

Forgotten Realms Factions and Church

Faction Contacts

When a player character joins a faction they do so through a contact. Each faction has five ranks to advance through and while they are listed specifically below, this list details the relationship with and advantage of having a contact and being a member of a faction.

Rank 1

At this level, your contact is a mutual acquaintance. Perhaps he discovered you and invited you into his faction, or he was assigned as your contact specifically. The contact may be weary of you, or dislike the job he's been levied but he at least treats you with a modicum of respect.

Rank 2

Your contact begins to get friendly with you. He or she may be willing to inconvenience themselves in small ways for the character. At this rank, they may provide bolt-holes or safe places to get away from enemies or sleep for free for a night or two in meager comfort.

Rank 3

By now you've developed a friendship with your contact and he or she trusts you. They'll back you even in risky situations provide good quality shelter and aid to you in times of need.

Rank 4

Your contact at this level trusts your character and will aid you and may look up to you as a shining example of the factions beliefs and goals. They'll back you even in risky situations and provide access to use significant faction-related locations such as churches, sacred groves or fortified keeps.

Rank 5

Your contact now sees you as his or her superior and will do nearly anything to aid you. He or she will back your goals within the faction and make accessible all the available power your faction wields, introducing you to kings and queens.

Harpers



The Harpers is a scattered network of spellcasters and spies who advocate equality and covertly oppose the abuse of power. The organization is benevolent, knowledgeable, and secretive.

Preferred Alignment

- Neutral Good, Chaotic Good, Neutral

Goals

- Gather information throughout Faerun.
- Promote fairness and equality by covert means.
- Thwart tyrants and leaders/governments/organizations that grow too powerful.
- Aid the weak, poor and oppressed.

Beliefs

- One can never have too much information or arcane knowledge.
- Too much power leads to corruption. The abuse of magic, in particular, must be closely monitored.
- No one should be powerless.

Harper agents are trained to act alone and rely on their own resources if they can. When they get into trouble they shouldn't have to count on their fellow Harpers to come to the rescue. This teaches members to be self-reliant and to work to achieve Harper goals in secret. However don't let that make you think they are callous toward one another or cannot lend aid if needed. Friendships between them are never unbreakable. Masterful spies and infiltrators they use magic and skill to form relationships, cultivate their information networks, and manipulate others into doing what must be done.

Rank 1 - Watcher

- Receive a silver pin shaped like a harp, the Harper insignia.
- Participate in faction activities
- Earn Renown to advance in rank.

Rank 2 - Harpshadow

Requirement: 3 Renown

- Participate in secret missions for the Harpers during ones adventures.
- The silver pin of the Harper becomes a *Brooch of communication*:

You can understand the spoken words of creatures or read otherwise incomprehensible written messages. In either case, you must touch the creature or the writing. The ability to read does not necessarily impart insight into the material, merely its literal meaning. The spell enables you to understand or read an unknown language, not speak or write it.

Written material can be read at the rate of one page (250 words) per minute. Magical writing cannot be read, though the spell reveals that it is magical. This ability can be foiled by certain warding magic (such as the secret page and illusory script spells). It does not decipher codes or reveal messages concealed in otherwise normal text.

- Get temporary assistance from a Harper Spy while in a city for up to 24 hours.
- Gain access to a Harper Cache with weapons, armor and adventuring gear worth 100gp that may contain potions or scrolls of *common* quality.

Rank 3 - Brightcandle

Requirements: 10 Renown, 5th Level, one completed secret mission.

- Arcane Amnesty. Gain advantage on all social interaction checks with a city governments or guilds. Also, during downtime activity exonerate you or any member of your group who has broken a city-specific law. This may take multiple days depending on severity.
- Gain access to a Harper Cache with weapons, armor and adventuring gear worth 500gp that may contain potions or scrolls of *uncommon* quality.

Rank 4 - Wise Owl

Requirements: 25 Renown, 11th Level, three completed secret missions.

- Your Harper Pin also becomes an *Amulet of Speed*:

While you wear this Amulet, you can use a Bonus Action and touch and press the pin. If you do, the pin double your walking speed, and any creature that makes an opportunity attack against you has disadvantage on the attack roll. If you press the pin again, you end the effect. When the boots' property has been used for a total of 10 minutes, the magic ceases to function until you finish a Long Rest. This specialized Harper Pin does not require attunement.

