



# Quorum of Faith

By Jay Fisher

A Metaorganization for the Legends of the Shining Jewel Campaign

*(Updated April 2010)*

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## Introduction

The Quorum of Faith. While many faiths on Raia have much adversity towards one another, the Quorum of Faith (QoF) is a grouping of individual faiths fostering a common goal: the spiritual and physical well-being of Amthydor's citizen and its guests. The Quorum was originally comprised of five faiths: Destine, Emerys, Galvandt, Peliron, and Sorena. Throughout the years, this number has increased to include Adra, Ayla, Brianna, Cerion, Cyrene, Dymora, Glissande, Hyperion, Kalek, Lucor, and Meneon as well.

Clergy members of faiths that are not part of the Quorum are welcome as well, though they usually seek solace at temples or shrines dedicated to

Powers of which their deities' are normally a friend or ally.

Anyone with an open hand and a warm heart is welcome amongst the midst of the Quorum. But threaten that harmonious peace; and the Quorum will band together to dispel such blight from Amthydor's streets.

The Quorum is presided over by an elected leader. The Patriarch (or Matriarch) is elected to his or her position for a four-year term. Each temple may submit a candidate if they desire. The shrines may submit one candidate between them (no more than six candidates may run for the position). Votes are taken from the remaining temples (if a temple has a candidate in the running, it may not vote). Shrines have no solid vote, but they may sway their "big brothers/sisters" by allying to their cause (this may include promises of donations, quests, etc.). Votes are then tallied and a leader is determined. In the event of a tie, the Lord Monarch will cast the deciding vote.

TEMPLES	SHRINES
Aadra	Ayla
Cerion	Brianna
Emerys	Cyrene
Galvandt	Destine
Hyperion	Dymora
Lucor	Elianna
Meneon	Glissande
Peliron	Illudra
Sorena	Kalek

The faiths of Auralian, Illudra, Lohm, Pietos and Zara, while legal within the environs of Amthydor, are not members of the Quorum of Faith and as such have only small informal shrines for the use of their members. These informal shrines provide only limited services and staffing, making it necessary for their members to seek the services of an official Quorum faith for their spellcasting needs. Members of these faiths are assumed to seek spells at the most appropriate affiliated Quorum faith, receiving the appropriate discount for an enrollee of their membership rank. These PCs may not advance beyond the rank of Devoted Member.

Unaffiliated Faith	Primary Quorum Ally
Auralian	Brianna
Illudra	Glissande
Lohm	Kalek
Pietos	Peliron
Zara	Sorena

Certed worshipers of an evil deity may only join the Quorum under the ‘cover’ of a Primary Quorum Ally faith, and may not rise above the rank of Devoted Member. A player whose PC is a certified worshiper of an evil deity (other than Dymora) should contact the Quorum of Faith Coordinator at [lsj-temples@theshiningjewel.com](mailto:lsj-temples@theshiningjewel.com) to determine the faith with which their PC should affiliate.

### Enrollment Options

The easiest way to lower the cost associated with divine spells cast is to enroll with the Quorum of Faith in the temple or shrine associated with your deity. Faiths from non-affiliated Quorum members may enroll as well, but the highest rank they can rise to is that of Devoted Member. Currently, there are four different options, or ranks, of enrollment for PCs to achieve in the Quorum of Faith.

1. **Adventuring Member:** The Adventuring Member (AM) is the most common type of member in the city. The Quorum recognizes the fact that the AM is always on a mission (for the city or individual citizens) and wishes to help as much as possible. Anyone may take advantage of this rank of membership, as it is open to all character levels and classes.
2. **Initiate Member:** The Initiate Member (IM) is the entry-level position in the Quorum of Faith. Whereas the Adventuring Member is open to all classes, the IM is open only to those that have (or will have) divine spell capabilities. The IM may use his influence to allow his non-QoF companions to have a 5% discount as if they were Adventuring Members.
3. **Devoted Member:** The Devoted Member (DM) is a little more involved with the Quorum than the Initiate. Whereas the IM was learning the ropes, the DM has established himself as a committed, contributing member to the Quorum and the city. This is the highest rank a PC may attain if his faith isn’t an official member of the

Quorum. (Options for consideration in establishing a new shrine to the Quorum are notated in a later section.)

4. **Quorum Member:** The Quorum Member (QM) is the final level in which a PC may attain. The QM is completely devoted to the cause(s) of the Quorum of Faith as well as the spiritual health of all citizens (and visitors) within Amthydor.

The benefits gained at each membership level replace, and do not stack with, the benefits of lower membership levels.

### Enrollment Costs:

The annual costs are paid in full when you enroll (there is no prorated rate). The TU requirement within each rank of membership is to be expended in scenarios before becoming eligible for advancement to the next rank (for example: to become an Initiate Member, the PC must spend 20 TU up front for his annual cost, but also participate in 20 TU of scenarios prior to gaining the next rank’s benefits). A PC may not join at a higher rank than she/he has TU available to spend for that rank, even if all other requirements are met. A PC may advance to a higher rank of membership in mid-year by paying the difference in the annual TU and GP between their current membership rank and the new rank. Benefits for a new rank are gained **after** the TU requirement is met. Renewal membership TU must be spent when TU are reset on January 1<sup>st</sup>, prior to any scenarios being played. In any case, TU and other payments made are **not** refunded.

