

LEGACY ITEM:

The Shield Of Madrassias

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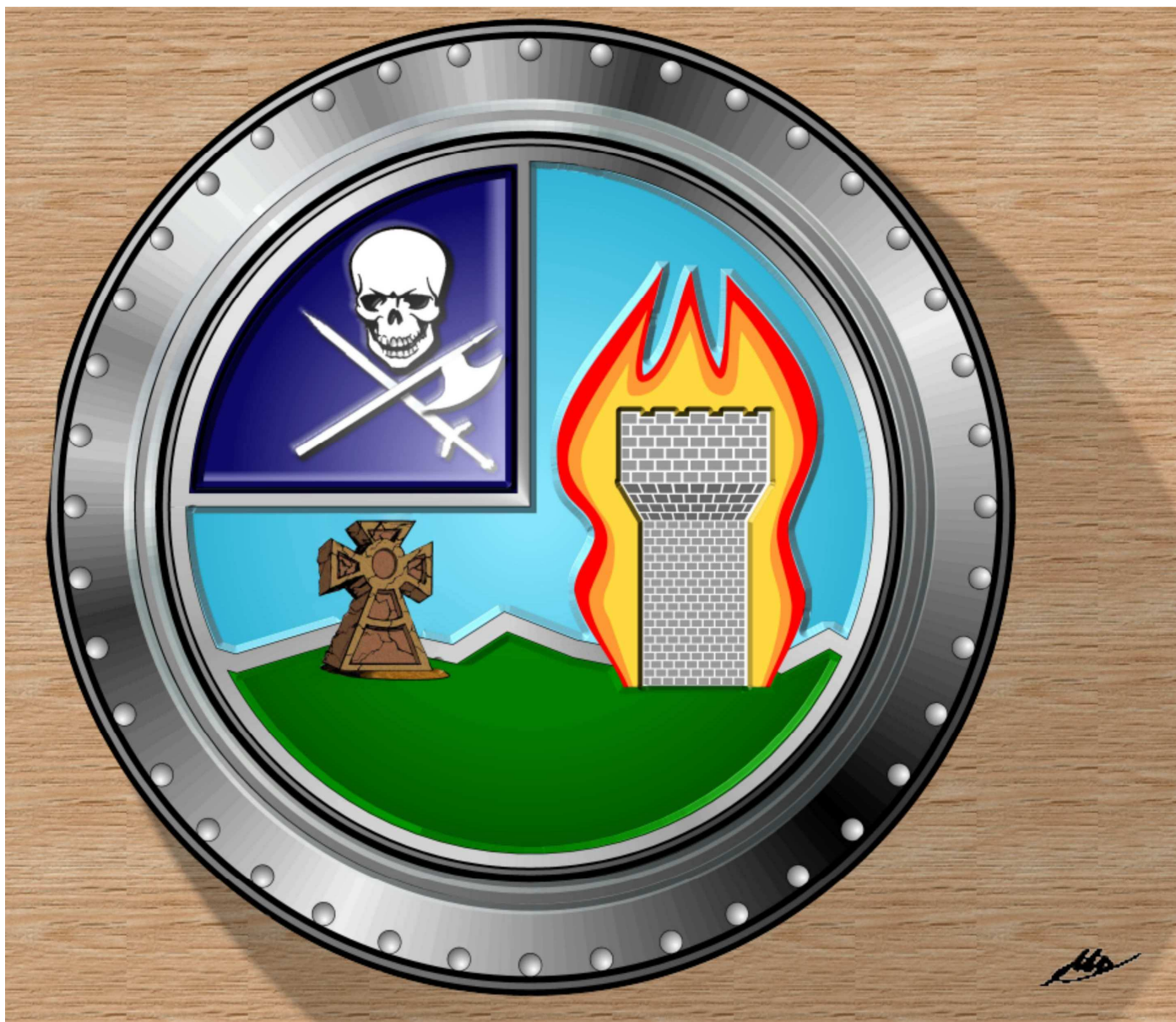
This is one of eight Legacy Items included in *Assassin's Amulet* which we are re-presenting here in a format optimized for use in play. There is no additional information included (other than this introduction); but the content is organized differently.

These supplements are organized into five parts. The first is this introduction. The second contains page(s) with the name, description, and an image of the item, as the typical PC would perceive it. The third part consists of a series of tables describing the Legacy Powers, with any appropriate notes – the first describes only the First Inheritance, the second describes both First and Second Inheritances, and so on. The fourth contains the history of the item, which is something a Player may discover – eventually. It also contains the pronunciation guide. The final part contains

the GM-only information that completes the Description of the Legacy Item.