- You can become a mentor and gain a *Harper Spy* as a permanent henchmen.
- Gain access to a Harper Cache with weapons, armor and adventuring gear worth 1'000gp that may contain potions or scrolls of *rare* quality

Rank 5 - High Harper

Requirements: 50 Renown, 17th Level, ten completed secret missions.

- You gain the ability to make faction-wide decisions and influence the future of the factions direction.

- You gain Harpers *Brooch of Teleportation*:

This Brooch has 3 Charges. While wearing it, you can use an action and expend 1 charge to cast the Teleport spell from it. The Brooch regains 1d3 expended Charges daily at dawn. This Harpers brooch does requires attunement

- Gain access to a Harper Cache with weapons, armor and adventuring gear worth 5'000 gp that may contain potions or scrolls of *very rare* quality. Alternatively, you can get access to obtaining a subsidy of 20% of the construction costs from the organization to support building a Stronghold.

Order of the Gauntlet



Composed of faithful and vigilant seekers of justice who protect others from the depredations of evildoers. The organization is honorable, vigilant, and zealous and is a dedicated, tightly knit group of like-minded individuals driven by religious zeal for a finely honed sense of justice.

Preferred Alignment

- Lawful Good, Neutral Good, Chaotic Good

Goals

- Be armed and vigilant against evil.
- Identify evil threats such as secretive power groups and inherently evil creatures.
- Enforce justice.
- Enact retribution against evil actions - do not strike preemptively.

Beliefs

- Faith is the greatest weapon against evil - faith in one's god, one's friends and one's self.
- Battling evil is an extraordinary task that requires extra ordinary strength and bravery.
- Punishing an evil act is just. Punishing an evil thought is not.

The Order of the Gauntlet is a group of paladins, clerics and monks (and sometimes others) who have a similarly strong believe in justice and retribution, friendship and camaraderie. The group is tight knit and shares a trust and a bond normally reserved for siblings. Like highly motivated soldiers, members of the Order seek to become the best at what they do and look forward to testing their mettle. There are few, if any, 'lone wolves' in this organization.

Rank 1 - Chevall

- Receive a tabard of sky blue with a grey symbol of gauntlet clenching a sword at mid-blade. This is the insignia of the Order of the Gauntlet.
- Participate in faction activities.
- Earn Renown to advance in rank.

Rank 2 - Marcheon

Requirement: 3 Renown

- Participate in secret missions for the Order during ones adventures.
- The tabard becomes a *Tabard of Protection*:

You gain a +1 bonus to AC and saving throws while you wear this cloak. This specialized Order of the Gauntlet tabard does not require attunement.

- Gain access to a loyal War Horse where you have a special bond and understanding between you for extended use.

Rank 3 - Whitehawk

Requirement: 10 Renown, 5th Level, one completed secret mission.

- Seek Ally. Call upon the service of a Veteran to aid you in a single battle. Alternatively spend 5 days of downtime recruiting one that lasts for the entirety of your next adventure, performing any tasks you reasonably request of him or her.
- Your war horse gains medium barding for free and you gain access to a Order of the Gauntlet Cache that contains masterwork weapons and armor of a value up to 500gp.

Rank 4 - Vindicator

Requirements: 25 Renown, 11th Level, three completed secret missions.

- Your Order tabard also becomes a *Tabard of Spell Resistance*:
You have advantage on saving throws against Spells while you wear this cloak. This specialized Order of the gauntlet Tabard does not require attunement.
- You can become a mentor and gain a *Veteran Warrior* as a permanent henchmen.
- You gain access to a Order of the Gauntlet Cache that contains masterwork weapons and armor of a value up to 1'000gp.

Rank 5 - Righteous Hand

Requirements: 50 Renown, 17th Level, ten completed secret missions.

- You gain the ability to make faction-wide decisions and influence the future of the factions direction.
- Your renown is so high you are eagerly accepted and your advice and influence sought out by high priests, pontiffs and religious elders of the religious world. Monuments are built in your honor.
- Your war horse is replaced by a *Young Bronze or Silver Dragon* in heavy barding.
- You get access to obtaining a subsidy of 20% of the construction costs from the organization to support building a Stronghold in the name of the Order of the Gauntlet organization and with the organization logo.

Emerald Enclave



A widespread group of wilderness survivalists who preserve the natural order while rooting out unnatural threats. The organization is decentralized, hardy and reclusive. Founded by the elves the Emerald Enclave has spread far and wide and each member usually operates in isolation.

