

Register of High Priests and High Priestesses

Compendium of Beliefs

Information concerning high priests, clerics, priests, and doctrine power selections can now only be found in the belief registry on the game platform.

Last Updated: January 1024

Translation recovered from Clan Shattersun's lost Starfall Library, as offered by Varik Shattersun of the Darganof Trading Company, 1025



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Akil'Ar

Primary Doctrine:

Secondary Doctrine:

The foundations of Akil'Ar originate from the ancient Hundar culture. It is the veneration of the goddess Hundar, mother of all living things. In that era, her hunters roamed the lands of Mundus as apex predators, guided by a being half-god, half-mortal: Uada, son of the goddess. This title granted them a prominent place in the natural order and the responsibility of maintaining the world's balance and protecting it to ensure continued abundance of prey.



The act of hunting became sacred in itself and extended to all aspects of life. One can feel the thrill of the hunt in the pursuit of knowledge, hone their tracking skills by expanding their network of contacts, refine their techniques through developing military strategies—the possibilities are as numerous as the trees thriving across the world.

Though of Hundar origin, this belief is not exclusive—any race or individual proven worthy may share in its deep bonds, each contributing their unique traits and talents to the collective for the betterment of all. Thus, the clergy watches over the world and draws its strength from within.

Al-Tariqa Fii-salaam

Primary Doctrine: Peace and Light

Secondary Doctrine:

Al-Tariqa Fii-salaam (The Path to Peace) follows the ideology of the Land of Peace founded by Hamad Amakhalaka some fifty years ago in the Sand Cities. It promotes the belief that universal peace between the world's kingdoms is achievable. Violence is viewed merely as a choice that humanity stubbornly makes despite the countless peaceful alternatives, which elites must simply be made to understand and embrace.



Initially a rhetorical journey, this path changed after a revelation experienced by the first Imam, Sarduri Amakhalaka, transforming the ideology into a full-fledged cult.

Al-Tariqa Fii-salaam declares that every concept conceived by a mind capable of thought, emotion, and action holds energy—an intangible essence rooted in the mind of the one who invokes it. The Imam discovered that a well-disciplined and trained mind can draw from that essence and manifest it within the minds and bodies of others.

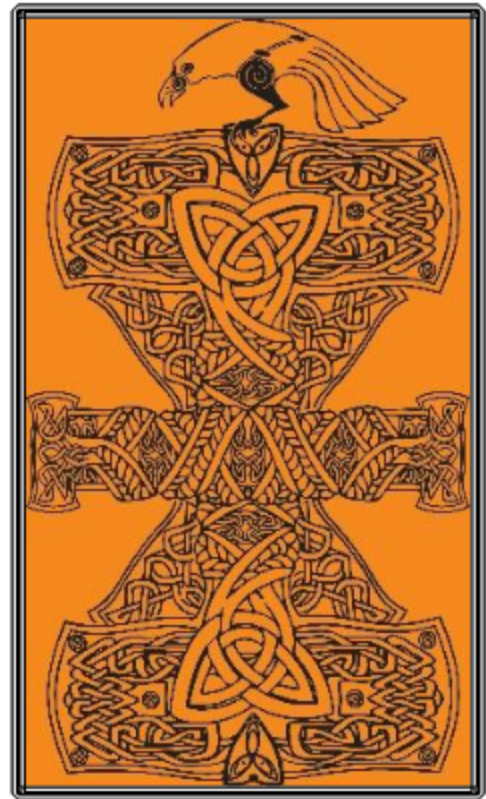
Their guiding principle is the concept of peace. This idea, revealed to Sarduri in profound meditation, is perceived as proof that their cause is not only righteous but now more possible than ever, thanks to this power of “existentialization.” It enables the strengthening of positive values aligned with peace and the suppression of those that lead to conflict.

Althing Sacré

Primary Doctrine: Combat and Destruction

Secondary Doctrine: Death and Darkness

The Sacred Althing represents, within Bicolline, the pagan Norse beliefs of the medieval era. “Althing” is a Norse word originally signifying a political assembly in a northern allied region. Here, it has been elevated to the divine scale, symbolizing a gathering of all Viking gods, legends, and beliefs under a single banner.



