

TEMPLE OF BALANCE



To our newest Guardian,

Welcome to the ranks of Guardians of Balance. Here you will learn to center yourself through spiritual training. This is not always an easy task, but with our help it can be done.

Oaths

As a Guardian of Balance you will strive to maintain the balance of power between all religious Paths within the Kingdom. You will also keep the value of all things in balance, never accepting anything without paying its price nor give anything without receiving its price in return. Finally a Guardian should maintain balance in the way that they learn miracles of the Paths, never focusing on one Path to the exclusion of others.

Skills

As a Guardian you will be able to learn miracles from all four Principles of Life, Order, Death and Chaos as well as from our own Path of Balance. By maintaining the balance between these powers you will be granted additional standing with your god(s) to cast in their name.

The Many Walks

The route of the Guardian is never known. We are anything but easily defined in our abilities and world-view. This makes us a more diverse Temple than most and that gives us strength. We welcome you to our halls and look forward to the diversity that you will bring to our number.

Yours in Balance,

Guardian Libris

OOC: Playing a Guardian

You can find out the details of being in the Temple of Balance on the website:

Player Rules > The Kingdom > Guilds > Temples > Temple of Balance

The Temple of Balance is devoted to maintaining balance between the various paths and powers in the kingdom. In return for this difficulty they are granted additional standing to cast miracles with. The Path of Balance is not one of the more popular ones due to needing to buy miracles at higher cost from four different lists, so you may want to think what has brought your character to that Path. Was it a debt not paid, a sense of peace that comes from the balance of power? The Temples are also known to take in orphans so it may be your character has only ever known Balance.

A Guardian can take many, many forms. By having access to all of the miracles lists they can pick and chose those that fit best with what they want their character to be able to do. Guardians make very good support casters, with access to a wide range of extremely good buffing miracles. Equally they make powerful offensive casters and/or combatants in their own right with access to miracles to support whatever other skills that they pick up. The possibilities, and so the individual strengths and weaknesses, are virtually endless.

Guardians can be roughly split into two groups - specialists and generalists. Specialists pick one or two miracle chains from each Principle and pursue only those, while generalists pick up a bit of everything. Both approaches have their merits - generalists may be able to do a little of everything but may struggle at higher ranks without a lot of careful tactical use, while specialists are more constrained but can perform more powerful versions of what miracles they do have. Bear in mind that priests of a single Principle will always be more powerful in their chosen Path but will lack your character's flexibility.