Preferred Alignment

- Chaotic Good, Neutral Good, Chaotic Neutral

Goals

- Restore and preserve the natural order.
- Destroy all that is unnatural.
- Keep the elemental forces of the world in check.
- Keep civilization and the wilderness from destroying each other.

Beliefs

- The natural order must be respected and preserved.
- Forces that upset the natural order must be destroyed.
- Civilization and wilderness must learn to co-exist.

Members of the Emerald Enclave learn to depend on themselves more than others. Survival in a harsh world also demands great fortitude, and mastery of certain fighting and survival skills. Members of the Enclave who dedicate themselves to helping others survive the perils of the wilderness more social than others who are charged with defending sacred glades and preserving the deep wilderness.

Rank 1 - Springwarden

- Receive a silver clasp styled like a maple leaf, the symbol of the Emerald Enclave.
- Participate in faction activities.
- Earn Renown to advance in rank.

Rank 2 - Summerstrider

Requirement: 3 Renown

- Participate in secret missions for the Enclave during ones adventures.
- Your silver clasp turns any warn cloak into a *Cloak of Elvenkind*.

While you wear this cloak with its hood up, Wisdom (Perception) checks made to see you have disadvantage, and you have advantage on Dexterity (Stealth) checks made to hide, as the cloak's color shifts to camouflage you. Pulling the hood up or down requires an action. This specialized clasp does not require attunement.

- While traveling in the open wilderness, your land travel speed (average) is doubled to 6 miles per hour from 3.

Rank 3 - Autumnreaver

Requirements: 10 Renown, 5th Level, one completed secret mission.

➤ **Secluded Haven.** You get access to a secret place just outside a city where you and your allies can rest, and live a simple and poor lifestyle for free. When staying here all guests gets the benefit of “relaxation downtime” if just spending at least 2 days here. *Relaxation:*

While relaxing, you gain advantage on saving throws to recover from long-term diseases and poisons. In addition, at the end of the week, you can end one effect that prevents you from regaining hit points or restore one ability score that has been reduced to below its normal value, unless the harmful effect is caused by a spell or other magical effect with an ongoing duration.

➤ Additionally before an adventure you can borrow mounts for you and your party (*Riding Horse, Elk or Mastiff*) for a mission. It requires 1 downtime day activity for you per mount you need to get available. All mounts must be returned during one's next downtime activity when mission is complete. Lack of returned mounts or mounts getting killed can result in negative renown points or even loss of rank

➤ Do to your improved knowledge of the wilderness, of secret paths, etc. You and your party now travel at twice the normal speed for overland travel so long as it is wilderness, 6 mph on foot and 12 mph while mounted and galloping. Likewise wilderness creatures instinctively cover your tracks, giving disadvantage to any Wisdom(Survival) checks to track you.

Rank 4 - Winterstalker

Requirements: 25 Renown, 11th Level, three completed secret missions.

➤ Your silver clasp in addition turns any warn cloak into a Special *Dragonhide Cloak:*

Wearer gains resistance to lightning, fire and cold. This specialized Emerald Enclave Clasp does not require attunement.

➤ You attract the attention of an *Ranger, Druid or Barbarian* who becomes your permanent henchman.

➤ The mount you can gain from your Secluded Haven can now be a *Griffons* or *Giant Eagles*.

Rank 5 - Master of the Wild

Requirements: 50 Renown, 17th Level, ten completed secret missions

➤ You gain the ability to make faction-wide decisions and influence the future of the factions direction.

➤ Your renown is so high you are accepted by leaders of the elves, dwarves and archdruids who seek out your advice and influence.

➤ Your Secluded Hideout attracts a *ROC (Huge legendary Eagle)* which will nest there. The ROC becomes your companion and serves as your mount. The ROC will only leave if it is slain or if the Secluded Hideout is destroyed/conquered.

Lords' Alliance



A loose coalition of established political powers concerned with mutual security and prosperity, the Lords' Alliance is aggressive, militant and political. Their members are highly trained individuals who seek out and destroy threats to their lands and their leaders.

Preferred Alignment

- Lawful Good, Lawful Neutral, Lawful Evil

Goals

- Ensure the safety and prosperity of cities and other settlements of Faerun.
- Maintain a strong coalition against the forces of disorder.
- Proactively eliminate threats to established powers.
- Bring honor and glory to one's leaders and one's homeland.

Believes

- If civilization is to survive, all must unite against the forces that threaten it.
- Fight for your realm. Only you can bring honor, glory and prosperity to your lord and homeland.
- Don't wait for the enemy to come to you. The best defense is a strong offense.

