in their care.

The Church of Trithereon frequently clashes with the Church of Saint Cuthbert over matters of law and justice. They see the Cuthbertines as far too rigid and comfortable with their power to truly be an effective force for justice in Verbobonc. Thus many followers of Trithereon take matters into their own hands when they see wrongs committed without hope of retribution. They also clash with followers of Pholtus, however since that deity does not have a strong presence in Verbobonc, such conflict is uncommon. The true focus of the faith's efforts, however, are those nobles that exploit their power at the expense of the common man, particularly House Galens, House Haxx, and House Langmuir. The last is a particular target of the Summoner's followers, for House Langmuir is especially egregious in its contempt of all they consider to be beneath their station.

Invocations to Trithereon include "All deserve life and the ability to choose their own place in the world, and those who would place others in shackles or control them with oppressive laws must be toppled. Train the common folk to defend themselves and their property should another wish to take their freedoms. If you are wronged, you are right to exact vengeance yourself, especially if none will help you."

Members: Because the faith praises individuality over standardized doctrine, each church has a different focus but is allied with all others. Trithereon's clerics are rugged individualists, never afraid to question authority. Those in cities instruct commoners in self-defense and recruit like-minded rogues and rangers for the cause of individual liberty. Those in rural areas act as scouts or spies against despotic lords or murderous nonhumans. Both sorts keep close watch on Lawful religions lest they become too powerful. The Summoner's clerics travel far and wide in search of those in need of their help. The Summoner's faith is active in the Yeomanry as well as Verbobonc, and members frequently travel to that land to get support for their efforts in the Viscounty.

Members that prove particularly able at pursuing those that have escaped true justice for their crimes may find themselves eligible to join the Knights of the Chase (see **Membership Options** for more information)

Type: Religious

Scale: 8 (Verbobonc)

Affiliation Score Criteria: The Church of Trithereon is open to all non-lawful characters that have Verbobonc as their home region and have Trithereon as their patron deity.

Criterion (One Time)	Modifier
Character level	+½ PC's level
Levels in cleric, ranger, or rogue	+1/level
Levels in divine crusader ^{CD} , holy liberator ^{CD} , justicar ^{CW} , or vigilante ^{CV}	+2/level
Ranks in an Associated Skill	+½/rank
Criterion (Multiple Use)	Modifier
Secretly breaks an unjust law ⁽¹⁾	+1
Openly breaks an unjust law ⁽¹⁾	+3
Plays a Verbobonc or Yeomanry regional adventure, or a VTF metaregional adventure, as a member of the Church of Trithereon ⁽²⁾	+½/round
Plays a Verbobonc regional adventure that lists the Church of Trithereon as a metaorganizational focus. ⁽²⁾	+2/round
Humiliates a law enforcement officer or a member of the nobility	+1
Acts in a lawful manner (upholding laws at the expense of personal freedom)	-4
Knowingly associates with lawful creatures	-4

Notes:

- These bonuses overlaps (does not stack); only apply the highest bonus if both Criterion are applicable.
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Titles, Benefits and Duties: As you advance in the Church of Trithereon, you learn better ways to pursue those that would seek to deprive the common man of liberty and justice. 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; junior member in training

4-14 Hound: The Church of Trithereon welcomes your help in their struggle for liberty, justice, and the downfall of tyrants. You receive the following benefits during any Verbobonc regional adventure.

- Associated Skills:** The following skills are associated with the Church of Trithereon: Gather Information, Knowledge [Local(VTF)], Knowledge [Religion], and Perform [Oratory]. You receive a +1 circumstance bonus to your Associated Skills. If you are a known member of the Church of Trithereon, then you receive an equivalent circumstance penalty to Diplomacy and Intimidate checks when dealing with members of the Church of Saint Cuthbert
- Divine Spellcasting:** You are granted the casting of 1-3 level Open divine spells from an attending cleric of Trithereon. This does not extend to your companions, and all costs for material components must be provided by you.
- Equipment Purchases:** You may purchase equipment from the *Player's Handbook* at a 20% discount
- Influence:** You may use your affiliation as influence with the Church of Trithereon. Spending 1 Affiliation points earns you 1 standard Influence point with the Trithereon. You can likewise convert Influence Points into Affiliation points using the same ratio.

Serving the Church: The Church of Trithereon looks to the faithful to spread the word and help followers in unfriendly lands. You must spend 1 additional TU after each Yeomanry or Verbobonc regional adventure or VTF metaregional adventure. Alternatively, you may pay 5% of gold earned (as circled on the Level of Play section on your Adventure Record).

15-25 Defender: Your defense of liberty and pursuit of those that would seek to impose tyranny is recognized by those in your resistance cell, and you are seen as a Defender of Trithereon.

