

ORIGINAL FANTASY RPG

ADDITIONAL

Options for the Avremier Fantasy Campaign
Setting Playable with Original 0e Rules



Avremier Character Supplement I & II

THE ARMIGER & ARMIGERIAL COURTS

DAVID A. HILL



PUBLISHED BY
MOTHSHADE CONCEPTS

ORIGINAL FANTASY RPG

Avremier Character Supplement I of II

THE ARMIGER

BY
DAVID A. HILL

With deepest gratitude to Gary Gygax and Dave Arneson.

For those who choose to walk the warded roads of Dhavon and fear no evil.

BASED ON

The original publication of the *World's Most Popular Fantasy Role-Playing Game*.

COVER AND ILLUSTRATIONS BY DAVID A. HILL

On the cover: an armiger of the Bulette Court.

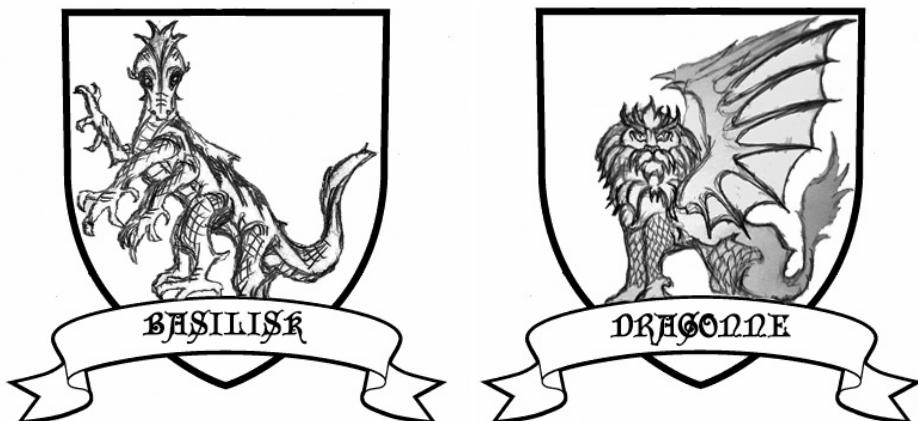
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DIGITAL EDITION

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Foreword

I didn't know the Armiger would be one of the breakout concepts of the Avremier setting. For those who are interested, what follows on this page is a breakdown of the development history of the Armiger for the Avremier setting. If this doesn't interest you, go ahead and turn the page now.

For those who are still here...

As a teen, I was utterly enamored with the settings and characters of Patricia A. McKillip's The Forgotten Beasts of Eld and The Riddle-Master of Hed (trilogy). I would re-read them about once a year, in awe of her ability to craft a world that captured my imagination, but with so little (to my mind) detailed description. What stayed with me most was a combination of folklore and history, symbolic details, small realms or kingdoms, and memorable characters. Also, the way she presented the use of magic. All in a deft and understated fashion.

Unlike myself.

Between the glorious titular creatures of The Forgotten Beasts of Eld, and the driving force of "land-rule" in The Riddle-Master of Hed, there was a glimmer of concept forming in my mind. It started with symbolic heraldic beasts to represent noble courts for each of the domains I'd outlined at the time. I tried to stay with creatures from traditional heraldry, but also branched out a little into monsters from RPG books. Still, I wanted to maintain a certain *feel* that interested me. Then, I read Sheri S. Tepper's True Game trilogy. This gave me the Armiger as a title, as well as a kernel of an idea for one of the underlying qualities of the Avremier setting as a whole. My Armigers would share a mystical bond with their heraldic beasts, assuming some of their mythic qualities along the way. They would be engineered as leaders and elite warriors in defense of humanity. Not all would be so noble – their heraldic beasts would determine those tendencies. But, there would be a parliament of Armigerial Courts to decide and enforce policy among this noble class. The actions of the Armiger would reflect upon the Court. Honor would be at stake. A form of Chivalry. So much of the foundation of the Avremier setting grew from this.

David A. Hill

Mothshade Concepts Editor

27 February 2019

SCOPE:

This supplement is not meant to stand alone. The original fantasy role-playing game rule set of *Men & Magic*, *Monsters & Treasure*, and *The Underworld & Wilderness Adventures* – including the supplements that follow, will be essential to your use and enjoyment of this guide. That, or a comparable rule set. This two-part volume details the Armiger as a player character class, and as a society. The second part is **THE ARMIGERIAL COURTS**, with details to assist the Referee in understanding how the Courts function in the Avremier setting.

The Armiger is a “core class” for the Avremier setting, meant as a partial replacement for the Paladin. The choice is mostly a matter of style, as the Paladin does not suit the author’s vision for the campaign setting as a whole. There is nothing wrong with allowing the Paladin character class for an Avremier game.

This book contains material previously published in the **AVREMIER** and **DHAVON** supplements (both recommended) – edited and updated for use in the campaign setting. It is meant to be a comprehensive treatment of the Armiger as a character. To that end, there will be material formerly kept aside as “setting secrets,” as well as never-before-seen material from the development archives. For those who want to run Avremier “the right way.” *wink*

SETTING:

Avremier is where the human race came to settle. For the most part, their leaders were members of the Armigerial Courts. Those Courts help guide the destiny of humankind to this day.

Player and Non-Player Characters of the Armigerial Courts will be very influential in a typical Avremier campaign. Only humans can be Armigers, and the title is hereditary – the character will be a member of an established Armigerial family.

Adventuring as an Armiger comes with added responsibility and scrutiny. An Armiger is almost always in a leadership position, and there will tend to be that presumption on the part of NPCs encountered, even if that is not the case. Not to say that an Armiger dictates the actions and policies of the entire adventuring group, simply that the character tends to be the default point-of-contact when such is needed. Also, having an Armiger in the group almost always lends an air of respectability and nobility to their ventures.

This volume contains everything needed to create and run an armiger character, either in the Avremier setting, or any other that you choose.

PREPARATIONS FOR THE CAMPAIGN:

Armigers are more important to the Avremier setting than simply offering orders of magical knights to strut around and lord it over everyone else. More so than most other classes or races, the Armiger is an integral part of the campaign world. While it does no harm to include the Paladin class in an Avremier campaign, the campaign can probably not endure the exclusion of the Armigerial Courts – at least as background detail.

The Armigerial Courts can certainly be left in the background of the campaign setting. The Referee and players can decide just how much influence the Courts may wield. But, in a traditional Avremier campaign, the Courts work behind the scenes (and sometimes more overtly) to achieve their grand, long-term goals. The Armiger bloodlines did not spring from nothing – they were engineered.

Genetic engineering. Here is where things can get tricky when establishing the tone of an Avremier game. In many ways, the alchemical sciences are very advanced. There is also the option of “super-science” to spice things up. Of course, most of these details can be left in the background to maintain a more traditional fantasy feel for the game. But, if there are Armiger PCs, and if they have an interest in exploring their own origins, some of these “hidden facts” are likely to come out. Again, that can be decided between the player and the Referee. Avremier has always been a Science Fantasy setting, but it is up to you to decide how much of each will flavor your own game.

The fact is, every Armigerial Court is the result of generations of careful breeding, combined with meticulously crafted programs of genetic engineering. They are building toward a goal of some sort. The Avremier setting offers a number of options for what that goal could be. Those options will be explored in **THE ARMIGERIAL COURTS** section to come.



The Armiger PC

CHARACTERS: (Additions and Changes)

Avremier introduces a class type designed especially for the setting: *Armigers* (Fighter sub-class, replacing Paladins)

Fighters that meet specific requirements of birth, charisma score, and alignment may opt to become *armigers*. An armiger should begin play at 1st level, trained from childhood to assume the mantle at a proper age. As a term, armiger refers to bloodline (race: human) and to character class. An armiger may not voluntarily change class unless outcast, or otherwise separated from the Court.

Armigers (Fighter Sub-Class): A human fighter with a 15 or higher charisma score, and an armigerial bloodline, may advance as an armiger. An armiger acting against the tenets or interests of his Court (see below), becomes an armiger errant — out of favor with the Courts and no longer entitled to the benefits of his station. A grave transgression makes the armiger errant a wanted fugitive, hunted by agents of the Courts. Charisma is the prime requisite for the class.

In essence, the tenets of the Armigerial Courts are as follows:

1. Devotion to the Court.
2. Glorify the Court.
3. Maintain the Blood.
4. Exemplify Nobility.
5. Advance the Human Cause.

But, what do these tenets actually mean to the armiger character?

Devotion to the Court emphasizes the armiger's fidelity and support of her Court, above and before all else. The homeland of Dhavon is important, but the "Nation of the Basilisk" (for example) comes first. Humankind is to be protected and advanced in the world, but those of your bloodline are even more precious.

Glorify the Court defines the armiger's representation of his people in the outside world, embodying the very best aspects of the Court, and in all ways an ambassador to their cause. His glory is the Court's glory, always mindful of how his actions will maintain or advance the welfare and position of his Court.

Maintain the Blood is an edict that some struggle to follow. The Armigerial Courts are the result of an extensive and comprehensive program of alliances, unions, and progeny. A program supplemented and enhanced by advanced genetic alchemy and engineering. These sciences are not widely known, and the facilities are mostly kept secret. There may be a time when the armiger is called to perform his or her duty in this area, by one means or another. If the character does not wish to marry, then there can be arranged copulation for the purpose of procreation. If this is not acceptable, there is artificial fertilization. Otherwise, the Referee and the player can decide that the character is not genetically viable for the program, leaving her free to a life of unfettered adventure.

Exemplify Nobility implies that the armiger is in all ways, and at all times, a paragon of Courtly virtue. In much the same way as Glorifying the Court, the armiger displays those traits seen as noble in Dhavonish society. Specifically, the virtues of Courage, Leadership, Fairness, Honor, Grace, and Acuity.

Advance the Human Cause is the foundation of the Armigerial Courts. Armigers led humanity to Avremier, commanded military forces during the wars of the Harrowing, put themselves forward to represent humankind at the Winterbind Compact table, and spearheaded rebuilding and recovery efforts following the Harrowing. Sadly, some Houses, or even Courts, have strayed from this path.

Beyond the hierarchy of established tradition, each Armigerial Court has its own addition to the hallowed tenets, essentially a Sixth Tenet to the established code, specific to their vision or cause. It is left to the player, and the Referee, to determine the deeper meaning of the Sixth Tenet for the Armiger PC.

