

**fools at**



**heroes**

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# Welcome to the Fools & Heroes Society

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This Player's Guide is intended to give an overview of the society and basic rules on character creation.

Fools and Heroes is a not-for-profit National Live Action Roleplay Society.

There is an annual membership fee, which you will need to pay after your first two free adventures, but this is kept as low as possible. The membership year runs from May – April.

We have about 20 branches around the country, each of which runs day events normally at least once a month, sometimes twice. Each branch is run by a Liaison Officer (LO) who is your first point of contact for rules, advice, enquiries, etc.

Each branch has its own Local Plot, as well as National Plot. You can play your character as many times a month as branches you can get to.

At a day event most branches meet at 10:30, sometimes 10:00 during the winter, and the day is split up into two parts. We operate on a play one/monster one basis, so you will generally play either the morning or afternoon game and monster the other. Mission briefs are normally given before the split, and you will usually be able to choose which mission you go on (depending on party numbers).

We also run weekend fests, Summerfest is our main event which is held over the August Bank Holiday. There are normally 4 or 5 additional Branch fests every year.

We have an active In and Out of Character (IC and OOC) forum and other internet resources which allow players to trade, talk to other players IC or find out information if they so desire. Fools & Heroes is a game designed to be a heroic struggle against evil, be that monsters, horrors or villains. All Player Characters respect the Seven Gods of Light and should behave in a 'good' manner. Player Characters should also avoid violent conflict with other Player Characters. Fools & Heroes is not a Player versus Player system.

This guide has been adapted from the 2009 Player's Guide and the abridged Player's Guide.

## Recognition and Acknowledgements

Acknowledgements	The Society gratefully acknowledges all those who have contributed to the Fools & Heroes (F&H) system in the years since its creation, both as writers, referees, officers and players and who have thus helped make F&H what it is today. We do not have all the contributors' names, but the Society gratefully acknowledges their input into the hobby and the creation of this document, which remains copyright of Fools & Heroes Live Role-playing Society.
Art from the 2009 Players Guide and the Ref's Guide;  from the Internet;	Anne Stokes, Gareth Young, Barry Deri, Anna Atkinson-Dunn, Louise Deri, Hazel Gledhill, Dave Smith, Gareth Young, G. Smith, C. Clarke  Clipartpanda.com, clker.com, freevectors.net, clipartbest.com
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# The World

Fools & Heroes is set in a fantasy version of our own world. England is called Ithron, Wales is Sortho and Scotland is Lirron.

Ithron, Sortho and Lirron together are called Norham Province, the capital of Ithron is Norham (Nottingham).

Norham Province is ruled by King Robert Blackstone and is part of the Axirian Empire.

The year in Ithron is 10\*\* (2015 is 1015). We use Roman numerals for numbers, and the main Ithronian human language is called Ronish, there is an alphabet later in this booklet.

There are other languages and some alphabets, though these are rarely used.



# Basic Rules of Play

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## Combat

- ❖ All characters have one hit per location (head, torso, legs and arms) as standard. The head is not a viable target in combat but can be affected by spells.
- ❖ Armour can increase your number of hits, but only where it actually provides cover.
- ❖ Armour is repaired at 1 penny per point per point, so chainmail is 5 pennies per hit.
- ❖ If a location is reduced to zero, then it starts its death count. At five minutes, the location is permanently injured, if this is a limb then it is unusable, if it is the head or body then the character is dead.
- ❖ Normal arrows go straight through leather armour, they cause one point of damage on metal armour. You cannot dodge arrows though you can deflect them with a shield.
- ❖ If metal armour is reduced to zero hits during an encounter, it will regain one hit at the beginning of the next encounter.

## Healing

- ❖ All players can hold a wound closed using all available hands, which stops a death count on a wound– they cannot perform any other task.
- ❖ All players can bandage a location if they have a bandage in and out of character. A location can only be bandaged once.

## Extra IC Information

- ❖ All characters can obtain and carry a blessed stake, which should be a coreless phys-rep.
- ❖ The red, green, brown and black ribbon indicators are all visible to any player, all other ribbons are not.
- ❖ Any runic sigil that is either in red, or in a circle, is not visible unless you know what it means in character. These indicate properties that people with specific trained skills can identify.
- ❖ “Lammies” are pieces of laminated paper that show the rules for special materials/magic items/boons or curses. All items that require a lammie should have a suitable physrep and the lammie itself to have an effect.

## Extra OC Information

- ❖ Always pull your blows.
- ❖ Shields should never be used as a weapon to barge an opponent.
- ❖ References to rape and abuse should not be made, real world racism will not be tolerated.
- ❖ You will be expected to submit a Character Return at the end of each month to your LO. This will tell them where you have adventured, what you have earned and spent, and give them an inventory of your character's property.
- ❖ Shields cannot be any taller than your waist from the floor.
- ❖ The maximum length for any weapon is 60 inches. Weapons between 60 and 78 inches are allowed at the discretion of the Referee running the event where the weapon is being used.

***IF IN DOUBT, ASK YOUR LO***



# Out in the Woods

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## Respect for the Public

Always be aware of the public during adventures and treat them with courtesy. If their path takes them through an encounter a 'Time Out' will be called to allow them to pass.

## Costume

Please avoid jeans, white trainers and printed t-shirts.

We recommend sturdy boots, being waterproof is a bonus too.

Players will need kit for monsterring as well. Preferably, this should be different to your character kit and normally be black or brown, including a hood. (monster masks are provided by the branch, as necessary).

Robes should be of at least calf length.

If you attend any banquets, then you should bring suitable equipment (i.e. a plate or bowl, drinking vessel and a spoon or eating knife of suitable design).

Most people will be willing to lend out weapons and armour if you do not have them and they have spares.

## Game Calls and Signs

### "Time Out"

Normally called for the public to pass through.

### "Time Freeze"

Players should freeze and keep their eyes closed. Time freezes allow refs or spell-casters to set up instantaneous effects and the like. As far as characters are concerned, there is no gap in time.

### "Time Faff"

Sometimes it takes time for a ref to set up the next encounter. During this time, players are still in character; imagine that the next encounter is miles away and it will take time to travel.



## “Time in”

After a time out, freeze or faff, players will be ‘timed in’ again. From that moment they are back in character and free to move on.

## Hand in the Air

A person with their hand in the air is not there. Ignore them.

## Weapon Calls and Ribbon Colours

### “Blunt”

Called when you hit with a metal blunt weapon, such as a mace or hammer.

### “Subdue”

Called when you hit with a wooden weapon, such as a staff or club. Subdual weapons render a character unconscious if hit in the head or body, or give a dead leg or arm if hit elsewhere, which will take 30 seconds of actively waking up to be useful again.

### “Cleave”

Certain guilds and monsters have the ability to call cleave. Cleave breaks an item and makes it useless. You should drop or remove the item.

### “Knockback”

The force of this blow is so strong that the recipient is knocked over. Remember to take note of the terrain and stagger backwards a few paces and then fall over if it is safe to do so.

### “Enchanted”

Weapons can be enchanted either by magic or religious miracle. Enchanted hits do a point of damage to any armour and a point of damage to the body location struck.

*Enchanted weapons have red ribbons tied to them.*

## "Venom"

If a venomed weapon causes a wound on any location then the player starts their death count, writhes in pain for 30 seconds and falls unconscious.

*Venomed weapons have green ribbons tied to them.*

## "Swiftdeath"

Swiftdeath is a quick-acting poison. Players wounded by it should fall unconscious immediately without writhing. The death count for this toxin is just 2 minutes (120 seconds).

*Swiftdeathed weapons have black ribbons tied to them.*

## "Silver"

Weapons either made of, or coated in silver call this effect. Certain monsters react badly to silver.

*Silver weapons have a white ribbon tied to them.*

## Special Item

Not a call, but this item has something special about it. You cannot use it without proper time and examination (ie, ask a referee/check the lammie) which takes at least 1 minute.

*Special items have a brown ribbon tied to them.*

# Magical and Supernatural Effects

Some players can cast spells. Power that is counted as ‘active’ can be used to cast commands if you know them, or to resist spells cast at you. To resist a spell, cross your arms in front of you and say “I resist that spell”.

Call	Effect
Befriend	Treat the caster as a friend for 30 seconds or until they are unfriendly towards you
Bless Armour	Negates the effect of the first blow received to a target’s armoured location
Choke	Act like you are choking until the caster takes their attention off you
Deaden Blow	Once activated, converts all blows received to subdual for 15 minutes/1 encounter
Disease	You are ill and incapacitated for this and every other encounter until you are cured or dawn, at which point you die.
Dragonscales	Negates the effect of the first blow received to any location
Drop	Instantly drop the indicated weapon. You may pick it up again afterwards
Entangle	Struggle ineffectually for 30 seconds. Target can still cast command spells and resist
Fear	Run away/cower helplessly for 30 seconds
Freeze	Stop still for 30 seconds
Heal	Heals the specified location
Heat Metal	If you do not remove the targeted item within 30 seconds, take a wound effect. You must do all you can to remove the heated item.
Lift	Instantly lifts all mind-affecting spells.
Mute	You are unable to speak for 15 minutes.
Nausea	You are violently ill and unable to act for 30 seconds
Obey	Obeys a 10-word or less command for 15 minutes/1 encounter
Shatter	Renders a metal object such as a sword unusable
Sleep	Fall asleep
Strikedown	Take a wound to every location
Warp	Renders a wooden object such as a shield unusable
Wound	Take a wound effect to the stated location without counting armour
Writhe	Writhe in pain for 30 seconds
Zombie Rot	(Contagious) As disease but when you die you become a zombie.

# Order of Protections

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The list below specifies in what order the various kinds of protections that can be used will activate, hits are taken from the outer protective shell and move inwards e.g. a bless armour will take a hit and be expended before a mighty strength.

## Outer protective shell

1- Bless Armour

2- Dragonscales

## Armour

3- Armour

## Body

4- Floating Hits (eg Mighty Strength/Barkskin)

5- Hits per location. (Skeletal Form, Trollstrength, Deadened Blow activates here)

# Character Creation

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## Background

Think of a background for your character; why have they joined the adventuring community, what did they do before, where do they live?

## Choose a Race

Make sure you know the racial advantages and disadvantages for the race you want to play, and that you have the props needed.

## Choose your Profession

There are a number of Guilds or Religions that your character can start with as an adventurer. Your LO can help you with any questions you have on character creation that are not covered in this guide.

There are some restrictions on which race can join which guild.

## Outfit Your Character

Use the Character Equipment table on page 90 to decide what you want to start out with. Unless stated otherwise, your character starts with 10 crowns and you cannot purchase anything from another character with your starting money.

# Races

## *Human*

**Restrictions:** None

**Special Abilities:** None

**Phys-reps:** None

## *Halfling*

**Restrictions:** May not join certain Guilds. May never study non-religious magic of any kind. May not use a weapon longer than 26” in one hand and may not use a weapon or a shield with a largest dimension of more than 36” at all. May only double stack armour (with the relevant skill) of up to 5 AV

**Special Abilities:** Two natural resists a day

**Phys-reps:** Furry/hairy topped Feet

## *Elf*

**Restrictions:** May not join certain Guilds or Schools of Magic

**Special Abilities:** One natural point of active and knowledge of the Command Spell “drop”

**Phys-reps:** Pointed Ears

## *Half-Elf*

**Restrictions:** May not join certain Guilds. May never learn non-religious magic

**Special Abilities:** One natural resist a day

**Phys-reps:** Pointed Ears (optional)

## *Dwarf*

**Restrictions:** May not join certain Guilds. May never learn non-religious magic

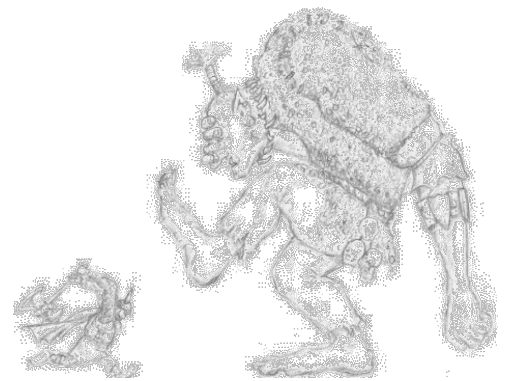
Unaffected by physicians’ medicines

**Special Abilities:** Immunity to disease and venom

**Phys-reps:** Long fake beard (both genders)

# Choosing a Guild

	Human	Dwarf	Elf	Half-Elf	Halfling
Mercenary/Scout	√	√	√	√	√
Guard/Forester	√				
Blacksmith	√	√	√	√	√
Physician	√		√		√
Alchemist	√	√			√
Herbalist	√		√	√	√
Churches	√	√	√	√	√
Griffin Order	√				
Black Order	√				
Grey Order	√			√	
Templar Order	√	√	√	√	√
Feudal Knights	√			√	
Rose Order	√	√	√	√	√
Mages – Thaumaturgy	√		√		
Mages – Demonology	√				
Mages – Necromancy	√				
Mages – Enchantment	√		√		



## Wages

A character is usually paid per mission on a scale based on their Social Standing (see Social Table pg. 89). The average wage for an apprentice is 2 crowns per mission, for a Master it is 8 crowns.

## Advancement

Characters advance through guilds on a monthly basis, only advancing if they have played that month. You may normally be a member of more than one guild or religion, but only one may be your main profession, in which you may advance to the rank of guildsman and above.

## Guild Fees



Guilds have fees, which must be paid if the character has adventured. If you have not adventured, and your character has not used any abilities such as brewing alchemy, then you may opt to 'work for the guild' for the month, which negates the need to pay the usual guild fee. Guild fees will usually increase as you advance higher in a Guild.

## Tithes

Churches and the Knightly Orders take tithes, which are a fixed fraction taken from any money the character gains.

## Permits

If your character wants to carry or wear more than a peasant would (hatchet, dagger, bow, leather armour) then they must be a member of either the Scouts or Mercenaries Guild (unless they are a Knight or a Crowan Priest). If you don't want Mercenary or Scout to be your main profession, you can join either guild as an apprentice, paying guild fees of 6 pennies a month.