Few can match the skill of Lords' Alliance members in the field. They fight for the glory and security of their people and for their lords who rule over them, and they do so with pride. However, the Lords' Alliance can only survive if its members 'play nice' with one another, which requires a certain measure of diplomacy. Rogue Alliance members are rare, but defections have known to occur.

Rank 1 - Cloak

- Receive a silver signet ring with an icon of a brilliant crown in the face, which is worn face-side down.
- Participate in faction activities.
- Earn Renown to advance in rank.

Rank 2 - Redknife

Requirement: 3 Renown

- Participate in secret missions for the Alliance during ones adventures.
- Your silver signet ring becomes a *Ring of free action*:

While you wear this ring, difficult terrain doesn't cost you extra Movement. In addition, magic can neither reduce your speed nor cause you to be Paralyzed or Restrained. This specialized Lords alliance ring does not require attunement.

- While in your home city, you receive a 25% discount on all goods and receive room and board of modest quality for up to a week.

Rank 3 - Stingblade

Requirements: 10 Renown, 5th Level, one completed secret mission.

- *Officer in the Secret City Guard.* You become an Officer in the Secret City Guard in your home city. You gain advantage on any Charisma(Intimidation) checks toward common folk in your home city. You can also spend 3 days of Downtime Activity before an adventure to learn a secret pertaining to that adventure and gain advantage on all checks pertaining to that information as determined by your DM.

- You can always when in a larger town or city that is either neutral or friendly to Lords Alliance assemble a *Squad of Alliance Soldiers* of 1d10 men who aid you in *one battle* or for *one week*, whichever comes first. You can assemble such a force once between downtime activities.

Rank 4 - Warduke

Requirements: 25 Renown, 11th Level, three completed secret missions.

- Your signet ring in addition becomes a *Ring of Rulership*:

You can use an action to show the ring and command obedience from each creature of your choice that you can see within 120 feet of you. Each target must succeed on a DC 15 Wisdom saving throw or be Charmed by you for 8 hours. While Charmed in this way, the creature regards you as its trusted leader. If harmed by you or your companions, or commanded to do something contrary to its nature, a target ceases to be Charmed in this way. The ring can't be used again until the next dawn. This specialized Lords Alliance ring does not require attunement.

- You attract the attention of an *Alliance Officer* who becomes your permanent henchman.
- You become a *Baron of a small village or hamlet* such as your home-town or perhaps one granted to you by the Lords' Alliance

Rank 5 – Lioncrown

Requirements: 50 Renown, 17th Level, ten completed secret missions

- You gain the ability to make faction-wide decisions and influence the future of the factions direction.

➤ Your renown is so high you are eagerly accepted and your advice and influence sought out by leaders of Faerun, kings, high priests, archdukes alike.

- You become a *Lord of a large town or castle* with all the responsibilities that entails.

You can choose to become Lord of a large town of your choice and you gain a deed for a plot of land for free. He you can build a *Noble Mansion* as personal stronghold. The city pays 50% of the construction costs.

If you become Lord of a *Castle* this becomes your personal stronghold. You will be designated to one existing castle in a larger town or city that is part of Lords Alliance or friendly to Lords Alliance. The Castle is owned by the organization or city but is yours to use free of cost. In return for that you will take responsibility of the protection of the City enabled by the Castle.

Zhentarim



An unscrupulous shadow network that seeks to expand its influence and power throughout Faerun. The Zhentarim is ambitious, opportunistic, and meritocratic. Sometimes called the Black Network this organization is attempting to reclaim the might and power of the Zhentarim trade empire of ages past who ruled the moon sea region and much of the north.

Preferred Alignment

- Lawful Neutral, Neutral, Neutral Evil

Goals

- Amass wealth.
- Look for opportunities to seize power.
- Gain influence over important people and organizations.
- Dominate Faerun.

Beliefs

- The Zhentarim is your family. You watch out for it, and it watches out for you.
- You are the master of your own destiny. Never be less than what you deserve to be.
- Everything - and everyone - has a price.

The Black Network wants to make it necessary - and preferable, even - to deal with its members. It wants to secure, over time, an iron-fisted empire and trade-monopoly. A member of the Zhentarim thinks for himself or herself as a member of a very large family and relies on the Zhentarim for resources and security. However, members are granted enough autonomy to pursue their own interests and gain some measure of personal power or influence.