Basilisk: *Cast a vigilant gaze ever toward the horizon.*

Bulette: *Be a bulwark against darkness and fear.*

Chimera: *Become that which is most needed.*

Dragonne: *Defiance in the face of despair.*

Gryphon: *Never lapse in the pursuit of greatness.*

Manticore: *Rise above.*

Unicorn: *Pure of heart. Pure of deed.*

Wyvern: *To strike true is to strike in truth.*

True armigers (those with armiger class levels) are caretakers of the human genetic legacy. Champions of humanity, not of law or of good. Unlike paladins, armigers represent the human race and its interests in all things, each taking a Solemn Oath to this effect, while upholding the Court Tenets. A rogue armiger is hunted by his own Court and brought to face their justice. For reference, the entry for Solemn Oaths from the **DHAVON** supplement, is reprinted below.

Enforced by higher powers, a *Solemn Oath* is made knowingly and with free will, anywhere the gods may grant boons (spells). Oathbreakers are punished with curse, smite, or visitation.

Traditional Oath format: "I, *<name>*, solemnly swear to *<circumstances/specifcs>*, so hear me, *<entity>*, lest, *<he/she>* *<punishment>*. Actual punishment determined by the Referee and may not necessarily match that specified by the Oath.

At least one participant must be human, and none may swear an Oath under duress or mental control/coercion. Falsehood may invalidate an Oath as it is made. There is no limit to the number of Oaths sworn by an individual. The more specific an Oath, the more likely it takes effect. Renown and infamy also affect the validity of Oaths. Traditionally, Oaths are enforced by the deminities.

A human of an armigerial bloodline is an armiger in name, but it takes dedication and training (character levels) to become an armiger in truth.

ARMIGER LEVELS (RANKS)

Armigers	Experience	Hit Dice (d8)
Scion	0	1+1
Courtier	2200	2
Gentle Knight	4400	3
Knight Visitor	8800	4
Knight Armorial	17000	5+1
Heraldic Knight	35000	6
Courtly Knight	70000	7+1
Knight Marshal	140000	8+2
Armiger Knight	270000	9+3
Armiger Warden	400000	9+5*
Armiger Lord	530000	9+7
Armiger Lord, 12 th level	660000	9+9
Armiger Lord, 13 th level	790000	9+11

*The character receives +2 hit points per level at this point and beyond.

Armigers enjoy a +2 bonus to saving throws vs. harmful magics or effects, with an additional +2 to saves vs. fear effects. In the Avremier setting, an armiger with a Constitution score of at least 15 is immune to non-magical disease.

An armiger's charisma-based **Loyalty Base** adjustment (+1, +2, or +4) applies to interactions with the creatures represented by his Court, as well as those creatures deemed similar by the Referee. Thus, an armiger of the Gryphon Court with a 17 charisma would add +2 to all die rolls involving interactions with gryphons (griffons) and possibly hippogriffs, lions, or giant eagles.

The traits and abilities of each Armigerial Court are listed below.

ARMIGERIAL COURTS

In Dhavon, there are two types of humans: armigers, and everyone else. Those of armigerial blood come from an armigerial family. An established armigerial family, or familial unit, is known as a House. Collectively, these Houses form an Armigerial Court. Each Court is represented by a symbolic creature, as in heraldry. There are eight recognized Armigerial Courts, each embracing a general alignment and represented by a pair (or trio) of symbolic colors.

An armiger character will follow and embody the laws and traits of his own Court above all else. An armiger's might originates in an unshakable faith in the Court and the quality of her own blood. While all armigers share certain "base traits," each Court grants specific qualities and advantages to the character.

Court	Alignment	Colors
Basilisk	Neutrality	Green and gold
Bulette	Neutrality	Brown and silver
Chimera	Neutrality	Black, maroon, and copper
Dragonne	Neutrality	Brass and black
Gryphon	Law	Gold and white
Manticore	Chaos	Red and black
Unicorn	Law	White and silver
Wyvern	Chaos	Black and purple

Heraldic Manifestation: The armiger may undergo a limited transformation that recalls the symbol of his Court, up to one time per five armiger levels, with one transformation per day at first level.

CLASS TRAITS BY COURT

Armigerial Court	Immunity	Charisma-Based Attack Bonus	Heraldic Manifestation
Basilisk	Petrification	Undead	<i>Hold gaze</i>
Bulette	Confusion	Constructs	<i>Armored skin</i>
Chimera	Polymorph	Elementals (type)	<i>Breath weapon</i>
Dragonne	Sound-based	Evil	<i>Deafening roar</i>
Gryphon	Paralyzation	Undead	<i>Blaze of glory</i>
Manticore	Disease	Fae (type)	<i>Spike volley</i>
Unicorn	Charm	Evil	<i>Dimension Door</i>
Wyvern	Poison	Fae (type)	<i>Poison strike</i>

Immunity: The armiger is unaffected by the listed effect or attack, regardless of source. Sound-based effects include an androsphinx's roar, harpy's song, or Drums of Panic. The Gryphon's paralyzation immunity includes *Hold* spells and effects of all types. Disease immunity includes those of magical (such as lycanthropy) or otherplanar origin.

Charisma-Based Attack Bonus: Add the modifier listed under **Loyalty Base** (+1, +2, or +4) for the armiger's charisma score to attack and damage rolls vs. the listed creature type. The bonus applies to creatures able to be hit only by magical weapons, as if the attack were made by a magical weapon equal to the charisma modifier. Constructs include creatures created/animated by artificial means, but not undead. Elemental type (air, earth, fire, or water) is chosen at the time of character creation and cannot be changed – includes such creatures as genies, invisible stalkers, salamanders, and others. Evil does not include creatures of the other listed types (constructs, elementals, fae, or undead). Fae type (anfae (good), urfae (neutral), or ilfae (bad)) is chosen at the time of character creation and cannot be changed. An armiger cannot choose a type that matches his own alignment. Undead includes all creatures of that type.

The Basilisk's *Hold* gaze functions as a *Hold Monster* spell against a single living target up to about ogre-size. Duration is 6 turns + armiger level, range is 12", and the target saves at -2.

The Bulette's armored skin grants the armiger a +3 armor class bonus and 10 temporary bonus hit points for 6 turns + armiger level. This bonus functions with any armor already worn.

The Chimera's breath weapon is similar to that of a dragon, either acid or fire, as desired. The effect is greatly reduced from that of a real dragon, with a range of 10' and d6 damage dice equal to the armiger's charisma adjustment.

The Dragonne's roar affects those in a 30' cone, causing them to save vs. paralyzation or be deafened and disoriented for 6 turns, acting at 50% strength and suffering a -1 penalty to all attacks.

The Gryphon's blaze of glory manifests as an aura of bright golden light that equals *Protection from Evil* and a *Light* spell, revealing the unseen as a Gem of Seeing, and affecting non-lawful creatures (except allies) as a *Fear* spell. All undead within the light are turned as if they are one rank lower on the Cleric versus Undead table. Duration is 6 turns.

The Manticore's spike volley allows the armiger to loose 5 iron spikes with range (18") and damage (1-6) equal to a light crossbow for each missile. The spikes are produced from nothing and directed by a motion of the hand, which must be empty and unhindered.

The Unicorn's *Dimension Door* functions exactly as the magic-user spell.

The Wyvern's poison strike treats any physical melee attack as poisoned. The attack can be made with or without a weapon, but not with a reach weapon.

At 8th level, an armiger can attempt to turn the monster type listed under their **Charisma-Based Attack Bonus** on the **CLASS TRAITS BY COURT** table, above. This ability functions as a cleric of a level equal to $1 +$ the armiger's charisma bonus, adding one level after as the armiger gains experience.

So, an 8th level Bulette Armiger with a 17 charisma may turn a homunculus as a 3rd level cleric. The chance of success is equal to that of turning a ghoul since the two have the same hit dice. As the armiger gained levels after 8th, he would add them to his level equivalent to turn constructs. Armigers that turn Evil creatures only affect those from other planes, or that exist through evil magic. Simply having an evil alignment is not enough, the creature must *be* evil. A result of D returns the creature to their home plane or source. The same result for a construct causes it to collapse into its component parts or compounds. For elementals, a D banishes the elemental to its home plane or dissolves. Against fae, a D results in banishment to the faerie realm.

Armigers will bear the finest armor, weapons, and equipment they can afford or acquire. Whenever possible, they will display the colors and heraldry of their Court. To do otherwise would be undignified, and degrading to the glory of the Court which, at all times and in all ways, the armiger represents. While an armiger will keep himself in proper style as much as possible, it is customary to give at least 10% of earned treasure toward the upkeep and security of his Court.

Among the setting-specific magical items, Armigerial Panoply is possibly most important to this character class. A player character armiger bearing some or all of the panoply dedicated to her own Court gains additional powers and abilities. For ease of reference, the details for Armigerial Panoply are reprinted in the **EQUIPMENT AND COSTS** section, below.

Due to traditions and rivalries among the Courts, it is not advisable to have more than one armiger PC in an adventuring group. For every additional armiger player character present, all armigerial charisma-based rolls and abilities are reduced by one. This penalty does not apply to non-player character armigers.

PHYSICAL AND SOCIAL TRAITS BY COURT

Members of an Armigerial Court share a number of physical and psychological traits. Of course, not every individual will look or act the same, but there are common prevailing qualities that define a member of the Court.

Basilisk: Dark, olive-toned skin. Glossy, black hair. Eyes of striking green and/or gold that seldom blink. They are commonly lean and tall. Tend toward contemplative silence, and are not overly demonstrative in their movements, words, or reactions. Those who are ignorant of their nature sometimes see members of the Basilisk Court as apathetic, or even lethargic.

Bulette: Tan or brown skin. Brown, black, or gray hair (regardless of age). Eyes of dark brown or gray, sometimes blue-gray. Not usually tall, but solid and sturdy. Powerful physical presence in a quiet, subdued manner. Can be boisterous or dominating in an instant, unintentionally intimidating and off-putting. Put little stock in words or image, unless backed by action. Value deeds and honor, building/maintaining a reputation, delivering on promises, using power to benefit others, and strength of all kinds.

Chimera: Ruddy or yellowish skin tones. Hair may be more than one color, with patches or streaks of brown, black, red, dirty blond, or auburn. Eyes of nearly any tint, and different-colored eyes (heterochromia) are not too rare. Tend toward tall and athletic, but not too thin. Can seem distracted or impulsive, but habitually take in details from their surroundings. May get bored easily, craving challenge or action.

Dragonne: Bronzed skin. Hair of blond, golden brown, dark brown, or white. Eyes of brown, amber, green, or hazel. Tend to be rangy and graceful, with a clear and powerful voice. Possibly due to their unenviable position among the Courts, these armigers have a tendency to overcompensate and affect an exaggerated air of nobility. Grand gestures and flowery speech are characteristics of the Dragonne Court.

Gryphon: Pale or tanned skin. Hair of gold, blond, light brown, white, or silver. Bright eyes of golden brown, amber, blue, or blue-green. Athletic build and an easy grace. Strong, even features. Commanding presence and a palpable charm. Loyal friends and implacable foes. Their confidence can be infectious, or overwhelming. Of seemingly limitless energy and reserves of courage.