**All Rules  
Information  
Contained in the  
Professions Section  
is for Out of  
Character  
Information Only**

# Professions

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## Militia Duty

Any member (of any rank) in the Mercenaries or Scouts Guild may be called upon to do Militia duty on two occasions per year (the year starts on the 1st of January). They receive pay whilst on such duties based on their rank in the military Guild; the amounts are set out below and are set as each 24 hours or part thereof served.

Apprentice – 1 crown

Guildsman – 3 crowns

High Guildsman – 5 crowns

Guild Senior – 6 crowns

Master – 8 crowns

The person serving militia duty must have a primary weapon and a secondary weapon or shield.

Failing to perform militia duty when so requested results in the offender being outlawed, unless the person has already completed two duties in the year.

The King, or the Mayor of Norham, may call an extra militia duty, forcing someone to perform a third stint.

It is possible to buy your way out of standard militia duty (but not that called by the King or Mayor) by paying a 25 Crown scutage.

# The Guild of Mercenaries

Race: Any.

Phys-reps: Armour (if required), Weapons, Suitable clothing.

A mercenary starts as an apprentice, which entitles the character to carry a weapons permit.

Once a character becomes Guildsman they can gain skills and abilities as they advance, such as being able to cleave an opponents shield – please ask your LO for skill details.

## Advancement

Rank	Guild fees	Skills/Guild Privileges	Months to advance
<b>Apprentice</b>	-/6	Owned metal armour has ½ price repairs.	1 month
<b>Guildsman</b>	2/6	1 basic, 1 core skill	2 months
<b>High Guildsman</b>	3/6	1 basic OR intermediate, 1 core skill	2 months
<b>Guild Senior</b>	5/-	1 basic OR intermediate OR advanced skill	2 months but needs permission of the General/CC
<b>Master/Captain</b>	6/-	1 basic OR intermediate, 1 basic OR intermediate OR advanced skill, Tutor, Research	N/A

## Mercenary Skills List

Core	Basic	Intermediate	Advanced
Armour & Weapon Repairs	Phalanx	Adrenaline Rush	Die Hard
		Knockback	
	Jury Rig	Parry	Advanced Shield Breaker
		Shield Breaker	
Armour Stacking	Bloodless Strike	Immunity to Nausea	Leadership
		True Grit	Advanced
		Poisoner's Blade	Knockback
	"Just a Flesh Wound"	Pain Tolerance	Strong Arm
		Dual Wield Fighting	Well Trained
	Expert Crossbowman	Tough as Old Boots	Advanced True Grit
		Advanced Jury Rig	Advanced Pain
		Professional Reputation	Tolerance
		"Tis But a Scratch"	Indefatigable
			Unbreakable Grip

## Company Skills

The following skills are available to Mercenaries who are members of an organised liveried Mercenary Company. A Company Skill may be taken instead of any Basic, Intermediate or Advanced Skill. If a Mercenary is expelled from their Company, they cease to be able to use these skills until they join another Company that meets the requirements.

Skill Name	Min. Membership
Company Quartermaster	3

## Weapon Mastery

The following skills are available as an Advanced Skill. A Mercenary may only have one Weapon Mastery skill.

Skill Name	Prerequisite Skill
Master of Foot	Parry
Master of the Block	Shield Breaker

# The Guild of Scouts

Race: Any

Phys-reps: Armour (if required), Weapons, Suitable clothing.

A scout starts as an apprentice, which entitles the character to carry a weapons permit.

Once a character becomes Guildsman they can gain skills and abilities as they advance, such as tracking – please ask your LO for skill details.

## Advancement

<b>Rank</b>	<b>Guild fees</b>	<b>Skills/Guild Privileges</b>	<b>Tracking Rank</b>	<b>Months to advance</b>
<b>Apprentice</b>	-/6	Own leather armour has ½ price repairs.	None	1 month
<b>Guildsman</b>	2/6	1 basic, 1 core skill “tracks present sigil”	Level 1	2 months
<b>High Guildsman</b>	3/6	1 core skill, 1 basic OR intermediate skill	Level 2	2 months
<b>Guild Senior</b>	5/-	1 basic OR intermediate OR advanced skill	Level 3	2 months needs permission of Pathfinder/CC
<b>Master/Ranger</b>	6/-	1 basic OR intermediate, 1 basic OR intermediate OR advanced skill, Tutor, Research		N/A

## Scout Skills List

Core	Basic	Intermediate	Advanced
Armour & Weapon Repairs	Armour Stacking	Blunt Arrows	Forest Cunning
	Spot Trap	Delay Traps	
	Field Repairs	Hardened Constitution	Light Sleeper
	Bow Craft	Improved Spot Trap	
First Aid	Jury Rig Bow	Poisoned Arrow	
	Alert to Danger	Power Shot	Survivalist
	Trap Sense	Throwing Weapons	Roll With the Blow
	Herb Lore	Tough as Old Boots	
	Lightning Reflexes		Well Trained



# The Guilds of Guards and Foresters

Race: Human.

Phys-reps: Armour (if required), Weapons, Tabard, Suitable clothing.

Joining the Guild: The Guild accepts new recruits and also draws its members from the Mercenaries and Scouts Guilds and has two paths in its ranks.

## Membership Rules

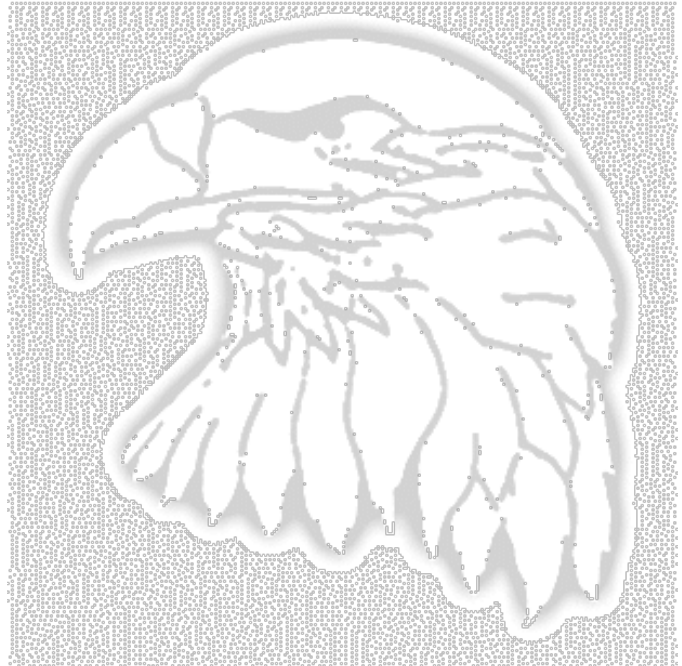
Members must take a Truthtell to prove that they are human and are not, never have been and never intend to be a member of an illegal Guild. Once accepted into the Guild, the new Guard/Forester must swear on their honour to uphold the law to the best of their ability.

A Guard/Forester is suspended if they refuse to accept a mission specifically to enforce the law, serve an arrest warrant, or if they desert a mission or display cowardice. A court martial should then be convened where the Undercouncil shall hear the charges. Punishment shall then be dispensed depending on the nature of the offence, but the person can be expelled from the Guild.

The new Guard/Forester starts at the rank of Apprentice of the Law. The character is deemed to be a Guildsman. The progression for the two strands is identical.

A new Guard/Forester must advance from the rank of Apprentice at Law to Junior Guardsman/Forester before they can advance in another Guild or as a Devotee.

Guards and Foresters may not be members of the Mages or Alchemists Guild, (or any illegal guild), they may not be priests or a member of the Vleyborian Church.



Guards and Foresters have jurisdiction in the Province of Norham. A Guard has right of jurisdiction over Foresters in settlements, whereas Foresters have priority in rural areas.

Only Guards and Foresters may serve arrest warrants, but they cannot issue them.

A copy of the law must be provided to each new member (see your LO).

Livery: A Guard/Forester must openly wear their tabard to show their position as an officer of the law. The Guard's tabard is a red surcoat with a yellow eagle's head that looks to the left as the person looks at the tabard. A forester's tabard is in green with a brown eagle's head.

## Moving from Mercenaries/Scouts

With permission from their LO, a career mercenary or scout can move into the Law Guilds and not lose any learned skills. They are delayed in their advance within the Law Guilds due to acclimatisation, as indicated in the table below:

<b>Previous Rank</b>	<b>New Rank</b>	<b>Advancement delay</b>
<b>Guildsman</b>	Junior Guardsman/Forester	0 months
<b>High Guildsman</b>	Guardsman/Forester	1 month
<b>Guild Senior</b>	City Guardsman/Forester	1 month
<b>Master</b>	City Guardsman/Forester	2 months
<b>Guildmaster</b>	City Guardsman/Forester	3 months

## Normal Advancement

Rank	Stipend	Skills/Guild Privileges	Months to advance
<b>Apprentice of the Law</b>	None	None	1 month
<b>Junior Guardsman/Forester</b>	None	All armour and weapons are repaired for free, gains double stack, 1 basic skill <b>Forester: Level 1 Tracking</b>	2 months (plus at least 3 adventures and a written request to Head of Guild or CC)
<b>Guardsman/Forester</b>	2/6	1 basic or intermediate skill	3 months (plus at least 3 adventures and a written request to Head of Guild or CC)
<b>City Guardsman/Rural Forester</b>	5/-	1 basic OR intermediate OR advanced skill, learns the 'fake' sigil <b>Forester: Level 2 Tracking</b>	3 months (advancement not guaranteed as numbers are limited)
<b>Guard Sergeant/Huntsman</b>	7/-	1 basic OR intermediate OR advanced skill, 1 intermediate skill, learns the 'thieves' property' sigil. Can identify a throwing weapon	N/A – 1 per four guards/foresters for North and South (max 2)

The skills learned by a Guard or Forester are drawn from the mercenary or scouts guild lists, respectively.

# The Guild of Alchemists

Race: Humans, Dwarves or Halflings.

Phys-reps: Armour and weapons if required, suitable clothing, bottles for alchemy, books (recipe book, sales ledger, record of materials used).

## Membership Rules

Alchemists must swear to abide by the following rules:

- ❖ To only prepare those potions etc. that the Guild has taught them how to make.
- ❖ To sell their preparations within the price range set by the Guild.
- ❖ To never reveal a recipe or formula to a non-Guild member or a person of an unsuitable rank.
- ❖ To never reveal their knowledge of alchemical sigils, although they may identify the nature of a potion to another person, usually for a fee.
- ❖ To always mark the preparations they have made with their personal mark and to never re-label another Alchemists potions.
- ❖ To never trade, sell or give alchemical ingredients or equipment to a non-Guild member.
- ❖ An Alchemist is prohibited from joining the Mages Guild or Physicians' Guild.
- ❖ To inform customers on the dangers of drinking multiple durational effect alchemical brews.



## Advancement

<b>Rank</b>	<b>Guild Fees</b>	<b>PP</b>	<b>Recipes</b>	<b>Skills/Guild Privileges</b>	<b>Months to advance</b>
<b>Apprentice</b>	4/-	20	3 x 1st Order 1 x 2nd Order	Knowledge of 'alchemical in nature' sigil. All 1st order sigils.	1 month
<b>Journeyman</b>	6/-	30	2 x 1st Order 1 x 2nd Order	All 2nd Order sigils.	2 months
<b>Guildsman</b>	8/-	45	1 x 1st Order 1 x 2nd Order 1 x 3rd Order	Knowledge of 'poison present' sigil. All 3rd Order sigils.	2 months
<b>High Guildsman</b>	10/-	55	1 x 2nd Order 1 x 3rd Order 1 x 4th Order	No additional skills.	3 months
<b>Guild Senior</b>	12/-	65	1 x 3rd Order 1 x 4th Order	Knowledge of 'magical in nature' aura colour and sigil. All 4th Order sigils.	3 months but needs permission of Guildmaster or CC
<b>Master</b>	15/-	90	1 x 4th Order	Research into new potions.	N/A

## Potion Lists

	Name	Cost to Learn (crowns)	Potion Points to Make
First Order	Befriend (potion)	Free	5
	Mute (potion)	Free	5
	Firemakers	Free	2
	Firm Resolve (potion)	Free	5
	Immunity to Mute (potion)	Free	3
	Light (potion)	Free	1
	Mighty Strength (potion)	Free	8
	Mobility (potion)	Free	8
	Purification (potion)	Free	4
	Sleep (potion)	Free	5
	Truthtell (potion)	Free	6
Second Order	Blade Venom (oil)	Free	5
	Cure Disease (potion)	Free	5
	Heal Body (potion)	Free	2
	Heal Limb (potion)	Free	2
	Purge Poison (potion)	Free	5
	Silver (oil)	Free	8
	Resistance (potion)	15	5
Third Order	Protection from Heat (oil)	25	10
	Protection from Magic (potion)	25	11
	Protection from Missiles (potion)	25	12
	Protection from Poison (potion)	25	12
	Protection from Wounding (potion)	25	10
	Resistance to Disease (potion)	25	12
	Revival (potion)	25	3
	Sleep (Oil)	25	10
	Swiftdeath (potion)	25	8
	Stone to Flesh (oil in 2 parts)	25	40
	Tanglefree (oil)	25	12
	Alchemical Resistance*	Not Applicable	
Fourth Order	All Heal (potion)	30	6
	Foretell Future (potion)	30	17
	Invisibility (potion)	30	20
	Regrow Limb (potion)	30	30
	Swiftdeath (oil)	30	15
	Alchemical Elixirs*	Not Applicable	

\*Skill not potion but uses a slot.

Fifth Order potions are available to learn only through approval by Senior Referees and costs attached will vary.

