

TEMPLE OF MIGHT



To our newest Master,

Strongest wins. When it comes down to the line that's all that matters. As a Master you'll combine martial prowess with miraculous power to smite any who dare stand in your way. Our Gods are not there to protect us or hold our hands; they will push us beyond our limits.

Vows

Everybody starts at the bottom and you will prove your strength to ascend the ranks. Your superiors have earned their place through sweat and blood; you will obey and respect them. When you have gained skill you will be given responsibility over inferiors; their actions are your responsibility. Your might is your own. You must never ask for help, or give aid unless it better your own position.

Skills

The Temple ensures all its members are versed in basic combat skills, although with the advanced training we offer there's no excuse not to improve over time. This training will prepare you for striking the enemy in close combat, withstanding physical trauma, and utilising the powers of death to deliver horror upon your foes.

Might is Right

Be confident in yourself and your abilities so nothing may coerce you from the righteous path of Might. Complete challenges in whatever form you seek. Aim to be the best in all things. Defeat those who would try and stop you.

I look forward to seeing you in our halls,

Grand Master Talbert

OOC: Playing a Master

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

Player Rules > The Kingdom > Guilds > Temples > Might

The Temple of Might is the most militaristic Temple, a great mix of combat and casting for those who want to use both effectively. The Path of Might uses Order, Might and Death miracles which give a wide variety of effects, both to use against enemies directly and to enhance your character's own skills.

Members of the Temple of Might may share similar values, but come from a wide variety of backgrounds. Your character could have been left at the Temple as an orphan to grow up within its high walls. You could have heard the call from a God of Might, challenging you to be the best you can be. You may have become disillusioned with the 'softer' Paths and have turned towards Might to protect the Kingdom in very direct ways. The Temple doesn't much care where you came from as long as you follow their rules.

As a Master you can fulfill any role in a patrol, from being in the front line to skirmishing round the sides to showing your Might purely with castings. The Path of Order is mostly used to buff your character and others, while the Path of Death provides Unholy Power damage and mental effects.

Your strengths and weaknesses depend on your build. Wielding a two handed weapon with Orders blessing of Strength and Strengthen will leave you attacks slower and defences lessened. Wielding two axes imbued with Death will make mincemeat of living opponents but against Undead you will have to use other miracles like a Control Undead, and against otherworldly opponents you may find your powers lacking. A pure caster could drain the life force of their enemies while enhancing the patrol's fighting power but be personally weaker in combat.

A classic weakness of a Master is their reluctance to ask for healing, which can get them into trouble against strong foes. They can be unforgiving and undiplomatic too.

Things your character would know as part of this guild.

- You are part of the Temple of Might. You cast from Order, Death, and Might.
- Find out who your superiors and inferiors are so you can uphold your guild oaths.
- Freedom, Life, and Chaos are your opposite paths. Be on guard as they may try to undermine your hard work and goals.
- The patrolling system lets you face a great variety of challenging enemies. Only the bravest tackle this hard and fast route to become the mightiest of the them all.