Page Numberings have been manipulated throughout. This is not just one game supplement – it is nine. Each of the pages in section three has the SAME page number, so the player never needs to know that the Legacy Item contains a further power to be unlocked, or how long it will be until it happens. The GM simply hands the newly-printed page containing the additional Legacy Power to the player as a replacement for the one he already has. The remaining page numbers within the supplement are also tailored accordingly.

We have also included a page for additional notes, with NO page number showing. This can be printed as many times as necessary. Just print as many copies of the page as you need to contain the additional info for the player. Enjoy....



The Shield of Madrassias

In appearance, the shield is a richly-decorated steel roundshield, with an etched relief sculpture depicting the burning of a tower in mountainous country, a religious shrine, and a symbolic representation of violent death.

The longer one examines the imagery of the shield, the harder it becomes to tell what is raised and what is depressed; perspective

and depth perception become confused and the viewer perceives himself to be located within the scene depicted. The scene carries a sense of serenity, a sense of outrage, and a sense of satisfaction – though it is not apparent exactly what about the rendering invokes these responses.

Its special qualities were not initially appreciated, because the shield is the rarest of Legacy Items: its First Inheritance exactly matches the magical effect that was to be incorporated into it according to the commission.

Inheritance	Base Ranking	Modified Ranking	Description
First	4	3	+2 AC
Total: 3			

Notes:

Inheritance	Base Ranking	Modified Ranking	Description
First	4	3	+2 AC
Second	3	2	Cure Light Wounds as a cleric of equivalent level 3/day
Total: 5			

Notes:

Inheritance	Base Ranking	Modified Ranking	Description
First	4	3	+2 AC
Second	3	2	Cure Light Wounds as a cleric of equivalent level 3/day
Third	5-3=2	1	Cure Light Wounds as a cleric of equivalent level 6/day
Total: 6			

Notes:

Inheritance	Base Ranking	Modified Ranking	Description
First	4	3	+2 AC
Second	3	2	Cure Light Wounds as a cleric of equivalent level 3/day
Third	5-3=2	1	Cure Light Wounds as a cleric of equivalent level 6/day
Fourth	5-3=2	1	Cure Light Wounds as a cleric of equivalent level 12/day
Total: 7			

Notes:

Inheritance	Base Ranking	Modified Ranking	Description
First	4	3	+2 AC
Second	3	2	Cure Light Wounds as a cleric of equivalent level 3/day
Third	5-3=2	1	Cure Light Wounds as a cleric of equivalent level 6/day
Fourth	5-3=2	1	Cure Light Wounds as a cleric of equivalent level 12/day
Fifth	3	2	+2 Con
Total: 9			

Notes:

Inheritance	Base Ranking	Modified Ranking	Description
First	4	3	+2 AC
Second	3	2	Cure Light Wounds as a cleric of equivalent level 3/day
Third	5-3=2	1	Cure Light Wounds as a cleric of equivalent level 6/day
Fourth	5-3=2	1	Cure Light Wounds as a cleric of equivalent level 12/day
Fifth	3	2	+2 Con
Sixth	4	3	Righteous Might as a cleric of equivalent level 1/day
Total: 12			

Notes:

Inheritance	Base Ranking	Modified Ranking	Description
First	4	3	+2 AC
Second	3	2	Cure Light Wounds as a cleric of equivalent level 3/day
Third	5-3=2	1	Cure Light Wounds as a cleric of equivalent level 6/day
Fourth	5-3=2	1	Cure Light Wounds as a cleric of equivalent level 12/day
Fifth	3	2	+2 Con
Sixth	4	3	Righteous Might as a cleric of equivalent level 1/day
Seventh	4	3	Fortification, Light
Total: 15			

Notes:

Inheritance	Base Ranking	Modified Ranking	Description
First	4	3	+2 AC
Second	3	2	Cure Light Wounds as a cleric of equivalent level 3/day
Third	5-3=2	1	Cure Light Wounds as a cleric of equivalent level 6/day
Fourth	5-3=2	1	Cure Light Wounds as a cleric of equivalent level 12/day
Fifth	3	2	+2 Con
Sixth	4	3	Righteous Might as a cleric of equivalent level 1/day
Seventh	4	3	Fortification, Light
Eighth	5	4	Flame Strike 3x/day
Total: 19			

Notes:

Origins & History

The Holy Order of Sham-lah (named for the founder) made many friends and an equal number of enemies before their destruction. The clerics of Sham-lah believed healing should be freely bestowed upon all, to the limits of their abilities; the more gravely wounded, the higher the priority. Many times, they intervened in a battle to bring about a cease-fire while they healed both sides. There were times, after the cooling of passions, when this turned into a peaceful settlement of the dispute in question.