## Alchemist Ingredient List

Item	Cost	Properties
Black Onyx	1/6	Protection from charms and spells
Bloodroot	0/2	White flowers from plant have healing properties
Blue Diamond	3/8	Insight into mysteries
Cleric's Cowl	0/1	Leaves draw out toxicity
Contrary Vine	0/3	Dried leaves reverse effects of other ingredients
Dragon Scale	2/6	Powdered scale causes great fear
Dwarf Ear	Adventure	Protection from disease
Elderkin Blood	Adventure	Allows free movement
Elf's Eyes	Adventure	Grants vision beyond normal sight.
Ghast Dust	Adventure	Toxin causes paralysis
Hobgoblin Tusks	Adventure	Defence against magic
Humours of Air	0/2	Connected to knowledge and magic
Humours of Earth	0/1	Enhances the latent abilities of other ingredients
Humours of Fire	0/2	Associated with strength, can enhance other ingredients.
Humours of Water	0/3	Healing properties
Liquid Copper	2/11	Dexterity and pacifism
Luminous Moss	0/1	Enhances humours, glows at night.
Mage Finger	Adventure	Stores residual soulfire
Mandrake Root	0/11	Deadly poisonous
Monkshood	1/7	Leaves are poisonous and enhance other toxins
Ogre Horn	Adventure	Adds strength to other ingredients
Porous Jade	0/10	Longevity and Understanding
Powdered Peridot	0/7	Strength and Promotes aggression
Sprite Bane	2/6	Keep sprites at bay and offer magical resistance
Troll Blood	Adventure	Regenerative abilities and resistance to poisons
Troll Heart	Adventure	Unsurpassed regeneration abilities, but toxic alone
White Lotus	0/10	Petals heal certain ailments

The description of the alchemical ingredients are to give aids in research, most will have only a nominal effect unless prepared in the correct manner.



# The Guild of Blacksmiths

Race: Any.

Phys-reps: Armour and Weapons (if required), Suitable clothing, Sales Ledger.

## Membership Rules

- Guild crafting secrets may not be taught to non-members.
- No restricted weapons or armour may be sold to a customer that would violate the laws of Ithron (i.e. the person must have a weapons permit).
- Weapons and armour cannot be sold at below Guild minimum prices (set by the Guildmaster).
- Armour repairs and manufactured goods may not be given away for free.
- Guild property (e.g. the forge and tools) must be marked with the symbol of the Guild and may not be traded.
- Every Guild member must keep a book of all transactions and prices.
- This book must be presented for inspection when requested by a higher-ranking Guild member.
- Every item made must be stamped with your makers mark (this is an IC rule, the physrep does not need a marking).

At certain ranks the smith has to pay the guild for sole access to a forge and specialist tools.



## Advancement

<b>Rank</b>	<b>Guild Fees</b>	<b>AP</b>	<b>Skills/Guild Privileges</b>	<b>Months to advance</b>
<b>Apprentice</b>	3/6	10	Discount on the equipment list (2/12 off listed price). Make wooden items, unstudded leather and fur armour with up to 3 pennies off list price (minimum 0/1)	1 month
<b>Journeyman</b>	4/-	15	Repair non-metal armour at $\frac{1}{2}$ normal price. 1 core skill and 1 basic skill	2 months
<b>Guildsman</b>	5/-	20	Make non-metallic armour, unrestricted weapons and wooden shields at $\frac{1}{2}$ normal price. Repair warped items at $\frac{1}{3}$ normal price. Repair all armour at $\frac{1}{3}$ price. 1 core skill and 1 basic skill	2 months and 30 crowns for forge and tools
<b>High Guildsman</b>	6/-	25	Can make all armour at $\frac{1}{2}$ list price. 1 basic skill and 1 intermediate skill	2 months and 25 crowns for specialist tools
<b>Guild Senior</b>	8/-	30	Can make all weapons at $\frac{1}{2}$ list price. Reforge shattered items at $\frac{1}{3}$ list price. Can repair rusted items. 1 intermediate skill and advanced skill	2 months but needs permission of Guildmaster or CC
<b>Master</b>	10/-	40	Research. Specialist items 1 core skill, 1 intermediate skill, 1 advanced skill and 1 skill from any category	N/A

## Forging Weapons & Armour (Armouring Points)

Each month a member of the Blacksmiths Guild gets a number of armouring points (AP). Any points not used in a month are lost and points cannot be shared between Guild members.

Below are the armouring points that are used to make armour and weapons, in addition to the financial cost that will vary with the weapon and the rank of the blacksmith.

**PLEASE NOTE THAT THESE PRICES ARE NOT FOR SALE PRICES AND SHOULD ONLY BE USED BY A SMITH – MINIMUM SALE PRICES ARE SET BY THE GUILD**

### Unrestricted Weapons and Armour (no permit required)

Weapons	Base Price to Make	AP to Make	Armour	Base Price to Make	AP to Make
Dagger	1/0	1	Light leather/fur tunic	1/0	1
Hatchet	3/6	1	Light leather/fur sleeves	0/5	1
Cudgel (subdual)	2/8	1	Light leather/fur trousers	0/6	1
Club (subdual)	5/0	2	Light leather/fur cap	0/7	1
Staff (subdual)	7/0	3	Light studded/heavy leather tunic	2/0	2
Bow	5/0	3	Light studded/heavy leather bracers	1/0	2
Arrow	0/3	3 per 1 AP	Light studded/ heavy leather greaves	1/0	2
			Light studded/heavy leather helmet	1/0	2

## Restricted Weapons and Armour (Permit Required)

<b>Weapons &amp; Shields</b>	<b>Base Price to Make</b>	<b>AP to Make</b>	<b>Armour</b>	<b>Base Price to Make</b>	<b>AP to Make</b>
Shortsword	4/6	1	Heavy studded leather tunic	3/0	3
Longsword	9/0	2	Heavy studded leather bracers	1/6	3
Hand axe	7/0	2	Heavy studded leather greaves	1/8	3
Small Mace (blunt)	3/4	2	Heavy studded leather cap	2/0	3
Mace (blunt)	7/0	3	Ringmail hauberk	6/0	4
Crossbow	5/6	3	Ringmail sleeves	3/0	4
Quarrel	0/3	3 per 1 AP	Ringmail trousers	3/0	4
Half-spear	7/0	2	Ringmail Coif	3/0	4
Spear	13/0	3	Chain/Scalemail Hauberk	6/6	5
Greatsword	16/0	4	Chain/scalemail Sleeves	3/6	5
Bastard Sword	14/0	3	Chain/scalemail Trousers	3/6	5
Great Axe	14/0	4	Chain/scalemail coif	3/6	5
Great Mace	12/0	4	Plate breastplate	10/0	6
Small Shield	3/0	1	Plate bracers	7/0	6
Medium Shield	5/0	2	Plate greaves	7/0	6
Large Shield	8/0	3	Plate helmet	7/0	6

There are also miscellaneous items that blacksmiths can make. Please consult your LO for the full list.

## Blacksmith Skills List

Core	Basic	Intermediate	Advanced
Appraisal	Prototype Armour	Temper weapon /Shore Up	Double weapons
Delay Heat	Basic Field Armour Repairs	Reforge Metal Weapon	Specialisation
Repair Own Weapons			Advanced field armour repairs
Repair Own Armour	Field repairs – wooden weapons	Field repairs – wooden shield	Steel shields
			Armour patches

The amount of armour a Blacksmith can repair in a day has not been limited. When calculating the cost of armour repairs, the total cost at the standard price is worked out and then the reduction for the Blacksmith's skill is applied (rather than applying the discount per piece of armour).

# The Guild of Physicians

Race: Humans, Elves, Halflings.

Phys-reps: Armour and Weapons (if required), Suitable clothing, Bandages, Mixing Cup and measuring spoon, Phys-rep bottles for physicians' drugs.

## Membership Rules

- Members of the Guild must preserve the life and well-being of their employer.
- They will not reveal the secrets of their medicines to non-members of the Guild.
- Members may not join the alchemists or the mages.

## Advancement

Rank	Guild Fees	Mixes	Skills/Guild Privileges	Months to advance
Apprentice	1/-	None	Pharmaceutical knowledge, woundwort use, 1 basic skill	1 month
Journeyman	1/6	Smelling Salts, Heal Limb	Pharmaceutical ability, 1 basic skill	2 months
Guildsman	2/-	Body Heal, Purge Poison	Poison Lore, 1 basic skill, 1 intermediate skill	2 months
High Guildsman	3/-	Anaesthesia, Cure Blindness/ Muteness, Cure Disease	1 intermediate skill	2 months
Guild Senior	4/-	Disease Immunity, Tenacity, All Heal	1 basic or intermediate skill, 1 intermediate skill	3 months and permission of Guildmaster or CC.
Master	5/-	Deathsleep, Gentle Repose	Can distinguish deathsleep, double bandage, research, 1 advanced skill and 1 skill from any category	N/A

## Physician Skill List

Basic	Intermediate	Advanced
Physician's Fuss	Diagnose Enthrallment	Reattach Limb
	Triage	
	Clean Bandages	
Determine Race	Immunity to Nausea	Skin Graft
	Autopsy	
	Troll Anatomy	



# The Guild of Mages

Races: Human, Elves (Thaumaturgy and Enchanters Schools only).

Phys-reps: Green Robes as an apprentice, robes of the appropriate School colour at Guildsman and above. Weapons if required (only subdual weapons or silver daggers are allowed).

The schools are:

***Thaumaturgy:*** Skilled in the manipulation of soulfire as a weapon (Green robes)

***Enchantment:*** Skilled in manipulation of matter and magical items  
(Yellow/Gold robes)

***Demonology:*** Skilled in summoning or dismissing Demons (Red robes)

***Necromancy:*** Skilled in the manipulation or destruction of Undead (Black robes)

Mages must apply to the Schoolmaster of the relevant discipline to join in order to gain the highest ranks.

Each School has its own specific spells and some special abilities not available to the other schools.

Mages may not join any other guild.

## In Character Membership Rules

- The Mages Guild is a very selective Guild, which requires an apprentice to obtain a Master before they may join (this should be another PC).
- The apprentice spends several months under the tutelage of their master before they are able to choose a School to join and may not learn spells from any other mage.
- Members may not teach spells to a non-mage, or give items supplied by the Guild to non-members.
- Mages may not join any other guild.
- Mages cannot cast spells using soulfire when holding ferrous metals or wearing armour.

## Advancement as Applies to all Mages

<b>Rank</b>	<b>Guild Fees</b>	<b>Power</b>	<b>Spells</b>	<b>Skills</b>	<b>Months to advance</b>
<b>Apprentice</b>	2/-	6	5 x 1st Order	Can see 'magical in nature', 'up to 2 pts. dischargable spells', 'evil or cursed'	1 month
<b>Journeyman</b>	4/-	9	3 x 1st Order 2 x 2nd Order	Can see 'more than 2 pts. dischargable spells', 'dangerous magic', 'alchemical in nature'	1 months
<b>Junior Guildsman</b>	6/-	12	2 x 1st Order 2 x 2nd Order	Can see the auras for magic pertaining to each schools	2 months and permission from Schoolmaster
<b>Guildsman</b>	8/-	15	3 x 2nd Order 2 x 3rd Order	Can see 'article cannot be severed', 'article will bind if handled'	2 months
<b>High Guildsman</b>	10/-	18	2 x 2nd Order 2 x 3rd Order 1 x 4th Order	Can see 'article has multiple spells of effect within it'	3 months
<b>Guild Senior</b>	12/-	21	1 x 2nd Order 3 x 3rd Order 2 x 4th Order	No additional skills	3 months and permission of Archmage or CC
<b>Master</b>	15/-	25	3 x 3rd Order 2 x 4th Order	Ability to scribe charged scrolls	N/A

## Spells of the General Schools of Magic

This is not a specific School, but the general pool of mages below guildsman rank who have not yet been accepted into their chosen School and are still completing their apprenticeships with their appointed Master.

### *First Order Spells*

Commands	Power	Enchantments	Power	Rituals	Power
Channel	2	Freeze	2	Bladeshard	3
Soulfire				Dragon Scales	2
Drop	1			Ignite	1
Mute	1			Light	1
				Stonehead	3
				Sureflight	3
				Enchant Missiles	3

### *Second Order Spells*

Commands	Power	Enchantments	Power	Rituals	Power
Freeze	2	Befriend	1	Cause Disease	4
		Comprehend Languages	2	Comprehension	1
		Dragon Scales	2	Dispel Magic (up to 2)	2
		Entangle	2		
		Fear	1	Locate	1
		Lift Spell	2	Sense Object	1
		Light	1	Activate Portal*	12
		Obey	3	Scry*	3
		Pact	5		
		Sleep	3		
		Truthtell	1		
		Warp Wood	2		
		Wound Limb	2		
		Writhe	2		
		Resistance	3		

\*Quest/Restricted Learning Only – ask your LO

## School of Thaumaturgy

Mages from this school are not as specialised as the others, however they do possess a broader range of knowledge and skills. This makes them more versatile than Mages from the other schools.

In addition all Guildsman rank Thaumaturgists are taught the sigil for ‘fae in nature’

### *Third Order Spells*

Commands	Power	Enchantments	Power	Rituals	Power
Befriend	1	Body of...	3	Create Circle of Protection	4
Channel Soulfire	1				
Entangle	2	Dismiss demon – Imp <sup>+</sup>	2	Deaden Blow	4
Fear	1				
Lift	2	Protection from Magic	5	Reforge Metal	2
Light	1				
Obey	3	Shatter	2	Reform Wood	2
Pact	5				
Sleep	3	Teleport Other	7	Trollstrength	7
Stun	3				
Truthtell	1	Teleport Self	7		
Warp Wood	2				
Wound Limb	2				
Writhe	2				

+Only the School Master Demonology or the Keeper of the Seven Secrets can teach the names of demon imps to Thaumaturgists, under a ‘loophole’ of the Pact, and even then only the name and physical description is disclosed.

### *Fourth Order Spells*

Commands	Power	Enchantments	Power	Rituals	Power
Protection from Magic	5	Invisibility	4	Cure Disease	3
Strike Down	4				
Remove Ward*	10				
Teleport Other	7	Soulfire Storm*	8	Foretell Future	5
Teleport Self	7	Teleport	7		
Wound Head	3				

\*Quest/Restricted Learning Only – ask your LO

## School of Enchantment

Enchanters can make magic items, bind such items to people and rebind an item to a new person. Enchanters can only place soulfire based magic into items and their ability is determined by their level in the Guild, contact your LO for details.

