

CHURCH OF HEIRONEOUS

Symbol: a bolt of lightning in a clenched fist.

Background and Goals: The Church of Heironeous has a long and glorious history in the Viscounty. Headquartered at the Abbey of the Valorous Knight in the town of Larneystoe, the church is led in Verbobonc by Abbot Rudolphus. In late 591, the Church suffered a setback when a priest of Hextor infiltrated the abbey. Though his efforts were thwarted the effort very nearly resulted in the removal of Abbot Rudolphus. Since that time, the Church has worked to establish protocols to ensure that such espionage cannot occur again. The fact that Abbot Rudolphus has retained his seat on the Council of Abbots, and represents the will of Heironeous within Verbobonc, is a testament to the trust placed in him by his priests.

The late Baron Rollof Avgustin was a devoted follower of the Archpaladin, and many followers of Heironeous can be found in his lands, particular in the towns of Loren's Ford and Swan.

Members: Most members of the Church of Heironeous are priests. The Church of Heironeous defines a priest as a character with the majority (over 50%) of non-prestige class levels in the Cleric or Paladin class. Marshals and knights, while not a part of the mainstream clergy, are nevertheless welcome within the Church of Heironeous, where their skills in mounted combat have definite value. Members of these classes are most valued in the Brotherhood of the Lance Unbroken (see **Membership Options**).

The Church of Heironeous get along well with most members of other good faiths, though sometimes friction does occur with the Mayaheine sect of the Church of Pelor, due to fact that both emphasize war and protection. For the most part, however, relations are cordial and try to work together whenever possible.

Vestments of rank are robes or tabards of dark blue with silver trim, as differenced by rank.

Type: Religious

Scale: 9 (Verbobonc)

Affiliation Score Criteria: The Church of Heironeous is open to all non-chaotic characters that have Verbobonc as their home region and have Heironeous as their patron deity. Characters that do not receive divine power from Heironeous may not rise above the rank of **Congregant**. Those that receive divine power from Heironeous (such as clerics, paladins, and so forth), may rise to the rank of **Hero**, but only priests may rise to the level of **Paragon**.

Criterion (One Time)	Modifier
Character level	+½ PC's level
Levels in cleric or paladin	+1/level
Levels in divine crusader ^{CD} , holy liberator ^{CD} , or pious templar ^{CD}	+2/level
Ranks in an Associated Skill	+½/rank
Possesses the Exercises of Arnd ^{Dragon #314} feat or True Believer ^{CD} feat (must choose Heironeous as deity)	+3/feat
Criterion (Multiple Use)	Modifier
Slays a creature with the evil subtype with a CR of 4 or more greater than the character's level ⁽¹⁾	+¼ creature's CR
Slays an evil minion of Hextor ⁽¹⁾ with a CR of 4 or more greater than the character's level	+½ creature's CR
Plays a Shield Lands or Verbobonc regional adventure, or a VTF metaregional adventure, as a member of the Church of Heironeous ⁽²⁾	+½/round
Plays a Verbobonc regional adventure that lists the Church of Heironeous as a metaorganizational focus. ⁽²⁾	+2/round
Brings a lawbreaker to justice	+1
Exhibits cowardice	-2
Breaks a law	-4
Acts against alignment ⁽⁴⁾	-10

Notes:

- These bonuses overlaps (does not stack); only apply the highest bonus if both Criterion are applicable.
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- These bonuses overlaps (does not stack); only apply the highest bonus if both Criterion are applicable. This bonus is tripled if you are the commander of the army.
- Cannot improve Affiliation score until undergoing *atonement*.

