The Temple of Dunes (The Church of Pax Thallos)

Symbol: No official symbol exists for the Sand God. Temples usually display yellow and red discs to represent the twin suns of Tharstelding.

The cleric of Ravis struggled against the chains that bound him under the copper dome of sands. Dune Born Erilins approached the weakened cleric with a solemn gaze. Copper dagger gripped with both bronzed hands. The broken servant of Ravis begged " please… please let me free, I forsake Ravis. The Sand God, yes the unnamed, he.. He is the true god! " Erilins only smiles, his step steady and his will bent. The eyes of the restrained bulged as his eminent doom approached. " You speak of this false god, this Ravis among the folk of Sil. Now you see the penalty of falsehoods and you balk. For shame. " Erilins raised the chin of the trembling cleric. " Now, when you pass from this world you will see the error of your convictions. The Sand God is all. " With no more than a moments pause Erilins plunged the dagger into the exposed throat of the condemned.

Background, Goals, and Dreams: The church of the Sand God is much older than the nation of Pax Thallos and played a critical role in forging the nation. The church was founded by Utoli Terriam in 244 CM. A Desert Elf, and shaman of his tribe, that was bestowed a vision by a great being that called himself the Sand God. This entity told Utoli that the people outside of this holy land did not understand the nature of divinity. And that the true path was to pay homage to him, for what the fools of other nations called the five was false, that they are in fact one, one with many faces. Utoli was so convinced by this vision that he labored on the erection of the Copper Domes and began to teach those who would listen about the many faced god. The Sand God as he was otherwise unnamed. His teachings brought on a following as he could demonstrate the power gifted to him by the many faced one. And through time the church grew. Around that church grew the city of Sil. From that spark the nation of Pax Thallos was born. The church as it is today is run by Sand King Ramses II (CN Human Male, Cleric 24)

Enemies: The Sand Clerics not being subject to the Bond of the Divine is a matter of much debate among the scholars in the Halls of the Four Fold Path. Although no branch in the House of Five is particularly at odds with the Temple of Dunes they are often considered to be in a theological cold war. In fact to practice religion in Pax Thallos other than that of the Sand God is punishable by beating, imprisonment, or worse. The Temple of Dunes has openly outlawed the Black Iron Company and seeks to uproot their agents whenever possible.

Members: The church draws into its fold almost all of Pax Thallos. Being the governing body and the only church leaves few that are not influenced by it in some way. Clerics of the Five sometimes abandon their previous faith in favor of the Sand God, but this is very rare. The Temple of Dunes is not an alignment based organization, and its doors are open to anyone.

Holidays: Fast: The Temple of Dunes has several days of the year that they proclaim as fasting days. During this time all that the faithful will consume is water. This is a very holy time to the members of this organization as it symbolizes the thanks that they owe the Sand God for the gifts of the desert. Time is usually spent contemplating the many facets of the one in prayer.

Type: Religious Faction

Affiliation Score Criteria: Membership within the church is easy to obtain, you must go to the Temple of Dunes in the city of Sil and be ordained in the sacred oils of the Sand God. After that you can advance within the organization. To be promoted to the next rank you must return to the Temple of Dunes and speak with a senior cleric of your deeds, if you are found acceptable you are promoted in a ceremony that requires 12 hours at the Temple of Dunes.

Criterion:	**Affiliation Score Modifier:**
One Time	
Character Level	+½ character levels
Has at least one class level in Cleric	+1
Can Speak Ingan	+1
Is a Desert Elf or Halfblood	+1
Knowledge Religion 5 Ranks or more	+1
Knowledge Religion 10 Ranks of more	+2
Owns an item of *sustenance*	+2
Converts from another church	+4
Was born outside of Pax Thallos	-1
Lacks ability to cast divine spells	-2
Charisma 8 or lower	-2
Casts arcane spells	-5
Multiple Times	
Converts a new member	+1
Donates gold to the church	+1/per 2,000 GP donated.
Converts a new member, from Another church	+2
Dispels or counters a spell cast by another Cleric from the House of Five	+1
Completes a mission assigned by the church	+2
Destroys an item considered a threat to The church	+2
Makes a pilgrimage to another kingdom And preaches the Sand God for at least A week	+4
Fails in combat against another cleric	-2
Associates clerics from the House of Five	-4
Lives outside of Sil	-2

Titles, Benefits, and Duties: The Copper Domes of the Temple of Dunes is a dominating structure in the heart of Sil. Government and social offices are held in some of the smaller structures surrounding the holy site. Each member of the church is expected to observe the days of fast and to provide service at the Domes to their best ability. A Cleric of the Sand God that does not observe the fast holiday loses all benefits of association until an atonement spell is cast on them at the Temple of Dunes. The primary duty of each member is to spread the faith, and to report any information they discover about the House of Five. Depending on the nature of the individual they may be assigned various tasks within the Church as the Temple of Dunes has no alignment restrictions. For example, a good aligned cleric may be assigned the duty of healing whereas an evil cleric may be used to gather information from prisoners in a less than wholesome manner.

Affiliation Score	Title: Benefits and Duties
3 or lower	**Lost:** No affiliation.
4-10	**Ordained:** Awarded a grey cape of office. Expected to expend spells and perform tasks as instructed while in the Temple of Dunes with no compensation. Gain a +2 bonus on all charisma related ability and skill checks while in Pax Thallos and wearing your cape of office.
11-15	**Enlightened:** Awarded a yellow cape of office. You are expected to report to the Temple of Dunes at least once a month. Your bonus on Charisma checks and skills is increased to +4 while in Pax Thallos.
16-22	**Dune Born:** Awarded a red cape of office. Choose an ability score. While wearing your cape of office, or any future cape of office, that ability score gains a +2 sacred bonus.
23-29	**Seer:** Awarded a white cape of office. You can channel your positive or negative energy attempts into a melee attack as a standard action. For every 1 turn undead attempt you channel into your weapon add +1 to hit and 1d6 damage. This is a supernatural ability that counts as a sacred bonus. Regardless of if your success the effect is spent immediately after the attack. If you cannot turn undead you gain no benefit at this rank,
30 or Higher	**Over Seer:** Awarded a copper cape of office. Each day when preparing spells you are allowed to swap out one domain that you have for any other domain that you do not have. You may only swap one domain per day in this manner. You may now use that domains special ability and memorize that domains spells in place of the domain you traded out.