

EPIC HIGH FANTASY

Shardar

GUIDEBOOK



PRELACY OF CAMON

GUIDEBOOK : PRELACY OF CAMON

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INTO THE MIRROR

Sharlon Toman stands checking his reflection out of habit more than any real concern. His robes are perfect, crusted in jewels and designs worked in golden thread. His face is serious and the features are those of a man in his prime. As he reaches up to brush off a nearly invisible thread, a figure takes shape behind him.

A small figure with impossibly deep amethyst eyes, wearing rags and covered in dirt slowly comes into focus. She holds a stuffed bear in her hands, yet her expression shows no fear and her eyes narrow dangerously as she sees him. She waits for the man to notice her and, as he starts, waves her fingers.

"I've heard of you. You're dead and gone these many years," he says in a deep, resonant voice.

"Dead? Maybe, but never gone," she says as she walks closer to him in the mirror.

As Sharlon Toman narrows his eyes in turn, he grumbles disbelievingly. "No tricks! We're protected from evil now," and his face smooths to a deep calm.

"That may be true..." the young woman who is now no longer an insubstantial wraith replies, "...for now. But the time is coming, and soon, in which your Church will pay for its terrible sins."

She smiles as sparks fly from her hands toward Sharlon Toman. He flinches, turning his head to look behind him. Surprise washes over his face as he sees nothing there.

As he turns to walk out, a soft voice whispers "Strange".

~ *Vision of Archbishop Sharlon Toman, 27th of Dancing Clouds 3125*

PRELACY OF CAMON

Welcome to Camon, the most rigid of the Shaintar kingdoms. This country started out as a monarchy but the Church of Archanon has risen to power and openly rules in the name of a theocratic state. The Grand Archcardinal is the voice of Archanon to his people. Inside this guidebook you'll discover much about this fascinating land and its people. You'll also gain access to some new edges, fighting styles, and even some magic that shows Archanon's favor.

The Prelacy

The Prelacy is ruled by the Church of Archanon. The bulk of the priesthood are fanatic zealots who have a spy network with eyes in almost every household, great or small. It's hard to avoid drawing on both historical and fictional depictions of the Catholic Church from the days of the Inquisition and early Renaissance eras.

Combine that with the fantastic movie style found in both *The Three Musketeers* and *Lady Hawke*, then throw in just a pinch of the Nazi party.

All these things are dressed in beautiful cathedrals, shining armor and amazing liturgy. Add it up and you'll give others that Prelacy of Camon feeling.

FACTS IN BRIEF

This human-only country has some strange practices but the Church's power is absolute. For instance, anyone who wants to own property or a business must be a ranking member of the religion. Priests are everywhere and they keep track of everything and everyone.

Recently, there've been rumors about the Cavaliers of Camon - who were disbanded when the Church took power from the monarchy. They're simply a remnant of the past and a new Crusade has been called. By Archanon's will, Shaintar is destined for humans and humans only!

Capital: Camondel.

Population: Nearly 1.5 million humans, concentrated in the Camon River Valley.

Language: Camonere.

Religion: Church of Archanon.

Political Structure: Theocratic state, ruled by the Church of Archanon and the Grand Archcardinal, his Most Holy Anointed and Exalted Lanier Fareneux.

THE HISTORY OF THE PRELACY

The Prelacy of Camon is more like the Kal-A-Nar Empire than its leaders wish to admit; religious zealotry has driven the leadership to extend the Church's influence as far as possible. The men who control the Prelacy are all too aware of the truth that their role is predicated on a terrible, awful lie that has been perpetuated upon their people for untold years.

THE CHURCH RISES IN POWER

1246 - With the ever-growing Church of Archanon providing support, His Majesty Erik Camon unites most of the noble houses and forms the Kingdom of Camon in the Great Valley of the Wolfhead Mountains.

1252 - As the remaining kingdoms along the Southern Fangs fall to Camon, the Church of Archanon is granted leave to form the Paladins of the Holy Sword, a militant order under direct command of the Archcardinal. Construction begins on their citadel in the Wolf River Pass.

1280 - The Kingdom of Camon outlaws acknowledging the Ascended. The Church's official policy is that the Ascended are merely servants of Archanon, and that anyone with powers claiming to serve them is actually a practicing demon-worshipper.

1287 - A small rebellion, started by Camonere trying to defend their belief in the Ascended, is quickly and ruthlessly stamped out by Church Paladins. The King and his forces do nothing to intercede.