In addition all Guildsman rank Enchanters are taught the following sigils: 'Spells on this item will activate if handled', 'Spells on this item will activate if opened' and 'Religious in nature'

### *Third Order Spells*

<b>Commands</b>	<b>Power</b>	<b>Enchantments</b>	<b>Power</b>	<b>Rituals</b>	<b>Power</b>
Stun	3	Cool Metal	2	Binding	5
Warp Wood	2	Deactivate Automata*	3	Deaden Blow	4
Entangle	2	Heat Metal	3	Dispel Magic	Up to 3
		Instruct Automata	3	Divine Nature	1
				Mend Item	2
		Protection from Magic	5	Regenerating Armour*	4
		Shatter	2	Open Lock	4
		Teleport Item	7	Scarecrow Form	5

### *Fourth Order Spells*

<b>Commands</b>	<b>Power</b>	<b>Rituals</b>	<b>Power</b>
Deactivate Automata	3	Magic Immunity (Objects)	3
Heat Metal	3	Severance*	5
Instruct Automata	3		
Protection from Magic	5		
Shatter	2		
Strike Down	4		
Teleport Item	7		
Cool Metal	2		

\*Quest/Restricted Learning Only – ask your LO

## School of Demonology

Demonologists are devoted to the summoning and banishing of demons. Due to the association, demonologists are frequently mistrusted; demonology is considered a Dark Art and elves are not permitted entry to this School.

### *Demon Names and Symbols*

These are considered immensely valuable to Demonologists and the School of Demonology itself, because you can't dismiss a demon without its name and type and you can't summon one without its name, type, fetish and symbols of its race and family. Very few people know the true names of the Demon Princes. Their names are some of the most closely guarded secrets in Sharda so many are known by descriptive names, such as 'The Mancatcher,' 'The Weeper' and 'The Devourer of Saints'.

Demonologists have to keep an up-to-date list of the demons that they have knowledge of, where they gained this knowledge and the date they learned it. This information can be checked by a Referee before any event.

Summoning a Demon: Consult your LO for details as and when the knowledge becomes available to your character.

### *Third Order Spells*

Commands	Power	Enchantments	Power	Rituals	Power
Stun	3	Dismiss Demon - imp	1	Create Circle of Protection	2
		Dismiss Demon - Lesser	3	Create Summoning Circle*	2
Writhe demon	2	Heat Metal	3	Dismiss Demon – Minor	4
		Instruct Demon – Imp	1		
		Instruct Demon - Lesser	4	Instruct Demon - Minor	4
		Pact with Demon	5	Summon Demon – Imp	8
				Capture Essence*	4
		Protection from Magic	5	Summon Demon - Lesser	12
				Bind Familiar*	7
				Steal Soul*	12

\*Quest/Restricted Learning Only – ask your LO

### *Fourth Order Spells*

<b>Commands</b>	<b>Power</b>	<b>Enchantments</b>	<b>Power</b>	<b>Rituals</b>	<b>Power</b>
Dismiss Demon - Imp	1	Dismiss Demon – Minor	4	Demonsbane	5
				Dismiss Demon - Major	4
Instruct Demon – Imp	1	Instruct Demon – minor	4	Foretell Future	5
				Instruct Demon – Major	5
				Restore Soul	4
Protection from Magic	5	Teleport Other	7	Summon Demon – Minor	16
Strikedown	4	Planar Lock*	7	Summon Demon - Major	20
				Demon Trap	7

\*Quest/Restricted Learning Only – ask your LO

## School of Necromancy

Necromancy is a wide-ranging magic art based upon the study of life or ‘vital’ forces. These studies include the creation of artificial, but inferior life and the placing of it in to dead creatures, giving them a semblance of life. However, the School of Necromancy also knows the secrets on how to use the ‘vital’ forces to protect the soul from corruption whilst being animated by substituting their own essence into the spells. The School does its best to discourage the misuse of its knowledge, but the study has an unfortunate reputation and necromancy has come to be considered a Dark Art.

Elves are not permitted entry to this School.

Restore soul is granted as a free spell at Master rank to Necromancers.

### *Third Order Spells*

<b>Commands</b>	<b>Power</b>	<b>Enchantments</b>	<b>Power</b>	<b>Rituals</b>	<b>Power</b>
Destroy undead - lesser	1	Animate Dead	1	Commune with Dead	1
Fear	1	Essence Transference	1	Create Circle of Protection	3
Light	1	Destroy Undead - Lesser	1	Cure Vampirism	6
Sleep	3	Destroy Undead – Minor	3	Deathsleep	2
				Capture Essence*	4
Stun	3	Instruct Undead – Lesser	1	Destroy Undead – Major	5
Writhe	2	Instruct Undead – Minor	2	Lay to rest	1
Vital Transference	1	Protection from Corruption	2	Remove Disease	3
		Shadowbane	1	Animate Limb	4
Channel Spirit Strength	1	Pact with Undead	5	Restore Essence	2+
		Protection from Magic	5	Restore Vitality	4
Choke	1	Walk Unseen Amongst the Fallen	2	Summon Restless Spirit	3
				Skeletal Form	4



### *Fourth Order Spells*

<b>Commands</b>	<b>Power</b>	<b>Enchantments</b>	<b>Power</b>	<b>Rituals</b>	<b>Power</b>
Protection from Magic	5	Destroy Undead – Major	5	Destroy Undead – Greater*	7
Strikedown	4	Instruct Undead – Major	5	Instruct Undead - Major	4
Siphon Spirit	2	Fortify Soul	1	Deathsbane	7
Destroy Undead – Minor	3	Teleport Other	7	Regeneration	4
Instruct Undead - Lesser	1	Mass Destroy Lesser	5	Restore Life	5
				Resurrection	20
				Create Homonculus*	25
				Death Gate	7/12*

\*Quest/Restricted Learning Only – ask your LO



## The Guild of Thieves

Membership can only be considered by special application and is not guaranteed.  
Please inform your LO if you wish to attempt to join this Guild.

## The Guild of Nighthawks

*(Guild of Assassins)*

Membership can only be considered by special application and is not guaranteed.  
Please inform the CC directly (not your LO) if you wish to join.

You must provide your Character's name, their reasons for wanting to join and the skills that they offer to the Guild. You must also state details of your guild or Church memberships and ranks within them. You must also provide the players name, address and Branch in which you have membership.



# Herbalists

Race: Human, Elves, Half-Elves, Halflings

Phys-reps: Armour and Weapons (if required), Suitable Clothing, Bandages, Herbs, Healing supplies, Mortar and Pestle

Membership Rules:

- May only join the Mercenary or Scouts Guilds
- Can never join the nobility or judiciary
- Cannot advance beyond D3 in any religion

Herbalists are amongst the most humble, down to earth members of society. They are common healers and provide natural remedies and treatments for all manner of ailments. They are not alchemists or traders and generally give of their skills free for the good of the community. Because of this it is rare for a herbalist to be unable to find a bed for the night and a friendly hearth with a hot meal and mug of ale from grateful locals.

Herbalists use a variety of plants found growing wild to prepare their curatives, supplemented by herbs from their garden. Players should be carrying suitable phys-reps for the herbs from their garden and spend time IC role-playing gathering more plants out in the wilds.

## Advancement

Rank	Garden Cost	Herb Points	Skills	Months to advance
Peasant	0/6	0	None	1 month and must create an IC book on herbs and plants
Foreman/woman	1/-	5	Vapours, Poultices	2 months
Churl	2/-	10	Lotions	2 months
Freeman/woman	4/-	20	Preparations	3 months
Townsmen/woman	5/-	30	Tonics	3 months
Master	6/-	45	Teas, Research	

## Herbalist Skills

Skill	Herb Points to Use
Awakening Vapours	0
Poison Poultice	1
Healing Lotion	1
Curative Preparation	2
Sleeping Preparation	2
Disease Tonic	3
Poison Tonic	3
Healing Tonic	4
Tea of Clarity	3

# Religion

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## Joining a church

Characters can be kindred followers of up to two Gods, but they can only be devoted or priests if they follow a single deity.

Holy days with an (F) after their date are celebrated on the first Saturday following the date. Holy days with a (V) are celebrated on the first Sunday following.

## Disrespecting the Gods

### *For all characters*

- Swearing petty oaths on the Gods
- Manipulating a follower into putting themselves into sin
- Cheating on religious Tithes
- Stealing Holy Symbols for most purposes other than returning them to the Church
- Interfering with a consecrated Shrine
- Cursing the name of the Gods
- Breaking an oath sworn on the Gods

### *For religious characters*

- Denying one's faith or rank in the Church
- Aiding Demons, Undead, or the Dark Churches for personal gain
- Intentionally sinning or breaking a stricture
- To sin against your God is to sin against all Gods
- Breaking a penance

## Excommunication

If a Church member breaks a Deadly, Devotional or Ecclesiastical sin (if required to follow them by their level of devotion) then they are excommunicated by their Deity. The character loses all benefits obtained through their religious devotion and is branded on their face with a mark that cannot be covered.

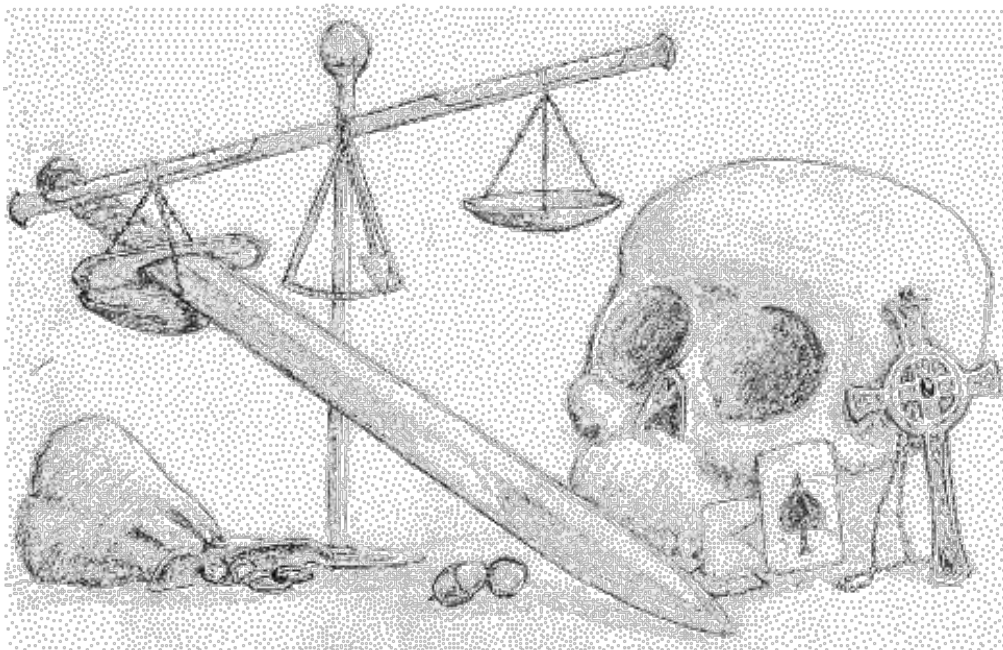


Excommunicants are not automatically outlawed but they are shunned by the populace of Ithron and are considered lower than slaves in social standing. Excommunicants cannot advance beyond guildsman in any guild and some guilds may not allow them to continue membership at all.

## Kindred

A kindred is a lay member of a church. As a kindred you do not get any power from your god, but you are able to keep undead at bay with your Holy Symbol. As a kindred you must follow the Major and Deadly Sins of your chosen Church or be excommunicated and shunned by both your God and the majority of society. Kindred characters tithe 1/12 of their income to the Church.

***Minimum Phys-reps:*** A Holy Symbol.



## Devoted

A Devoted character could be looked upon as more militant follower than a priest. They may obtain a moderate amount of miracles (religious spells) and power. They have to follow the Devotional, Major and Deadly sins, and they tithe  $\frac{1}{2}$  of their income to the church. Before joining the ranks of the devoted they must pass one month of supplication, where they avoid breaking any sins.

Once a devotee reaches D6, all religious components (prayer cards and scrolls) are free.

Devotees may carry holy water vials equal to their maximum mana.

***Minimum Phys-reps:*** A prayer scarf, a ritual hood, a Holy Symbol.

### Advancement

Rank	Title	Spell Slots	Mana	Skills	Advance
0	Supplicant	0	0	Can hold undead at bay	1 month
1	Acolyte	1	1		1 month
2	Novice	2	2		1 month
3		3	4	Can see 'religious in nature'	2 months
4	Sister/Brother	4	6		2 months
5		5	8		2 month
6	Mother/Father	6	10	Can double stack armour (metal and leather only). Gains Church Ability.	3 months
7	Mother/Father Militant	7	12	Can use a steel shield, can make charged scrolls of $\leq 2$ pts.	N/A

***Extra Note:** If a devotee is a higher rank in their Church than in any other career then armour repairs, prayer cards and scrolls are free.*

## Priests

A priest is the highest level of piety a character may obtain. Priests have more power than the Devoted, but they must abide by more rules.

Priests follow all levels of sin (Major, Deadly, Devotional and Ecclesiastical), they tithe  $\frac{3}{4}$  of their income to the Church, and before even joining the priesthood they must pass one month of supplication, where they avoid breaking any sins. Priests should follow the strictures of the Church, but this is enforced by the Defender of the Faith rather than the Deity.

Being a priest is always to be considered as the primary profession of a character.

All religious components (prayer cards, scroll paper) are provided at no cost. These may not be given away without due recompense to the Church.

Priests may carry holy water vials equal to their maximum mana.