Arathi

Primary Doctrine: Elements

Secondary Doctrine:

Before time began, there was nothing—except Amay, the mother of the infinite. From this infinite void emerged all realities, creating a low hum that spread and filled the emptiness with Shakti, the “primordial cosmic energy.” From this sound, earth and sky were created. Now having a vessel, Aditi gave birth to Sarojin, “the ultimate reality / the observed reality,” which she unleashed upon the earth.



Sarojin created everything we now know as life. Humanity is a byproduct of this new life, and thus she birthed five additional Saddhis to guide them: Kartikeya, Durga, Inoday, Anuva, and Jasveer.

Aventyr

Primary Doctrine: Knowledge

Secondary Doctrine: Life and Creation

The Goddess

Aventyr is often worshipped without notice. The goddess of good fortune watches over those who dare to take risks. Patroness of adventurers and explorers—who see luck as part of the journey, knowledge gained, and treasures found—she also appeals to gamblers and merchants for obvious reasons.



The Dogma

Audacity, always audacity. Have the courage to live fully by taking risks—move forward, grow, become enriched. Fortune favors the bold. Take charge, trust yourself, dare, and pursue your goals boldly; then, the Goddess will help you, once you give yourself the chance.

The Clergy

Temples of Aventyr are independent, each with its own doctrinal interpretation. However, spontaneity in action, risk-taking, and the audacity to go further are shared ideals through which luck expresses itself.

The Believers

All kinds of adventurers place their fate in the hands of the Goddess—be it to ensure a smooth journey (protected from misfortune), to gain knowledge (investigate disturbances), or to profit (find lost treasure, take risks at auctions)! Warriors pray for favorable battles, minor wounds, and quick healing.

“Fortune or death” – War cry

“For the cash!” – Call for luck (gambling, trade)

“Take a risk or lose your chance!” – High Priestess’ saying

Cercle

Primary Doctrine: Peace and Light

Secondary Doctrine: Spirit World
and Nature

The *Cercle* is a polytheistic belief system in which the pantheon may be worshipped in whole or in part. Furthermore, the *Cercle* acknowledges the foundation of all beliefs and their shared participation in a common whole. All deities, regardless of name or origin, are part of this unity. The *Cercle* preaches balance between chaos and order and the struggle against evil.



It promotes personal practice rather than sectarian or blind devotion. The faith is intended to be free, allowing each individual to live their spirituality in their own way, provided it is done in respect of the six core values of the *Cercle*: Solidarity, Freedom, Respect, Courage, Protection, and Life.

The deities of the *Cercle* bear many names, but their general appellations are:

- The Mother (life)
- The Virgin (flora)
- The Beast (fauna)
- The Protector (earth)
- The Father (magic)
- The Warrior (war)
- The Just (peace and nobility)

- The Messenger (wind)
- The Lady of Silver (moon and night)
- The Reaper (death)
- The Guide (stars and wisdom)
- The Guardian of the Depths (water)
- The Passionate (sun)
- The Merchant (commerce)
- The Trickster (pleasure)
- The Valiant (fire)

...as well as four corrupted deities.

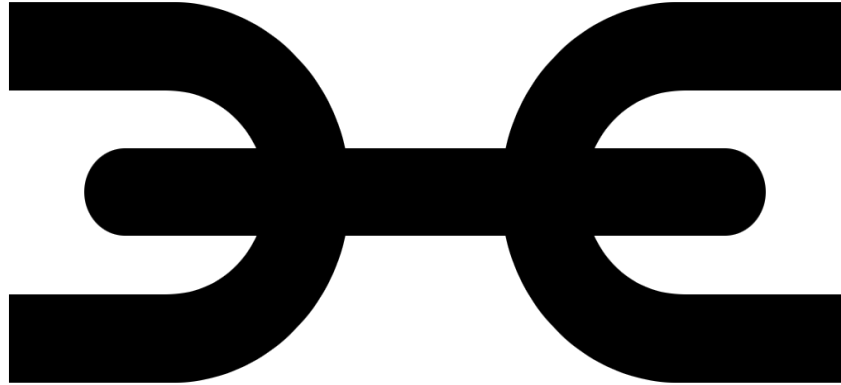
The Chain

Primary Doctrine:

Loyalty, community,
shared effort

Secondary Doctrine:

truth



Liberated from our shackles, we of the Chain have reforged our bonds, for in community, there is strength. While individually we may survive, to truly thrive we must rely on others and have others rely on us. Therefore we have forged a new chain. This chain needs no shackles, for we lift it voluntarily.

