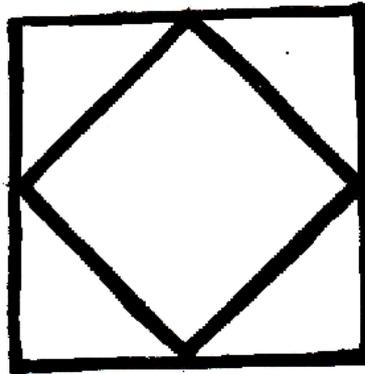


This document lists the specifics and tenets of Melniscar and its faith, along with the details considering its clerics.



INEFFABLE SYMMETRIES OF MELNISCAR

ORDER DEIFIED

OUR TENET TRUE

LAW ALWAYS

MORE THAN REAL

Description: Melniscar, the Infinite Order and the Gyre of Law is a divine plane of endless regulation and sublime principle. The deity is the ineffable consciousness of a dimension constructed of perfect and immovable law, a sentient and sapient soul born from the complete lack of entropy. Despite the fact that the souls of men and other races are tainted by the chaos of the natural world, Melniscar is worshipped by some as the foremost deity of Law, a force beyond the ken of the mundane, and a font of divine architecture to act as a model for civilization.

Ultimately, Melniscar is unknowable to disorganized mortal minds, and its ways are incomprehensible even to many other deities. This doesn't stop prospective petitioners from pledging their lives to the powerful and primal deity. Melniscar has existed always, since a plane without entropy is finished and fully formed from the moment of its conception. Its ultimate manifestation upon this mundane plane of existence is unnatural and invasive, but mild forms of order are integral to the development and organization of all civilization. It is said that even the first tribal organizations were born from the seeping, hidden influence of Melniscar's ineffable order.

From all of the lawful deities, Melniscar is the least understood and the most cruel: ultimate order is difficult to contend with for natural beings, and there is no room for mercy in perfect law. Still, his priesthood often holds sway among more orderly noble families, as the legitimization of societal order by referencing a divine sense of law and order is a powerful tool for any ruler. It should be noted however that any such act of

reference is purely based on interpretation and conjecture on the noble's part: the holy texts of Melniscar are complex formulas and analogies concerning much higher principles of order than any man-made law could ever require or annex. Most priests of the Infinite Order simply tolerate the bustling chaos of courtly life out of a disdainful sense of pragmatism rather than any appreciable intention or reverence towards their lords: due to the strange and incomprehensible nature of their deity the clerics of Melniscar often struggle to remain relevant to the common man in their struggle for survival in a world ruled by entropic principles.

When represented in physical form Melniscar is usually depicted as a symmetrical golden cube: a simplified representation of a perfect form, a necessary metaphor for unruly mortal minds. Melniscar's rare temples are simple structures on the outside and often take the form of symmetrical, featureless cubes. However, on the inside the buildings are honeycombed by perfectly constructed fractal passages simulating the deity's internal structure in In the grand struggle in imperfect facsimile.

In the grand struggle of Law and Chaos Melniscar is rarely active or relevant, but its interventions are always marked by fearful, unstoppable force. Even other lawful deities find Melniscar's uncompromising and alien logic threatening, and rarely align themselves with the Gyre of Law.

Aligned deities:

None.

Opposing deities:

Azi Dahaka, the Demon Prince of Storms and Waste

Cadixtat, Chaos Titan

Daentharr, the Mountain Lord

Ildavir, Goddess of Nature

Pelagia, Goddess of the Sea

Services of the Church: Melniscar's order is capable of offering any service or wonder should the request be deemed to be in the service of Law. But the ineffable logic of a deity of perfect order is often unpredictable to mortals and the results of petitioning Melniscar rarely satisfy base desires or mundane sensibilities.

Cleric description

Symbol: Melniscar's symbol is the Approximation of Perfect Form. Its worshipers and clerics often wear the shape as an amulet or tattoo it upon their body.

Weapon proficiencies: As lawful clerics.

Special: Melniscar grants the following boons to its faithful.

- Melniscar's followers can instinctually sense powerful foci of chaos, such as chaotic demons, monsters and magics. This ability acts as a sixth sense for hidden things, but allows for pinpoint accuracy within visual range. No details are revealed through this ability, simply a powerful sense of wrongness, lingering much like a bad smell.
- Melniscar's ineffable mind often interprets the needs of his faithful differently from the concepts used to beseech its aid. Any divine intervention rolls made by clerics of Melniscar have a 50% chance to

manifest according to the laws of ultimate order instead of the original petition (in other words, the effect is up to Judge's discretion).