Failure to pay/maintain the costs of membership will result in the PC losing not only the benefits within the Quorum, but his status as well. If the PC wishes to rejoin the Quorum, he would then have to start over as if she/he were a new Initiate Member, paying the full annual costs in TU, GP, and scenarios needed for advancement. A PC who drops below the minimum character level required for membership due to death or draining effects is not penalized, but may not advance further until the level requirements for the new rank are met.

Any questions should be directed to the Quorum of Faith Coordinator at [lsj-temples@theshiningjewel.com](mailto:lsj-temples@theshiningjewel.com).

## Ranks of Enrollment:

### ADVENTURING MEMBER

**Prerequisites:** None.

**Annual Cost:** 20 TU.

**Benefits:**

- 5% discount to the cost of divine spells of the Conjunction (Healing) type up to 3<sup>rd</sup> level (spell cast on member PC only).

### INITIATE MEMBER

**Prerequisites:**

- PC must be at least 3<sup>rd</sup> level.
- PC must be able to cast 1<sup>st</sup>-level divine spells.
- PC must be enrolled as an Adventuring Member of their faith for a period of 20 TU prior to advancement to this rank. The player cannot simply “spend” these TU by marking them off the log sheet. The PC must have actively participated in adventures whose TU add up to this requirement, while maintaining his/her status as an Adventuring Member.

**Annual Cost:** 30 TU and 25 gp in annual dues.

**Benefits:**

- 15% discount to the cost of divine spells of the Conjunction (Healing) type up to 3<sup>rd</sup> level (spell cast on member PC only).
- 10% discount to the cost of other divine spells up to 3<sup>rd</sup> level (spell cast on member PC only).
- 5% discount to cost on all divine spells of the Conjunction (Healing) type up to 3<sup>rd</sup> level cast upon fellow party members.

### DEVOTED MEMBER

**Prerequisites:**

- PC must be at least 7<sup>th</sup> level.
- PC must possess at least three (3) levels of a divine spellcasting class (cleric, druid, paladin, ranger or approved variant/prestige class).
- PC must be enrolled as an Initiate Member of their faith for a period of 30 TU prior to advancement to this

rank. The player cannot simply “spend” these TU by marking them off the log sheet. The PC must have actively participated in adventures whose TU add up to this requirement, while maintaining his/her status as an Initiate Member.

**Annual Cost:** 60 TU and 100 gp in annual dues.

**Benefits:**

- 20% discount to the cost of divine spells of the Conjunction (Healing) type up to 3<sup>rd</sup> level (spell cast on member PC only).
- 15% discount to the cost of other divine spells up to 3<sup>rd</sup> level (spell cast on member PC only).
- 10% discount to the cost of divine spells of the Conjunction (Healing) type of 4<sup>th</sup> or 5<sup>th</sup> level (spell cast on member PC only).
- 5% discount to cost on all divine spells of the Conjunction (Healing) type up to 4<sup>th</sup> level cast upon fellow party members.
- +2 competence bonus to Knowledge (Religion) checks [only applicable if you have ranks in Knowledge (Religion)]

### QUORUM MEMBER

**Prerequisites:**

- PC must be 11<sup>th</sup> level or higher.
- PC must possess at least seven (7) levels of a divine spellcasting class (cleric, druid, paladin, ranger or approved variant/prestige class).
- PC's church must be a full member of the Quorum.
- PC must be enrolled as a Devoted Member of their faith for a period of 60 TU prior to advancement to this rank. The player cannot simply “spend” these TU by marking them off the log sheet. The PC must have actively participated in adventures whose TU add up to this requirement, while maintaining his/her status as a Devoted Member.
- The PC must have an invitation to join or possess three suitable certified recommendations or favors from the

high-ranking Quorum of Faith members.

**Annual Cost:** 100 TU and 500 gp in annual dues.

**Benefits:**

- 25% discount to the cost of divine spells of the Conjunction (Healing) type up to 4<sup>th</sup> level (spell cast on member PC only).
- 20% discount to the cost of other divine spells up to 4<sup>th</sup> level.
- 15% discount to the cost of divine spells of the Conjunction (Healing) type of 5<sup>th</sup> or 6<sup>th</sup> level (spell cast on member PC only).
- 10% discount to the cost of other divine spells of 5<sup>th</sup> or 6<sup>th</sup> level (spell cast on member PC only).
- 5% discount to cost on all divine spells of the Conjunction (Healing) type up to 5<sup>th</sup> level cast upon fellow party members.
- +2 competence bonus to Knowledge (Religion) checks [only applicable if you have ranks in Knowledge (Religion)]
- May make Knowledge (Religion) skill checks unskilled at a penalty of -5 to your roll.
- -2 circumstance penalty to Charisma based skill checks made when dealing with NPCs of legal faiths who are not part of the Quorum.

