

The Shattered Path



Name: The Shattered Path

Deity : Tatsu

Beliefs: The Shattered Path is followed by those cast out from, or who have rejected, the structured societies of Aedlore. Whether they be human, dwarf, elf, halfling, or any other race, these individuals share one thing in common: they live on the fringes, finding freedom in the

rejection of norms and order. They do not adhere to any single race's beliefs, laws, or gods, but instead follow a loose, personal creed of survival, self-determination, and acceptance of life's harsh realities.

The dragon god Tatsu, is recognized as a symbol of exile, mystery, and the unseen forces that govern those who live in the shadows of the world. Tatsu is not prayed to in the traditional sense, nor are offerings made to them. Instead, Tatsu is acknowledged as a reflection of the outcasts' existence—someone who walks in the spaces between light and dark, society and wilderness, past and future. Outcasts do not seek favor from Tatsu, but instead, draw strength from their own isolation, from their ability to endure, and from their defiance of the established order.

Teachings:

The Broken Are Stronger: Those who have been rejected, cast out, or who have walked away from the world's expectations are stronger for it. Like a bone that has healed after being broken, they grow harder, sharper, and more resilient. The Shattered Path teaches that scars—whether emotional or physical—are marks of strength.

Survival Over Honor: In the world of the Outcasts, survival is paramount. Honor, tradition, and laws mean little when faced with the brutal truths of life beyond the walls of society. Pragmatism and resourcefulness take precedence over abstract ideals, and the ability to adapt is the highest virtue.

The Wilderness as Truth: The natural world is their sanctuary, untainted by the rules of kingdoms and cities. Outcasts learn to read the signs of the wild, to trust in the rhythms of nature, and to find wisdom in the untamed. They believe the wilderness is where truth can be found, raw and pure, unlike the masks worn by the people of the civilized world.

Embrace the Shadows: The Outcasts embrace the shadows—the unknown, the forgotten, and the abandoned aspects of the world. They do not shy away from the hidden corners of life or the darker aspects of their own existence. Shadows, in this belief, are not evil, but necessary: they represent the freedom of living unbound by the light of society's gaze.

Practices:

The Rite of the Forsaken: Those who follow the Shattered Path often undergo a personal ritual of severance from their former life. Whether they were cast out or left voluntarily, they mark this transition by leaving something important behind—a piece of their past that represents their former identity. This could be a symbolic gesture like breaking a cherished weapon, burning a family heirloom, or shedding their old name. The Rite of the Forsaken is meant to sever the ties to their former selves, allowing them to fully embrace their new life as outcasts.

The Gathering of Shadows: Outcasts live solitary lives or in small groups, but occasionally, they gather in secret locations for the Gathering of Shadows. These meetings serve as informal councils where outcasts share knowledge, trade goods, or seek companionship. There is no leadership in these gatherings, only mutual respect born of shared experience. It is during these times that

alliances may be formed, but they are fleeting, as trust among outcasts is rare and hard-earned.

The Trial of the Wilds: Many Outcasts undergo a personal trial, often self-imposed, known as the Trial of the Wilds. In this test, they must survive in a dangerous or desolate area with little to no resources. The trial symbolizes their complete reliance on their own wits and skills, and their ability to endure hardship alone. Success in the trial is not always measured by victory or survival—sometimes, simply facing the wilderness head-on is enough.

Mark of the Veiled: Some outcasts bear a personal mark or symbol of their life in exile. This could be a tattoo, a scar, or an artifact they carry with them. The mark represents their acceptance of their place outside society and serves as a reminder of their strength and independence. It may also signal to other outcasts that they walk the same path.

Sacred Symbol: -none

Sacred Sites: -none

Hierarchy: There is no formal hierarchy among those who walk the Shattered Path. Leadership is earned through respect and experience, not through titles or lineage. However, certain individuals known as Wayfarers are often seen as guides or mentors, having survived the hardest trials of exile. These Wayfarers offer wisdom to younger outcasts but do not impose authority. Newer outcasts are known as Wanderers, those still adjusting to life on the fringes, struggling to find their way.

While some may find a mentor among the Wayfarers, most learn to survive through trial and error, developing their own set of skills and instincts as they walk the Shattered Path.

Core Tenets of the Shattered Path:

1. **Survive at Any Cost:** Survival is your highest goal. The world has turned its back on you, and you must find your own way to endure.
2. **Embrace the Wilderness:** The wilderness is your ally and your teacher. Trust in the land and the shadows, for they will show you truths that cities never will.
3. **Strength in Scars:** Your pain, your exile, and your broken past are your strengths. Do not hide from them; embrace them, for they are what make you whole.
4. **Walk Alone, Walk Free:** Freedom is found in the rejection of society's chains. You walk your own path, answer to no one, and make your own way in the world.

Advantage: +1 in Perception and Insight

Disadvantage:

Revision #3

Created 3 April 2025 19:07:07 by Lingavir

Updated 4 April 2025 07:15:03 by Lingavir