- Since disorder is anathema to the Infinite Order, Melniscar's clerics double their caster level for purposes of turning chaotic targets.
- Lay on hands actions performed by a cleric of Melniscar can effect profound change upon those receiving healing, but the Gyre of Law is not understanding of clerics who fail to actualize this change upon their charges. For every lay on hands action resulting in two or more dice of healing the target must revert their alignment towards lawful or the cleric loses 6 points of EXP (this may reduce their level, making previously available abilities inaccessible).

Turn unholy: As lawful and neutral clerics, with the addition of the faithful of opposing deities.

Disapproval Table: Clerics of Melniscar use the following disapproval table.

TABLE A: Melniscar's Disapproval	
Roll	Disapproval
0 or less	The cleric must atone for their sins. They can do nothing but recite the Formulas of Law for the next 6 minutes, starting immediately. Casting spells is impossible for the duration, and all other activities suffer a penalty of -2 to the roll.
1	The cleric must make good their disorderly behaviour. They can do nothing but recite the Formulas of Law, and beg for guidance for the next 6 minutes, starting immediately. Casting spells is impossible for the duration, and all other activities suffer a penalty of -1d.
2	The cleric must pray for a vision of order and law as soon as they're able. They must spend a full hour in prayer and meditation starting as soon as they are out of immediate danger. Failure to begin the meditation within 36 minutes incurs a -1d penalty to all rolls until prayer is complete.
3	The cleric must advance the Infinite Order with a new follower. They incur a -1d penalty to spell checks until they convert a new follower to their faith.
4	The cleric is at odds with the Gyre of Law: a -1d to spell checks for a day, and they have trouble understanding logic and consequence for the duration of the effect.
5	The cleric undergoes the test of humility and rightful order. For the remainder of the day they must treat all lawful characters and creatures as their superiors. Failure to do so results in loss of all spellcasting ability including healing for the remainder of the day.
6	The cleric incurs an immediate -1d to all spell checks until they comprehend their place in the ultimate order. Understanding is only gained through rigorous meditation: for every hour spent in meditation the cleric may roll a DC 18 Will save to free themselves of this penalty.
7	The cleric must endure the test of symmetry. All of their attributes apart for Luck are set to 6 (attributes naturally below 6 are increased, this may temporarily increase a stat above its natural maximum figure). The stats heal/revert at the normal rate, but cannot be changed in other means. Additionally, they are they are frustrated with the unordered nature of their mortal coil for the duration.

8	The cleric immediately incurs a -2d penalty to the spell or ability that caused the disapproval. This lasts until the next day. Also, they are confounded by the fickle form of their simple mind for the duration of the effect.
9	The cleric immediately incurs a -6 penalty to all spell checks until the next day. Also, they experience the entropy around them as a powerful poisonous reek.
10	The cleric loses access to one randomly determined spell for the remainder of the day. Additionally, they experience vivid, surreal hallucinations of how the Infinite Order would improve the world around them.
11	The cleric is ordered to meditate upon the ineffable nature of the Infinite Order. The cleric incurs a -6 penalty to all spell checks. The only way to lift the penalty is to meditate: each full day of meditation the cleric can make a DC 18 Will save to remove the penalty. Also, they suffer spiking migraines when exposed to extreme chaos, this effect is permanent.
12	The cleric is temporarily disowned by Melniscar. For six days they cannot gain XP and their alignment shifts to chaotic or neutral (50/50 chance) for the duration.
13	The cleric loses access to two random spells for the remainder of the day. Also, from now on they cannot eat mixed foodstuffs, and any foods they consume must be in cube form.
14	Calculate the cleric's net worth in gold pieces. The cleric incurs a -12 penalty to spell checks, which persists until they have rid themselves 60% of this value; each 10% increment drops the penalty by -2. The wealth has to be used to advance the ultimate order and the rule of Law.
15	Melniscar is not pleased. The cleric's disapproval does not reset for 6 days. The next day things reset as normal. Also, they become compulsively orderly, suffering from obsessive compulsive disorder from now on (the player and the Judge should work together to define the character's major ticks).
16	The cleric's ability to lay on hands is restricted for 12 days. From now on they suffer intense feelings of disgust and nausea while in the company of chaotic beings.
17	The cleric loses access to 6 spells until the next day. Also, for the duration they suffer a point of damage when in contact with chaotic beings.
18	The cleric is temporarily unable to turn creatures, the effect persists for 12 days. Additionally, from now on they experience powerful feelings of cold hatred while interacting with chaotic creatures.
19	Melniscar withholds the cleric's healing powers for 12 days. Also, for the duration they are prone to have fits of murderous rage when interacting with chaotic beings (DC 18 Will save to resist attacking offending targets).
20 or more	Melniscar manifests through the cleric's mortal form! Set all of the cleric's attributes at 12, this is their new maximum stat line. Then resolve a turn unholy action with an additional +32 to the result, targeting all chaotic and neutral creatures and characters in the cleric's vicinity, prioritizing targets near the cleric.