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Containing the Holy Commandment of the Star is a faith that worships kryn'n's 21 true gods - by any name they know. Just as the pantheon consists of three heavenly families, so too, the devotees of the gods fall into the three holy commandments. The priests of the good god belong to the Order of Light, the people of the evil god of the Order of darkness, and the people of the neutral deity belong to the Order of Balance. Relationship Between Factions: Although the High Magic Commandments work together for the cause of magic, the three Holy Commandments have a much more hostile relationship. For priests, ethos means everything, so to work with other commandments is to deny the only purpose in life. If there is an alliance going on between orders, it exists because each thinks it can advance its own goals. Although it is known that if the Order makes a decree, blatantly and intentionally violating that edict may result in being deposed from your Order and stamped. Class Allowed: Cleric, Paladin and Monk. It is the priest who refuses to acknowledge and worship the established god/goddess Kryn'n. The only exception to this is when a Priest of the Holy Order defies the wishes of their faith or ignores a decree made by the leader of their aligned commandments. If they are a clergy/paladin/monk and are not members of the Holy Order, and have not received special dispensation from the leadership of the Holy Order, they are fair game for the PK. Leaders will post notes to the clan when special permission has been granted to members of the Non-Holy Order. The Reverend of the Holy Order can be stamped with the voice of 2/3 of the s. repatriated and hunted like dogs throughout the country. Being, a Priest of the Holy Order Those who wish to serve one of the true gods must first win acceptance from their god. This means the applicant must show the RP relating to their god. The applicant must seek a priest in the good standing of the Order and tell him his reason for wanting to be a priest. After the priest was satisfied that the character understood and believed all the teachings of the Order and would live according to them, he pronounced him an Acolyte. The gods kryn'n bless their priests with a certain power, but demand to restore strict obedience. Even with the most chaotic deities, disobedience results in the loss of power or a given spell. A pretty severe transgression gathers god's wrath. Clan-Jumping is very frowning because most of the time it's done for the wrong reasons. Switching Orders from one Alignment to another is a very serious offense to the Lord you cast out. If this is done, you lose the hiring or leadership flag and may or may not be hounded by a member of your previous order. NOTE: If you are using Holy as a secondary clan, you can't climb above the 3rd level clan. To rise higher, you must make the Holy Order a priority. The Good Priest's Commandments of the Good Order and preserve lives, protect and promote the well-being of all, and uphold a code of conduct that embodies the principles of Kindness. Good priests work to convince everyone to abandon selfish efforts and devote themselves to doing good and merciful acts for others and for the gods. Although some people think this strict code of conduct festered good priests, the priests themselves felt liberated by him. The Good Order was led by the chosen Prophet, and one High Priest was the chief priest of the other six Good gods. Only one Chosen Prophet is in Kryn'n, and only one High Priest. Gods of Goodness: Paladine Other Names: Draco Paladin (Ergoth), Skyblade (Goodlund), Dragonlord (Mithas), Eli (Silvanesti), Thak the Hammer (Thorbardin), Bah'Mut (Istar), Big Dragon (Solammia), Fizban (Goodlund), Description: Paladine is the Good Father and The Power of Law. He speaks for the gods of Goodness, leading them not with restraint but by example and encouragement. Paladine upholds the law of Good, helps the righteous and hurts Evil. During the Age of Dreams, Paladine led the gods in creation. Before another aught was made, Paladine and Takhisis instilled raw anger of chaos with form and purpose. Thus they create the first material things - dragons. Takhisis, jealous that the first creation is not entirely his, damages the chromatic dragons to make them Evil. Paladine replaces his fallen children with the Good, the Metallic Dragon, but Takhisis's corrupt actions start a rift between Good and Evil. Takhisis then attempted to dominate the newly created sharpirts. Thus, the rift widens into a canyon. Paladine, in true anger, launches the War of the Saints against the evil gods. The war