THE PRELACY IS BORN

1285 - The reigning king of Camon, Warick Tremane, dies with no heir. Rather than allow the traditional Succession, Grand Archcardinal, Mandris Tomain, declares that Archanon has decreed that Camon be ruled by the Church, and the Prelacy of Camon is born. Though the Noble Houses are not disbanded, their roles are reduced to little more than a bureaucratic function.

1288 - The Purification Mandate is issued by the Prelacy - all non-humans are to be removed from Camon or enslaved. All who use magic are deemed "possessed by demonic or dark forces" and are commanded to be handed over to the Cardinal of Judgment's magistrates. Refugees pour into Galea and the Southern Kingdoms, and there are more than a few border skirmishes between the Paladins and their neighbors.

1282 - The Second Company of the Silver Unicorn is formed to assist "freedom fighters," including the Cavaliers that serve the deposed Noble Houses in Camon. Their focus is rescuing political prisoners and preventing acts of genocide. They do not, in fact, get called the Second Company until after their return in order to avoid starting a full-scale war.

From whence did the once promised lands that are Camon become so tainted with hatred, fear, corruption and intolerance?--Grand Archcardinal Halivan Allard

THE BETRAYAL WAR

1301 - Halivan Allard and dozens of delegates from all over the Southern Kingdoms are massacred in Rhion, a city in Olara, during the Open Hand Peace Conference. The conference, called by Allard was his idea to make amends to his neighbors and lead his people away from the "falsehoods" of the Church. The Cardinal of Judgment, Mandris Toman, and the Supreme Paladin, Sir Glain Nollan, along with Olaran dissidents, among others, perpetrate the massacre, using newfound "powers of Archanon's wrath."

It's discovered that Mandris, Avatar of Vainar, and Glain, the Avatar of Kolvos (demon son of Ceynara and Uldor) have joined Darkness and Flame. After the Seven Great Cauldrons are opened for the third time as part of a powerful ritual that severely reduces magic in the world, the other Ascended, except for Landra, choose Avatars too.

Before the final battle at Og'M Drakar, Vainar betrays his allies and engineers Glain's murder. Ceynara sacrifices all for vengeance, uniting her power with the Ascended. The greatest shock comes when a being calling himself Archanon and representing the Power of Light joins the Ascended, denounces the Church of Archanon in Camon, and grants powers to his "true priests and paladins." This, along with the efforts of the Third and Fourth Companies of the Silver Unicorn, leads to Vainar's ultimate defeat.

The victory is not without cost; three Ascended Avatars; Koress the dregordian, Shaydra the aevekar, Kerf Mindril the dwarf, along with Lord Waverly Avanon and King of Galea, Roderic Argorn, all die to ensure Vainar's final defeat. Worse, all the Ascended, including Archanon, are vastly reduced in power and influence due to the the Covenants enacted millennia ago. It's believed that Ceynara is truly asleep, and the Gates of Hell are shut for a century

THE BLOODY IRON HAND

3023 - Ultra-conservative forces gain control of the Prelacy and begin purging “enemies of the Church,” preying on the fears of the people and promising order. House Baravold and House Rhodes are stripped of their titles when it’s discovered they were heavily involved with the Cavaliers and were operating to overthrow the Church. Dubbing themselves Royalists, they still consider themselves Camonere even though they are under the protection of Galea and the dwarves of the Northern Fangs

3024 - Chrysalia Nollan, a member of the Fourth Company of the Silver Unicorn, and Sir Rohan Doyle found the Church of Light, in the Freelands coastal region near Mindoth’s Tower. Hawk Nollan, Chrysalia’s husband, founds an Adept Order called the Jade Flame, dedicated to protecting priests of the newly formed Order of the Open Hand.

THE WAR OF FLAME

3119 - Rumors spread that Vainar the Fallen, believed to have been destroyed during the Betrayal War, has somehow returned. It’s believed by some that he resides deep within Shaya’Nor, recuperating from the Betrayal War wounds still.

Summer of **3122** - Entire swaths of land between the main Kal army and Olara have been burned and blasted into wastelands. There is military action within the borders of the Prelacy of Camon. There are criminal organizations and mysterious groups engaged in actions in the Southern Kingdoms.

3123 – The War of Flame grinds to a near-halt as civil war erupts within the Empire. Former slave-warrior Jerrik Tul, leading an ever-growing army known as the Unchained, has finally become strong enough to lure many Kal Warlords and nobles to his cause.

THE CRIMSON CRUSADE

3123 and 3124 - The Grand Archcardinal calls for a crusade to rid the land of all non-humans and demon worshipers and the forces of the Prelacy sweep into the Southern Kingdoms intent on capturing vast territory and murdering those they don’t wish to enslave or rule. The Paladins and other armed orders of the Church answer the call and in early spring they attack Olara.