In hoisting the chain together, each according to their ability, we lift up the downtrodden and strive for freedom and equality.

This chain was forged from the bones of this land, refined through the collective efforts and knowledge of its people. As we serve our brothers within the chain and without, so we serve the land that offers us all life and protection. As we forge the chain, so we forge ourselves. Where impurities would threaten, we hammer them from our steel. We steel our spirits and strike away falsehood and self deception.

We are loyal to our cause and to our people, and in that collective loyalty we have faith. Faith that together, and with patience, we can achieve the truly magnificent. Faith that we will be there for one another in our times of need. Faith that we will ask for help when we are in need. Faith that we will not stop until all are raised up and treated with respect and justice.

Every link in the chain serves a purpose. We must each strengthen ourselves and strengthen each other, not for personal glory, but in the service of the chain. We must be willing to

sacrifice, to give of ourselves, even at personal cost, for the good of the community and the land on which we dwell. We must have the courage to face hardship and adversity with bravery, while also having the humility to recognize the limits of our own power. Most of all, we must have compassion, empathy and care for the suffering, for whom we fight.

With the chain, as one, all things are possible

Codex of the Stars

Primary Doctrine: Combat and Destruction

Secondary Doctrine: *(not specified)*

Followers of the *Codex of the Stars* recognize that the world is driven by elemental forces:

- the destructive and nourishing power of water
- volcanic fire
- earthquakes
- tornadoes
- the pull of the void
- and the order and chaos that binds them



Left unchecked, these forces can cause immense devastation.

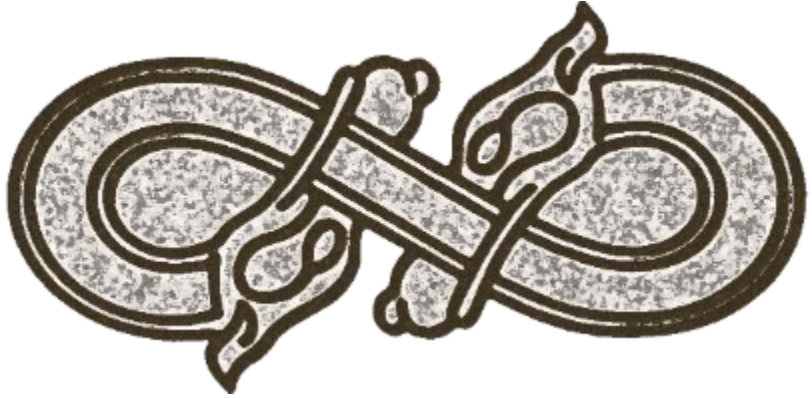
While some try to contain these phenomena by physical means, the Guardians of the Codex, aided by their followers, meditate to influence and draw energy from the elements, altering the natural flow of events to their will. Guardians and followers may ascribe additional mystical significance beyond these explanations, but they all agree on these fundamentals.

Cult of the Great Dog

Primary Doctrine: Combat and Destruction

Secondary Doctrine: *(not specified)*

In life, *Great Dog* distinguished himself through both grand acts and simple gestures—each shaking the very foundation of the world. His presence was protective, his laughter unifying, and his anger terrifying.



He brought celebration through his joy and music, and brought war through his gaze and power—to such a degree that one night he became a beast: *Noctabore*, the Boar-Man. After his death, he is still spoken of as a legend, a hero. It took his tragic passing for us to realize he was much more than a mortal. He gave his soul to his clan and unleashed his wrath upon his enemies.

For his followers, it is the highest honor to perpetuate his spirit by worshipping the eternal celebration—the legend, the myth of *Great Dog*.