Titles, Benefits and Duties: As you advance in the Church of Heironeous, you learn to prosecute the will of Heironeous and your superiors within the lands of Verbobonc as well as beyond. 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 **Congregant** or **Glorious:** The Church of Heironeous is proud to call such a valiant soul as one of their number. Those that receive divine power from Heironeous are know as **Glorious**; while those that do not as known as **Congregants**. A single silver lightning bolt serves as the badge of this rank. You receive the following benefits during any Verbobonc regional adventure. Benefits marked with a dagger(†) are only available to Glorious:

- ❖ **Associated Skills:** The following skills are associated with the Church of Heironeous: Knowledge [History], Knowledge [Religion], Knowledge [Nobility and Royalty], and Profession [Soldier]. You receive a +1 circumstance bonus to your Associated Skills
- ❖ **Divine Spellcasting:** You are granted the casting of 1-3 level Open divine spells from an attending cleric of Heironeous. This does not extend to your companions, and all costs for material components must be provided by you.
- ❖ **Dwelling†:** Should you move to a town in the Verbobonc Town Project, you are provided with a Residence [Simple House] to serve as rectory. This residence belongs to the church and is lost should you leave the Church of Heironeous. You do not need to pay any annual taxes on the residence. For more information on Residences, see *Verbobonc Town Project: Player's Guide and Sourcebook*.
- ❖ **Equipment Purchases:** You may purchase the following equipment at a 20% discount: chain mail, full plate, battleaxe, longsword, holy water sprinkler ^{LM}, and signature ring ^{RS}
- ❖ **Exercises of Arnd†:** You receive access to the Exercises of Arnd feat ^{Dragon #314}
- ❖ **Influence:** You may use your affiliation as influence with the Church of Heironeous. Spending 1 Affiliation points earns you 1 standard Influence point with the Heironeous. You can likewise convert Influence Points into Affiliation points using the same ratio.

Serving the Church: The Church of Heironeous expects the faithful to serve in the temples and dojos, either by helping perform duties around the church, or by tithing gold to help the church fulfill its mission. You must spend 1 additional TU after each Shield Lands 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 **Hero:** You have been promoted to the rank of Hero. The badge of office is two silver lightning bolts.

- ❖ **Associated Skills:** Your bonus increases to +2
- ❖ **Divine Spellcasting:** This now includes 4th level spells.
- ❖ **Dwelling†:** Your residence is upgraded to a Residence [Grand House]. You are free to customize this residence, however you must include either a Chapel component or a Training Room component.
- ❖ **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+ **Paragon:** Paragons are the top of the Heironean command hierarchy, and wield power on par with military commanders and generals. Those paragons that reside in towns with a Church or Cathedral of Heironeous are known as Paragon Generals. The badge of office for Paragons is three silver lightning bolts. For Paragon Generals, the three bolts are engraved upon a battle axe.

- ❖ **Associated Skills:** Your bonus increases to +4
- ❖ **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 Heironeous are eligible to join one of the two Holy Orders within the Church. There is no requirement to join a group, however you may only be a member of one group at any given time.

All members of the Church of Heironeous are eligible go participate in the Holy Orders provided that they meet all specified Entry Requirements,

Order of the Shining Sword

Headquartered at the Abbey of the Valorous Knight, the Verbobonc chapter of the Order of the Shining Sword is dedicated to prowess in melee combat, as achieved through prayer, devotion to the tenets of Heironeous, and an eschewing of material trappings.

Prospective members must have demonstrable skill in arms, as well as the ability to invoke divine spells from Heironeous. A strong will and knowledge of Heironeous' precepts are also a must, so as to help ensure that the member cannot be easily swayed from the path of righteousness and valor.

The badge of office for members of the Order of the Shining Sword is two longswords flanking the standard symbol of rank.

ENTRY REQUIREMENTS

- Alignment: Lawful Good
- Base Attack Bonus: +7
- Base Saving Throws: Will +3
- Skills: Knowledge [Religion] 7 ranks
- Spells: Must be able to cast 1st level divine spells
- 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: Intimidate, Knowledge [The Planes]
- Titles: Members of the Order of the Shining Sword are known as **Champions**. Those with an Affiliation score of between 15 and 25 are known as **Champion Valorous**, while those with an Affiliation Score of 26 or greater are known as **Champions of Glory**.
- Worthy Sir: You receive the title of Worthy Sir upon reaching the rank of **Champions of Glory** and are treated as a minor nobility by law enforcement. You receive immunity to prosecution for crimes under Low Justice expect under the direct authority of the Church of Saint Cuthbert, the Church of Heironeous, an individual possessing higher status (such as a town mayor), or the Viscount of Verbobonc. However, you are still required to obey all laws., and failure to do so could result in punishment from the Church of Heironeous

Additionally, the following special Criterion apply to members of the Order of the Shining Sword.