Fighting rages on both sides but after finally being rebuffed, the Church reaches an agreement with Olara called the Crimson Crusade Armistice. Furalor is returned and all forces return to pre-war borders, but resentment simmers on both sides.

GEOGRAPHY

The country is well situated in the Camon River Valley which has some of the richest farmlands found anywhere in Shaintar. So abundant are the lands that the Church has gained great financial freedom through the taxes from the sale and export of their foodstuffs. After they drove out the dwarves and goblins in the mountain, the country was able to profit from logging and mining industries too.

It’s a beautiful country and well able to sustain a larger population - should the powers that be focus less on conquering the rest of Shaintar and more on making the citizens’ lives better.

To the east lies vast oceans and to the north the dark region of Shaya’Nor. To the west lies the Evershade Forest and to the south both Olara and Galea.

DISTRICTS

The original duchies of the Camon River Valley were incorporated into Camon. When the Prelacy took over, the duchies were remade as demesnes though the territories remained unchanged. These demesnes are ruled by Prelates who answer only to the Cardinals and Grand Archcardinal. Supporting the Prelates are Bishops who run the city-states the Prelates do not reside in.

An otherwise powerless nobility is generously allowed to help oversee their once traditional lands.

CAMONDEL

Prelate: Grand ArchCardinal, His Eminence, Lanier Fareneux

Camondel is the capital and is dominated by The Citadel, a huge complex of buildings where the decisions are made for the Church of Archanon. In addition to the Grand Archcardinal’s palace and the administrative complex where the bureaucracy required to run a nation issues orders in the name of His Excellency. There’re offices for those in power



and areas for analysts to pore over their enemies' secrets, both within and without the country. Deep inside are the offices and conference rooms of the Cardinals who make the larger policy decisions and always at the pleasure of their leader. As the seat of power, there are always pilgrims making their way to the capital along with those seeking trade opportunities or hoping the Grand Archcardinal will dispense justice.

Given the recent upswing of conservative element in the Church, things may be getting rougher for the merchant and poor classes. That's been heightened by an inward or isolationist attitude about those outside the Prelacy. Given Camondel is the seat of the Grand Archcardinal, most of the former ruling class maintain homes here.

TYRENE

Prelate: Archbishop of Tirene, His Excellency, Edwin Branard

Cities: Tirene, Purity

Situated in the southwest, Tirene lies on the Camon River and Purity lies on the Crystal River at the base of the Copper Mountains. The district controls some of the best farmlands anywhere. There're excellent opportunities for fishing and apothecaries find the plants along the rivers to help in making medicines. Purity has some minor mining concerns, but the bulk of both cities' economies is the river trade. There are merchants here who help export Camonere goods to the rest of the south and import the finest the rest of the world has to the wealthy and the priesthood.

LANIER

Prelate: Archbishop of Lanier, His Excellency, Sharlon Toman

Cities: Lanier, Hart

Lanier is called the most beautiful place in Camon. Situated on Deer Lake in the northwest of Camon, it does well as a destination for those wealthy enough to afford travel. The hunting in the Hart Wood is sublime and the lake affords opportunities for enterprising fishermen. There are some denizens of the lake that are best avoided and stories abound of the 2nd cousin of someone the next town over getting et by a monster. Artisans come here to work with wood or stone sent down from the quarry in the Gorgons. Hart is a perfect midpoint between Lannier and Centerpoint, allowing for caravans and dispatches to easily travel the middle of Camon. Farming is the largest portion of Hart's economy, though there is a growing warehouse district to cover the need for goods being shipped through to other locations.

FURALOR

Prelate: Archbishop of Furalor, His Excellency, Stephan Corlion

Cities: Furalor, Aladel

Furalor is in the southernmost part of Camon, just over the border from Thuls in Olara. With the southern part of the Southern Range to its back, it's well protected with roads connecting it to the other southern cities. It has been attacked more than once in wars with Olara, yet it's a key location in the defense of Camon. It has heavy defenses and a permanent army barracks and Paladin cavalry support. Most of the townsfolk are the wives and children and support systems for the military.

Aladel is further south and east of Furalor and the tie between the Furalor district and the Krinura district. Situated near the estuary of the Howling River, the city helps administer and oversee the farms. Aladel is large enough that many of the goods headed south go through here. There is a large church complex here. Their task is to keep an eye on the borders with Olara and Galea. Aladel has heavy fortifications and the river is patrolled regularly to prevent surprise incursions.