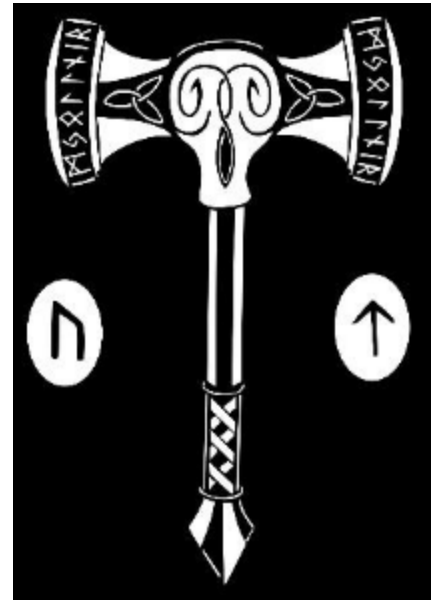
Cult of the Warrior

Primary Doctrine: Combat and Destruction

Secondary Doctrine: *(not specified)*

Combat and war are essential in this world and are inevitable. Whether at Ragnarok or when the peoples of Midgard rise to claim their right to freedom, respect, and liberation from all oppression—they will need to act.

Disciples of the *Cult of the Warrior* understand this truth and devote themselves to combat readiness. Their goal is constant improvement as warriors through practice, discipline, and unwavering righteousness.



Fel'Lökla

Primary Doctrine: Knowledge

Secondary Doctrine: *(not specified)*

From the ocean depths, *Fel'Lökla* remains a mystery to surface dwellers. The “blue men” wander the world in search of knowledge, never revealing their intentions.



Burning Flame (Flamme Ardente)

Primary Doctrine: Combat and
Destruction

Secondary Doctrine: *(not specified)*

The *Burning Flame* is the goddess of
Fire and War.

We who worship her are not merciless
barbarians nor cloistered mystics. We
are soldiers, armorers, blacksmiths,
militiamen, and bodyguards—all
artisans of conflict and protectors of
our families, standards, and values. We
do not lust for battle, and we consider
war undesirable—but conflict,
struggle, is our fundamental mortal nature.

We do not pray for discord—we pray for the wisdom to resolve it swiftly. We do not
wish for war—but when it becomes inevitable, we find divine ecstasy in discipline,
efficiency, and excellence.

The Eternal and Purifying Flame of the Goddess guides us on the path of judgment. It is
our duty to carry her vengeful fire to all corners of the world to purge, in a *Blazing
Inferno*, the traces of Darkness and Corruption that have taken root. The absolute light
of Her Flame is our unwavering beacon in the darkest times, burning away our sins as
we offer ourselves to her radiance.

Consequently, it is our duty to guide others to this eternal light—or ensure that the
Goddess's fiery judgment punishes them.



Great Raven

Primary Doctrine: Death and Darkness

Secondary Doctrine: *(not specified)*

The *Great Raven* is the messenger of all Gods. He is the observer, knowing the paths between worlds. He can sense the coming of war.

Through his ability to see both this world and the next, he brings knowledge to humans that can change the course of fate.

The *Great Raven* has three aspects: Honor, Balance, and Vengeance. Each is embodied by one of his three High Priests. They are interconnected, complementing one another, and serve as the link between the realm of Gods and that of Humans.

The *Great Raven* recognizes all gods and their cults. Some hunt ravens out of fear, others welcome them as counselors.



The Great Hunt (Grande Chasse)

Primary Doctrine: Spirit World and Nature

Secondary Doctrine: *(not specified)*

The Great Hunt follows the teachings of *Hundar*, the primordial beast, the Great Mother. Our philosophy moves with the natural rhythm of the world, through order and chaos, without compromise.

Each *hunter*—as followers are called—strives to become the best version of themselves, never resting on past accomplishments, always pushing to surpass their limits.



Hunters live in harmony with their environment, adapting to the world rather than forcing it to adapt to them. They listen to the spirits, grow with the lessons of their totems, and seek to awaken their primal instincts and animal nature.

To be a hunter is to be on an eternal quest for improvement. It demands iron discipline and respect for the cycle of life. Through the wisdom of *Hundar*, each finds their true essence.

Grimmorgog

Primary Doctrine: Combat and Destruction

Secondary Doctrine: *(not specified)*

Power: *(unspecified)*

Minor Powers: Religious Host (*Ost religieux*)

(Translator's Note: The official document has no details beyond what is seen here.)



Translator's Note: It appears there is no official image available within the original document.

Haeresis

Primary Doctrine: Travel and Time

Secondary Doctrine: *(not specified)*

The Gods—these entities, these *Idola* (*Idolum* in singular)—are beings who abuse mankind and its potential. *Haeresis* seeks to reclaim that power and return it to the people.