Manticore: Skin in darker tones, reddish or brown. Thick, glossy hair of dark brown, auburn, or black. Piercing eyes of pale brown, sea-green, amber, or green-gold. Athletic and muscular, with quick reflexes and a long stride. Typically eager and engaging, which can come off as aggressive or domineering. Can be brutally direct, and more than a little impatient.

Unicorn: Pale or light-golden skin. Hair of white, pale blond, ash-blond, violet-silver, or silver. Large eyes of almost any jewel color, with blue, green, and violet being most common. Slender, and willowy or rangy in build. Quick to act, and to react. May be mistaken for nervous or twitchy. Possess great patience and tact, able to be quiet and still for extended periods.

Wyvern: Deep olive or brown skin. Hair of black or indigo. Also, very rarely, a shade of silver or light gray. Brilliant green, blue, or crimson eyes. Tend to be tall and powerfully-built, with broad shoulders and runner's legs. Often quiet and watchful, alert and thoughtful. Not prone to act on impulse, or without a plan. When a Wyvern does act, it is with decisiveness and precision.





Eight Armigerial Courts exist as playable options. The standard Avremier setting does not offer other choices for player characters, but the Referee may do so. See the **NON-PLAYER CHARACTERS** section of **THE ARMIGERIAL COURTS** below, for more information.

LANGUAGES: (Armiger-Specific)

There are three human languages of importance to the armiger.

Dhavonish (or *Havenish*) is the language of Dhavon, and the Courts.

Volgate is spoken throughout Mauvolg and includes elements of the fae speech, as well as that of Oni. Most armigers are familiar with this language.

Cruxet is a formal, ritualized language used among the Armigerial Courts. Fluency is a sign of status, and Cruxet is employed in contracts, written agreements, and oaths or verbal bindings – see *solemn oath*, above.

PROFESSIONAL ADVENTURERS:

When armigers pursue a life of adventure, they do so as a member of a chartered group, sponsored by a Ministry-approved guild. Most group charters that include an armiger will name the armiger as group leader, in at least a nominal fashion.

Fellowship of Investigative Antiquarians: This organization typically attracts members from the Basilisk, Chimera, and Unicorn Courts.

Questinghouse: The newest adventuring guild has attracted the attention of some younger armigers. Their fortunes are yet to be determined.

Society of Aspired Gentleman Adventurers: Members of every Armigerial Court have joined SAGA throughout its history.

Tempestward: This agency appeals most to armigers of the Bulette, Dragonne, and Gryphon Courts.

Ventureguild, The: No honorable armiger will have an interest in joining the Ventureguild. Such membership would do nothing but harm their reputation.

Blade of Light: Those who ascend to the greatest heights have the farthest to fall. Led by the armigerial paladin, Roen Curientine, this heroic group rose beyond the legacy of all that came before. Some say hubris brought disaster to their cause, while others claim madness. Whatever the reason, it was the Blade of Light that caused the Planewrack.

REOWN: (Armigerial)

Armigers in Avremier occupy a unique position in the ranks and annals of heroic adventuring. At the Referee's discretion, the armiger PC may start with 1 or 2 points of Renown. This reflects the character's standing as a member of an Armigerial Court, but, he does not automatically gain a point of Renown at each experience rank – every point must be earned. 1-2 points of Renown is the bare minimum for an armiger in good standing. If Renown is lost before gaining at least one point above 2, that character is at risk of Court sanction. To maintain Renown, the armiger should display the heraldry of both Court and House.

Renown Levels: As an armiger gains levels (not merely points) of Renown, certain advantages may be gained. As the position of armiger is more demanding than most, the character does not gain Renown levels as easily as others. For the armiger, Renown levels are: 1 at 3-5 points, 2 at 6-8 points, 3 at 9-10 points, 4 at 11-13 points, 5 at 14-15 points, 6 at 16-17 points, and 7 at 18+ points.

6-8 points: Once per day, per Renown level, the armiger may *Remove* the effects of *Fear*, *Hold*, and *Charm* from up to 6-8 creatures within a 12" area, centered upon herself. This involves a *rallying cry*, which the armiger must be able to utter, and the recipients must be able to hear.

9-10 points: If reduced to 0 hit points in honorable battle, the armiger is immediately healed to 10 hit points. This can occur once/day at Renown level 3, twice/day at Renown level 5, and thrice/day at Renown level 7 – once per battle.

11-13 points: The armiger may double his *Charisma-Based Attack Bonus* during an honorable battle, for the duration of that battle. This can occur once per day at Renown level 4, and twice per day at Renown level 6.

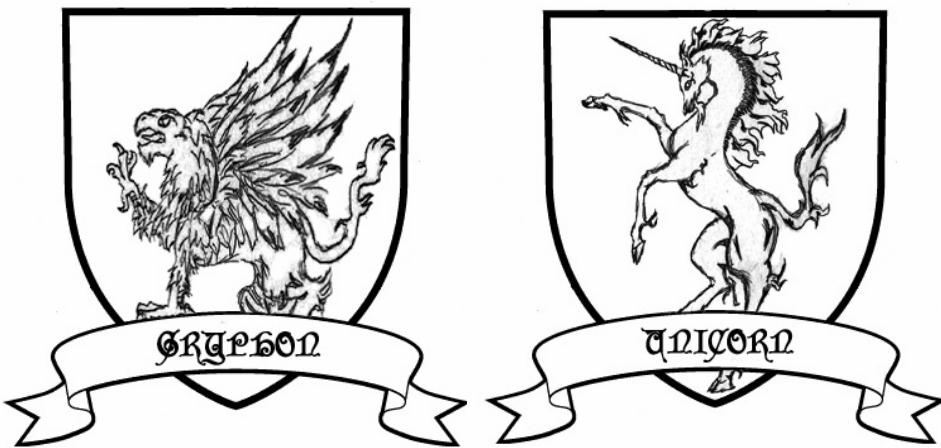
14-15 points: Gain 1 point of charisma. An armiger that dies at this level of Renown is immediately *Reincarnated* as a heraldic beast of their specific Court.

16-17 points: A character clad in full Armigerial regalia may inspire a measure of awe if recognized. Those of opposing alignment that clearly see and hear the armiger save vs. death ray, with a penalty equal to the armiger's Loyalty Base modifier for charisma (1, 2, or 4). Those failing to save are affected as if by a *Fear* spell, but for 7-12 turns if they have up to 35 hit points, for 2-8 turns for those between 60 and 70 hit points, and has no effect on those over 70 hit points. Those of comparable alignment save vs. paralyzation, or become affected as if by *Power Word-Stun*.

18+ points: An Armiger that dies at this level of Renown is immediately *Raised Fully*, and able to rejoin the fight at full strength. After the battle, the character must recuperate for three weeks. This effect occurs once per Renown level of 18 or higher. If the Armiger loses Renown and later reaches 18+ points, this ability is not regained.

NON-PLAYER CHARACTERS: (Addition)

Loyalty of Non-Player Characters: Retainers of an armiger in good standing add +2 on all loyalty scores. Bonus increases by +1 at each Renown level beyond 2.



EQUIPMENT AND COSTS: (Armiger-Specific Additions)

Armor

Armigerial Plate (130 gp): Made for the wearer from the best materials. More coverage and articulation than standard plate. Court symbols prominently and properly displayed. Weight is 750. Illegal for a non-armiger to possess. Forbidden to wear armor (or shield) of another Court. If won in battle, it's traditional to ransom back to the Court. Otherwise, they become prized trophies.

Armigerial Shield (50 gp): Gives the same armor bonus as a regular shield, but is lighter (125 gp), and usually embossed with the armiger's heraldic beast.

Magic Armor

Armigerial Panoply: Ornate armigerial plate that is +3 armor for an armiger of the same Court, who also gains a bonus to saving throws increased to match the wearer's charisma bonus (if appropriate), and one extra heraldic manifestation per day. +1 armor for an armiger of a different Court.

Other Court-specific items will be detailed in the **EXPLANATIONS OF MAGIC ITEMS** section of **THE ARMIGERIAL COURTS**, below.

ATTACK MATRIX I: ARMIGERS ATTACKING

*Scores to hit for Armigers, as Fighters. With *new armor types*.

TARGET	<u>Description</u>	D20 Score to Hit by Level*					
		1-3	4-6	7-9	10-12	13-15	16+
2	<i>Armigerial Plate</i>	17	15	12	10	8	5
3	Plate Armor	16	14	11	9	7	4
4	Chain & Shield	15	13	10	8	6	3
5	Chain Mail	14	12	9	7	5	2
6	Leather & Shield	13	11	8	6	4	1
7	Leather Armor	12	10	7	5	3	1
8	<i>Armigerial Shield</i>	11	9	6	4	2	1
9	No Armor/Shield	10	8	5	3	1	1

Traditional Basilisk Court helmet with dark crest.



ARMIGER COURT MAGIC

Not all those of armigerial blood can or will become a member of the Armiger class. Humans of armigerial lineage may follow any class allowed to humans, as long as they qualify. Each Armigerial Court boasts a number of Court Wizards that further the arcane traditions of their line. Some of their spells are created only for the Court, and many cannot be cast by those without the proper armiger blood. Introduced in the **ARCANE MAGIC IN AVREMIER** section of the **ELDRITCH AVREMIER** supplement, the sample spell given is reprinted here along with examples from other Courts. There are many others.

SPELLS TABLES (Additions)

Magic-Users:

1st Level

1. Arc of Vision
2. Steadfast
3. Surety of Self

2nd Level

- Brazen Mane
- Violet Wings
- Vivify Stone

3rd Level

- Fighting Falcon
- Sunward Step

1st Level:

Arc of Vision (Chimera Court): Grants vision (even in non-magical darkness) in a full circle, as long as the head is uncovered. There is effectively no chance of surprise by conventional means. Vision-based effects are useless, as the recipient is not technically using his eyes to see. +1 bonus to reaction and initiative rolls as the recipient takes in everything at once. Duration: 2 turns + caster level. Range: 24".

A 1st level spell for a Chimera Court magic-user, 2nd level for a magic-user of any other Court, and 3rd level for a human magic-user not of armigerial blood.

Steadfast (Bulette Court): The recipient is unmovable by nearly any means, whether by physical force, or by magical effects such as *Fear* or *Teleport* – so long as they stand upon a solid surface. Recipient may move up to a maximum of 10' each round for the spell's duration. Ignores damage from a successful hit equal to $1 + Hit\ Dice\ Bonus$ from constitution (+1, +2, or +3). Duration: 2 turns + 1 turn/recipient's *Hit Dice Bonus* from constitution (if any). Range: 6".

A 1st level spell for a Bulette Court magic-user.