ended with both sides wounded, but the battlefield, Kryn'n, was almost destroyed. Paladine, saddened by the devastation, vows never again to make war on the world. Thus, Paladine learns the need for subtlety in his conflict with the evil gods. By working through worshippers rather than directly, Paladine can bring about slow change without jeopardizing the fragile things of creation. Paladine counsels other gods of goodness to do the same, and they have. However, in one of the darkest hours in history, when Takhisis loomed around the world like an inevitable plague, Paladine realized that he needed a more powerful weapon in the fight for Good. Joined by his sons Kiri-Jolith - god of war, glory, honor, and duty - and Habbakuk - god of harmony and nature - Paladine created the Knights of Solammia. They chose the hero of human freedom, Vinas Solammus to establish a knighthood, basing ideals of truth, justice, and honor. The Solammic Knights proved enough weapons to thwart evil's plot for more than a millennium. Later, in the throes of the third Dragon War, Paladine sharpens the edges of this weapon by revealing dragonlance secrets. Many legends suggest suggesting Huma, the dragonlance hero who is properly sworn in from the Dark Queen herself, is Paladine's avatar. It's fake. Huma is indeed human, acting with divine guidance perhaps, but still mortal. Since this history-destroying human sacrifice is hard to accept, many would rather consider it divine than aspire to its golden example. Today, Paladine is honored by all orders of the Sonic Knights. He is the protector of the Order of the Rose. The constellation Paladine preserves the constellation Gilean (Book of Knowledge). According to tradition, the constellation Paladine occupies this position because truth and knowledge are important weapons in the fight against Evil. During the Lance War, the constellations Paladine and Takhisis both disappeared from the sky, a memorial to kryn'n people. After the Dark Queen is defeated and cast out, the constellation returns to its exact position in the sky. At Disaster, Paladine and his command, disillusioned with those who were arrogant and bound by kingpriest spells, stopped their intervention in the world. For 60 days, they allowed Evil to roll unchecked across the country. At this time, Paladine's tears shine brightly in the night sky. Kiri-Jolith was the eldest son of Paladine and Mishakal, although he preceded his twin brother Habbakuk in just a few moments. The twins and Paladine appear before Vinas Solammus and inspire him to form the Knights of Solammia. He did so, creating orders to follow the teachings of each of the three gods. Kiri-Jolith is the patron of the Order of the Sword. The duties of the Left-Jolith Priesthood must use the powers given to fight Evil lawfully and honorably. Kiri-Jolith forbids the use of power only to benefit the priesthood. If a priest or paladin Left-Jolith is in the party backwards, that character should be the last to step down, covering the party's runoff. Cowardice is blasphemy among Left-Jolith worshippers. Offenders need redemption and search for to the grace of their Lord. Other Names: The Blue Phoenix (Ergoth, Silvanesti, Qualinesti), Skyford (Balfor, Goodlund), Sea Lord Lord Description: Habbakuk creates and governs all land and sea creatures. Rangers and sailors especially respect him. He has made them from his body, and so will he. However, in the cycle of angry predators and prey, there is a natural harmony that also embodies Habbakuk. Thus he is as fierce as the lion when dealing with the Devil and is not guilty as a doe when dealing with Good. Needless to say, Habbakuk was as feared as he loved. For he represents the eternal cycle of nature: Habbakuk has become a symbol of eternal life outside the world. The son of Paladine and Mishakal, Habbakuk was a younger left-Jolith twin. Together with his brother and father, Habbakuk founded the Knights of Solammia, creating the Order of the Crown to fight for his ways. Habbakuk Priesthood duty fiercely protects nature from those who will destroy or waste it. In many ways, habbakuk priests resemble druids who also pay homage to this god. Once in his lifetime, a Habbakuk priest had to leave friends and communities to roam the land, taking nothing but walking sticks and the clothes he wore. This time purify the priest and teach the true ways of nature and Habbakuk. Time ends when the priest has performed a great service to Habbakuk (usually protecting or restoring nature from a terrible threat), or Habbakuk sends a sign. Other Name Branchala: Songmaster (Goodlund), Astra (Qualinesti), Astarin (Silvanesti), Sran (Ergoth), Gardener (Mithas), Bardlun (Thorbardin), Description: Bard King Branchala is a musical god. As Habbakuk's companion from the beginning of time, Branchala animates Kryn'n's first creature with the lyrics and melodies of her immaculate eternal soul. Branchala's music is the song of all living souls. The melody evokes undeniable passion in every listener's ear. Branchala's music dwells to some extent in every Kryn'n creature. Some even say that all hearts beat in time for mysterious melodies. Elves and kenders consider Branchala to be the ultimate god. Branchala Priesthood priests must make songs, write poems, or create dances every season. Once during the life of a priest, he had to create a masterpiece dedicated to Branchala. This masterpiece should take years to create and represent the full interest of the bard's abilities. It may be songs, poems, dances, artwork, practical jokes, or tall tales. Solinari Other Names: Solin (Ergoth), Mata Puth (Goodlund, Balfor), Mata Tuhun (Thorbardin), Disk Gading (Hylo), Season (Mithas), Description: Solinari, the third son of Paladine and Mishakal, was a god of magic. Solinari loves Kryn'n very much and has given her god magic to keep the ground. He established the Order of the White Robe to give good magic. Like other magic gods, Solinari chose to stay close to Kryn'n, Kryn'n, the plane near the symbol, the silver moon. He no longer owns a plane home. Priesthood duty As with witches, a Solinari priest must pass the High Magic Test before being appointed to the priesthood. The leader of the White Robe Conclave will then speak with the Head of the Holy Order of Light and sponsor aspiring priests into the Priesthood. Of them, they will learn under the High Priest of Light. The Order of the Evil Priests of the Evil Order seeks to dominate others, both those in their order and those who are not. Evil priests are not interested in people they cannot dominate or exploit. And anyone who poses a threat to an Evil priest should keep an eye on his back. Since they are not limited by ethics, the priest of the Evil Order will immediately slit a man's throat as the smell of roses if they have anything to gain from it. But this priest is evil, not stupid. They don't go around destroying everything they see. Such actions lead to vigilance and lynching. On the other hand, cunning schemes lead to the power, wealth, and admiration of evil gods. The Evil Order is led by nightlord, assisted by one Nightmaster. Takhisis Other Names: Dragon Queen (Ergoth, Silvanesti), Ti'rMhut (Istar), She of Many Faces (Hylo), Mai-tat (Tarsis), Nilat the Corruptor (cewall), Tamex the False Metal Thorbardin), Lady Chaos (Mithas), Darklady (Ogre), Mwarg (Hobgoblin), Description: Not even stupid or children speak the name Takhisis lightly. His name invokes darkness, destruction, and death. Awash with shadows and hatred, he simply wanted the domination and destruction of Kryn'n and her people. In the Age of Dreams, Takhisis was a paladine and empress couple. The two gods are equal in every way. But as they forge the first creatures of creation, dragons built from chaos, Takhisis becomes jealous. He wanted to be the only creator first. He wants the first creature to bear the creature's stamp. And he devised a way to make it so. The Queen of Darkness who had just corrupted the dragon, drained the nobles from their blood and mounted a savage rage instead. Paladine is deeply grieving, a sadness that pleases her lover. With this first creative war, Takhisis forever divided the god's family. He left Paladine and hung out with Sargonax, the god of anger and revenge. They had two descendants: Nuitari, the god of black magic, and Zeboni, the goddess of the sea and storm. The passion between Takhisis and Sargonax has been intense and volatile, facilitating between insatiable lust and rancorous hate. Takhisis gave birth to one other child. Artha, demigoddess lust wanton and greed. Originally believed to be a child of a passing liaison with Chemosh, Artha was actually likened by Hiddukel conferred upon As But such alliances do not distract Takhisis from his ultimate goal - dominance. He turned his attention to the stars, wanting to they became pawns to process the deadly war he planned against other gods. Discovering the scheme, the other gods refused. The All-Saints war resulted. The war ended in stalemate and Takhisis, angry that he could not have a star spirit, conspired upon their own weakness, disease, and death. He hasn't spent time unemployed since. The three Dragon Wars began during his rise to seize power. Between these wars, he brought countless plagues and senseless massacres. Surely a worse