But how to achieve this? Each branch of *Haeresis* has its own method, spanning a wide spectrum—from the voice of the people to the sword of the people. Everyone finds their own approach.



Jabba Hal

Primary Doctrine: Life and Creation

Secondary Doctrine: *(not specified)*

Jabba Hal is a Just and Good God who promotes order and self-fulfillment. He rewards his faithful with blessings such as wealth and power, servitude and luxury. It is often said that *Jabba Hal* smiles upon the bold.

The blessings of *Jabba Hal* are both tools and goals. Wealth and power are easy to understand, but “servitude” and “luxury” have broader meanings in ancient *Saours*.

Servitude refers to the slave who serves his master with trust—but also the master who accepts the responsibility of caring for his slaves. Luxury is the pursuit of pleasure in all its forms to attain physical, carnal, and intellectual fulfillment.

“From the slave toiling in the fields to the sultan with his immense harem and thousands of servants—all venerate *Jabba Hal*. The former by working hard and praying for his favor; the latter by thanking him for his gifts and watching over his people.”



Kanna Andheim

Primary Doctrine: Knowledge

Secondary Doctrine: Spirit World and Nature

- The path through change. *“Skipahn thurva Kanna”*
- Harmony through balance of spiritual forces. *“Kanna Yofnuthr Andheim”*
- Awakening of our wisdom through exploration. *“Vekya Andi Sigr Skifahn”*

The ways of *Kanna Andheim* chart the journey of discovery and learning in order to live in harmony with the Spirits who surround us day by day. We must deepen our understanding. We must explore our own path—*Andheim*—and our passage through this world.



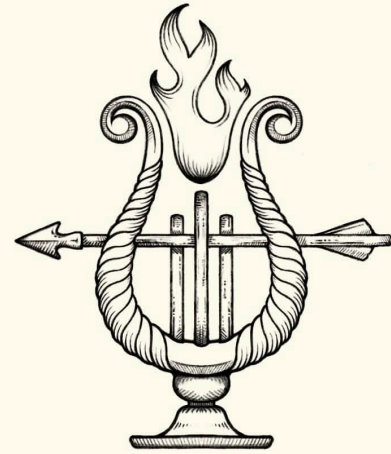
By following one's path, each will find balance. By offering our conviction with fervor to the Spirits, each will awaken them from their divine slumber. By building bridges between the Spirit World and our own, we can achieve spiritual balance and withstand the catastrophic storms of this world.

Magna Cultis

Primary Doctrine: Life and Creation

Secondary Doctrine: *(not specified)*

Since time immemorial, believers around the world have sought communion with the beyond and venerated countless gods promising transcendence. But one tradition, as old as history itself, stands apart: it teaches that divine potential springs from within practitioners themselves—through celebration of life.



Great cultural celebrations take many forms depending on the people practicing them, but they all converge toward the same goal: reaching the divine through cultural expression, walking the *Trace*, a kind of rebirth. So powerful and universal are these practices that even the worst enemies can share a table for a moment to participate in rituals and admire each other's artistry.

Even in darkness and despair, there is always enough light in the hearts of believers to celebrate—if only one last time. The austere altars of priests are replaced by tables laden with food, around which guests listen to their bards' melodic ballads. Their offerings are libations flowing over the earth and into their throats. Their songs resound toward the heavens as prayers—not begging for divine blessings, but for the chance to live one more day.

Before battle, even the most doomed soldiers share their joy of living to face the enemy with a smile. Under this doctrine's influence, peoples have prospered and multiplied, spreading the *Magna Cultis*—the Great Cult of Culture—across the world.

Naak'e'Tuun

Primary Doctrine: Spirit World and Nature

Secondary Doctrine: Life and Creation

Naak'e'Tuun (The Collective of Nature) is the path of veneration for the entities of Nature: the Aö-Rê (Great Spirits), their messengers and offspring like dryads, ents, fauns, and elemental creatures—but also every plant and animal.

The Collective's roots are deep in the forest, but the influence of natural beings is everywhere—sometimes subtly, sometimes not. We are devoted to a primordial life force, because although many peoples of Mundus claim otherwise, none could survive long without the Collective of Nature.