**Minimum Phys-reps:** Hooded robes in the Deity's colours, a Prayer Scarf, a Holy Symbol

### Advancement

Rank	Title	Spell Slots	Mana	Skills	Advance
0	Supplicant	0	0	Can hold undead at bay	1 month
1	Novice	2	4	Also knows the rituals absolution, bless water and cleansing which take no slots	1 month
2	Sister/Brother	4	6	Can see 'religious in nature'	1 month
3		6	8		2 months
4	Mother/Father	8	10	Gains the Church Special Ability	2 months
5		10	12		2 months
6		12	15		3 months
7	High Mother/Father	14	20	Can see 'demonological in nature', can write charged scrolls, can quest for Ritual of Deconsecrate Shrine.	N/A



# Crowa

## Goddess of Battle & Protector of the Weak

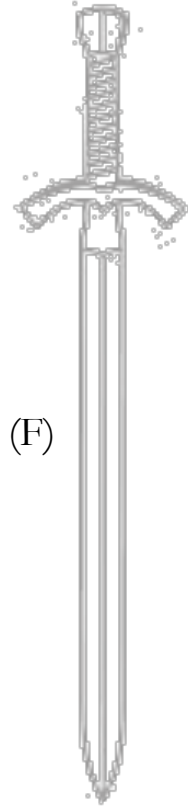
Holy Symbol: A weapon, almost always a sword

Colour: Red

Holy Artefact: The Crowa Blade

Holy Days: St. Alfred's Day 23rd April (V), Crusade Day 5th July (F)

Special Ability: Final Battle



## Sins

### *Major*

- ❖ Refusing to accept a fair challenge
- ❖ Cowardice (refusing to enter combat, running from a battle)

### *Deadly*

- ❖ Using offensive magic
- ❖ Disobeying an order from a Church appointed superior

### *Devotional*

- ❖ Failing to observe a service of Crowa, a feast day, or a shrine of Crowa
- ❖ Running from a battle whilst comrades are still engaged

### *Ecclesiastical*

- ❖ Knowingly participating in or allowing treachery or assassination or the like

### *Strictures*

- ❖ Priests must always have robes available
- ❖ Priests of Crowa may not wear any armour. They may use shields
- ❖ They may not use missile or thrown weapons
- ❖ They should wear red clothes

***NOTE: Priests do not need a weapon permit.***

## Spells of the Church of Crowa

Commands	Power	Prayers	Power	Rituals	Power
Cleave	1	Bless Armour	1	Bless weapon	2
Heal Limb	1	Bless Vestments	1		
Mighty Strike	1	Bonding	2	Reforge Metal	2
		Courage	2		
Protection from Magic	4	Fortitude	2	Trollstrength*	5
		Strength	4		
Purge Poison	2	Protection from Missiles	3		
Second Sight	1	Light	1	Locate	1
		Cool Metal	2		
		Lift Spell	2		
		Greater Parry	3		

\*Quest Only

# Kharach

## God of Death

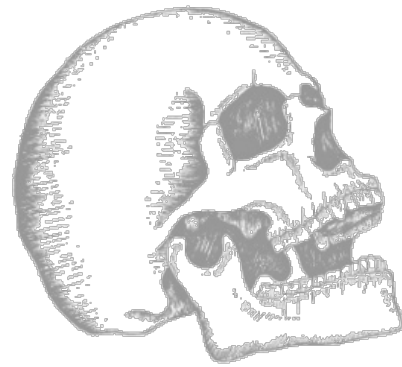
Holy Symbol: A skull, usually human

Colour: Black, with optional dark red decoration

Holy Artefact: The Mace of Kharach

Holy Days: End of Winter 1st March (V), Night of the Dead 31st October (F)

Special Ability: Shepherd of the Lost



## Sins

### *Major*

- ❖ Verbally naming the dead (except Kharach and undead creatures)
- ❖ Touching a follower of Vleybor

### *Deadly*

- ❖ Assisting in resurrection
- ❖ Desecrating a dead body in which a soul resides

### *Devotional*

- ❖ Failing to observe a service of Kharach, a feast day, or a shrine of Kharach
- ❖ Aiding in the treatment of fatal wounds and sickness
- ❖ Using non-lethal weapons

### *Ecclesiastical*

- ❖ Refusing to perform a Ritual of Lay to Rest when requested

### *Strictures*

- ❖ Priests must always have robes available
- ❖ Priests of Kharach may wear any armour but may not use shields
- ❖ They should wear black clothes – may be edged in red
- ❖ They must wear a mask or cowl

***NOTES: Kharachians cannot be resurrected and anyone who attempts to do so will be cursed. Kharachians and Longstorians may use each other's holy water if their own Gods name is invoked. Priests can tell if a person is in deathsleep.***

## Spells of the Church of Kharach

Commands	Power	Prayers	Power	Rituals	Power
Protection from Magic	4	Bless Armour	1	Lay to Rest <sup>#</sup>	0
		Fear	1		
Strike down	4	Cool Metal	2		
Mute	1	Sleep	3	Bless Weapon (lethal only)	2
Fear	1	Wound Head	3		
		Destroy Undead – Lesser	1	Commune with Dead	1
		Destroy Undead – Minor	3		
		Destroy Undead – Major	5	Wrath of Kharach	12
		Mind Block*	2		
		Death Shield	2		

\*Quest Only

<sup>#</sup>This spell does not take up a spell slot for priests or devotees of father/mother rank.

# Longstor

## God of Nature

Holy Symbol: A nature symbol, like an acorn or a leaf

Colour: Green/Brown

Holy Artefact: The Coat of Longstor

Holy Days: Ploughing of the Sod 2nd February (F), Festival of Crops 15th August (V)

Special Ability: Remove Corruption and Discern Fae

## Sins

### *Major*

- ❖ Allowing others to wantonly damage the forest
- ❖ Interfering with the natural order

### *Deadly*

- ❖ Wantonly damaging the forest
- ❖ Refusing to aid other followers of Longstor when requested

### *Devotional*

- ❖ Failing to observe a service of Longstor, a feast day, or a shrine of Longstor
- ❖ Showing negative emotion over life and death

### *Ecclesiastical*

- ❖ Aiding in or being resurrected

### *Strictures*

- ❖ Priests must always have robes available
- ❖ Priests of Longstor may not wear metal armour but may use shields

***NOTE: Kharachians and Longstorians may use each other's holy water if their own Gods name is invoked.***



## Spells of the Church of Longstor

<b>Commands</b>	<b>Power</b>	<b>Prayers</b>	<b>Power</b>	<b>Rituals</b>	<b>Power</b>
Commune with Nature	1	Bless Armour	1	Bless Missiles	2
		Body of...	3		
Expel Elderkin	1	Barkskin	2	Bless Weapon	2
		Entangle in Plants	2		
Heal Limb	1	Fear	1	Reform Wood	2
		Heal Body	2		
Protection from Magic	4	Protection from Entangle	2	Locate	1
		Protection from Poison	2	Foretell Future	5
Stun	3	Sanctuary*	4	Purge Poison	2
		Sleep	3		
		Warp Wood	2		
		Treestep	5		
		Lightfoot	2		
		Forest Ward	2		

\*Quest Only

# Rolbor

## God of Wealth, Prosperity and Hospitality

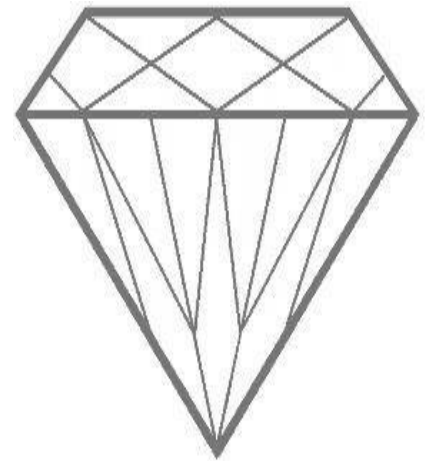
Holy Symbol: Usually a gem, though any expensive piece of jewellery may be acceptable

Colour: Anything expensive and opulent, often purple and gold

Holy Artefact: The Crystalis

Holy days: First Milk 12th February (F), Harvest Festival 28th August (V)

Special Ability: Purify Meal for no cost



## Sins

### *Major*

- ❖ Openly disrespecting the traditions of other civilised societies.
- ❖ Refusing to offer or share hospitality with those in need.

### *Deadly*

- ❖ Refusing to aid other followers of Rolbor when requested
- ❖ Engaging in deliberate deception regarding an agreed truce

### *Devotional*

- ❖ Failing to observe a service of Rolbor, a feast day or a shrine of Rolbor
- ❖ Destroying written knowledge without dire need

### *Ecclesiastical*

- ❖ Hoarding wealth or knowledge to the obvious detriment of others

### *Strictures*

- ❖ Priests must always have robes available
- ❖ They may not wear metal armour
- ❖ They may not use thrown weapons
- ❖ They should wear rich-looking clothing

***NOTE: High Father/Mother rank priests gain “Shareable Scrolls” skill.***

## Spells of the Church of Rolbor

<b>Commands</b>	<b>Power</b>	<b>Prayers</b>	<b>Power</b>	<b>Rituals</b>	<b>Power</b>
Befriend	1	Purify Meal	1/0	Bless Weapon	2
Heal Limb	1	Appraisal	2	Comprehension	1
Protection from Magic	4	Befriend	1	Create Circle of Protection	3
		Bless Armour	1	Deathsleep	1
		Cure Disease	3	Divine Nature	1
		Heal Body	1	Foretell Future*	5
		Understanding	1	Locate	1
		Shield	2	Mend Item	2
		Sleep	3	Purge Poison	2
		Lift	2	Protect Object*	4

\*Quest Only



# Sidhe

## God of Justice, Equality and Balance

Holy Symbol: A set of Scales

Colour: Grey

Holy Artefact: The Scales of Sidhe

Holy Days: Council Day 15th May (F), All Saints Day 1st November (V)

Special Ability: Discern Faith



### Sins

#### ***Major***

- ❖ Attacking a hopelessly outclassed foe
- ❖ Using poison (except in healing)

#### ***Deadly***

- ❖ Interfering in a fair contest or duel
- ❖ Cheating in a fair contest or duel

#### ***Devotional***

- ❖ Failing to observe a service of Sidhe, a feast day or a shrine of Sidhe
- ❖ Refusing to help a downtrodden party when requested

#### ***Ecclesiastical***

- ❖ Failing to give fair judgement when requested

#### ***Strictures***

- ❖ Priests must always have robes available
- ❖ Priests cannot knowingly lie
- ❖ In addition to the above strictures, when supplicating to priesthood, the Sidhean must choose one of two paths with different sets of strictures, as below:
  - The Martial Path – Priests of Sidhe following the Martial Path may wear any armour and use any small shield (up to 26” in diameter). They may not use any two handed, thrown or missile weapons.
  - The Path of the Pilgrim – Priests of Sidhe following the Path of the Pilgrim may NOT wear metal armour or carry a shield. They may use any one-handed weapons or a staff.

## Spells of the Church of Sidhe

Commands	Power	Prayers	Power	Rituals	Power
Heal Limb	1	Befriend	1	All Heal	2
		Bless Armour	1	Bless Weapon	2
		Cleanse Blade	2	Commune with Dead	1
Stun	3	Freeze	2	Comprehension	1
		Heal Body	1	Create Circle of Protection	3
		Knightly Warding	1		
		Lift Spell	3	Deathsleep	1
Protection from Magic	5	Light	1	Divine Nature	1
		Sleep	3	Dragon Armour*	7
		Truthtell	1	Sense Object	1
Truthtell	1	Writhe	2		
		Purge Poison	3		

\*Quest Only

# Tralda

## Goddess of Luck

Holy Symbol: Usually the Lady's face, but any gambling symbol (dice, playing card) is acceptable

Colour: Anything. Sometimes bright or multi-coloured

Holy Artefact: The Luckblade

Holy Days: Festival of the Summer Dance 1st May (V), Fools Day 1st September (F)

Special Ability: Can see the "Cursed" sigil



## Sins

### *Major*

- ❖ Refusing to accept a fair wager
- ❖ Being convicted of a crime in a court of law

### *Deadly*

- ❖ Deliberately deceiving regarding an agreed deal
- ❖ Refusing to aid a follower of Tralda when requested

### *Devotional*

- ❖ Failing to observe a service of Tralda, a feast day or a shrine of Tralda
- ❖ Attacking without provocation

### *Ecclesiastical*

- ❖ Refusing to help a downtrodden party when requested

### *Strictures*

- ❖ Priests must always have robes available
- ❖ They may not wear metal armour
- ❖ They can dress in any fashion – blue is favoured

## Spells of the Church of Tralda

<b>Commands</b>	<b>Power</b>	<b>Prayers</b>	<b>Power</b>	<b>Rituals</b>	<b>Power</b>
Drop	1	Befriend	1	Bless Weapon	2
Mute	1	Bless Armour	1	Bless Missiles	2
Fix Dice	1	Body of...	3	Comprehension	1
Protection from Magic	4	Dragon Scales	2	Locate	1
		Entangle	2	Open Locks	2
Heal Limb	1	Freeze	2	Purge Poison	2
		Hideous Laughter	2	Sense Object	1
		Invisibility*	5		
		Lady's Luck	1		
		Flee	2		
		Heal Body	1		

\*Quest Only

# Vleybor

## Goddess of Life

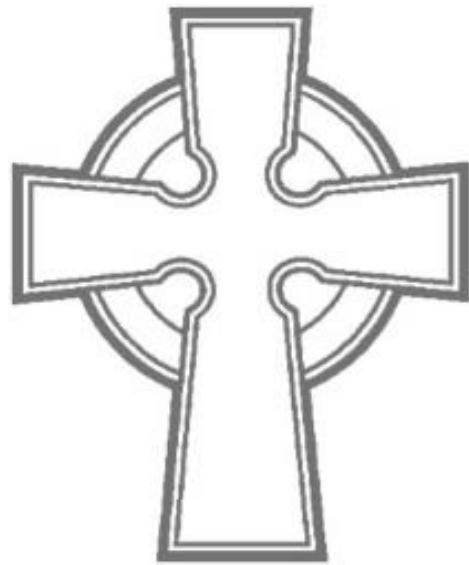
Holy Symbol: The Celtic Cross

Colour: White, with optional red decoration

Holy Artefact: The Cup of Vleybor

Holy Days: Lovers' Day 14th February (F), Mid-Winter  
1st December (V)

Special Ability: Holy Water as Woundwort



## Sins

### *Major*

- ❖ Attacking without provocation
- ❖ Refusing to ease suffering of the sick or wounded

### *Deadly*

- ❖ Killing a living creature
- ❖ Using poison (unless the poison is being used to manufacture a curative)

### *Devotional*

- ❖ Failing to observe a service of Vleybor, a feast day of Vleybor or a shrine of Vleybor
- ❖ Not attempting to reduce a conflict

### *Ecclesiastical*

- ❖ Touching dead flesh in which a soul resides, except in the act of healing

### *Strictures*

- ❖ Priests must always have robes available
- ❖ Priests of Vleybor may wear any armour and use any shield
- ❖ They may only use clubs, cudgels and staves
- ❖ They should wear white clothing, which may be decorated with red

## Spells of the Church of Vleybor

Commands	Power	Prayers	Power	Rituals	Power
All Heal – Ranged	5	All Heal – Ranged	4	Awakening	2
Drop	1	Befriend	1	Bless Weapon (subdual only)	2
Stun	3	Bless Armour	1		
Heal Wound – Ranged	1	Shatter	2	Create Circle of Protection	3
		Sleep	3		
Protection from Magic	4	Warp Wood	2	Cure Disease	1
		Cure Disease	3	Deathsleep	1
Purge Poison	2	Purge Poison	2	Purge Poison	1
Purge Poison - Ranged	3	Heal Wound – Ranged	1	Resurrection*	20
		Light	1	Restoration	15
		Freeze	2		
		Stun	3		

\*Quest Only

# The Knightly Orders

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The Knightly Orders are groups of men and women who are dedicated not only to their faith in the Gods but also to ideals and ways of living and conducting themselves as dictated by their Order. Each of the four Religious Orders of Knighthood present in Ithron has their own origins, history and attitudes which reflect in the Codes by which the individual Knight lives his life. However, all Knights are joined in the common faith of Knighthood, the faith of Sidhe and also in the adherence to the Code of Knightly Conduct. It is this which distinguishes the Knight from the common mercenary and through their devotion they gain skills and abilities appropriate to their Order.