CENTERPORT

Prelate: Archbishop of Centerport, His Excellency, Randolph Evans

Cities: Centerport, Deloman and Rampart

Centerport, Deloman and Rampart form a triangle in the center of Camon. Each lies within, or borders, the Great Valley Forest. Centerport lies just west of the place where the Camon splits into the Copper, Spirit and Bronze rivers, giving it good trade routes with cities in other Districts. The center of the economy is logging ventures, though Rampart has some potential mining or rock quarries to work with. Along with logging are crafters who build furniture and craft household items from the wood. The furniture and art has become popular throughout the south and even in the capital for its quality and simple beauty.

KRINURA

Prelate: Archbishop of Krinura, His Excellency, Ulric Nollan

Cities: Krinura, Branis and High Port

The Krinura district takes up the entire southeast of Camon from the Southern Range to the Galean border and with Branis as the most western point of the area. Branis is at the southmost point of the Southern Range and has good mining options. In addition, stonemasons and smiths have come here to work directly with these mountain products to make weapons, and craft furniture.

High Port is on the sea and is the larger of the two Camonere seaports. The city has three focuses driving its economy. First, there is a great deal of shipping trade that comes to High Port. It's a way to get goods and gossip from other countries so there are merchants and spies everywhere gathering information. Another focus is the fishing to be had between Camon and Cae'Lasis. There are a number of families who've created a guild to run their shipping industry. Finally, High Port is one of two locations where the Camon shipyards are located and they turn out all the navy and merchant ships for this nation.

Krinura sits on the Krin Wood and only an hour's travel from the Galean Border. Krinura is part of the defence of Camon and has a large Paladin presence

along with city guardsmen. The economy here has some small logging and farming industry but the bulk of the city is involved with trade.

FARAWAY

Prelate: Archbishop of Faraway, His Excellency, Antoine Merrin

Cities: Faraway, Northface

This area to the far northeast of Camon has space for agriculture, mining, fishing, and does some seaborne trade as well, though its location has impacted their efforts to expand their resources. The two cities are well off and each has a number of cathedrals and churches to ensure the population has a place to worship. The Duke is an intelligent man who has tried to deflect the excesses of the Church and protect his people. This is one of the smaller districts but the port makes up for it.

There are also sheep and goat herders who keep their flocks in the foothills of the mountains. The sheep keep the weeds short and predators away from the vineyards lower down and the wool and meat is used for winter clothing and fascinating food dishes.

CITADEL DEFIANCE

Prelate: Supreme Paladin of the Holy Sword, His Lordship, Sir Nedderik Juneau

This Citadel is a fortress designed to protect a large population indefinitely against siege while still being able to inflict damage on the enemy. There are thick stone walls as the base of the defence and towers at each corner. Inside the towers are arrow portals along with crenelations at which bows or the new arcfire weapons can be fired at attackers. Inside the defenses lie the stables for the horses bred for the Paladins and their light and heavy cavalry. These horses are known for their lack of fear during battle having been exposed to the sounds and sights of battle since they were colts.

There's also a training compound for the Paladins to practice tactics against other fighting styles. Their last offenses just missed the mark of gaining control over the Southern Kingdoms. Many of the fighters regularly practice other fighting styles so they can recognize those styles in opponents - giving them an edge in battle. Every day, the Paladins are further indoctrinated in the infallibility of the Church and

Gaming in Faraway

Not all is as it seems out here. The nobles, beginning with Gerard present an entirely subservient manner towards Archbishop Merrin. This demeanor is something His Excellency enjoys very much. The Archbishop has been given instructions to give the Tremanes leeway and Prefect Baseldour have followed those orders.

All of this fulfills the Archcardinal's plan to manipulate the situation so the most distant Greater House is placated and kept happy. It also achieves a second goal of maintaining their productivity and loyalty, which reduces how many troops and resources he has to commit to ensure the region stays stable.

Of course, the Tremanes have a plan of their own. While they bow and scrape for the Archbishop and show no interest in changing their lot in life, portions of their funds and resources subtly flow into the coffers of the Cavaliers, who really are fighting to overthrow the Church and return the rightful rulers to their place in Camon.

So both sides are playing a game with each other - a very subtle, yet very dangerous game. So far, the Tremanes have the upper hand, mainly because they know they are being manipulated, and they are using that knowledge to their benefit. However, should the Archcardinal ever discover what they are up to, the tables will turn instantly, and a great deal of blood will be spilled.

told there is nothing they can do that could be wrong if it's in service of the Church. This is leading to a much darker attitude towards the general populace and may lead to another crusade

SOCIETY

ARCHITECTURE

Houses are made of stone, brick, or wood. Even as a monarchy, Camon decided to make different decisions from those of Galea. There's a great deal of sameness about the outsides of the buildings of a city or town. There was no desire for borrowing from other cultures and even manor homes are quite colonial looking with cut stone facades over wooden frames and walls. There's stone reinforcement and larger cities do tend to be created with defense in mind.