Naak'e'Tuun is also the practice of its values through action. It is not enough to sit on one's land with folded arms. An attack on Nature harms all peoples, and there is always room to improve Nature's respect and importance across Mundus.

Naak'e'Tuun baard-ti! — *May the Collective guard you!*



Noïsehoc

Primary Doctrine: Knowledge

Secondary Doctrine: Life and Creation

Just as the stream feeds the ocean, *Noïsehoc*, Lord of the oceanic abyss, has nourished the world since its creation. Every wave that crashes upon the shore invites us to dive freely, to offer ourselves to the sea to grow within it. Like the maelstrom calls all sailors to its heart, *Noïsehoc* draws to him both his faithful and the shipwrecked.

In the image of the Kraken's eight tentacles, unity arises through eight virtues:

- Faith
- Pride
- Brotherhood
- Justice
- Courage
- Uniformity
- Loyalty
- Ruthlessness



These guide his servants toward the *Warny'Thorga*. Lost knowledge is not gone forever—remain open, Faithful, to welcome new teachings. Recent discoveries have allowed the High Clergy to acquire new knowledge. Through it, his servants contribute to his greatness. And through his tentacles, his power strikes.

Octo Armis

Primary Doctrine: Elements

Secondary Doctrine: *(not specified)*

In this time of great upheaval—when storms, cyclones, hurricanes, and typhoons batter the coasts—when the seas rage as they did during the emergence of the continents—it is vital to return to the roots of our faith and surge with the winds rather than be broken by the storm.



Let the *Imperative of Cohesion* and the *Eight Virtues of Noïsehoc* be known again. Let

believers understand that the words of *Octo Armis* are but new reflections of the same wisdom handed down from the heart of the Waters since ancient and forgotten times.

We are the true path of the Great Ancient of the Depths!

Order of Knowledge (Ordre du Savoir)

Primary Doctrine: Knowledge

Secondary Doctrine: *(not specified)*

The *Order of Knowledge* is a cult designed to guide its initiates toward attaining Absolute Knowledge.

Throughout a lengthy initiatory process, the initiate gradually learns to navigate increasingly complex knowledge in order to reach enlightenment through Absolute Understanding.

Reikskult

Primary Doctrine: Combat and Destruction

Secondary Doctrine: Elements

The *Reikskult*, or Imperial Cult, is the official state religion of the Empire. Among its ranks are the most fanatical and loyal servants of the Empire, as well as its most devoted soldiers. Its goal is to spread the imperial ideology and *Kultur*, to show devotion to the Empire and/or the Emperor, and to ensure the physical and moral comfort of imperial troops by sending *reikskaplans* (imperial chaplains) to the front lines.



Its adherents place their faith in the *Kaizergeist* and are convinced that through it:

“Reiks und Kaizer sind eist...”

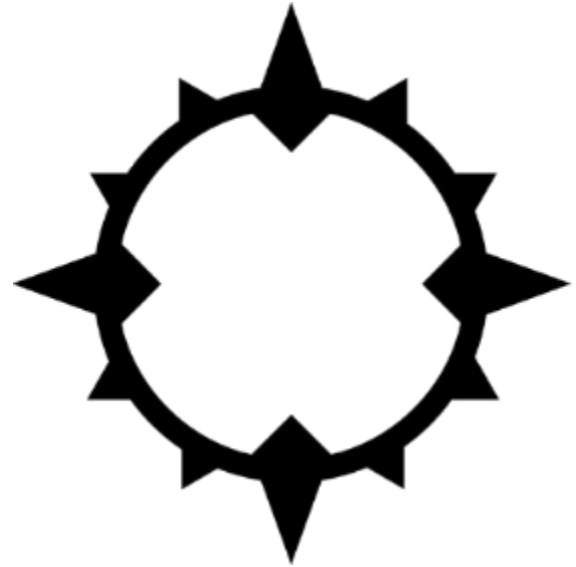
(The Empire and the Emperor are One.)

Rite of Saint Clement

Primary Doctrine: Combat and Destruction

Secondary Doctrine: Death and Darkness

The *Rite of Saint Clement* was born when a group of followers, weary of the ignominies polluting creation, chose to turn toward the paragon of mankind instead of placing their faith in the Church. Those first to worship the Sainted Man—outside the strict Dogmas of the Church—soon realized, through his divine interventions, that *Saint Clement* was a powerful entity.