## The Code of Knightly Conduct

All Knights from lowest Squire to the Knight Commander of Ithron live by the Knightly Code of Conduct. Upon joining one of the orders, a Knight swears an oath upon Sidhe to uphold the code & the strictures of the Order (this oath is already in effect by the time a character starts adventuring). A Knight who breaks a stricture has erred in the eyes of Sidhe; they loses all religious power and all special Knightly powers.

To regain favour, a Knight must admit their failure in full and be absolved (just as if they had committed a Major sin). Before they can be absolved, a Knight must report their failure to a senior Knight or the Chaplain of the Order who will then set a penance for the Knight to undertake, then the Chaplain or the Head of their Order or a High Father/Mother of any of the religions they worship may carry out the Ritual of absolution.

All Knights must follow these five strictures as well as those of their individual order.

*Honour: Is the most important thing for a Knight, they must constantly strive to be chivalrous and uphold their personal honour and the honour of their Order. Griffin, Black and Grey Knights should always be smartly dressed. Templars do not consider outward appearance to be part of their honour.*

*Justice: A Knight must be just and fair at all times.*

*Truth: A Knight must be truthful at all times, they will never knowingly speak a falsehood.*

*Bravery: A Knight should show no fear in the face of the enemy. Missile and thrown weapons are the weapons of cowards and therefore cannot be used; the same goes for any magic other than that granted by the Gods. Knights will not use magic not gifted by the Gods to aid them in combat. They can still use non-God magic outside of a conflict.*

*Devotion: To Sidhe (and Crowa or Kharach where appropriate) a Knight must follow the word of the God(s) before all else. Note, this means that religious sins take precedence over any other sins or strictures and Sidhean sins take precedence over any other sins.*



# The Black Knights

## "Strength and Honour"

***Race:*** Human.

***Background:*** People all over the world fear and respect the Knights of the Black Order, whose awesome reputation as warriors is almost matched by the rumours of their cruelty and arrogance. Black Knights join the Order from between the ages of 4 and 7 and come from a noble background.

***Fees and Tithes:*** As dual kindred, Black Knights tithe 1/12 of their income to each of the churches of Sidhe and Kharach, and pay 1/2 of their income to the Order.

***Black Knight Squires do not start with any money.***

***Additional Strictures:*** Black Knights may only use their honour sword unless in direst need. Use of another sword is considered a breach of Knightly Conduct and will only be countenanced in the direst of circumstances. A small fruit knife would be preferable to a Black than using a sword other than his honour blade.

***Minimum Physreps:*** Holy symbol of both Sidhe and Kharach, appropriate tabard for rank, armour and weapons suitable to rank.



## Advancement of a Black Knight

<b>Rank</b>	<b>Skills</b>	<b>Equipment</b>	<b>Livery</b>	<b>Months to advance</b>
<b>Squire</b>	None	Single one-handed weapon (not a sword), blessed symbol of Kharach and Sidhe, 4 bandages for each event.	Plain Black Tabard	2 months – at least once with an appointed supervisor
<b>Errant</b>	None	Suit of armour (5AP or less), single one-handed weapon (not a sword) or a shield	Plain Black Tabard	4 months including three 'honour kills' – approved by LO or CC
<b>House Knight</b>	Double stack, Cause Fear 1/day	Second suit of armour (4-6AP), Honour Sword	Black Tabard with Order Symbol on the Chest	2 months
<b>Order Knight</b>	Lay to Rest, Cause Fear 2/day	Single one-handed weapon (not a sword)	May edge the tabard with red	3 months
<b>Liege Knight</b>	Immunity to Writhe, Immunity to Sleep, Cause Fear 3/day	None		N/A

# The Grey Knights

## "To Err Is Not Knightly"

***Race:*** Human or Half-Elf

***Background:*** Grey Knights come from noble families and train from the age of 14. They are educated in courtly manners as well as in battle. Grey Knights are famed for chivalry and bravery, and quest continually to prove their worth.

***Fees and Tithes:*** Grey Knights tithe 1/12 of their income to the Church of Sidhe and 1/2 to the Order.

***Grey Knight Errants do not start with any money.***

### ***Additional Strictures:***

- ❖ To protect the orphan, the widowed and the poor.
- ❖ Not to slay a vanquished, defenceless foe.
- ❖ Not to take part in false judgement or treason.
- ❖ Not to withdraw unless it cannot be helped.
- ❖ To never give evil council.
- ❖ To help, if possible, a fellow being in distress.

Grey Knights wear a grey tabard with a black sash diagonally across the chest. A Knight Adventurous may wear their family symbol as a flash or on their shield. A Knight Devout that reaches D7 may remove the black sash.

***Minimum Physreps:*** Holy symbol of Sidhe, appropriate tabard for rank, armour and weapons suitable to rank.



## Advancement of a Grey Knight

Rank	Skills	Equipment	Months to Advance
<b>Errant</b>	None	Sidhean holy symbol, A suit of armour (5AP or less), 4 bandages per event, a one-handed weapon and a shield	3 months – 1 Aspirant quest at 100% tithe – approved by LO or CC
<b>House Knight</b>	Stack armour, Aspirant Ability	A suit of armour (4-6AP), one-handed weapon	3 months – 1 Aspirant quests at 100% tithe
<b>Order Knight</b>	Aspirant Ability	One-handed weapon or shield	3 months – 1 Valour quest at 100% tithe
<b>Knight Adventurous</b>	Valour Ability	None	Special – see below
<b>Knight Devout</b>	None	All spell cards, ritual scrolls and holy water are provided by the Order	See: Devotee of Sidhe. Cannot take spells of Stun, Freeze, Writhe or Circle of Protection.

The Knight Adventurous can choose to carry out more quests to the Order and Sidhe. After 6 months they can complete either 2 Aspirant quests or 1 additional Valour Quest. This can only do this once. The Knight will tithe 100% of their income for any missions that are part of this quest. If the Knight chooses to Supplicate at any point they will lose these additional quest benefits.

*At D7 a Grey Knight may make charged scrolls of  $\leq 2$ pts for their personal use which are paid for by the Order.*

**KNIGHT REPENTANT** – If at any point the Grey Knight breaks a Major Sin, then they will have two options: leave the Order and be stripped of all titles or can become a Knight Repentant. – *See LO for details*

## Quests of a Grey Knight

<b>Aspirant Quests</b>	<b>Valour Quests</b>
Honour	Battle
Justice	Love
Truth	Sidhe and the Order
Bravery	
Devotion	

A Grey Knight cannot gain the abilities of a Quest more than once.

# The Griffin Knights

## "Death Before Dishonour"

***Race:*** Human noble

***Background:*** Founded by Lord Griffin for the protection of the capital city of Norham, the Griffins are perhaps the oldest Knightly Order in Ithron.

Griffin Knights are a respected and integral part of Ithronian strength and heritage. Griffins are strong and honourable, they disdain the use of missile weapons as the weapon of a coward. Griffins join the Order from between the ages of 4 and 7 and come from a noble background.

Originally drawing only from male children in 1018 the Order started recruiting suitable women from noble families to join the ranks to fuel its rapid expansion.

***Fees and Tithes:*** As dual-kindred, Griffins tithe 1/12 of their income to both the Churches of Sidhe and Crowa. They also pay 1/2 of their income to their Order.

***Griffin Squires do not start with any money.***

***Additional Strictures:*** May not use two-handed weapons or wear non-metal armour.

***Minimum Physreps:*** Holy symbols of Crowa and Sidhe, appropriate tabard for rank, metal armour and weapons suitable to rank.



## Advancement of a Griffin Knight

Rank	Skills	Equipment	Livery	Months to advance
<b>Squire</b>	None	Single one-handed weapon, blessed symbol of Crowa and Sidhe, 4 bandages for each event.	Plain Black Tabard	2 months – at least once with an appointed supervisor
<b>Errant</b>	None	Suit of metal armour (5AP or less), single one-handed weapon or a shield	Plain Black Tabard	4 months including 3 parties led to success – approved by LO or CC
<b>House Knight</b>	Double stack, may use a bastard sword in one hand	Suit of metal armour, single bastard sword	Black Tabard with Order Symbol on the Chest	2 months
<b>Order Knight</b>	Immunity to fear and obey	Single one-handed weapon ( $\leq 36''$ ) or shield	May edge the tabard with green	3 months
<b>Battle Knight</b>	Remove fear, Griffin Strength, Stalwart Defender of Ithron	None		N/A

# The Templar Order

## “Devotion and Obedience”

*Race:* Any.

*Background:* During the first crusade in the year 118, the Templars were created to be an order of warrior monks. The Templar Order is open to all races, sexes and nationalities.

*Fees and Tithes:* Templars tithe 1/12 of their income to the Church of Sidhe and 2/3 to the order. They may never own more than 10 crowns worth of equipment other than that provided by the Order.

*Templar Squires do not start with any money.*

*Additional Strictures:* To protect and aid pilgrims of the Seven Churches.

*Templar Oath (sworn every day):*

“I swear before my lord Sidhe, the most mighty, to obey my masters in the Temple in his name. I swear before my lord Sidhe, may his will ever be done, to free the blessed and forever hold the lands of Ausremer from the clutches of the most evil, may eternal damnation in the deepest pits of pandemonium be thy fate, tribes of Konn. I swear before my lord Sidhe, may his spirit guide me in all actions, to promote the cause of all those under the yoke of injustice.”

*Livery:* White tabard until House Knight, when they may add the Pillar of the Temple and the path symbol of their choice. (Marshall – Scales, Hospitaller – Chalice, Librarian – flaming Torch of Knowledge).

*Advancement:* Unlike the other orders, the Templars have three paths that they must choose when they reach the rank of Errant: Marshal, Librarian or Hospitaller, which have different skills available to them.

*Minimum Physreps:* Holy symbol of Sidhe, Tabard suitable to rank, armour and weapons suitable to rank.



## Advancement of a Templar Knight

Rank	Skills			General	Months to Advance
	Marshal	Librarian	Hospitaller		
<b>Squire (Rural Brother)</b>	None			One-handed weapon, Sidhean holy symbol, 4 bandages every event	2 months – at least once with appointed superior
<b>Errant (Brother Sergeant)</b>	3/day knockback	Rituals of comprehension and locate 1/day	12 bandages per day	Suit of armour ( $\leq 5AP$ ), one-handed weapon or shield	4 months – approved by LO or CC*
<b>House Knight (Knight-Brother)</b>	Double stack and second set of armour ( $\leq 5AP$ )	Understanding on himself 1/day	Command heal wound 3/day	Knightly Warding, weapon or shield, first armour upgraded to 6AP, 1 Order Ability	2 months
<b>Order Knight (Knight of the Temple)</b>	Ignore cleave 1/day on shield. Cleave 1/day when using two-handed weapon.	Divine nature 1/day, can see 'religious', 'cursed/evil' and 'alchemical'	Poison Lore, Disease Lore, Purge poison 1/day	1 Order Ability	3 months
<b>Knight Marshal, Librarian or Hospitaller</b>	Rites of Salvation, Ignore Wound	Rites of Saloman, Commune with Dead and Lift 1/day	Immunity to Disease, Cure Disease 1/day, Purge Poison +1/day	1 Order Ability	N/A

\*To advance beyond errant, the Templar must display the virtues of Spirituality, Justice, Honour and put the experiences in a written petition to the Seneschal. They must also make a pilgrimage to a Holy Place of the Seven.

## Order Abilities

- Soldier of Sidhe
- Practised Knight
- Favour of the Hospital
- The Library's Blessing
- Sidhe Protects
- Hexagrammic Wards
- Heal Wound

# Feudal Knights

***Race:*** Human or Half-Elf.

***Background:*** Feudal Knights are different to the other Knightly Orders. Feudal Knight characters could be secular knights of the realm or a noble aspiring to win their spurs and inheritance.

Adventuring Feudal Knights are answerable to their liege lord and ultimately the King himself. They are the nobility's representative to the Knights of Ithron.



***Feudal Esquires do not start with any money.***

Rules:

- May not join other guilds (including secret/illegal guilds).
- If a feudal knight chooses to advance to Brother/Sister rank devotee or enter the priesthood, then they give up all claims to their noble lineage.
- If they ever excommunicate or are found guilty of a Capital Crime, then they are cast from their family and revert to a peasant status.

### *Disgrace:*

When in Disgrace, the Feudal Knight may not work towards their advancement or use any of the abilities granted to them by their Retainers

#### *Minor – 1 Month*

- Being convicted of a Petty Crime
- Abandoning a mission
- Disobeying an appointed commander in battle\*
- Knowingly consorting with members of an Illegal Guild

#### *Serious – 3 Months*

- Being convicted of a Major Crime
- Failure to pay Feudal tithe (includes misuse of Retainers – Steward, Apothecary etc.)
- Disobeying their Liege Lord
- Breaking an oath made on the Knight's personal honour.