- Associated Skills.** Your bonus increases to +2. Furthermore, choose two (2) of the following skills to be added to your list of Associated Skills:
Diplomacy, Disguise, Handle Animal, Intimidate, Listen, Ride, Sense Motive, Spot
- Divine Spellcasting:**This now includes 4th level spells.
- Dwelling:** If you already own a Residence [Simple House] in the Verbobonc Town Project, this residence is upgraded to a Residence [Grand House] to serve as a base of operations. For tax purposes, this residence is considered to be a Simple House. Should you leave the Church of Trithereon, the residence reverts back to a Simple House. This residence may be customized as you see fit, but it must include either a Chapel component or a **Strongroom** component (see **Membership Options** for more information). For more information on Residences, see *Verbobonc Town Project: Player's Guide and Sourcebook*.
- Influence:** Spending 1 Affiliation point now earns you 2 standard Influence Points.
- Leadership:** You add your Associated Skills bonus to your Leadership score for purposes of determining followers.

26+ **Avenger:** Those that have continually proven themselves in the quest against tyranny and injustice are known as Avengers of Trithereon. These revolutionaries are the heart of any resistance movement against an unjust regime and coordinate resistance cells between multiple regions.

- Associated Skills:** Your bonus increases to +4. Furthermore, choose two (2) more skills from above to be added to your list of Associated Skills.
- Divine Spellcasting:**This now includes 5th level spells
- Influence:** Spending 1 Affiliation point now earns you 3 standard Influence Points.



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This certificate certifies that

A character played by

Signature of Player _____ RPGA Number _____ Date _____ AR _____

Has fulfilled the requirements for membership in this Verbobonc regional metaorganization. Membership must be renewed annually at the beginning of each calendar year. Keep all previous certificates of membership along with this one so an accurate account of your membership can be verified.

Signature of DM _____ RPGA Number _____ Date _____



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MEMBERSHIP OPTIONS

Members of the Church of Trithereon are eligible to join an elite group within the Summoner's faith, provided that they are diligent and have the necessary skills. There is no requirement to join such a group.

All members of the Church of Trithereon are eligible to participate in any special groups provided that they meet all specified Entry Requirements,

Knights of the Chase

A loose knighthood made up of followers of Trithereon, the Knights of the Chase are dedicated to the principles of freedom, individuality, and revenge in the pursuit of justice. The Knights were formed in the late days of the Greyhawk Wars, when countless innocents were slain by the ravages of Old One in Dorakaa, the Brotherhood of the Scarlet Sign, or the Undying Tyrant in the remains of the Great Kingdom. Since that time, their numbers have spread throughout the Flanaess to oppose tyranny and injustice in all forms wherever they may be found.

The Knight's disregard for the laws and customs of the land often brings them into conflict with local rulers and law-enforcement. Few in positions of authority appreciate the meddling of a Knight of the Chase in pursuit of prey.

Highly individualistic, Knights of the Chase act on their own initiative to right the wrongs of the world and are as relentless as they are unmerciful in hunting down those that earned their ire. Woe to the soul that is pursued by a Knight of the Chase—for while his body may one day be found, it could never be identified from what remains.

To those that know the signs (Knowledge [Religion] DC 20), a Knight of the Chase can be identified by their distinctive electric-blue chainmail emblazoned by a silver or gold rune of pursuit across the chest.

Strongroom [New Residential Component]

Prerequisite: Grand House, Affiliation Score of 15+ with the Church of Trithereon

Cost: 1,000 gp

Description: This room is built for the sole purpose of concealing the activities of the occupants in case adversaries search the residence. There are no obvious entrances from outside of the room. The area includes unadorned tables, chairs, and other basic furniture as the builder desires. The price of this component includes the cost of one secret door (Search DC 25), but does not include any enchantments to prevent scrying.

ENTRY REQUIREMENTS

Alignment: Chaotic Good

Base Attack Bonus: +6

Feats: Weapon Focus [longsword]

Skills: Handle Animal 4 ranks, Ride 4 ranks

Time: 8 TU initially in familiarizing yourself with the habits and patterns of those fleeing justice as well as how to pursue them.

Special: Must have an Affiliation score of 15 or higher

BENEFITS

The following additional benefits and responsibilities are available to members of the Order of the Shining Sword.

☛ **Associated Skills:** The following skills are added to your list of Associated Skills: Ride, Handle Animal, and Survival

☛ **Knight of the Chase:** You gain access to the Knight of the Chase ^{Dragon #297} prestige class. Your next class level must be taken in this prestige class. While there is no requirement to continue advancement, many do so that they might more fully represent the will of Trithereon against tyrants and injustice.

Additionally, the following special Criterion apply to members of the Knights of the Chase.

Criterion (One Time)

Levels in Knight of the Chase ^{Dragon #297}

Modifier

+3/level

Possesses a hawk or dog animal companion

+2/animal

Criterion (Multiple Use)

Successfully completes pursuit against prey that has escaped true justice for their crimes.

Modifier

+2