However, they also understood his fragility: being little known or venerated by the *Communitas*, and even forgotten by the central texts of the Holy Scriptures, his power was limited.

Despite his blindness, and thanks to many sacrifices, the Martyr nevertheless managed to ascend to the choir of saints to guide his followers. These adherents recognize the value of his deeds and devote themselves to him with fanatical fervor, striving to imitate their divine model. The faithful aim to walk in his footsteps, following this rite of passage in hopes of reaching their own transcendence.

Holy Church of the One (Sainte Église de l'Unique)

Primary Doctrine: Peace and Light

Secondary Doctrine: Life and Creation

The ultimate and benevolent God,
Creator of the universe, granted free will
to all beings with a soul so they might
take the world into their own hands. By
cloaking their soul in light or shadow
during life, each person will ultimately
participate in the **Final Battle of
Time**—either as part of the Celestial
Assembly or aligned with the Forces of
Evil. And thus, the world will be saved...
or damned.



The **Father of Lights** watches us from the Celestial Vault, intervening only rarely. He sends his angels and mysterious signs to guide or test us, and the intercession of patron saints is often needed to enlighten mere mortals.

His truth was revealed to the *Lux Dei*, Théobald de Lavignac, around whom the Holy Church is organized, with the mission to guide all people toward the virtues of the Cross:

Light, Justice, Truth, and Charity — these are the keys to the salvation of souls... and of the universe.

Blood Without Fear (Sang Sans Peur)

Primary Doctrine: Life and Creation

Secondary Doctrine: Death and Darkness

The *Blood Without Fear* belief is founded on a simple, universal, and inescapable truth: **death comes for all living beings**. However, this truth should not force us to live in fear. Quite the contrary—we should all enjoy the present moment fully, and above all, cherish the greatest gift granted to us all: life.

This knowledge has been passed down through the ages by various heralds, the most well-known being a great horned raven—an eternal guardian of the sacredness of the life cycle.

Fear of death prevents people from living fully. It drives some to seek escape from their natural end through necromancy, which is a true affront to the natural cycle. To confront this fear, the faithful of *Blood Without Fear* strive to live every moment as if it were their last.

To aid in this personal quest, they concoct and consume a divine nectar in the form of **sangria**, representing the blood of life within us all. This ritual helps believers separate from doubt and fear of death. Thus freed—both physically and spiritually—a single clear path reveals itself within the soul of the faithful.

“Even though the future always seems uncertain, and the fury of the world relentlessly undermines our good spirits, we will always honor this sacred promise to ourselves: we will live, fight, celebrate, and die—with a smile on our lips.”



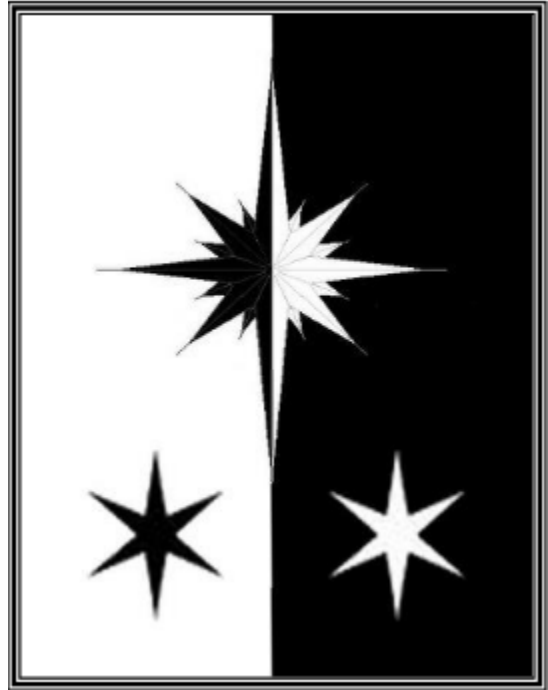
Sin'Doreï

Primary Doctrine: Peace and Light

Secondary Doctrine: *(not specified)*

The *Way of Aista Sin'Doreï*, the Thrice-Born, the Guardian of the Dead, is based on personal introspection by any individual—elf, human, or of any other race—who seeks to better understand Life and Death, Light and Darkness, in their entirety, as normal, non-chaotic components of the **Cycle**.