#### *Disinherited*

- Being convicted of a Capital Crime
- Being Excommunicated
- Disobeying the King or authorities of the Royal Court

\*Disobeying an appointed commander in battle is when the Knight is instructed to follow another person's orders by their Liege Lord, their Lord's appointed representatives or the Knight Commander.

*Minimum Physreps:* Warrant of nobility, suitable weapon and armour.

## Advancement of a Feudal Knight

Rank	Skills/Equipment	Tithe	Progression
<b>Esquire</b>	Noble Lineage, Family armour, Heirloom weapon, relevant holy symbol if necessary	4/12	2 months
<b>Errant</b>	1 retainer	4/12	3 months – oath must be sworn to Liege and 10/- spent on a celebration
<b>Knight Banneret</b>	Title of Sir or Dame, 1 retainer	4/12	3 months – 20/- to construct house/fort
<b>Knight Provost</b>	2 retainers	3/12	4 months – completion of quest for Liege Lord
<b>Knight of the Realm</b>	2 retainers	3/12	N/A

## Feudal Knight Retainer List

- Alderman (Chancellor)
- Apothecary
- Bodyguard (Sworn Sword/Yeoman)
- Companion (Confidant/Consort/Wife/Husband)
- Courtiers (Sycophants/Flunkies/Toadies)
- Family Blacksmith
- Gamekeeper
- Manservant (Handmaiden)
- Master of Arms
- Page (Valet)
- Steward

# Religious Orders

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## Crowan Roses

**"Poverty, Chastity and Obedience"**

***Race:*** Any

***Background:*** Once a mercenary unit, through valiant actions the Order has earned an autonomy and status similar to that possessed by the Knightly Orders. Initiates are Devotees of the Goddess Crowa and must wait to be invited to join the Order.

In 1018, where previously they had only recruited female devotees, they have now expanded their recruitment to men who wish to follow the principles of the Order.

***Fees and Tithes:*** Roses donate ½ of their income to the Church and the rest to the Order.

***Additional Strictures*** (on top of Crowan devotee strictures):

- Never attack a helpless foe.
- Never cheat in a fair contest or duel.
- Never to use poison (except in healing).
- Never to refuse to help a just cause.
- Never to condone treachery or assassination.
- Never to use missile weapons.
- Obedience – to the strictures of the Order and the Church.
- Celibacy – to remain completely chaste.
- Poverty – to donate all their income to the Order.

***Minimum Physreps:*** Holy symbol of Crowa, red tabard with symbol of the Order on chest, armour and weapon as appropriate to rank, 3 bandages.



## Advancement of a Crowan Rose

Rank*	Title	Abilities/Equipment	Mana
D1	Novice Rose	Armour, 2 weapons and a shield or 3rd weapon, 3 bandages	1
D2	Novice Rose		2
D3	Sister Rose	Holy water vials issued up to their maximum mana.	4
D4	Sister Rose		6
D5	Sister Rose		8
D6	Mother Rose	Double stack leather and metal. May join Physician's Guild and advance as normal to journeyman (provided with 3 doses of woundwort at apprentice and 6 doses of drugs at journeyman) OR Double stack metal after two months	10
D7	Mother Rose		12

\* The Rose must have completed supplication to apply to join the Order.

*At D7 a Crowan Rose may make charged scrolls of  $\leq 2$ pts for their personal use which are paid for by the Order.*

# Special Characters

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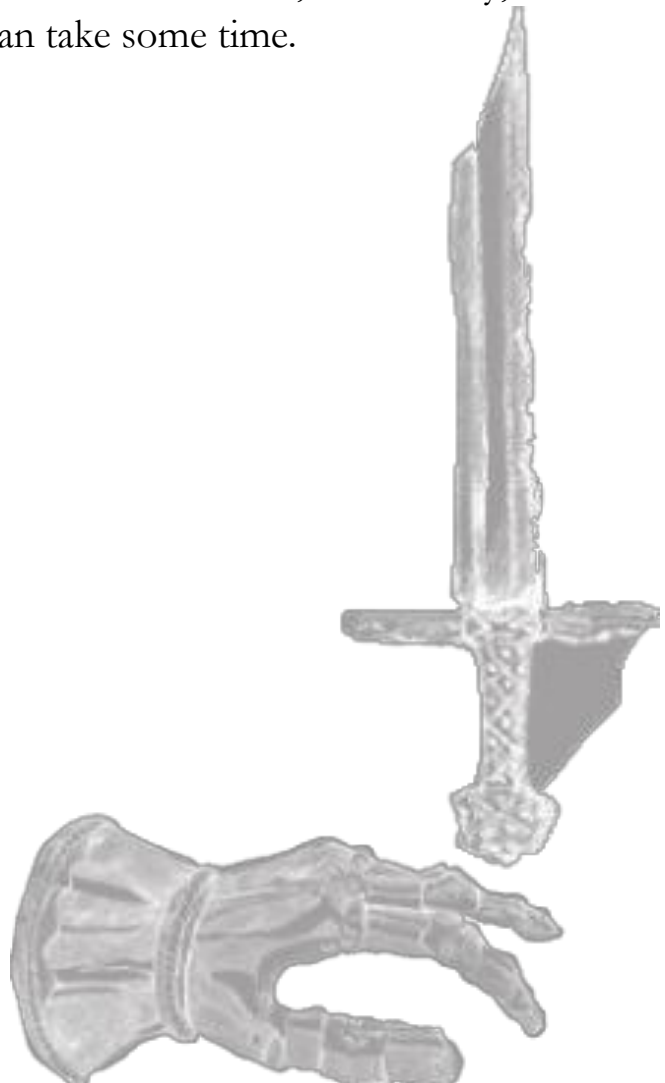
## Type One Special

Comes from an unusual background but in all other ways follows the standard rules of the game. For example foreign to Ithron, a member of nobility or speaking an additional language.

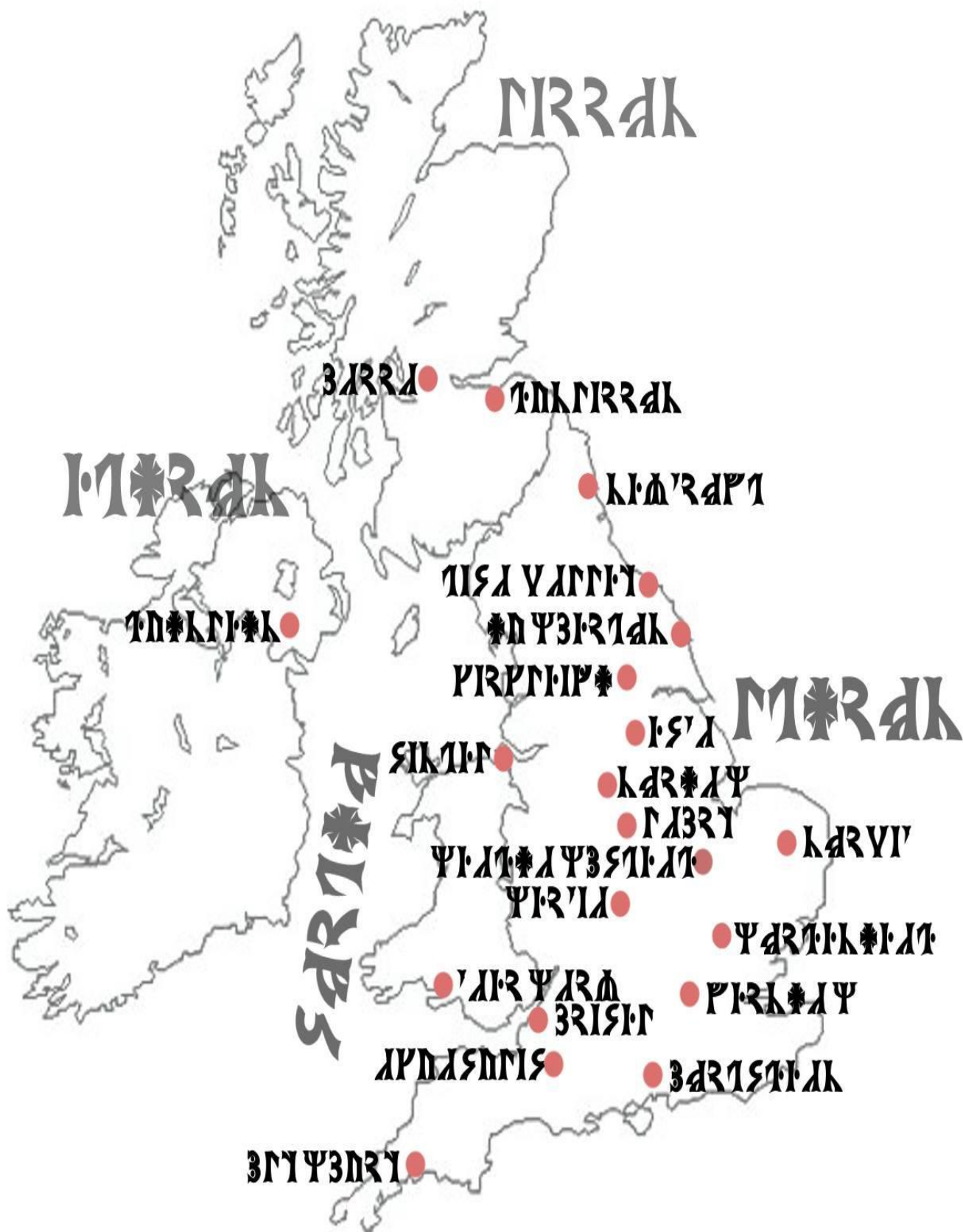
## Type Two Special

Character is of a non-standard race or has different rules to those of other players. Type two special characters have more restrictions on them such as they cannot become the head of a Guild or Church and membership of Guilds may be restricted.

All special characters should be worked out with your LO who will help you put your ideas together. These will then be sent to the CC and, if necessary, the relevant Senior Referee. This process can take some time.







# A Brief History of Ithron

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There follows a series of extracts from the incomplete work ‘A Human History of Norham Province’ by the elven scholar and historian, Abner of Brisel, and expanded after his death by several other scholars.

## Ithron under Axir

In the year DCLXXVIII of the human calendar, the Axirians made their third attempt to invade Ithron, which, until that time had remained a free land and ruled by Kings. The Axirian forces, led by the Order of Black Knights, landed in the South and fought a ferocious battle against the massed force of the Ithronian Griffins... the first of many such battles in their successful VI year campaign to conquer Ithron.

It was during this time of war that the sorcerers of Ithron, sorely pressed by the battle mages of Axir, created lesser magics and taught them to those able pupils that they could find – it is these ‘lesser’ magics that are the common form practised today. Some claim that the entire purpose of the Axirian invasion was to wipe out the Ithronian sorcerers, because they had reached phenomenal levels of power.

It is my opinion that much of humanity’s distrust and hatred of non-human races stems from this time, since the non-human races gave no aid during the invasion and

were thus perceived as cowards. This probably contributed to the withdrawal of non-humans from Ithronian society – they have had no part in the running of the country ever since...

In the year DCCLXIV, the city of Norham was established as a regional capital and assigned to an Axirian military governor. Norham Province was also permitted to enter a period of self-government, which it achieved by setting up a council.

## Formation of the Adventuring Guilds

With the departure from Ithron of almost all of the Axirian troops, the Praetor needed to find a different way of keeping order within the province – he therefore charged the Guildscouncil with the task.

The Guildscouncil found that it was impossible to maintain the same high level of order as the Axirians had done, but they managed to keep the cities and settlements safe for a while. Gradually however, foulspawn and bandits began to move into the unprotected areas and

take the wilderness as their home. The mercenaries were unable to stem the tide of terror which ensued, so the Guildscouncil were forced to change their tactics. Members of the Military Guilds received substantial training and then formed a pool of professional fighters whom the Guildscouncil were able to hire, along with members of the other Guilds, to protect the vulnerable areas of the country.

Hiring these self-funding groups of adventurers soon became the standard way of dealing with any unusual situation or problem. Sending out groups of 'adventurers' proved so successful, and so cost-effective that only members of Guilds that took part in 'keeping Ithron safe' became eligible to sit on the Guildscouncil and only an active 'adventurer' could head the Guild. The churches soon followed suit – this is why individual Primates are always drawn from adventurers and are expected to continue to remain active adventurers.

## Godking and Ithron's Independence

In CMXCIII, the Axirian governor, whose motives had been suspect for some time, declared himself Godking and sole ruler of Ithron. Unable to provide enough troops to defeat him, nor willing to raise a

hand against a citizen of the Empire, the Axirians refused to help the Ithronians rid themselves of this madman. Since rumours were also circulating to the effect that the King of Ithron had returned, the Axirians made a binding promise that, if the Ithronians could defeat the Godking themselves, a king would be allowed to rule Ithron independently – provided he swore allegiance to the Empire.

## Return of the Dark Gods

In CMXCVII, one of the six dark children of Sidhe – evil Gods who had been sealed away in a divine prison by Sidhe – escaped and made the journey to Ithron. This God was Seraklan, master of lies and deceit. Appearing as a creature known as the 'Jester', Seraklan deceived the sea-faring people of Llaminusu and led them in an attempted conquest of Ithron – just as the Axirian Emperor was murdered and the Empire descended into bloody civil war. The Llaminusian raiders and their priests swept into Ithron like an unstoppable wave, destroying and plundering wherever they could. The army of the nobles arrived in time to save Ithron from being over-run by the Llaminusian hordes and the adventuring army managed to put a halt to some of Seraklan's plotting, but not before four of the

dark Gods had escaped. These four merged and ascended to the heavens in the shape of a malevolent new God: The Nameless One.

## Resigning of the Pact

By the turn of the millennium, the Pact between Gods and demons was due to be re-signed, and doing so required the presence of the Primates of all the thirteen churches to be in attendance along with the tablet of the Pact and all thirteen holy items of the Gods. With the difficulty of forcing the sundering of the Nameless One in to its constituent Gods and due to disruptions caused by demon cultists and Axirian politics the Pact was signed after a year's reprieve was granted by the Emperor of Sharda to the mortal followers of the Gods in order to ensure it was done.

