

# ORIGINAL FANTASY RPG

*ADDITIONAL*

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



*Avremier Character Supplement I*

## THE ARMIGER

DAVID A. HILL



PUBLISHED BY  
MOTHSHADE CONCEPTS

# ORIGINAL FANTASY RPG

*Avremier Character Supplement I*

## 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

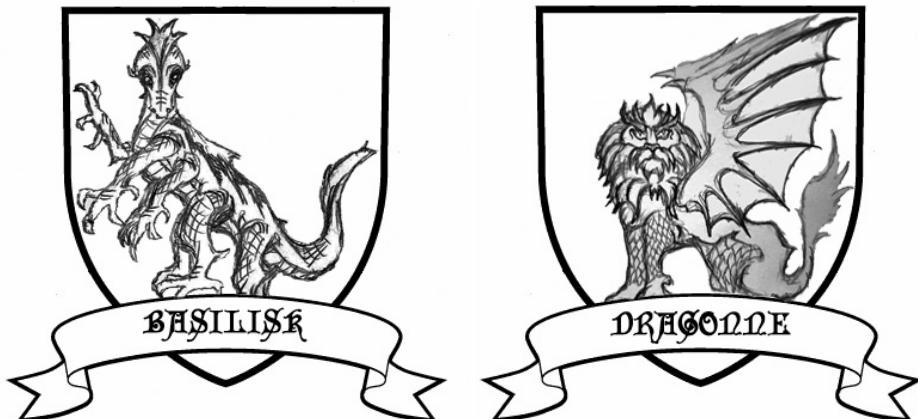
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**DIGITAL EDITION**

# Index

## THE ARMIGER PC

Characters— The Armiger. ....	6
Armiger Levels. ....	8
Armigerial Courts. ....	8
Class Traits by Court . ....	9
Physical and social traits by Court .....	11
Professional Adventurers .....	13
Renown. ....	13
Renown Advantages. ....	14
Equipment and Costs. ....	15
Attack Matrix I. ....	15



# 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 is the first of two related volumes that detail the Armiger as a player character class, and as a society. The second volume 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 volume 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.” There will also be additions and options included from the “Traditional Avremier” campaign setting – meaning, the author’s personal game. 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 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** volume.



# 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 the most advanced genetic alchemy and engineering found in the setting. 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.

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.

## 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 <sup>th</sup> level	660000	9+9
Armiger Lord, 13 <sup>th</sup> level	790000	9+11

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

All armigers enjoy a 10% (+2) bonus to saving throws vs. harmful magics or effects, with an additional 10% (+2) to saves vs. fear effects. In the traditional 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 hippocritals, 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	Armored skin
Chimera	Polymorph	Elementals (type)	Breath weapon
Dragonne	Sound-based	Evil	Deafening roar
Gryphon	Paralyzation	Undead	Blaze of glory
Manticore	Disease	Fae (type)	Spike volley
Unicorn	Charm	Evil	<i>Dimension Door</i>
Wyvern	Poison	Fae (type)	Poison strike

*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 creatures 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 will return the creature to their home plane or source. The same result for a construct causes it to fall apart into its component parts or compounds. For elementals, a D results in the elemental being banished to its home plane or dissolved. 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 of this supplement.

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 seem to seldom blink. Physically, they are most often lean and tall. Tend to be rather quiet and not usually 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 — even at a young age. Eye colors in dark tints of brown or gray, sometimes of blue-gray. Not usually tall, but solid and sturdy. Have a powerful physical presence, but in a quiet and subdued manner. Can be boisterous and dominating in the blink of an eye. May be unintentionally intimidating and off-putting.

Chimera: Ruddy or yellowish skin tones. Hair may be of more than one color, with patches or streaks. Typical hair colors: brown, black, red, dirty blond, or auburn. Eyes of nearly any tint, and having different-colored eyes (heterochromia) is not as rare as most. Often of an athletic build, a Chimera tends toward tall, and not too thin. Can seem distracted or impulsive, but have a habit of taking in everything, and not missing details. May get bored easily, craving challenge or action.



Dragonne: Bronzed skin. Hair in shades of blond, golden brown, dark brown, or white (regardless of age). 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. Of athletic build and possessed of an easy grace. Strong, even features. Have a commanding presence and a palpable charm. Gryphons are 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 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, so dark as to seem almost black. Hair of almost any dark hue, but also very rarely in 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** supplement for more information.

## LANGUAGES: (Armiger-Specific)

There are three human languages of importance to the armiger.

*Dhavonish* (also known as *Havenish*) is the main language of the first human land in Avremier. This is the native tongue of Dhavon, and the Armigerial 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, almost ritualized language used among the Armigerial Courts. Fluency is a sign of status and it is rarely spoken by any without armiger blood. Employed in contracts and other written agreements, also in oaths or verbal bindings – see *solemn oath*, above.

## PROFESSIONAL ADVENTURERS:

When armigers pursue a life of adventure, they will always 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 to their reputation.

## RENOWN: (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, an armiger does not automatically gain a point of Renown at each experience rank – each and every point must be earned. 1-2 points of Renown is the bare minimum for an armiger in good standing. If an armiger loses Renown before gaining at least one point above 2, that character is at risk of Court sanction. To maintain Renown, the armiger should maintain a display of 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 per day at Renown level 3, twice per day at Renown level 5, and thrice per day at Renown level 7 – but only 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.

Armigerial advantages beyond this point are not within the scope of this supplement.

## **NON-PLAYER CHARACTERS:** (Addition)

*Loyalty of Non-Player Characters:* Retainers of an armiger in good standing add +2 on all loyalty scores. This 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 mail. Heraldic symbols of wearer's Court prominently and properly displayed. Weight is 750, the same as plate mail. Illegal to possess if not of an Armigerial Court. Forbidden to wear such armor of another Court. Same is true of an armigerial shield.

*Armigerial Shield* (50 gp): Provides no better armor bonus than a regular shield, but is a bit lighter (125 gp) and more impressive-looking, usually with an embossed face of the armiger's heraldic beast.

### Magic Armor

*Armigerial Panoply*: Ornate Armigerial plate armor with no magical properties unless worn by one of armiger blood. Each dedicated to a specific Court, acting as +1 armor for an armiger of another Court. +3 armor for an armiger of the same Court, who also gains two more advantages: bonus to saving throws increased to match the wearer's charisma bonus (if appropriate), and gain one extra heraldic manifestation per day.

There are many Court-specific items in the Avremier setting. Many of these will be detailed in the companion volume to this one – **THE ARMIGERIAL COURTS**.

### ATTACK MATRIX I: ARMIGERS ATTACKING

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

TARGET	AC	Description	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

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END OF LICENSE

*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 mini-supplement is part I of II.*

*These pages contain all that is needed to create and 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 player character.*

*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.”*

