

# TEMPLE OF FREEDOM



*To our newest Seeker,*

Congratulations! Welcome to the Temple of Freedom, and the beginning of your eternal quest for knowledge. You join a proud band of people dedicated to seeking out new sources of information and preserving the vast repositories we already have, as well as defending the freedom of expression that produces it wherever you find it threatened. Whether you bury yourself in the immense libraries in Heusenbergl and Exiles Rest (or elsewhere), or strap on armour (of any type) and fight (in any fashion) against oppression and the denial of creativity, or anything in between (or both!), your knowledge, skills and your divine patronage are essential to the emotional and intellectual wellbeing of the Kingdom and its people. With our fellow brothers and sisters at our backs, there is no script we cannot read, no puzzle we cannot solve, and no suffering that we cannot end.

## **Oaths**

As a Seeker, you swear on your soul to seek out new sources of knowledge, preserve that knowledge that already exists, and to fight physical and mental oppression wherever you find it. These are the fundamental tenets of the Temple, which separate a Seeker...a real *Seeker*...from just another bookworm.

## **Skills**

In addition to a safe place in which to study and develop your faith, balancing and embracing the Principles of Life and Chaos, the Temple provides assistance in your quest for knowledge by teaching you to identify it and protect it. They will teach you martial skills, the ability to identify creatures in the field, and as many languages as your mind can hold (very useful for deciphering Eldritch Script in Forgotten Underground Chambers). With the sheer volume of knowledge contained within the temple, and the preponderance of experts in one field or another, it is possible to learn almost anything there is to know, and Seekers are trusted with the study of knowledge (such as advanced or ancient techniques) unavailable to other citizens. Members are also encouraged to develop skills outside of the Temple's typically priestly remit, and regular masterclasses are available in both manufacturing skills, and magical theory and practice.

## **The Library**

The Temple of Freedom library is greatest distributed repository of knowledge in the known world, the vast majority of which is freely available to any who wish to study it. As Seekers, you are its custodians, and are encouraged to add to it whenever you have the opportunity, either with your own writings, or those you encounter during the course of your career.

*See you in the library...or the bar!*

*Seeker Karynthia*

# OOC: Playing a Seeker

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

Player Rules > The Kingdom > Guilds > Temples > Freedom

The Path of Freedom lies between the Principles of Life and Chaos, and the Temple and its members embody this in their choices of miracles that they cast. When learning miracles, Seekers must balance their studies between the two Principles, so if they learn a Life miracle, the next one they learn must be a Chaos miracle. The Temple itself is a great center of learning, with the members sworn to seek out and protect sources of knowledge wherever they find them, and will invariably contain the largest library in the area. The Temple's bar is also famously well-stocked, and stories of 'boisterous behaviour' and the use of 'mind-expanding' substances abound from both members and their guests.

As well as those obviously scholarly inclined, the Temple of Freedom tends to attract those who value freedom of expression, or of action, or of thought, as well as those dedicated to the protection of these values in others. Those who are narrow-minded, or favour structure and order in all things, tend to find rather short shrift among the scholars and free-thinkers within the temple. Like all with a Path, playing a Seeker is a major roleplay commitment to uphold the tenets of your faith as well as the guild, and these should complement each other well. Otherwise, the guild would seek to direct you to somewhere that more represents your chosen faith. If you want to play someone dedicated to a Path, and your character's deity (or simply the character's inclinations) are compatible with the guild's requirements, then you likely have a match.

Seekers have access to Life Healing, which will always make them a popular addition to a patrol, but they need not only fulfill this role (or even fulfill it at all) if that is not the way the character is inclined. They can also use the wide variety of powers of Life to fight undead, and a number of Seekers avidly aid the Humacti in this shared regard. They are also one of only a few guilds with access (legally) to Chaos miracles, which makes them very able to deal with physical enemies by Weakening them, directly Harming their body and Breaking Things™. As a Seeker, you also have access to probably the widest selection of skills in the game from which to build your character, allowing you to diversify in as many directions as there are rules.

Seekers gain the benefits of both Life (including the all-important Healing) and Chaos, drawing miracles from both Principles, and this gives them greater versatility than a single Principle priest. However, it also makes each miracle cost slightly more to learn, as it is further from the Seeker's Path. Similarly, it is easy to pick up low levels of armour or weapon skills, and these will enable the Seeker to easily defend themselves to a degree, but developing them beyond a certain level becomes very difficult, and in purely martial terms, a Priest in general (and the Seeker in particular, with no access to Order miracles to protect themselves) will fall behind the Warrior in this regard as characters develop and grow.

As a Seeker, you would know your oaths (see earlier in the document), and that the Temple of Freedom library will be the biggest source of knowledge in any given area. You will also know that sometimes the tenets of the Barony (Justice) do not always entirely mesh with those of your faith (Freedom), and that the temple encourages healthy debate while recommending that patrols are not undermined.