disaster would befall not Huma using Dragonlance to expel Takhisis from Kryn'n and drive her to the Nine Hells. Along with him, the dragons of both Evil and Good sink deep into the ground and sleep. Soon they were just living in folk tales and legends. The Queen of Darkness makes her way home in Avernus, the first layer of the Infernal Realm. The domain is Abthalom, Nether Reaches. During his reign, Abthalom was in a constant state of flux, reflecting the seductive mood of his mistress. While he waited for the opportunity to escape, he tortured the spirits of the contingencies of the dead to live in the Nine Hells because of their Wickedness. Finally, Kingpriests pride gives Takhisis the means to escape. Using Kingpriest's arrogance like a puppet string, he ruled Istar through it. For a glorious and abominable creation, Takhisis spread his power from Istar to the four corners of Ansalon. Finally, other gods can stand no longer. So the calamity came to you, and we sent upon you directly, and the Calamity nearly destroyed Ansalon, and the consequence of Takhisis was a little-minded. Worse, he actually benefited from the Disaster. When the mountain falls, he pulls the Kingpriest Temple into the Reach ether. Later, using the Temple's built-in connection to Kryn'n, Takhisis forged the gateway back to Kryn'n. Again, he rescinded Huma's ban. The duty of the Takhisis Priesthood serves as the eyes and ears of their mistresses, wary of any opportunity to advance the ambition of the goddess. The priest also carried out his plan to sabotage the power of every god other than Takhisis. The Dark Queen's main direction to her priests was to use human desires aligned with goodness to enslave or destroy them and destroy or steal the eggs of god dragons. Every priest of Takhisis must take an oath of obedience. Verily those who break their oaths will have a painful punishment. Sargonaxs Other Names: Argon (Istar, Ergoth), The Firebringer (Hylo), E.g. -Lasin (Tarsis), Gonnas the (cewall), Sargonax the Bender (Thorbardin), Kithalas (Silvanesti), Kinis (Qualinesti), Destroyer (Mithas), Description: Little is known of empress Takhisis. Maybe the Queen of Darkness cast a deliberate shadow on her. Thus Takhisis makes it obscure, slightly worshipped, and unthorncing. Or maybe M'Fistos (Istar), Description: Hiddukel, the god of wealth and unacquired deals, is the patron deity of evil businessmen and dishonest traders. A cunning dealmaker, Hiddukel trades in the soul of life. Some say Hiddukel can even barter with Takhisis and come out ahead. Hiddukel controls all the wealth that is not earned, using it for honest and greedy corrupt men. Greed and mischief drive all the transactions. One of his deals resulted in the creation of Greystone, a fake trader and contractual offender. Lunitari Other Names: H'rar (Ergoth, Istar), Gormion (Tarsis), Morgi (cewall), Morgax the Rustlord (Thorbardin), Plague (Mithas), Anthrax Goatford (Hobgoblin), Description: Morgion, the god of disease and decay, rejected the company of other gods and did not discuss plans with them. Alone Morgion suffered in the bronze tower on the edge of the Abyss, keeping the mind secret from all but the loyal minions. Those unfortunate enough to face this reclusive god see rotting humanoid corpses - both male and female - tossed with good heads. Secrecy is Morgion's way, with distrust that rivals Sargonax's. Morgion Priesthood duties meet in secret and dark places to worship and plan their Wicked actions. They swear to keep the teachings and customs secret; little is known of them outside their order although it is known that they are one of the most subtle and hidden clerical cults around. Other Names: Aeeth (Ergoth), Dron of the Deep (Tarsis), Chemos Joton (cewall), Khemax (Thorbardin), Lifebane (Mithas), Mkrkrst (Hobgoblin), Description: In the Age of Dreams, Kemosh, the ruler of the undead, is known by Takhisis to Kryn'n. He needs a lieutenant to marshal the legions of death. As the ruler of false redemption, Kemosh offered eternal life: the recipient spent eternity in a broken undead and immortal body. Kemosh rarely explains this when making a covenant with the evil undead. Before they could reconsider, they found themselves to be Kemosh's minions. Kemosh Priesthood duty wore a white skull mask and a black robe. They recruit followers using Kemosh's false promise of immortality. Because Chemosh's minions gave him power, the priests considered the destruction of the undead completely taboo. They take revenge on whoever did that. Zeboni Other Names: Rann (Ergoth), Zyr (Tarsis), Zebir Jotun (cewall), Bhezoniux (Thorbardin), Maelstrom (Mithas), Description: Zeboni