## The God Mutilator

The arrival of the "God Mutilator" was heralded by the branding of seven members of the School of Demonology and when he arrived on this plane he made his aims clear... nothing less than the destruction of the Gods, the Emperor, and rulership of all. His threat was no idle boast, having over several thousand years previously maimed Longstor by severing his arm, and killed Kharach, forcing his exile from Elysium. It was only by

effect of a great ritual of miracle, and the approval of the Emperor of Sharda, that the God Mutilator was defeated.

## Death of King Rhiannar

The year MIV saw the death of King Rhiannar De Courtney at the hands of his cousin, the mage Stephen De Lisle, who invoked an ancient law to claim the crown through 'right of assassination'. Though the claim was found to be valid, it was also found that he was under the control of a renegade Axirian faction.

The defeat of the Axirians and a rebel claimant to the throne, Duke Ferdinand – along with the death of Prince Mortimer (Rhiannar's son) – ended up with the Guildscouncil declaring support for Stephen as King.

## The Usurper

Late MIV saw the disappearance of King Stephen while visiting Axir, kidnapped by his own champion Drake Hellmourn who assumed charge of the country, and allied himself to a strange race of ancient Elves, the Grynar. An insane enchanter, Dr Tachademus, managed to plant a powerful staff into the earth at Hadsfield and block the power of the Gods from their followers. Sidhe came bodily to this plane to allow the faithful access to

Mana through him. Eventually, Hellmourn was defeated at the battles in Shielding and Sidhe returned to Elysium.

## The Neresian Crusade

In Axir, shifts of political power brought several militant groups to the front. Rumours of a resumed war against the Konn started to circulate and recruiters for the Axirian legions arrived in Ithron to gather additional strength. Patches of dead land appeared in limited parts of Ithron caused by Konnish mages who appeared to be draining the land of its Soulfire directly.

A brutal invasion of Nerese in order to release Ithron's leeched Soulfire and the souls also stolen from the fallen was successfully executed by a combined force of Ithronian, Axirian, Oluthonian and even Nipponese troops.

## Death of King Stephen

In the Spring of MIX, King Stephen made a visit to Brisel in which he was killed with a new kind of virulent poison that destroyed him body and soul. The perpetrator was a Vleyborian under malign influences and heralded a period of uncertainty as he had left no clear heir. The Knight Commander and Head of the Griffin Order, Lord Robert Blackstone, declared himself

the Lord Protector of Ithron in the interim to keep the country running.

Several candidates were put forward, including Rhiannar's young daughter Natasha De Courtney, but in the end Robert Blackstone was declared King, and bonded to the land as were the Griffin Kings from before the Axirian Invasion all those years ago, just in time to lead the country to victory against the threat of a new tribe of heart-eating orcs called the Vargahai.

A great undead migration occurred during MXI and the adventurers were asked to help protect the independence of Ethron. In the Summer MXII, the King married Princess Vitalia of Nilth and both returned to her home country to help protect it from invasion.

## The Axirian Schism

A new political problem arose in Axir between the Reformists and Traditionalists in a fundamental dispute about the future policies of the Empire. Ultimately, the Reformists were successful in allowing the countries of the Empire a level of self-rule as they were supported by the adventurers of Ithron.

## The Sorcerer Wars

In MXIV, ancient powers appeared in Ithron as the country celebrated

the birth of twin boys to the King and Queen, tempered by their absence as they continued to help defend Nilth.

A perennial problem, the Konn, allied themselves with an ancient sorcerer-turned-demon, Shibana, and

attempted to invade Ithron again. They were beaten back by the adventurers and Shibana was destroyed.

In 1018 the Queen was assassinated by dragonkin.

# A Brief History of the World

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Pact is signed again in Saleem	0	
	118	Templar Order is formed
Templar Order turns to the Church of Vleybor	174	
	389	Grey Order is formed
1st Axirian Invasion	540	Templar Order arrives in Ithron
2nd Axirian Invasion	598	
	601	Axirian Black Order is formed
Start of 3rd and Successful Invasion of Ithron by Axir	678	
	684	Formation of Ithronian Black Order
City of Norham founded as regional Capital	764	
	800	Adventuring Guilds Formed
Holy Order of the Rose is formed	974	
	993	Rise of the Godking leading to Ithronian Independent Rule
Release of the Dark Gods and formation of the Nameless One	997	
	1000	Re-signing of the Pact in Ithron
Llaminusu is annexed by Norham Province	1002	
Assassination of King Rhiannar De Courtney by Stephen De Lisle	1004	Stephen De Lisle Becomes King
Assassination of King Stephen	1009	Knight Commander Lord Robert Blackstone becomes King
	1012	King Robert marries Princess Vitalia of Nilth
Twin sons are born to the King and Queen in Nilth	1014	

# A Brief Bestiary of Ithron

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Here follows a corrected extract from the diary of a deceased mercenary in Caer Marw. Rumour has it that his promising career was tragically cut short by a chance encounter with a goblin shaman, who was inconsiderate enough to not comply with the ‘absolutely accurate’ notes below.

## Foulspawn

Creatures that breed like rabbits: stupid and aggressive for the most part, but pretty tough. Includes such creatures as goblins, orcs, trolls and ogres, but generally used to describe any sentient creature not covered by Ithronian Law.

## Undead

Horrible rotting corpses risen from the dead, they hate the living and will try to drag you down with them! Sometimes they look almost human, but others are just shambling bones or a ghostly shadow. Most can be dealt with by a good bit of steel or the power of The Seven, but it often takes a necromancer to do the job properly.

## Demons

If there’s anything that really scares me, it’s demons. Father Amblin says that they used to war with the Seven over possession of this world, but signed some sort of Pact years ago. I reckon that means they’re not so common no more, because I’ve only seen the one, but that were enough. No mortal weapon could hurt it and it cast spells like the most powerful of mages...come to think of it, I met a mage once who said he was a ‘demonologist’ but he was a weird type and I don’t know how much truth there was in it.

## Fae

Fairies and things right out of nightmares and dreams and stories. I don’t rightly know if the stories came first or the creatures, but you better watch yourself around them as they can be a bit weird...

## Hulda

Magical creatures sometimes created by the Gods, some just spring into their own existence for various purposes, some are good and some are bad but they’re all pretty rare.



# Ithronian Life

## Calendar

Normal	Ithronian
January	Deepwinter
February	Thawing
March	Springsdawn
April	Planting
May	Budding
June	Shoring

Normal	Ithronian
July	Highsummer
August	Shielding
September	Harvesting
October	Summereve
November	Drawing
December	Midcold

## Ronish Alphabet

The ronish alphabet was until recently, the runic language used for all writings and documentation. However, it has fallen out of fashion and is now the language of ancient times, magic and legal documentation.

A 𐌰  
B 𐌪  
C 𐌸  
D 𐌹  
E 𐌺  
F 𐌶  
G 𐌷  
H 𐌿  
I 𐌺  
J 𐌶  
K 𐌶  
L 𐌺  
M 𐌿

N 𐌾  
O 𐌽  
P 𐌺  
Q 𐌶  
R 𐌺  
S 𐌶  
T 𐌺  
U 𐌺  
V 𐌶  
W 𐌾  
X 𐌶  
Y 𐌶  
Z 𐌾

EE 𐌺  
TH 𐌾  
Full Stop 𐌺  
Comma 𐌶

### Numbers

1 𐌺  
5 𐌶  
10 𐌶  
50 𐌶  
100 𐌶  
500 𐌶  
1000 𐌶

# Social Table

Most adventurers will be paid according to their ‘social standing’ in Ithron. Each rank attainable by an adventurer has a number assigned to it which indicates the normal rate of pay for an adventure. Those with higher social standing outrank those below in the feudal system, though all nobles should be respected even if their technical rank is lower than an adventurer.

	Church	Knights	Military Guilds	Physicians	Alchemists	Blacksmiths	Mages	Law Guilds
n/a	King & Queen Descendants of the Blood							
13	High Primate	Knight Commander	Lord Mayor of Norham Province					Chief Justice
12	Primate	Head of Order/ Seneschal	General/ Pathfinder	Surgeon General	Guildmaster	Forgemaster	Archmage	Huntsmaster/ Guardscaptain/ Presiding Judge
11								Guard Sergeant/ Huntsman
10	Defender of the Faith		Guild Enforcer	Guild Protector	Guild Protector	Guild Protector	Witchfinder/ Schoolmaster	Presiding Magistrate
9	Holy Mother Rose							Maximum for Judge
8	High Father/ Mother Rose/ Father Militant	Battle/ Liege/ Librarian/ Marshal/ Devout/ Knight of the Realm	Captain/ Ranger	Doctor	Master		Master/ Keeper of the Seven Secrets	City Guard/ Rural Forester/ Maximum for Magistrate
7	Father	Order Knight	Guild Senior					
6	Sister Rose	House Knight	High Guildsman					Guardsman/ Forester
5	Brother	Errant	Guildsman					Junior Guardsman/ Forester
4					Junior Guildsman			
3	Novice	Squire		Journeyman				Apprentice of the Law
2	Kindred/ Supplicant		Apprentice	Apprentice				
1	Excommunicant							
0	Slave							

# Miscellaneous Information

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## Money

The national currency is provided by the Bank of Ithron and consists of crowns and pennies, of which there are twelve to the crown. All prices are described in terms of crowns and pennies, e.g. 12 crowns and 6 pennies would be written 12/6 (or IC as XII/VI). Money is most commonly found as banknotes.

## Arda – Sharda – Elysium

We live on Arda, Elysium is the plane of the Gods and the dead, Sharda is the home of Demons. Every 1000 years, a pact is signed between the Gods and the Demons on Arda, and at the beginning of this millennia it took place in Ithron. As such, Ithron is now regarded as the Holy Land.

## The Gods

There are 13 Gods, Sidhe and his 12 children, 6 Light (known collectively with Sidhe as ‘The Seven’) and 6 Dark. The 6 Dark gods had been sealed away in a divine prison by Sidhe, but they escaped at the end of the last century. Worshipping an entity or God other than The Seven is considered Heresy in Norham Province.

## Social Standing

Social status is the hierarchical ranking that determines a person’s place in Ithronian society. The King is at the top and slaves at the bottom, with everyone else somewhere in between. Remember that Ithron is a feudal society, so those above you in social standing should be treated with at least some respect and you should expect the same from those below you. Excommunicants are always scum, slaves and outlaws have few rights and branded criminals are not to be trusted!

## The King or Queen (always an NPC controlled by the CC)

The lawful ruler of Norham Province. Many people of Ithron have come to perceive the position as a symbol of Ithron’s freedom and independence.

## The Dukes (always an NPC controlled by the CC)

There are only about a dozen duchies in the country, making Dukes a select group of powerful people. If there is no monarch upon the throne, or if the King is unable to rule, then the powers of the King pass to the Duke's Congress.

## Earls, Viscounts and Barons (Usually an NPC controlled by the branch referees)

An Earl swears fealty to the Duke whose area they hold lands in. Earls tend to own the prize pieces of land in any area. Viscounts tend to own the land around major towns and villages where barons own the wilder and more problematic areas. Barons owe fealty to their viscounts but normally control larger militias.

## Baronets (can be PCs or NPCs)

The lowest rank of noble, the title is not automatically hereditary but can bring some benefits along with responsibilities.

## Equipment List

Weapons Not Requiring a Permit		
	ML/MP	Cost
Dagger	18"	1/0
Hatchet	26"	3/6
Cudgel (Subdual)	26"	2/0
Club (Subdual)	36"	5/0
Staff (2 Handed, Subdual)	36"+	7/0
Bow	30lb	5/0
Arrow	36"	0/3
Weapons Requiring a Permit		
	ML/MP	Cost
Shortsword	26"	4/6
Longsword	36"	9/0
Hand Axe	36"	7/0
Small Mace (Blunt)	26"	3/4
Mace (Blunt)	36"	7/0
Crossbow	30lb	5/6
Quarrel		0/3
Small Shield	26"	3/0
Medium Shield	36"	5/0
Large Shield	36"+	8/0
Armour Not Requiring a Permit		
		Cost
Light Leather/Padded (1 AP)	Tunic	1/0
	Sleeves	0/5
	Trousers	0/6
	Cap	0/7
Light Studded Leather Or Heavy Leather (2 AP)	Tunic	2/0
	Bracers	1/0
	Greaves	1/0
	Helmet	1/0
Armour Requiring Permit		
		Cost
Heavy Studded Leather (3AP)	Tunic	3/0
	Bracers	1/6
	Greaves	1/8
	Helmet	2/0
Ring-Mail (4AP)	Hauberk	6/0
	Sleeves	3/0
	Trousers	3/0
	Coif	3/0
Chainmail Or Scalemail (5AP)	Shirt	8/0
	Sleeves	5/0
	Legs	5/0
	Coif	5/0

Religious Items		Cost
Holy Symbol (unblessed)		1/0
Ritual of Absolution or Cleansing		1/0
Blessed Stake		FREE
Prayer Card <sup>1</sup>		0/1
Ritual Scroll <sup>2</sup>		0/6
Stick of Incense		1/0
Candle		0/1
Magic Items		Cost
Spell Card		0/1
Ritual Scroll		0/6
Stick of Incense		1/0
Potions		Cost
Potion of Heal Limb		2/6
Potion of Heal Body		3/0
Potion of All Heal		6/0
Potion of Purge Poison		4/0
Potion of Cure Disease		4/0
Miscellaneous Items		Cost
Candle		0/1
Torch		0/3
Lantern		1/0
Tinderbox		1/0
Mirror		1/0
Rope (per 6ft)		1/0
Bandage		0/4
Lockbox		2/0
Silver Dagger <sup>2</sup>		30/0

### Glossary

ML – Max Length

MP – Max Poundage

1 – Free for priests, and devotees of appropriate rank.

2 – May only be purchased from the Mages' Guild  
Plate armour and weapons larger than a longsword  
must be purchased from a PC smith