However, if denied their offer of healing, they considered this an affront to their deity, a now-forgotten aspect of Cyrene, and they would immediately bring their full arsenal of clerical abilities and political connections to bear in opposition to the commander who denied them.

A number of times, when a besieging army had barely sufficient forces to achieve a victory, the intervention of the Order of Sham-lah tipped the balance of the encounter. Any fortification naturally amplified the benefits of healing the defenders. An attacker needed three, five, even ten times the number of able-bodied men to match each able-bodied defender, but bringing such a force to bear seldom produced a proportionate number of injured, just a disproportionate number of dead. Thus, intervention by the Order of Sham-lah had the effect of increasing the ability to defend far more than it did the ability to attack. The alternative was to open a second battlefield with a new enemy; one backed by the gods no less.

This made conquest more difficult, and brought about an era of relative peace, seen by many as divine approval of the work of the Sham-lah.

When the warlord Namastes embarked on his foolish quest to conquer the known world, he knew his armies would sometimes be overmatched once defensive protections were taken into account. His success would therefore be greatly hindered by the intervention of the Order of Sham-lah. To ensure victory, he needed to neutralize the Priests, so he began his campaign by persuading the members of the Order to gather for the dedication of a cathedral in Cyrene's honor.

When the gathered clerics were all within, he locked and barred the doors, rained flammable oils down upon the entire interior of the structure (and all present) by means of hidden piping, and burnt the cathedral – and clerics within – to the ground. Cyrene was so outraged that she transformed the warlord's celebratory wine into Prussic Acid even as he toasted his victory and forthcoming conquest. She then instigated the invasion and assimilation of the warlords' kingdom by its neighbors, before erecting a Shrine to the fallen clerics at the site of the ruined cathedral.

In time, all but Cyrene scholars and high priests forgot Namastes. Rumors spread that praying at the shrine could impart miraculous cures, and a small community sprang up on the site. The Cathedral ruins were torn down and removed. Eventually, a blacksmith's shop was eventually located over part of the former Cathedral site, and the master-smith named Madrassias who resided there was one day commissioned to create an enchanted shield for the nobleman who had come to rule the region.

Pronunciation guide

Madrassias: Mah-drass-ee-us

Sham-lah: Sham-lar

Cyrene: Sigh-reen

Namastes: Namm-ast-ez

GM Information Section

In play

As the bond between wielder and shield deepens, the wielder will adopt the principles of the Sham-lah Order:

- Healing for all, freely given
- Impartiality
- Neutrality
- Anger at those who refuse
- Protective of defenders
- Peace-loving
- Reverencing Cyrene above all other gods

Suggested Unlocking Challenges

Low level:

- Healing a stranger
- Negotiating peaceful settlement of a minor dispute or disagreement
- A votive offering to Cyrene

Mid level:

- Healing an enemy
- Negotiating a peaceful settlement of a significant dispute
- Negotiating a temporary armistice between opposing military forces

High level:

- Healing both sides in a conflict
- Punishing the refusal of an armistice
- Defeating an aggressor
- Negotiating a mutual defense treaty between hostile forces

Designer's notes: The Shield of Madrassias

This is a typical Legacy Item. It offers an example of the doubling of the number of uses per day of an inheritance power. The Fourth inheritance could have been Cure

Light Wounds at will for one additional power ranking, but this was deemed potentially game unbalancing. Perhaps the most notable element of the mechanical construction is that it contains only 8 Inheritances.

What's Missing:

In comparison to the other Legacy Items offered, this is a relatively minimalist effort. There are significant chunks missing from the history of the Shield, notably:

- What impact did the shield have on the Nobleman who first received it and his domain?
- Who came into possession of the shield afterwards?
- What other notables have carried the shield?
- Does the shield imply an ongoing set of folk heroes who go around healing any who ask for it?
- How have the *other* principles of the Order of Sham-lah manifested in the course of history?

These absences are not due to a shortage of time or creativity, but reflect the profound impact the Shield would have on a campaign – and the need to tailor the answers accordingly.

The following page can be printed to provide additional notes to a player who has come into possession of the Shield Of Madrassias. The font used for body text in the other pages of notes is **Book Antiqua, 11 pt**, which should be available on any Windows system. Note that the page numbering earlier assumes that there will be one page produced in this way for all but the final Inheritance (which is the first one to require a second page of notes).

Notes (cont):

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