

The Flame of Taninsam



Name: The Order of the Eternal Flame

Deity: Taninsam, Dragon God of Fire and Renewal

Beliefs: The humans of Aedlore believe Taninsam is both the creator and destroyer, a god of flames who can both purify and devastate. To the Order of the Eternal Flame, fire is the essence of human existence, symbolizing passion, ambition, war, and enlightenment. Taninsam's fire is

believed to have shaped humanity's path, giving them strength in times of weakness and guiding them to conquer the odds.

The myth tells that Taninsam once walked among humans in dragon form, guiding them through the dark times of the First War. His fire imbued them with the will to rise from the ashes. The greatest virtue to the Order is to endure trials by fire—figuratively and literally—so they may emerge stronger.

Teachings:

The Scorching Trial: Life's trials and tribulations are the fires that purify one's soul. Just as metal is strengthened in the forge, so too is the human spirit through suffering and struggle.

The Dual Flame: The flame can destroy, but it also gives warmth and light. Humanity must embrace both the destructive and creative sides of their nature.

Divine Justice: The wrath of Taninsam falls upon the unjust, but his mercy is extended to those who honor the sacred flames and protect others.

Practices:

Rituals of Flame: Human priests and warriors undergo The Trial of Embers, a rite of passage where they must walk through sacred fire to prove their worth. The more severe the trial, the more the participant is believed to be blessed by Taninsam.

The Sunblade Festival: Held once a year, it is a massive celebration where warriors display feats of strength, and grand bonfires are lit to honor the god. Sacrificial offerings—often of valuable objects or symbolic food—are thrown into the flames as a mark of devotion.

Hierarchy: At the top of the Order is the Flamekeeper, a high priest or priestess who interprets Taninsam's will through fire-reading. Below them are the Emberguard, warriors who are both priests and protectors of the flame. Every major city has an Inner Circle of priests who manage the sacred flame and its followers.

Advantage: +1 in Toughness and Endurance

Disadvantage: You may not lie or deceive

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