Surety of Self (Manticore Court): Recipient may substitute the modifier or check for an ability score with either wisdom or charisma (as desired). May also re-roll one such check per round and take the better of the two. For example, a recipient with a strength of 9 could substitute her wisdom score of 17 for a roll to hit, gaining a +2 bonus (adjustment for a 17 strength). Duration: 2 turns.

A 1st level spell for a Manticore Court magic-user, and 2nd level for a magic-user of any other Court.

2nd Level:

Brazen Mane (Dragonne Court): Creates a radiant “halo” of light around the recipient’s head that is brassy in hue and resembles the mane of a dragonne. The recipient is immune to *Blind*, *Fear*, *Charm*, or *Command* effects. His voice carries clearly for 24”, and allies hearing this voice receive a +1 to morale and to attack dice. Enemies within range of the voice function at -1 to their base hit dice. Duration: 6 turns.

A 2nd level spell for a Dragonne Court magic-user.

Violet Wings (Wyvern Court): Gives purple-and-black leathery wings to the recipient, granting 24” flight, and combat ability with poisonous strikes. The long “third finger” digit of a wing can be used as a spear to strike up to 10’ away, with poison (save or die) on a successful hit. Duration: 6 turns.

A 2nd level spell for a Wyvern Court magic-user, and 3rd level for a magic-user of any other Court.

Vivify Stone (Basilisk Court): Gives awareness and mobility to intact, petrified creature - living creature turned to stone, no statues or stone monsters (like gargoyles). Move rate reduced one rank - from 9" to 6", for example. Attack last in melee. Lose dexterity bonuses. Strength increased by +3, up to a maximum of 18/00. Each point above 18 takes strength to the next full rank on the table. *Vivified* creature unaffected by magic that influences the mind, causes pain, relies upon gaze, respiration, or that changes form (including *Stone to Flesh*). Damage taken cannot be healed as if living. Duration: 4 game hours.

A 2nd level spell for a Basilisk Court magic-user, 3rd level for a magic-user of any other Court, and 4th level for a human magic-user not of armigerial blood.

3rd Level:

Fighting Falcon (Gryphon Court): Gain wings (30" flight), and talons on the feet. If not in flight, wings can buffet or shield. A wing can reach up to 10' and buffet damage is 2-8. Using a wing to shield one's self, or someone within 10', gain +2 AC. Shielding with both wings (around self and/or creature of up to same size), gains +4 AC. If a wing takes 30+ damage in one round, the spell is ended. Talons only used to attack in flight (1-6 damage). Attacking in a dive of 100' or more, gain +2 to hit and 2x damage. Duration: 6 turns + 1 per caster level.

A 3rd level spell for a Gryphon Court magic-user, 4th level for a magic-user of any other Court, and 5th level for a human magic-user not of armigerial blood.



Sunward Step (Unicorn Court): Grants a 24" move rate and the ability to pass unhindered by undergrowth or tangles. Movement, regardless of terrain, leaves no visible tracks or discernable scent. May *Dimension Door* (up to 36") once per round, and up to double range (72") if in the current direction of the sun. Duration: 12 turns. Range: 3".

A 3rd level spell for a Unicorn Court magic-user, and 4th level for a magic-user of any other Court.

THE ARMIGERIAL COURTS

BY
DAVID A. HILL

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SOCIETY OF THE COURTS

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Society of the Courts

“The history of the Armigerial Courts is the history of humankind in Avremier.”

ORIGINS:

What follows is a collection of theories, assumptions, legends, and historical records of debatable provenance. The Referee determines what is vital or true to his/her own game. For those wishing to understand the *real* Avremier setting (as created and run by this author), there will be guidelines included for reference.

Courts: There are those who tend to refer to an Armigerial Court as a House. A Court is the collection of Houses under a single banner. In olden days, each family's home was built around a central courtyard, where a statue representing the heraldic beast of their bloodline was erected. The Armiger-Castellan is the highest rank of a House.

Today, this practice continues on a grander scale in the central compound of each Court – known as a Sanct. This is where the Lord-Herald dwells, and where important business is conducted. There is one Sanct and one Lord-Herald for each Court. The Lord-Herald is the highest active rank among the Armigerial Courts, and the closest Humanity comes to having a king or queen.

Gatherings of great consequence are conducted at the Table of Eight, a great octagonal piece of furniture in the council chamber of Iruhaven, built for the eight Armigerial Courts.

There was a time when *Clade* was used to designate a Court. According to snippets of history, the first armigers were made, not born. Humans of Avremier are known for the practice of advanced alchemy, and (less well-known) what might be called, "super-science." While these resources are not widely available, or even commonly known, they do exist and are at the disposal of the Armigerial Courts. Some believe the Courts are quietly and deliberately fashioning selected sub-races of "new humanity." Toward what end(s), who can say?

Well, in the original Avremier campaign, some ancient cultural heroes ascended to demigodhood after death. These proto-deminities had the potential to found new Armigerial Courts, or to manipulate existing ones. Armigers were the result of an extensive program of breeding and genetic manipulation, with the goal of producing physical avatars for divine manifestation in the world of mortals. The Courts were building their own patron deities that could rule from earthly thrones – ideally, under the control of the elders. That grand plan has been tainted and nearly usurped by the scheming dolegane race. Details on the dolegane as a monster entry can be found on pg. 35 of the **DHAVON** supplement.

Other possibilities for the genetic program, suggested for the Referee, include:

Evolution to keep Humankind from stagnating in a genetic dead-end, and to better compete with the other adventuring races.

Planar survival for those explorers encountering alien races, such as the Koru (scheduled for the forthcoming **MANUAL OF THE VASTNESS** supplement).

Rulership of Humanity, and the power to maintain control.

Warriors capable of actually winning the next war against terrestrial foes.

Despite the machinations behind the program, development has gone as follows.

To start, there were three Courts:

Chimera (first), **Basilisk** (second), **Gryphon** (third).

These are the First Generation.

By arranged marriage and selective breeding, three additional Courts emerged:

Unicorn (close to the Gryphon in blood)

Wyvern (close to the Basilisk in blood)

Manticore (some dispute whether of the Second or Third Generation)

These are the Second Generation.

In time, there were two more Courts:

Bulette (solid and trustworthy, this Court gained much respect in a short time)

Dragonne (supposedly a corrupt offshoot of the Gryphon and Wyvern Courts)

These are the third Generation.

History claims another Third Generation Court: the Kirin. In the original Avremier setting, the Kirin went into hiding from the machinations of other Courts. Some of their number carried an unexpectedly promising genetic anomaly to push the Armigerial program ahead at least one full generation. The fledgling Kirin Court was nearly exterminated by genetic zealots seeking their biological essences. Records of these atrocities were sealed or destroyed.



Understand that, in the beginning, the two core genetic strains designed to drive the program were designated the Lion and the Dragon. The Lion was embodied most by the Gryphon, while the Dragon manifested in the Basilisk. The Chimera borrowed from both, and promised so much more. See the section on **Chimerae House**, below, for more details.

There has been some debate over the rise of a Fourth Generation of Courts, but very little is being shared outside the council chambers. See the **INTO THE FUTURE** section, below.

Peerage: Legitimate members of an armigerial family or Court are entered into the Peerage Lists – the official record of known and acknowledged members of recognized bloodlines. An armiger failing to appear on the Peerage Lists does not receive the usual advantages or considerations. Those claiming armigerial status, and found to be absent from the Lists, face arrest and punishment unless an error or oversight can be proven. The immediate heir to a Court, and the greater part of that bloodline's power, is a scion. Lineage oversight passes through the bloodline of the scion and the position is non-hereditary in that it is not always reliably traced to the offspring of the current scion. The existing Courts are acknowledged as true armigerial lines, forming the ruling body of human civilization, after the Archons. At the time of this writing, there are eight true Armigerial Courts, and the grounds of their estates are considered sovereign territory. The Armigerial Courts are found among the lands of Dhavon, typically on grand estates set a little apart from the rest of society. The majority of these families are well positioned, strategically, financially, and socially.

INFLUENCE:

More so than most, members of an Armigerial Court are the nobility and representatives of Dhavonish society, as well as the truest links to a near-forgotten past. Their oft-exaggerated characteristics may influence outside opinions of the species as a whole. When members of other races refer to humans in a specific manner, they usually speak of the armigerial lines. For better or worse, the Armigerial Courts have directed the destiny of Dhavonish humanity for centuries. Above all, armigers strive to conduct themselves honorably and in the best interests of the human race. Most take this responsibility very seriously, and would never damage their reputation, or that of the Court. Some armigers exhibit the best qualities of a proud tradition, while others are little more than spoiled dandies. In most cases breeding will tell, and the various courts tend to police their own affairs. There are always exceptions, and these aberrations often become the most terrible villains humankind has to offer. Still, even at their worst, they strive to adhere to a warped ideal of honor, tradition, and fair play.

The respect and influence these Courts command allows them to mint their own coinage. These coins will commonly display an individual of note on the front, with the crest of the Court itself on the opposite side. Along with the standard coinage found on pg. 22 of the **AVREMIER** supplement, the three original Courts are known to strike limited numbers of Platinum Imperials (or White Imperials). These white metal coins are intended for use in large trade and have a value of 25 gold pieces (Gold Crowns) each.

Divisions of the day are even named after Armigerial Courts.

6 am: Hour of the Unicorn.

Noon: Hour of the Gryphon.

6 pm: Hour of the Chimera.

Midnight: Hour of the Basilisk.

As mentioned above, in the original Avremier campaign, some Armigerial Courts are manipulated behind-the-scenes by hidden dolegane agents that attempt to guide and corrupt the bloodlines for their own purposes. These sophisticated dopplegangers have secretly influenced the destiny of Humankind for centuries. Which Courts suffer dolegane interference – well, that will not be revealed here. The reason(s) for this interference – there are some possibilities. The Referee is encouraged to make that choice, or to come up with something entirely new.

Compensation: Ancient bits of suppressed history claim that the dolegane are all that remain of “original humanity.” When the genetic trigger that allowed the species to adopt other forms was lost in most dolegane bloodlines, the majority of the “new humanity” decided that shapeshifters were now monsters. Later generations wrote those chapters out of their historical heritage and declared themselves “human.” The dolegane want the truth to be known, and an equal place in modern society.

Extermination: Perhaps the dolegane have decided to eliminate the competition entirely. For some reason, they have decided humans have no place in Avremier. This secret war could be centuries old by now.

Sabotage: Not only are there whispers of unwilling dolegane subjects being used in the genetic laboratories of some Courts, but the shapechangers could simply have an interest in keeping the program from succeeding.

Usurpation: The dolegane seek to replace humans as the dominant species, but have neither the numbers nor the resources to do so overtly. By tainting the bloodlines and redirecting the genetic efforts of the Courts, the dolegane could surpass Humanity in evolution.