Each believer charts their path through this labyrinth. Those who focus their faith on the exploration of the Shadows (*mornie*) are guided by the **Guardians of the Light** (*Cala*).



Sol Invictus

Primary Doctrine: Life and Creation

Secondary Doctrine: *(not specified)*

Bearer of light who led Mankind toward civilization, dispenser of fertility and tradition, patron of trade and contracts, great patron of the arts and philosophy—**Sol Invictus** rises again in these Dark Times.



Solara

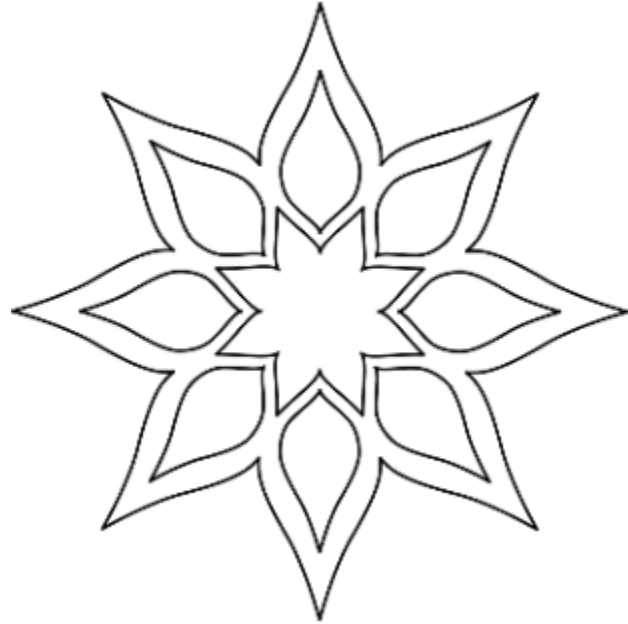
Primary Doctrine: Peace and Light

Secondary Doctrine: Life and Creation

Solara, goddess of light, life, fertility, healing, and compassion.

Her symbolic colors are:

- **White:** symbol of purity
- **Yellow/Gold:** symbol of her divine Light
- **Orange:** symbol of her purifying fire
- Solara is **LIFE**—but if life is taken prematurely, she will do the same through her protectors.
- Solara is **FERTILITY**—but she will bring famine to those who attempt to take everything.
- Solara is **COMPASSION**—but she is unyielding toward those who reject her Light.
- Solara is **HEALING**—but she allows death and illness to take root in those who turn away from the good.



Solara protects her faithful by granting her strength to the bearers of her Light in their fight against darkness and demons.

Tératos

Primary Doctrine: Death and
Darkness

Secondary Doctrine: Self-Realization

*(Translator's Note: There is no official
information within the Compendium of
Beliefs. Tératos is, however, known as the
religion of chaos.)*



Valkfadir

Primary Doctrine: Death and Darkness

Secondary Doctrine: *(not specified)*

The belief in *Valkfadir* is rooted in an ancestral cult. Ancestors are an integral part of every people. These heroes offer protection and wisdom from the other world to those who know how to listen and receive. These men and women desire only the well-being of their descendants and are always willing to lend their strength.

Everything is centered on the **personal power** of each individual and their lineage—rather than on a tyrannical pantheon. It is in the blood of every being that this power resides.



However, the cult acknowledges strong Norse roots. It believes in Norse deities, but does not see them as infallible or even immortal. They are not worshipped with submission, but are instead regarded as **ancestral friends** whose wisdom and strength may assist at the right time. Just like ancestors, their example is to be followed and their mortal deeds on Midgard admired.

For no matter what name we give them—heroes, gods, ancestors, legends—these are all just words to describe those who, from Valhalla and beyond, show us the way.

True Faith (Vraie Foi)

Primary Doctrine: Knowledge

Secondary Doctrine: Peace and Light

There is but **one God**, one **True Faith**.

Such is the creed of our Holy Mother Church:

**“In Nomine Lux, Ordo, Veritas et
Caritas. Amen.”**

*(In the Name of Light, Order, Truth,
and Charity. Amen.)*