Rank 1 - Fang

- Receive a gold coin with a stamped symbol of a dragon, the symbol of your faction.
- Participate in faction activities.
- Earn Renown to advance in rank.

Rank 2 - Wolf

Requirements: 3 Renown

- Participate in secret missions for the Zhentarim during ones adventures.
- Your gold coin becomes an *Amulet of Disguise*:

While holding the Gold coin and concentrate for 1 round, you can use your action to activate the Disguise Self spell from it at will. The effect remains as long as the coin is carried on you. The spell ends if the coin is dropped or when you cancel it. The specialized Zhentarim Amulet does not require attunement.

- You gain access to a *Fence* that will buy stolen goods at cost or forge an official document in any city or town with a Zhentarim presence as well as access to a safe house that offers a comfortable lifestyle for up to a week.

Rank 3 - Viper

Requirements: 10 Renown, 5th Level, 1 completed secret mission.

- **Procure Illicit Goods:** You have contacts among smugglers residing in your home city and are able to procure restricted goods. Before an adventure you can spend 2 Downtime Days to gain one of the following items for your next adventure: *Carrion Crawler Mucus poison, Serpent Venom poison, or a scroll with a spell of level 1-3 on it.*
- Gain access to a Zhentarim Cache with drugs or poisons worth 500gp.

Rank 4 - Ardragon

Requirements: 25 Renown, 11th Level, three completed secret missions.

- Your gold coin in addition becomes an *Amulet of Concealment:*

While wearing this Amulet, you are hidden from Divination magic (like Locate person, locate object, scrying etc.). You can't be targeted by such magic or perceived through magical Scrying sensors. This Specialized Zhentarim pin does not require attunement.

- You attract a professional *Zhentarim Assassin* who becomes your permanent henchman.
- Gain access to a Zhentarim Cache with drugs or poisons worth 1'500gp.

Rank 5 - Dread Lord

Requirements: 50 Renown, 17th level, ten completed secret missions.

- You gain the ability to make faction-wide decisions and influence the future of the factions direction.
- You are feared and respected throughout the land as a ruthlessly warlord. You are offered to run a *Thieves, Assassins guild or lead a network of Zhentarim spies* in your home city. You get ownership of the guild building and this also contains both a warehouse and a private residence for you. The Guild becomes your *personal Stronghold*
- Gain access to a Zhentarim Cache with strong exotic drugs or poisons worth at least 5.000gp.

Church Contacts

When a Cleric or Paladin starts worshiping a Deity they do so as a “free soul” perhaps with a background from a home Church, Tempel or Shrine where they served as acolytes in their youth before becoming a Cleric or Paladin.

At some point in time the Cleric or Paladin must decide if they want to pursue the path of their Deity through the Church *OR* pursue the path of tying a close relationship with a faction instead.

The Church is its own institution similar to the factions. So it is an either or choice. However, a Cleric or Paladin can always choose to abandon a previous pursued faction or Church ranks and turn to the other. But all earned ranks in the previous one is then lost and they must start increasing their ranks in the other from the start. They also loose previously granted benefits or items.

So a Paladin or Cleric can only gain the benefits from either the Church or a faction.

Each Church has five ranks to advance through and while they are listed specifically below, this list details the relationship with and advantage of having a contact and being a member of a Church.

Rank 1

At this level, your contact is a mutual acquaintance. Perhaps he discovered you and invited you into his faction, or he was assigned as your contact specifically. The contact may be weary of you, or dislike the job he's been levied but he at least treats you with a modicum of respect.

Rank 2

Your contact begins to get friendly with you. He or she may be willing to inconvenience themselves in small ways for the character. At this rank, they may provide bolt-holes or safe places to get away from enemies or sleep for free for a night or two in meager comfort.

Rank 3

By now you've developed a friendship with your contact and he or she trusts you. They'll back you even in risky situations provide good quality shelter and aid to you in times of need.

Rank 4

Your contact at this level trusts your character and will aid you and may look up to you as a shining example of the factions beliefs and goals. They'll back you even in risky situations and provide access to use significant faction-related locations such as churches, sacred groves or fortified keeps.

Rank 5

Your contact now sees you as his or her superior and will do nearly anything to aid you. He or she will back your goals within the faction and make accessible all the available power your faction wields, introducing you to kings and queens.