Criterion (One Time)	Modifier
Levels in Shining Blade of Heironeous ^{CD} or Shining Axe of Heironeous ^{CD} (see LG <i>Deities Document 2.0</i>)	+2/level
Possesses a Divine feat	+2/feat
Forms a team with 3 or more members of the Order of the Shining Sword	+1/member
Criterion (Multiple Use)	Modifier
Falls in combat against a minion of Hextor	-½ EL

Notes:

- This bonus overlaps (does not stack) with itself; if earned multiple times, only the highest bonus applies.

Brotherhood of the Lance Unbroken

The Brotherhood is an order of mounted priests, paladins, and other congregants that serve as an elite heavy cavalry unit within the Church of Heironeous. The sound of their thunderous charge is said be accompanied by bolts of lightning from the sky, which is taken as a sign of Heironeous' favor.

Members of this order can also be found among the ranks of the Mounted Borderers, although this is unofficially discouraged due to the difficulties that can arise when one owes allegiance to both temporal and religious authorities. In these situations, members of the Brotherhood are expected to place their loyalties with the teachings of Heironeous. To date, a situation like this had not occurred, although with the current political climate, the likelihood seems to increase with each passing day.

The badge of office for members of the Brotherhood is a lance beneath the standard symbol of rank.

ENTRY REQUIREMENTS:

- Alignment: Lawful Good
- Skills: Ride 4 ranks,
- Feats: Martial Weapon Proficiency [Lance], Mounted Combat
- Special: Must have an Affiliation Score of 10 or higher.

BENEFITS

The following additional benefits and responsibilities are available to members of the Brotherhood of the Lance Unbroken.

- Associated Classes: Levels in cavalier ^{CW} are treated as levels in paladin for purposes of earning rank within the Church of Heironeous.
- Associated Skills: The following skills are added to your list of Associated Skills: Handle Animal, Ride
- Dwelling: You receive this benefit even if you do not receive divine power from Heironeous. This dwelling may be upgraded as per normal.
- Equipment Purchases: You receive a 20% discount on the purchase of any barding, any lance, and all mounted gear (saddles, saddlebags, etc) from any book available in Living Greyhawk.
- Paladin Mount: Upon reaching 8th level as a paladin of Heironeous, you may spend 2 Affiliation points to summon a dire lion as a special mount. Once made, this choice cannot later be changed. This mount is lost if you leave the Church of Heironeous.
- Titles: Members of the Brotherhood of the Lance Unbroken are known as **Knights**. Those with an Affiliation score of between 15 and 25 are known as **Knight Courageous**, while those with an Affiliation Score of 26 or greater are known as **Knight Valiant**.

Additionally, the following special Criterion apply to members of the Brotherhood of the Lance Unbroken.

Criterion (One Time)	Modifier
Levels in fighter, marshal ^{MH} or knight ^{PH2}	+1/level
Levels in cavalier ^{CW}	+2/level
Possesses a feat with Mounted Combat as a prerequisite	+2/feat
Has summoned a bonded mount by virtue of using a class feature ⁽¹⁾	+3
Forms a team with 3 or more members of the Brotherhood of the Lance Unbroken	+1/member
Criterion (Multiple Use)	Modifier
Leads a cavalry charge consisting of 3 or more mounted individuals against a evil force of superior skills (EL+4 or higher) and wins ⁽²⁾	+½ EL
Leads a cavalry charge which results in the death of 2 or more individuals due to poor planning or tactics on your part. ⁽³⁾	-4/death
Fails a Ride check to Stay in Saddle	-1

Notes:

- If the bonded mount is a dire lion, this bonus increases to +4
- This bonus overlaps (does not stack) with itself; if earned multiple times, only the highest bonus applies.
- This penalty is halved (-1/death) if the deceased is *raised* or *resurrected* due to your efforts.