SECRET HISTORIES:

The roots of the Armigerial Courts wind deep into the history of the human race in Avremier. For the most part, truth has become subjective and fact is tenuous at best. This gives the Referee, and even the players, a great deal of agency regarding the state and development of human civilization. What follows is a collection of archival entries and notations that helped set the foundation for armigerial history, and its place in human development for the Avremier setting.

*Bow your head
Cast down your gaze
Stand before the inevitable
Fall before the unmovable
You are in the presence of the Basilisk.*

Basilisk Court: *Once upon a time*, the Basilisk Court ruled the Grand Duchy of Ombru, and many attendant fiefdoms therein. These places cannot be found on any map of Avremier today. In truth (?), this part of human history refers to a time upon an entirely different continent. The Ombrunate Desert spread to encompass most of the Basilisk holdings, eventually driving populations to neighboring regions.

The families of Ombru have since established themselves in the Dhavonish regions of Doraigne and Nedrae, with the Basilisk Sanct found in the Municipality of Dahmni. The Court of the Basilisk embodies the patience and the resilience of the Noble Basilisk of the Ombrunate deserts.

Three heads are better than one.

Chimerae House: First among Courts, the Chimera once governed all of the armigerial families. Today, this Court still wields great authority among the hierarchy, with members in leadership positions more often than not. If an absolute ruler were enthroned today, it would most likely be a Chimera. Typically, the Chimera Court is comfortably ensconced in centers of government and influence, most prominently in Brising and Corabael. Organization within Chimera Court tends to be in groups of three, which is an important number. Some of the oldest family names include Aroska, Felascu, Torugav, and Zeichros. Chimera Court fashion tends toward asymmetric designs in bold and sometimes clashing colors, with a variety of textures and geometric patterns.

Chimera refers to the heraldic beast. Chimerae refers to the founder of the Court.

Why, *Chimerae*? Truly a lost page of human history, of which the subject is still around. *Chimerae* is pronounced *SHIM-er-āe*, a word from the realm of Aradan. Sorry, but that's yet another mystery – for another time. *Chimerae* refers to a semi-mythical figure known as Lady (or Saint) *Chimerae*, or just *Chimerae*. She is the founder of the *Chimera Court* – and possibly, all armigerial bloodlines. Her portrait hangs in the great hall of *Chimera Sanct*, in Darogan Province. The image portrays a woman of middle years with coppery skin, hair of streaked red-and-gold, one eye of amber, and one of green. She wears a riding outfit of maroon and black with bold copper accents.

For use in a game, or just for the sake of completion, her stats and details follow. Keep in mind that, according to most, Lady *Chimerae* is little more than a legend. A real figure from history, but doubtlessly glorified and exaggerated.

LADY CHIMERAЕ

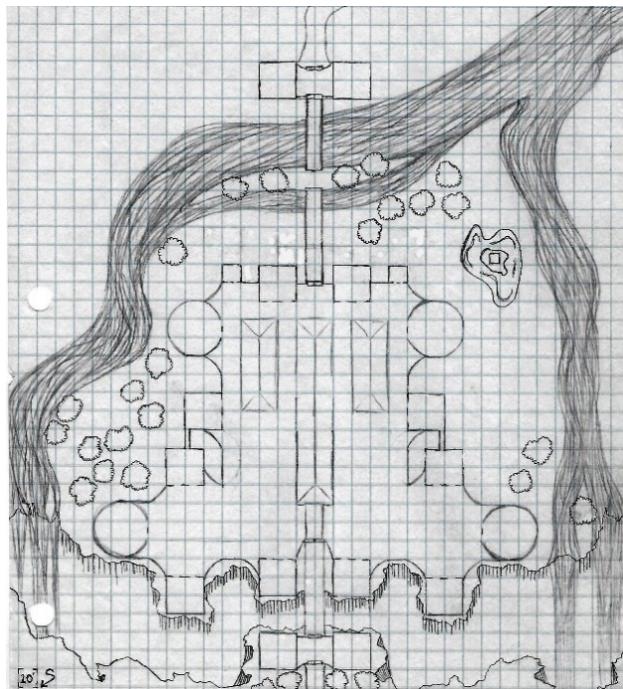
RA	SX	AL	CL	STR	INT	WIS	DEX	CON	CHA
H(?)	F	CN	FT/MU	13	17	16	18	19	17
LV	HP	AC							
14/19	103	5							

She had a subtle wit that inspired nightmares of razor-edged butterfly wings.

Enigmatic driving force of human history and development, *Chimerae* works diligently and patiently for centuries to achieve her ends. Born in Aradan, across the sea, her family name is Kethrilee, hailing from the kingdom of Myrfael. Her given name is Ilar (*Joy*). Little is known of her childhood or upbringing. By one account, she was an early breakthrough in artificial life, with Kethrilee as her creator and not her family. She may have been trained as an assassin. Bore a daughter (to Kethrilee?) at a young age, named Anigh (*Nobody*). It was thought that *Chimerae* could not produce offspring, because of her design. She fled across the sea with her infant daughter. How odd a coincidence that the dolegane revere a being called Anigh almost as a patron deity. The apocryphal *Chimera Court* family tree lists a daughter for Anigh, named Enoth (*Secret*).

Chimerae is usually encountered alone, armored in a bizarre amalgam of leather, resin, bone, and chitin. Upon each finger is a magical ring, which she can invoke without difficulty. Among these rings will likely be one of *Invisibility*, *Protection*, *Regeneration*, *Spell Turning*, and *Spell Storing* (with the *Spell Turning* and *Spell Storing* rings worn on different hands). Her weapon preferences are cane swords and staves. Her voice is raspy or husky, as if from an injury that never fully healed.

There is a tiny shire in Brising called Correnfal, where a structure of red-and-black stone now stands in partial ruin (some of the stone appearing to be melted). This strange place is Castle Chimerae, and said to have been designed by Chimerae herself as the ancestral home of that line. No one is quite sure who lives there now.



The image to the left is part of a campaign map that represents Castle Chimerae and immediate grounds. The southern edge of the castle is built at the brink of a deep chasm, while a river diverts around the structure to fall into the chasm to either side. According to County records, the chasm was not there when the castle was built.

Gryphon Court: Of the three First Courts, the Gryphon is most involved in society and maintaining a visible presence among the people. The most relatable and easily approachable. In fact, when others seek audience or arbitration with their higher government, they almost always petition the Gryphon Court. A Gryphon Armiger is the classic image of a “knight in shining armor” for modern society. Sir Arath (or Saint Arath), the first Gryphon Knight, is upheld as the armigerial ideal even to this day. A Gryphon Armiger that assumes the mantle of Court Knight takes Arath’s name along with his armor, which legend claims is inhabited by the spirit of its original wearer.

The Gryphon ancestral seat is found at Caem Dunlasar (Castle Whitefalcon), located in Darunskarn. Their other major holdings are found in Iruhaven and Isarte. The current occupant of the seat is Sir Henot Barentun.

SIR HENOT BARENTUN

RA	SX	AL	CL	STR	INT	WIS	DEX	CON	CHA
H	M	LG	AR	16	13	15	14	15	16
LV	HP	AC							
15	68	-4							

Retired adventurer from the honored Argent Vanguard, in service to the Tempestward. Blonde-white hair and full beard. Rides a gryphon named Dawnshadow. Wields a +2 longsword named Aelka (Talon) and wears full Armigerial Panoply. Never seen without the Golden Eagle Ring on his finger (see **EXPLANATIONS OF MAGIC ITEMS**, below).

Unicorn Court: First of the Second Generation, the Unicorn conceals a diverse genetic background. Not only does this Court claim actual unicorn blood (from one or more Manifest Unicorns – see below), but there is evidence to support the inclusion of khumsa (the offspring of a human and a foo - see pgs. 30-31 of the **MAUVOLG** supplement) in their family tree. From the Unicorn Court (and the Dragoonne Court) sprang the fledgling Kirin Court, if there is such a thing. The major land holdings of the Unicorn Court are found in Nedrae and Corabael.

Wyvern Court: Rumors claim the Wyvern Court is overrun with dolegane impostaers and infiltrators guiding the bloodline to destruction. The last Armiger-Castellan of the Court was Dolmen Shan, known as a patron to adventurers. Murdered by his nephew, Brevan, Dolmen later rose as a Doom Knight (see below) to wreak vengeance upon Brevan. Dolmen wields the sword, Ivunthaen (Truthbinder), known for its hilt of unicorn horn, taken as spoils of victory from a past champion of the Unicorn Court by Dolmen's great-grandfather.

The current Armiger-Castellan is Kurinn Shan, younger sister of Dolmen, and now elder of their House. She has also assumed Dolmen's role as patron to adventurers. Black hair and violet eyes. Bronzed skin, with naturally violet lips. Was instrumental in bringing Dolmen back to unlife as a Doom Knight. The Wyvern Court wields most of its influence in Nolfast and Isarte.

Manticore Court: In the Avremier setting, the manticore (monster, not Court) is a corrupted or devolved version of the androsphinx. Manticores show no interest in this idea, and sphinxes deny any relation. Making this implication to an androsphinx is an invitation to combat, and the basest of insults. Still, the Manticore is the continuation of the Lion core (mentioned in **ORIGINS**, above). In the original setting design, the Lion genetic pattern was introduced via sphinx biology, possibly even the “Sanctusphinx” of legend. See pg. 41 of the **DEITIES, DEMINITIES & PERSONALITIES** supplement for details.

Crane Family: While not a recognized Armigerial Court, this extended family has quietly manipulated aspects of the genetic program from behind the scenes. Some of the greatest Doctor-Alchemists in Armigerial history have been Cranes, and family fortunes have done little but increase through generations. Their unusually pure bloodline has been maintained through artificial fertilization, inbreeding, and selective marriage. This genetic code has been a powerful, but secret, Armigerial influence through the generations. The Crane family tree claims lineage from the earliest Gryphons, individuals that rejected the program to create their own legacy. They were first mentioned on pg. 59 of the **DEITIES, DEMITIES & PERSONALITIES** supplement.

Armigerial Names: Tend to be rather grand, and are usually hereditary. It is considered poor taste to use such names for a child not of armigerial blood. To shorten (nick) such a name during conversation or address requires the familiarity of family or the freedom of rank. Some examples are listed below.

Male: Alarond, Borsafal, Casumaen, Draeden, Eldstowe, Evorn, Flanceu, Grevan, Icamus, Kalter, Lathant, Melcott, Orithos, Porcefal, Rostun, Stavloss, Treval, Usoen, Vascombe, Wydon.

Female: Amaranth, Anadrienne, Brythaile, Corinda, Eislyn, Illiandra, Jiniseth, Kalumbrie, Lyrulan, Lytruelle, Morlandra, Nemhaine, Ophantia, Rhosinel, Salyenne, Shineve, Tanelyn, Trisonae, Upheme, Yvriel.