Deity Ranks – Church



The Church is independent, but typically loyal to the Crown or Rulership of the community it supports. A Temple or Church is an important and influential institution in the local society and the High Priest of such an institution typically can hold one of the positions in a City Council or be advisor to the Ruler.

Preferred Alignment

- As you Deity or within one step of your Deity

Goals

- Your Church goals is driven by the Dogma of the Deity. See PHB/SCAG

Believes

- Your Church believes is according to the Deity description. See PHB/SCAG

Rank 1 - Initiate (titled "Acolyte")

- Receive a Robe of your Deity colours and with your Deity's symbol
- Participate in Church activities.
- Earn deity points to advance in rank.

Rank 2 - Priest / Priestess (titled "Brother" or "Sister")

Requirement: 3 Renown

- Participate in quests / Charity / missions for your Church and in the name of your Deity.
- Your Robe becomes a *Robe of protection*:

While you wear this robe, you get +1 to AC and all Saving Throws. This specialized Church Robe does not require attunement.

- While in a town or city where your Deity is present through a Temple or Church, you receive a 25% discount on all Healing/Restoration Services.

Rank 3 - Abbot / Abess (titled "Father" or "Mother")

Requirements: 10 Renown, 5th Level, one completed charity / quests / mission.

- *Abbot / Abess of a Shrine:* You become the administrator of a Shrine dedicated to your Deity in your home city. When staying in prayer here you and up to five guests gets the benefit of "relaxation downtime" if just spending at least 1 day here. *Relaxation:*

While relaxing, you gain advantage on saving throws to recover from long-term diseases and poisons. In addition, at the end of the week, you can end one effect that prevents you from regaining hit points or restore one ability score that has been reduced to below its normal value, unless the harmful effect is caused by a spell or other magical effect with an ongoing duration.

- *The people seeks the divine guidance:* Gain advantage on all social interaction checks with a town or city and towards governments that has the same or close to your Deity alignment.

- Gain access to a Healing Cache with Healing worth 500gp that may contain herbs, potions or scrolls of *uncommon* quality.

Rank 4 - High Priest of a smaller Church or Temple (Titled "High Priest")

Requirements: 25 Renown, 11th Level, three completed charities / quests / missions.

- Your Robe in addition becomes a *Robe of Scintillating Colors*:

This robe has 3 Charges, and it regains 1d3 expended Charges daily at dawn. While you wear it, you can use an action and expend 1 charge to cause the garment to display a shifting pattern of dazzling hues until the end of your next turn. During this time, the robe sheds bright light in a 30-foot radius and dim light for an additional 30 feet. Creatures that can see you have disadvantage on Attack rolls against you. In addition, any creature in the bright light that can see you when the robe's power is activated must succeed on a DC 15 Wisdom saving throw or become Stunned until the effect ends. This specialized Church Robe does not require attunement.

- You become a *High Priest of a smaller Church or Temple*. You can build a Church in a large town of your choice and you gain a deed for a plot of land for free. Your Church pays 50% of the construction costs.
- You get approached by a *Cleric* who offers to become your permanent henchman.
- In addition *one Priest/Priestess* and *ten Acolytes* join your Church (when built) and offer to serve your Church and Deity just in return for food and lodging.
- You get offered to become a part of the town Council as part of the Community rulership

Rank 5 – Arch Priest over an area or several Churches (Titled "Patriarch" or "Bishop")

Requirements: 50 Renown, 17th Level, ten completed charities / quests / missions

- You gain the ability to make Church-wide decisions and influence the future of your Church direction.
- Your renown is so high you are eagerly accepted and your advice and influence sought out by other leaders of Faerun, kings, high priests, archdukes alike.
- You become an *Arch Priest of a region with supervision of several Churches or Temples* dedicated to your Deity and with all the responsibilities that entails.
- You can choose to either continue a High Priest in your community or select to continue solely as Arch Priest dedicated only to these responsibilities.

If you choose a *dedicated Arch Priest path* you will need to appoint a new High Priest for your Church. In return you will be granted Special Arch Priest Quarters in connection with a large Temple or Church in a larger city or as a part of the City Castle for free. From here you can conduct your supervision of the local churches in the region.

If you choose to *continue a High Priest in your community* you will do this in addition to the work of supervising the other churches in the region. You will need to occasionally travel to the largest Church in a large city in your region to conduct and lead meetings with the other High Priests.

Alternatively, you can start working on expanding your Church to become larger and more significant and contain meeting hall and Offices to make this Church the central point for Supervision and meetings and pilgrim journeys.