the sea queen is an impatient and volatile princess of takhisis and Sargonaxs. His unpredictable emotions make him a dangerous enemy and a deadly friend. As the creator of the sea, sea, and weather, Zeboni received petitions and sacrifices from sailors hoping for the weather and safe travel. Although some manage to avoid his anger, others who don't please him through some real or imagined little never see the harbour again. Dwarves don't know anything about To pay back their ignorance, Zeboni was happy to spill the dwarves from the boat and watch their heavily boned bodies sink downwards. Zeboni Priesthood duties have few priests; most people are afraid of its peculiarities. Those who honor him at all do so by throwing offerings from the side of their ship. Some of Zeboni's true priests were required to know how to swim. Hiddukel Other Names: Traitor (Mithas), Usk-Do (Hobgoblins), Htax the Flaw (Thorbardin), Description: Hiddukel, the god of wealth and unacquired deals, is the patron deity of evil businessmen and dishonest traders. A cunning dealmaker, Hiddukel trades in the soul of life. Some say Hiddukel can even barter with Takhisis and come out ahead. Hiddukel controls all the wealth that is not earned, using it for honest and greedy corrupt men. Greed and mischief drive all the transactions. One of his deals resulted in the creation of Greystone, a fake trader and contractual offender. Lunitari Other Names: Luin (Ergoth), Red Eyes (Goodlund), Night Candle (Thorbardin), Bridesmaid (Mithas), Description: Lunitari, a neutral and illusory goddess of magic, was born from Gilean and an unknown mother. (Some suggest he sprung adults out of his father's mind.) He established the Order of the Red Robes to promote Neutral magic. Most of Kryn'n's witches embrace her command because it allows them to practice magic without moral shackles. Lunitari and Solinari have long been friends and work well together. Like other magic gods, Lunitari chooses to stay close to Kryn'n to arrange the order of her witches. The heavenly symbol of Lunitari, a small red moon, is called the witch's light. Priesthood duty As with witches, a Lunitari priest must pass the High Magic Test before being appointed to the priesthood. The leader of the Red Robe Conclave will then speak with the Head of the Holy Order of Light and sponsor aspiring priests into the Priesthood. From there, they will study under the High Priest Lunitari. The commandment is responsible and is the actual Holy Commandment. These 3 characters act similarly to the Gods they serve because they are the greatest priests in Ansalon and their words carry the most weight. All three were also tasked with purchasing diamonds for the clan as a whole. Individual temples can still buy items for themselves, but for the clan as a whole, it's responsible. Although all three work together ocely for clan repair, IC'y they don't usually get along. This applies to all scholars of the Holy Order. In addition to occasional alliances by members of various religions, the norm for different religions is to look after themselves and serve their own gods. There are 21 separate temples under construction for each of kryn'n's 21 gods/goddesses. They will all have access to the main HO clanhall. The goal here is to create clans that focus more on the individual faith of their members while still being able to act as one force if necessary. PK Guidelines DO NOT PK people in your branch. It's a no-no. Duels are one thing, but DO NOT attack people in your branch EVER, unless you have agreed to double. PK among the branches: It's okay if you want to do it. DARK HO and lights can pk hell out of each other with the balance of doing the same thing. You won't lose your clan. No looting from the clan. I'll say it again: No looting from clannies. Don't do that. If you are caught doing so, you will be asked to return the items. For the second offense, we beat you with a chair. RP if you kill One of your clannies, a war record worth needing. No one wins a prize, but more than I killed him. 24 of uh... us if you will to just write a longer war note detailing the fight, it's also fine. PK in the clan hall: Another No-no. It doesn't matter if they're violent, murderers, thieves, whatever. If they're in the clan hall, they're safe. This does not include individual temples, so pay attention to your back. Offense: First offense: Prison. You can pay for the exit, but not with clan funds. 2nd violation: Slay/Eat, must be IMP approved. 3rd violation: Slay/Eat, must be APPROVED BY IMP. Your release has been warned if you have any questions, feel free to address them to a leader or recruiter. Recruiters.