Surnames: Andamor, Aventiel, Beremgor, Caerthaen, Coruscane, Daumorvan, Ehribrathe, Ferensel, Gueratorae, Havillon, Impharus, Kaigura, Levaine, Lyndwion, Madruthal, Norvalun, Ostrander, Savrignae, Tyrindahl, Vandrionn.

RELIGION AND PRACTICES:

Clerics and Deminities: Traditionally, the Courts do not greatly honor the Deminities, except for the Illuminators. A Court cleric may be a devotee of Hearthwarder, with ties to the others in the pantheon. Staunch supporters of religion for the people, Armigerial Courts have been responsible for the construction of cathedrals and spires throughout the land.

Many will claim Daisovan as their patron saint. In the end, most hold an idealized symbol of their own Court in the highest regard, with the cleric responsible for maintaining the sacred traditions. Most Armigerial Courts keep their own chapel and reliquary in honor of one or more saints, in addition to an extensive ancestral tomb or crypt. The Bulette Court supports a sect of Armiger-Druuids.

Court Knights: Each Court sponsors a Knight Champion, or Court Knight. Some may be tournament champions. A Court Knight might be appointed. The position could, more rarely, be inherited. The Court Knight is upheld as the armigerial ideal. A title that is one of the highest honors in the land, garnering great respect, even among enemies of the Court. For details of the named armor and weapons mentioned in the individual entries, see the **ARMIGERIAL COURT RELICS** section, below.

Basilisk Court, Knight of the Eye: Symbolizing the unrelenting and deadly gaze of the basilisk, this champion wears armor that includes a helm with an eyeless visor. Through the magic of the helm, the wearer can perceive his surroundings and is immune to all vision-dependent effects. The full panoply includes the Sword of Jade and Gold and the Scaled Aegis.

Bulette Court, Tremulous Knight: This title refers to the quaking of the earth caused by a burrowing bulette. The Knight is clad in bulette plate armor that allows the wearer to become a bulette in physical form. The Knight's traditional weapon is a heavy spear called the Tremulous Lance.

Chimera Court, Parti-Colored Knight: Caparisoned in checkered livery over seemingly mismatched pieces of armor. There are three traditional helms for this Knight and each chooses the one that suits him or her best. One is stylized to resemble the head of a lion, one of a goat, and the other resembles a dragon.

Dragonne Court, Knight in Brass: Also, the Brass Knight. This champion is clad in an antique suit of traditional armor with embellishments of brass. The helm does not cover the lower face region of the wearer.

Gryphon Court, Sir Arath or Dame Arathne: Also known as the Gryphon Knight, the champion of the Court takes the name and arms of the first Gryphon Knight – including the Armor of Ivory and Gold. They are addressed by this name for as long as they hold the title.

Manticore Court, Querious Knight: Querious is an archaic term meaning ‘questioning’ or ‘riddling’. After all, manticores are simply corrupted or devolved androsphinxes in the Avremier setting. The arms and armor of the Querious Knight are decidedly exotic in design, forged much in the *nanban dou gosoku* style of the late samurai era.

Unicorn Court, Knights of the Primrose Path - Knight of the Rose and Knight of the Thorn: Twin champions that serve the dualistic nature of the bloodline. While unicorns may heal and symbolize purity, they are also known to lead travelers astray and destroy evil. Traditionally, the Knight of the Rose is a defender and ambassador, while the Knight of the Thorn is a fighting champion and battlefield leader.

Wyvern Court, Knight of the Blood: The armor of this Knight is lacquered with a violet coating so dark as to appear black in most lighting conditions. Wields an ancient battle axe (Wyvernsblood) with a blade fashioned in the shape of a wyvern with outspread wings and a long tail winding about the haft.

Each non-relic suit of armor worn by a Court Knight is also known as Faithful Plate. This panoply of near-relic status will bring the wearer home, even after death. The armor becomes animated by the spirit of the fallen Knight and returns to the proper Court as best it can, by walking the entire way. Thus, even in death, these armigers may return to their Court – borne by their own armor.

A small number of armigers who are not Court Knights may be gifted with a lesser form of Faithful Plate. Upon their deaths, such individuals may become undying constructs known as the Faithful Guard. These armigers volunteer for such duty while they still live, devoting their souls to the service of the Court.

In fact, the Courts are known for their “Faithful Dead,” who continue in service for as long as they can maintain a connection to the world of the living. Those of Armigerial blood can be difficult to put down.

Armigerial Dead: A category of undead bound in service to an Armigerial Court. Most are of non-evil alignment, but can still be turned by clerics.

Armigerial Dead	# App.	AC	Move "	Hit Dice	% Lair	Treasure
Doom Knight	1	-1	9	9+7	Nil	Nil
Faithful Dead	1-6	2	9	3-5	Nil	Nil
Glyve	1	0	12/15	11	Nil	Nil
Glyvespawn	2-5	8	6/9	3	Nil	Nil
Glyvework Horror	2-20	2	6/21	2+2	15%	Nil
Lich, Armigerial	1	1	6	12+	80%	F*

*The armigerial lich may have magical weapons among the other treasure.

DOOM KNIGHT: Whether this undead warrior is a product solely of the Wyvern Court, or of all the Courts in general, is difficult to know – there is currently only one in existence. Dolmen Shan (see above) was murdered by his nephew, then raised as a powerful form of undead by members of the Wyvern Court, led by his sister. The exact details and rituals involved are being kept secret, but are thought to be found in the Book of Violet and Black (see **ARMIGERIAL COURT RELICS**, below). Turned as 10 HD undead.

While not always evil, the doom knight is driven by vengeance and wrath, and cannot be of Good alignment/ethos. Clad in the armigerial panoply worn in life, and wielding its preferred weapon – in this case the sword, Ivunthaen (see **EXPLANATIONS OF MAGIC ITEMS**, below). If striking unarmed, the knight affects opponents as a +1 weapon, and causes *Withering* (as Staff – 10 years aged/taken from lifespan) on a successful hit. It is 90% resistant to 1st level spells, 60% to 2nd level spells, and 30% to 3rd level spells. Can innately *Locate Quarry* (as *Locate Object* spell) to track a known individual that has wronged them or their family/Court. The range of this ability is 6 miles + 1/hit dice of the

doom knight. Once within one mile of the quarry, the doom knight can *Teleport* to that location with no chance of error. Other powers of the doom knight (as a 16th level caster) include: innately *Detect Invisibility* and see a creature's true form through magical disguise or transformation, *Speak With Dead* at will, *Blade Barrier* 4x/day, *Darkness 5'* or *Silence 15'* 5x/day (chosen with each use), *Attraction* (reverse of *Repulsion* spell) 3x/day, *Dispel Magic* 2x/day, *Lightning Bolt* 2x/day, *Power Word – Stun* 2x/day, and *Power Word – Blind* 1x/day.

FAITHFUL DEAD: The spirit of a departed armiger animating a suit of magical +1 plate armor worn in life, in service to the Court. This creates a sort of “undead golem” that is LN in alignment, cannot be turned, and is unaffected by many effects and attack forms. A faithful dead has an effective strength of 18/99 and has no mentality, emotion, biology, or physiology to attack or affect. Unaffected by non-magical weapons, destroying the armor does not destroy the armiger spirit within. It can *Levitate* at will (no duration), both vertically and horizontally, at a caster level equal to its HD. Some spells affect the faithful dead, as follows: *Magic Jar* and *Holy Word* function normally, and *Speak With Dead* forces the spirit to answer three questions if it fails a save vs. spells.

GLYVE: No other name is given for this undead terror, and it remains a mystery to sages and folklorists. Appearing as a near-skeletal vampire with black fangs, Glyve may exist only to spread the “glyve plague,” creating more and more “glyvespawn.” The creature’s fangs are actually the protruding stingers of a pair of large wasps inhabiting Glyve’s skull, their heads looking out from the empty eye sockets. Like the spawn it creates, Glyve’s skull contains a hive of smaller “glyve wasps” where the brain would be. The two larger wasps may be an advanced type of these terrible insects, and no such creatures are found in the glyvespawn. Glyve’s skin is shriveled and exceptionally tough – like insect carapace, and the creature sprouts large wasp-like wings at will for limited flight.

The creature was interred inside a hidden tomb with armigerial trappings, but all heraldry and names effaced. Found by mechanical creatures (Glyvework Horrors), they immediately began to break down and integrate the unfamiliar magical armor worn by the corpse. Between that, and the biological material from the body itself, these mechanical horrors began to evolve at an accelerated rate. Two of the creatures outpaced the others in development – one becoming controller of the hive and the other motivating the Glyve body.

GLYVESPAWN: Shriveled and mottled corpse infested with glyvework horrors that spread the “glyve plague” to living victims. Glyvespawn may fly for brief periods of time (2-5 rounds), often emitting a humming/buzzing sound from within. The horrors may sting through the skin of their host, thus any contact with a glyvespawn risks 1-4 such attacks, each inflicting 1 point of damage and a paralyzing poison. Then, 2-8 horrors enter the paralyzed body through the mouth or nostrils, going for the brain. The occupied victim takes damage each round equal to the number of horrors. During (only) this time, the horrors can be affected by magic as follows: *Dispel Magic* (vs. 3rd level magic), or *Repulsion*, will drive the spawn out of the victim. *Word of Recall* will take the occupied cleric away and leave the horrors behind. A victim slain by occupying horrors becomes a glyvespawn. Each glyvespawn’s skull contains a nest of 10-40 wasps to control and direct the creature. They are not undead.

# of Attacks	1 (1-4)	Damage/Att.	2-7 (1/sting + poison)
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GLYVEWORK HORROR: The bringers of the “glyve plague” resemble copper-and-black wasps of ceramic and resin. Sophisticated constructs sharing a hive mind, they are not affected as living creatures, and unlike actual wasps, their wings are not vulnerable to fire. A group of at least ten horrors, acting in concert, can create a *Confusion* effect as an 8th level caster +1 level/each additional pair of horrors above ten involved in the attempt. *Confused* victims that stand around doing nothing will be infested – see Glyve Spawn, above.

Somewhere, a central hive, or “Glyve-Mind,” directs the glyve plague effort. The two larger horrors found within Glyve itself control all other glyvework creatures and serve as interface to the central hive. Because of this shared matrix, if even one glyve wasp survives, the hive can conceivably be rebuilt elsewhere.

# of Attacks	2	Damage/Att.	2-5/bite, 1-4/sting
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LICH, ARMIGERIAL: Not everyone of armiger blood becomes an Armiger. There are clerics, magic-users, and thieves of armigerial descent - and many without class levels. Armigerial magic-users may become armigerial liches.