### Rules of Conduct

The Quorum of Faith holds its members to a certain standard of acceptable behavior, and seeks to ensure that all enrollees behave always in a manner that reflects well on both the Quorum and Amthydor as a whole. A PC who initiates or participates in activities that bring direct harm to the Amthydor or its citizens may be expelled from the Quorum with loss of all benefits and without compensation. Reports of questionable conduct should be directed to the Quorum of Faith Coordinator at: [lsj-temples@theshiningjewel.com](mailto:lsj-temples@theshiningjewel.com) for determination.

### New Faiths to the Quorum

The Quorum always has many requests from clergy whose faith is not a member. But a single request for inclusion will not bear any results. The Quorum likes to see a commitment to their united endeavor. By creating a united effort, the Quorum might consider a faith more closely. A petition must be submitted to the Quorum council bearing at least 25 names<sup>1</sup> of Initiate-rank members of the same faith. (This petition should include the Player's name, the PC's name, class, character level, rank of membership, deity, and email address. The total list should be sent to [lsj-temples@theshiningjewel.com](mailto:lsj-temples@theshiningjewel.com).) Should the petition be approved, a shrine will be built and be admitted into the ranks of the Quorum of Faith. PCs of that faith will then be allowed to advance as official Quorum Members if/when they meet that rank's requirements.

### Having NPC's Cast Spells at the Temples and Shrines

Adventuring is a hazardous occupation, and there will likely come a time when you, or one of your traveling companions, will need to have a spell cast that is beyond the scope and/or ability of yourself or others of your group. For divine based spells, you will most likely search out one of the local temples, shrines, or druid groves.

When you request spell casting from the Quorum of Faith, you will be asked for a donation to the temple, shrine, monastery or grove where you are requesting the spell (unless you have a certificate or a module says otherwise). This donation is non-negotiable, and was established to recompense the temples for their services, while attempting to

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<sup>1</sup> Names submitted may not be of the same player. A player may only have one PC on the list for the purposes of determining the possible interest of a new shrine.

ensure equality between the various faiths. The cost for spells cast by NPCs is provided in the *Pathfinder RPG Core Rulebook*. For reference, the equation used to determine the base cost of the spellcasting is:

$$[10 \text{ gp} * \text{spell level} * \text{caster level}] + \text{material component cost} + 10\% \text{ cost of focus component}$$

For 0-level spells, the spell level is considered  $\frac{1}{2}$ . The material and/or focus component costs are charged if the spell requires a component with a cost of 5 gp or greater. In the case of spells that are available to multiple classes of divine caster at different levels, unless otherwise specified the priority for determining the class of the caster is: cleric, druid, ranger, and paladin. Spells are assumed to be cast at the lowest level possible unless otherwise noted. NPC's who are not members of the Quorum of Faith may, of course, charge you less or more for a given spell, and may possibly be negotiated with. However, many temples follow the above equation as a general guideline.

When requesting divine spells from NPCs it is generally assumed that the enrolled PC will seek out his own temple to have the intended spells cast and discounts applied. But should a PC go to a Quorum temple or shrine not of his/her own faith, he will receive a -5% discount adjustment to all requested spells cast (this only affects those at the enrollment rank of Initiate Member or higher). Thus, a cleric of Sorena who is enrolled as a Devoted Member but goes to the temple of Peliron for a 3<sup>rd</sup> level divine healing spell would receive only a 15% discount, instead of the listed 20%.

An enrolled member of a legal Unaffiliated Quorum faith that visits his Primary Allied Faith receives the (full) discount appropriate for a member of that faith. The same member will receive a -5% discount adjustment when visiting any other Quorum faith. For example: A cleric who is a Devoted Member of the faith of Zara would receive only a 15% discount on healing spells of up to 3<sup>rd</sup> level when visiting the temple of Hyperion but would receive the full 20% discount at the temple of Sorena.

NPCs will not cast *imbue with spell ability* or any spells with the *Evil* descriptor for PCs.

Certs which offer free spells each scenario do not include material component costs in excess of 1gp. The cost of such components is the responsibility of the PC.

## Planar Forks

As of this time, planar forks (a.k.a. planar forked rods, the focus required for a plane shift spell) are considered restricted until such time as the Quorum of Faith and allied temples can review certain recent events. No new forks will be made available until after their review is completed.

## Tithing

The Quorum of Faith, and most other temples on Raia, realizes that adventuring and keeping the forces of evil in check is a hazardous job, requiring much in the way of resources. Thus, the temples do not require their faithful adventurers to regularly tithe. Occasionally a donation is asked for in exchange for information or services, or dues for special benefits [see Having NPC's Cast Spells at the Temples and Shrines and Enrollment options above], but the temples rely on the regular tithes from their faithful congregations who have more settled lives and dependable income.

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