

Temple of the Star Father

The church assembly of the Temple of the Star Father is, like the God himself, very structured and orderly. At the top of the structure, sits the God in his Glory, and beneath him is his **Legate**.

The High Church

The **Legate** is the direct representative of the God in all affairs, and is often in direct communion with the God, when he is not in direct audience. Though traditionally, the **Legate** has been male, there is no rule preventing a female from achieving this position, and that position is virtually always held by the highest level Cleric. Beneath the **Legate** are two consuls, the **Consul General** and the **Consul Magisterial**. The **Consul General** is the head of all military affairs in the Temple of the Father, and often is a Paladin or Blackguard. The **Consul Magisterial** is the head of all administrative affairs and governance of the people and is usually a Cleric or Cleric/Wizard. Answering to the consuls are the Seat of **Nuncio** or "Eyes". The appointment of **Nuncio** is the lowest appointment within the church assembly that has any chance of dealing directly with the God, except peripherally, when the God chooses to get involved in their affairs. Each of the consuls may appoint as many as 11 Eyes. One of these **Nuncio** is assumed will succeed the consul and is referred to as "The Central Eye of the General/Magistrate". The other **Nuncio** are referred to as "The Eyes of the General/Magistrate". The Eyes may be of any divine spell casting class, and theoretically, of any race, though to date there is only ever been one non-beholder to be called an Eye, Ter'r'vek the Discerning, Ogre-mage Eye of the General.

The Low Church

The Low Church is in charge of the day to day operations of the Temple. It is divided into Orders, with no limit on the number of people, races, or classes in each Order. Position within

each Order is a matter of appointment, and any member of the High Church may promote any being to any position within the Low Church. These are generally the uppermost levels of the church that a non-beholder will deal with. One of the two Highest Orders of the Low Church is the Order of **Zealots**. **Zealots** are the militant arm of the Low Church. They are in charge of stomping out **Infidels** (see entry below) as well as law enforcement in the Poleis that they support. They are most often Paladins or Blackguards though Rangers are not unheard of. Equal in status to the **Zealots** is the Order of **Propagandists**. The **Propagandists**, mostly Clerics, Wizards, and Sorcerers, are in charge of the doctrine and dogma of the Church, as well as interpreting the law in both civil and criminal matters. The Order of **Propagandists** has, recently, developed a vast legal system of codes and precedents, they are currently in the works of getting all Poleis to agree on the laws.

Beneath the **Zealots** in precedence, though still militant, are the **Overseers**. The **Overseers** are in charge of all military proceedings within a Polis. All military answers to an **Overseer**. **Overseers** are often Fighters, Paladins, Rangers, or Rogues. When they are not directing with military maneuvers, the **Overseers**, and the military's that answer to them, are in charge of production. Everything that is produced, non-agriculturally, by a Polis, is produced by the military of that Polis, and their **Overseer**. On the other side of the coin, in the administrative arm, is the Order of **Ministers**. **Ministers** are in charge of all social interaction within a Polis, as well as ensuring proper faith and obedience by the congregation. **Ministers** are almost always Clerics, or Druids though multi-classed Monks are not unheard of among non-beholder **Ministers**.

Beneath both **Overseers** and **Ministers**, is the Order of **Deacons**. The Order of **Deacons** is actually two Orders. The **Radical Deacons**, which represent the militant arm and the sergeantry, are often Paladins or Fighters, though a Monk is not

unusual, whereas, on the administrative wing, The **Preserver Deacons** maintain order and the status quo. Most often monks, they usually have some Cleric levels or Druid levels as well. More often than not, **Deacons** of both camps have divine spell casting levels, though it is usually not as well developed as other classes.

The Outer Court

Within the outer court of the Poleis, there are three castes. The highest caste is the **Laity**. These are the free people of the Polis, who accept their position within society. These people have certain expected rights, freedoms, and liberties from their administrators, including protection under the law. Beneath them are the **Slaves**. Even **Slaves** have certain expected rights within the Poleis, such as protection from outsiders. And finally within the outer court, are the **Agnostics**. The **Agnostics** only nominally have a place within the culture, though their "outsider" natures prevent them from truly being a part of society. Only accorded the merest of protections, and the right to eke out a living, **Agnostics** do not take part in the social norm. They may come from any race or class, but beholders or beholder-kin among the **Agnostics** are almost unheard of.

The Antithesis

The Antithesis of the Temple of the Star Father, are collectively known as "**Infidels**". This is a blanket category that represents almost all democratic, or republican social systems which can be defined as ethically "Chaotic". Anyone who espouses "free will" and "individual rights" is the antithesis of the Temple. Further, anyone who advocates for the destruction of "aberrant" beholders instead of the Lord's rigid caste structure, such as followers of the Great Mother, are distinctly **Infidels**. It is the duty of all within the Lord's view to stamp out these **Infidels** wherever they are found. Paladins of the Father usually reserve their wrath for chaotic evil **Infidels**, such as the Drow, where Blackguards who follow the All-seeing Eye hold back their rage for chaotic goods', like the Elves. Any Cleric of a chaotic god holds a special place of hate in the hearts of the followers of the tyrannical divinity, and they will attack them in preference to all other foes. Followers of the gods of trickery, and illusion as well as the gods of thieves and liars, and other chaotic neutral gods are the true enemies of the church, and followers of the eye tyrant deity will go out of their way to destroy them.