Created to serve a Court, an armigerial lich is rarely of Evil alignment, but also cannot be Good. They conduct research into arcane secrets on behalf of the armigerial program, and provide spellcasting as needed. Part of the liching ritual is to fit the body with a Symbolic Cuirass - a piece of armor decorated with the arms of the Court. Providing some protection for the lich without interfering with spellcasting, the armor also makes the lich impossible to turn unless it violates the tenets of the Court. In the Avremier setting, the lich’s phylactery (if used in your game) is secured within guarded Court vaults. Most armigerial liches are kept well-preserved, often able to pass for living, and lack the usual fear aura. The damaging touch of the lich is retained, but in different forms by Court.

Basilisk: Blinding touch, as *Power Word – Blind* for 3 turns.

Bulette: Rumbling touch, vibrations inflict 2-12 (additional) damage and shatter non-magical objects of glass, ceramic, or similar materials under 100 gp weight.

Chimera: Confusing touch, as *Confusion* spell for 3 turns.

Dragonne: Stunning touch, as *Power Word – Stun* for 3 turns.

Gryphon: Slowing touch, as *Slow* spell for

Manticore: Rusting touch, as rust monster.

$$\mu = 6.4 \pm 1.1 \quad \text{and} \quad \text{D} = -0.4 \pm 1.4 \pm 1.1$$

Court Beasts: Also, Heraldic Beasts, the creatures that define the Armigerial Courts enjoy legal protection in Dhavon. These include the types and variants of basilisk, bulette, chimera, dragonne, gryphon, unicorn, and wyvern.

<i>Monster</i>	# App.	AC	Move "	Hit Dice	% Lair	Treasure
Basilisk, Noble	1-3	2	6	7+2	40%	F
Basilisk, Royal	1-2	0	6	8+3	40%	G
Bulette, Tumbling	1-2	-1	15/21	7	Nil	Nil
Chimera, Desert	1-3	5	15*/18	8+1	35%	E
Dragonne	1	2	15/9	9	40%	B**
Gryphon, Golden	2-8	3	15/30	7	15%	E
Gryphon, Black	1-2	5	6/24	1+3	Nil	Shiny+
Unicorn, Manifest	1	0	30	9	Nil	Nil

*30" for 5-round sprint. **Plus 2-8 potions (40%) and 1-4 scrolls (50%).

+See creature entry, below, for treasure details.

BASILISK, NOBLE: Large, dark-green reptile with a silvery crest, eyes, and claws. Unaffected by its own petrifying gaze, and may suppress the effect at will with a nictitating membrane. Saves vs. petrification gaze at a -1 penalty. Claw attacks affect creatures as silver. Grasps simple commands, but does not speak.

of Attacks 1 bite/gaze Damage/Att. 1-10/turn to stone

BASILISK, ROYAL: Massive reptile of gold-tinged green, with a golden crest, eyes, claws, and tongue. Unaffected by its own petrifying gaze, and may suppress the effect at will with a nictitating membrane. Saves vs. petrification gaze at a -3 penalty. Claw attacks affect creatures as magic weapons. Venomous bite – save vs. poison or die. Understands 1-2 languages, but does not speak.

of Attacks 1 bite/gaze Damage/Att. 1-10 + poison/turn to stone

BULETTE, TUMBULETTE: Rolls into combat with tough, layered armor similar to a pangolin. Curled into a ball, the creature is AC -5 and may roll in a straight line (at 21") for one round. Any impact with another creature near the end of the tumble does 2-20 damage (as a hurled boulder). If the other creature is smaller (than 10'), the tumbulette may run them over. When burrowing (3"), the monster can launch itself from underground (up to 20') for a tumble attack.

of Attacks 2 claws/1 bite *Damage/Att.* 2-12/claw, 3-36/bite

CHIMERA, DESERT: This lean and swift variant has the features and one head each of a gazelle, a cheetah, and a blue dragon (whose breath weapon is a 7" stroke of lightning for 3 dice of damage). A desert chimera relies upon speed and hit-and-run tactics in hunting or combat.

of Attacks: 2 claws/3 heads *Damage/Att.:* 1-3/claw, 2-5 gazelle,
1-8 cheetah, 2-12 dragon

DRAGONNE: This is a winged, brassy dragon with a leonine head. Besides its physical attacks, the creature may roar to cause weakness (50% strength) in those within 12" unless they save vs. paralyzation. Those within 3" are also deafened (and -1 to attack from disorientation). A dragonne can only fly for 1-3 turns at a time. Sages speculate a relation with dragons or sphinxes.

of Attacks: 2 claws/1 bite *Damage/Att.:* 1-8/claw, 3-18/bite

GRYPHON, BLACK (CORVOGRYPH): This cross between a housecat and a raven is entirely black in hue, with a talent for vocal mimicry and a working vocabulary of over 100 words. The black gryphon strikes with its beak as a raven, able to pierce a creature's eye on a 1 in 10 chance. It accumulates shiny trinkets.

Such monsters gather incidental treasure, or by appearance. Superficially eye-catching and easily portable. Gems and jewelry each have a 50% chance of being badly flawed, or fake. The monster will not know their intrinsic value.

Treasure Type	100's Brass	100's Silver
Shiny	1-8: 50%	1-6: 50%
100's Gold	Gems/Jewelry	Magic
1-4: 50%	2-12: 60%	30%: any 2

of Attacks: 2 claws/1 beak
Damage/Att.: 1-2/claw, 1-4/beak



GRYPHON, GOLDEN: A gryphon with the physical qualities of a jaguar and golden eagle. Can leap 30' (without using its wings). If both claw attacks hit, it attempts to rake with its rear claws for 2-5 damage each. Prefers warmer climes.

of Attacks: 2 claws/1 beak Damage/Att: 1-3/claw, 2-12/beak

MANTICORE: The rows of hideous teeth possessed by the manticore give it a savage bite. In the Avremier setting, a typical manticore's bite inflicts 2d12 damage, instead of the listed 1-8. Some manticores have the tail of a scorpion that stabs for 1-4 damage and injects deadly poison (save or die). A "fallen lamassu," named Usam, is said to be the progenitor of the manticore race.

of Attacks: 2 claws/1 bite/* Damage/Att: 1-3/claw/2-12/bite/*1-6

*The manticore's tail has 24 spikes and 6 can be fired at a time with an 18" range, equal to a light crossbow. Each spike does 1-6 damage.

UNICORN, MANIFEST: Embodies a single concept and imbued with that power. This entry deals with the Manifest Unicorn of Beauty. Crests of the oldest Unicorn Court families are emblazoned with the image of a Manifest Unicorn.

As with standard unicorns, a manifest unicorn saves as a magic-user (of 7 levels higher than the unicorn's HD), senses approaching enemies at 24", and *Dimension Door* themselves (and a rider) up to 36" 1x/day. Unaffected by poison, and by *Charm*, *Hold*, or *Death* magic. A Manifest Unicorn of Beauty is an unearthly vision of perfection that most mortals find dazzling to behold. Simply catching sight of one has the effect of *Power Word – Stun*. Those over 70 hp (up to 24 HD/level) must save vs. paralyzation or stand in fascination for as long as the unicorn remains in sight, the effect ending if the subject is attacked or otherwise threatened. Any creature wishing to attack the Manifest Unicorn of Beauty must roll *higher than* the creature's HD (9) on a D12, adding the **Loyalty Base** adjustment (+1, +2, or +4) for charisma (if any) to the result. This roll must be made for each and every attack, and failing the roll means the creature cannot bear to harm the unicorn that round. The unicorn is unaffected by any magic or effect that alters its form or conceals its appearance.

of Attacks: 2 hooves/1 horn Damage/Att: 1-6/hoof, 1-12/horn

WYVERN: Fiercely protected by the Wyvern Court, this creature is still in decline due to being hunted for its venom, skin, and meat. Wyvern venom makes a very potent poison, its hide is made into beautiful and sturdy leather, and the creature's meat is very flavorful. One type of wyvern is known for its fearsome shriek, which instills *Fear* (as the spell) in those within 24" that hear the sound and fail a save vs. paralyzation. Those that save, and are within 12", are momentarily stunned and unable to act for one round.

EXPLANATIONS OF MAGIC ITEMS: (Additions)

SWORDS:

Ivunthaen: Silvery +2 blade with a matte finish and a unicorn horn hilt. Strongly Lawful. Will not manifest magical ability for other wielders, or those who willingly lie. Dealing the first blow to an opponent, the wielder can make a *Suggestion* (as the spell) to that opponent. *Suggestions* supported by Ivunthaen include, “Surrender,” or, “Drop your weapon.” This *Suggestion* lasts for a number of rounds equal to the wielder’s charisma score.

POTIONS AND OILS:

Basilisk Court Elixir: Developed by the Basilisk Court, this potion renders the user immune to the petrifying gaze of any type of basilisk, or related creature. Grants +4 alchemical bonus to saves vs. petrification from other sources. Duration is 1d4 days, or 2d4+1 days for one of Basilisk Court blood.

RINGS:

Golden Eagle: Of solid gold, with an embossed eagle motif. Grants Protection +2, *Fly* (as spell) once/day for up to a number of turns equal to wearer’s charisma score, and vision 100x normal at distances of more than 1’ (at will).

ARMIGERIAL COURT RELICS

Each Armigerial Court possesses least one true relic of the bloodline, usually as armor or weapon. The oldest Courts claim at least one saint in their lineage.

ARMOR OF IVORY AND GOLD

Ivory plate armor, adorned with symbols and scenes in shining gold. First worn by Lord Corleu Mavorn, and is now the rightful armor of the Gryphon Knight Court Champion, who sets aside his/her own name to assume the honorary title of *Sir Arath* or *Dame Arathne*.

The armor is +4 against physical and magical attacks, with the wearer immune to fire, electricity/lightning, acid, disease, energy drain, and curses. If necessary, the armor will use its wearer’s body to return to the Gryphon Court of its own accord — even after death. Those not of Armigerial blood that don the armor are *Held* in place and unable to move. They receive no save, and gain none of the armor’s powers or benefits. For those of another Armigerial Court, wearing the armor causes the permanent loss of one point each of Constitution and Charisma, as well as all Armigerial status.

Suggested powers:

TABLE I:

I-L (grows white wings)

and I-Y (charisma)

TABLE II:

II-K and II-DD

TABLE III:

III-AA

TABLE V:

V-R

Actual powers:

BOOK OF VIOLET AND BLACK

A heavy, beautiful tome covered in purple leather. Contains much of the true history and arcane knowledge of the Wyvern Court, with hastily-scrawled bits of prophecy throughout. The black pages are poisonous to touch, though anyone of true Wyvern blood is immune. A chronicle of armigerial history, evolution, agendas, alchemical formulae, and spells compiled and recorded in silvery ink.

Suggested powers:

TABLE I:

I-C, I-LL, and I-MM

TABLE II:

II-O and II-FF

TABLE III:

III-C and III-J

TABLE IV:

IV-C and IV-G

TABLE V:

V-D

Actual powers:

BRONZE GAUNTLET OF ST. ATHRUN

A heavy glove of golden leather covered with plates of tarnished bronze, this is the founding relic of the Armigerial Court of the Dragonne. May be worn by an armiger or cleric of the Dragonne Court of Lawful and non-Evil alignment/ethos. Any other wearer will be struck by lightning (6d6 damage – no save) every time the gauntleted hand is used to attack or perform any action.

The gauntlet adds +2 to the wearer's AC. The wearer is immune to electrical damage, wind, cold, and ice. Metal items worn, held, or carried are not subject to rusting or *Heating*. Any weapon held in the gauntleted hand gains a +1 magical bonus to-hit and damage, as well as added electrical damage (3d6) per strike. On a hit roll of 20, the attack includes a thunderclap effect that stuns the target for 2-8 turns. Summon two dragonnes (as Monster Summoning V) per day — one at a time or both at once.

Suggested powers:

TABLE I:

I-Y (strength or constitution)

TABLE II:

II-CC

TABLE III:

III-EE (too cold)

TABLE IV:

IV-Y

TABLE V:

V-Q

Actual powers:

CHIMERIC HELMS

A matching set of three distinct helms, with only one chosen by the Court Knight for use during time spent as champion. The helms are crafted with the motifs of a lion, a goat, and a dragon. Each grants the wearer +2 AC and immunity to *Fear*, *Charm*, or *Confusion* effects. The wearer can also see even in magical darkness. Chimera Court relic.

Suggested powers (lion):

TABLE I:

TABLE II:

TABLE III:

Actual powers:

I-E, I-K, and I-NN

II-H (chimera)

III-II

Suggested powers (goat):

TABLE I:

TABLE II:

TABLE III:

Actual powers:

I-D, I-E, and I-F

II-H (chimera)

III-II

Suggested powers (dragon):

TABLE I:

TABLE II:

TABLE III:

Actual powers:

I-E, I-I, and I-X

II-H (chimera)

III-II

CLARION HORN

An instrument fashioned from three unicorn horns, hollowed and fitted with a mouthpiece. To sound the Horn, the mouthpiece must be attached to the end of the portion the user wishes to play. There is only one mouthpiece and it is designed to separate easily from a horn, then fasten to another with little effort. Thus, only one horn can be played at a time – and only with the mouthpiece. The possessor of the horn is immune to all forms of poison or *Death* magic, and surrounded by a constant *Protection From Evil* effect. Unicorn Court relic.

Suggested powers:

TABLE I (1st horn):

TABLE II (2nd horn):

TABLE III:

TABLE IV:

TABLE V (3rd horn):

Actual powers:

I-P (+allies in 12")

I-U (+allies in 12")

III-N

IV-D and IV-M (#2)

V-F**

**Raise Dead (not Fully) 1x/day, including all allies within 12", as 20th level cleric.

SAW-TOOTHED MENPO

Metal mask that covers most of the face, sculpted with stylized leonine features. The open mouth is edged with rows of sharp, triangular blades. The wearer has no need to breathe and is unaffected by any inhaled toxins or scent-based effects. Wearer also gains a bite attack for 1-8 damage. Manticore Court relic.

Suggested powers:

TABLE I:	I-Q and I-W
TABLE II:	II-H (manticore)
TABLE III:	III-I
TABLE IV:	IV-AA (sphinxes)
TABLE V:	V-G

Actual powers:

SCALED AEGIS

This +3 shield is layered in black scales, and an opponent striking it in combat has a % chance of being turned to stone equal to the total roll to-hit. The bearer is immune to petrification and similar effects that alter physical structure such as lignification or liquification. The bearer also takes half damage from fire, cold, electricity, and acid (or no damage on a successful save). Basilisk Court relic.

Suggested powers:

TABLE I:	I-U and I-Y (constitution)
TABLE II:	II-O and II-S
TABLE IV:	IV-BB

Actual powers:

SWORD OF JADE AND GOLD

Crafted from green “dragon jade” and hoard gold, this +3 (+5 vs. non-neutral dragons) two-handed sword can be wielded one-handed. Does 1-10 damage/hit and if a 1 or a 10 is rolled for damage, the target is turned to jade (save vs. petrification). In time, the wielder starts to prefer the company of reptiles, and takes on superficial reptilian traits (eyes, tongue, skin color or patterns, etc.). When dealing with non-reptilian creatures, the wielder is at -3 to charisma. The sword has been known to keep fighting normally, even when the wielder is affected by *Sleep*, *Paralysis*, *Hold*, or similar magic. Basilisk Court relic.

Suggested powers:

TABLE I:	I-OO and I-W
TABLE IV:	IV-Q
TABLE V:	V-E and V-W

Actual powers:

TREMULOUS LANCE

This broad-bladed +4 spear is a relic of the Bulette Court that can generate seismic energies 3x/day. A strike with the blade can inflict a quake effect directly upon a struck opponent (up to 70' tall/long), or cause a localized *Earthquake* (as spell cast by 20th level cleric) where the spear strikes the ground (except for a 10' area around the wielder). A creature struck by a quake effect takes 7-70 damage (as will any possessions worn or carried) and is affected as by a *Holy Word*. A strike with the butt-end of the spear ends a quake effect, or renders the ground stable against an earthquake for a full day.

Suggested powers:

TABLE II:	II-D and II-R (bulette)
TABLE III:	III-Q (turn to stone) and III-FF
TABLE IV:	IV-N
TABLE V:	V-I and V-K

Actual powers:

WYVERNSBLOOD AXE

This long-hafted weapon is fashioned from black wood and violet-tinged steel. It strikes as a halberd, but wields as a +3 battle axe. The blade portion can animate once/day as an iron golem (cannot fly, but gains 2 wing blade attacks for 2-12 damage each) and attack at the wielder's command.

Suggested powers:

TABLE I:	I-L, I-O, and I-Q
TABLE II:	II-G
TABLE IV:	IV-I (good dragon)
TABLE V:	V-X (by the axe blades)

Actual powers:

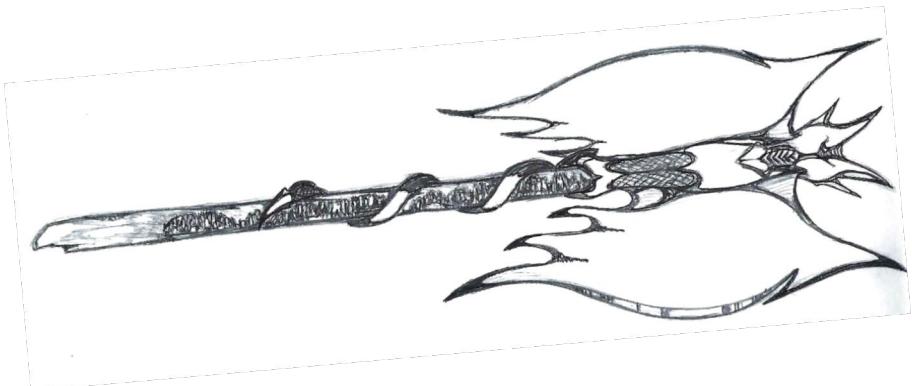


TABLE I: MINOR BENIGN POWERS (Additions)

I-LL: Locate Object.

I-MM: Identify any potion, oil, dust, powder, ointment, pigment, etc.

I-NN: User immune to poison.

I-OO: User immune to fear.

TABLE II: MAJOR BENIGN POWERS (Additions)

II-FF: Legend Lore 3x/day.

TABLE III: MINOR MALEVOLENT EFFECTS (Additions)

III-II: Relic drains 1 point of constitution from user per day, which can only be recovered by 12 hours of sleep.

TABLE IV: MAJOR MALEVOLENT EFFECTS (Additions)

IV-AA: Relic is enraged by 1-3 types of creature, forcing user to attack those within 10”.

IV-BB: Lose 1 hit point, permanently.

TABLE V: PRIME POWERS (Additions)

V-W: Immune to all mental (including psionic/akashic) attacks.

V-X: Blade Barrier 3x/day.

INTO THE FUTURE: You would be hard-pressed to find plans for Armigerial Courts beyond the Third Generation. Few of the administrators or implementors of the genetic program were possessed of vision enough to encompass that potential. In fact, there are some that believe the ultimate goal of the program will be achieved in the one of the First Generation Courts by the birth of a child within the year.

Presented as a player character class, the armiger may belong to one of the eight recognized Courts. Other, younger, Armigerial Courts do exist in the setting, but are traditionally reserved for use by the Referee as NPCs because they are unestablished. All are fairly recent, rather obscure, or both. The Courts mentioned below are little more than glorified Houses and do not have seats on the governing council.

Court	Ethos	Colors
Arochan	Law	Silver and white
Enfield	Neutrality	Russet and gold
Hellhound	Chaos	Copper and black
Hippogryph	Law	Gray and white
Peryton	Chaos	Violet and black
Phoenix	Law	Gold and scarlet
Salamander	Neutrality	Orange and black
Valravn	Chaos	Black, gray, and red



More details may be given for these lesser Courts in future supplements or adventures. For now, they serve as potential allies or enemies among the Armigerial Houses. Not yet intended as major players, but placeholders for a possible future. There may, or may not, be a place for any, or all, of these Houses in your game – or in the “official” Avremier setting.

If the original Courts succeed in their goals, these Houses may fall into obscurity. If usurpers or saboteurs manage to corrupt or end the program, then these lesser Courts may be the only hope Humanity has for the future. There may even be a way for the Kirin Court to return.

The future of the Armigerial program in the original Avremier campaign relies strongly upon the development of the Dragon and Lion bloodlines, the influence of Lady Chimerae and her daughters, and the machinations of the dolegane. Throughout the 30+ years of game play, these ongoing plot threads have yet to be resolved. The fate of the setting is not yet written, but the foundation is set for the framework to be built. What happens then will be decided by heroes.

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*This is the Armiger.
Champion of Humanity.*

The first character class created for the Avremier setting.

The Armiger is a knight of ancient bloodlines.

*Born and bred to serve as a shining example
of what Humanity can be.*

*This two-part supplement contains all that is needed to
run an Armiger player character in the Avremier setting.*

Or, indeed, in any setting.

*Core material from the AVREMIER and DHAVON supplements
has been compiled, edited, and expanded to
provide the Player or Referee a complete guide
for the Armiger class and Courts.*

*These bloodlines are largely responsible for any dominance
or influence the human races enjoy in the current state of affairs.*

Most great human heroes of story and fame

have possessed armiger blood,

and even the fae recognize the quality of the Armigerial Courts.

“By the quality of the Blood are we made great.”