The focus on human innovation has led to a solidity in building style for furniture as well. Carvings may be just as powerful but there's a deliberateness and sturdiness that is found throughout. Windows are made just so and walls are layered to provide

better protection against everything, including attack. Houses are well made and solid and even the poor have better, larger homes than found in other countries.

Every town has at least one church and most have several in order to serve a devout populace. In addition, there's a shrine to Archanon in each home that is well cared for and has small candles along with incense and a small statue of the Lord of Light.

NAMES

The Camonere people have taken some pride in being the only country with only human citizens. If you're not human, they'll consider you a slave if you're lucky or some sort of demon and try to kill you if not. Names tend to be simple with last names not needing to be descriptive of a person's work or family.

MALE NAMES

Emewin, Izyerar, Birune, Reimenas, Donlar, Rainnar, Panridan, Rawlan, Abekath, Krinan, Jacquis, Galedal, Danmir, Tytien, Crarel, Meiledere, Wallis, Kevellan, Cormon, Norlaern, Hasin, Arryll, Stenador, Gerrath, Elmanus, Wialath, Averel, Elmanas

FEMALE NAMES

Evephira, Marraele, Ademia, Magthae, Edrale, Iverana, Rosalaela, Thefsalia, Aubzira, Irolorna, Madrathla, Nindanna, Delnath, Jessie, Ylldalar, Innara, Branziara, Jilnee, Talaema, Alelora, Oryana, Helnarra, Caranela, Elizatana, Aubtria

SURNAMES

Orikan, Petlar, Liaquierele, Valcath, Tragolor, Sylris, Norsalor, Daneros, Naelee, Gilnan, Petneiros, Vanphine, Magren, Magjor, Vafiel, Holaroris, Ravaric, Omara, Damaer, Dadithas, Uriven, Adkas, Miaraek

PHYSICAL APPEARANCE

Humans are a diverse group and so are these with some exceptions. Camon was settled by people from two areas, Galea and the Kal-A-Nar Empire. There's also the fact that Camon is a bit more insular than most societies. While there may be variation on skin color, hair and eye tend to fall within the darker hues.

What isn't accepted is any refinement that looks like any mingling between the nobles of a house and any fae bloodline. Such children are kept away from sight and spend time in penance for their heretical features. The kindest thing a throwback is called is an abomination and some conservatives have called for the death of these children.

The noble houses do tend to have lighter hair and eye colors as they have mixed with nobles from other countries when new blood was required. Those from the seaports have that lighter hair and eyes that come from spending time in the sun.

Due to the agrarian lifestyle, people from Camon are somewhat shorter on average though there are both tall and short people. Hair, skin, and eye color are what could be considered normal for an agrarian society where most people farm, mine, or pursue the art of making wine.

CLOTHING

There is a true "War of fashion" between Camon and Galea, especially within High Society; Each culture has certain differences which can get exaggerated on occasion. Formal men's clothing in Galea runs to pointed collars but in Camon, a rounded collar is the height of fashion. The middle class, rich, and nobles have great Interest in these distinctions, and require variety for a number of social occasions.

High quality clothing is greatly valued. These are a people who believe that well-made clothes should last and are something to be proud of. Hard work is valued and praised within this society. Most citizens are quite modest; but higher society is more daring. There isn't as much focus on jewelry though most people wear an amulet of Archanon and Bishops and above wear rings showing their rank.

FOOD

For all that most of Shaintar looks upon the Prelacy with fear and anger, few deny that the very best food and wine can be found in its borders. Camonere vineyards are believed to have the finest grapes anywhere, and their wines fetch rather impressive prices both in and out of the country. Camon beef and lamb is highly sought after, their breads and cheeses are treasured everywhere, and they have some of the most flavorful and impressive produce in all the lands.

Not only are their raw foodstuffs regarded so highly, Camon is famous for cooking and food preparation. No chef or cook in Shaintar can find work in the greater homes or facilities without establishing he is accomplished in the Camon style. Subtle uses of seasonings, extensive reliance on light creams and butter, and other special techniques make stopping at a decent Camon restaurant an imperative for anyone able to make it into the country.

The country is beautifully placed to provide the perfect mix of arable land, wonderful grazing, and herbalists who have passed down recipes from generation to generation. The seaports provide fish and other seafood that are easily moved via regular caravans or river boats.

Food preparation and wine making have become an art form in Camon. For the wealthy, extravagance is the current fad. Meals are important affairs and a time in which family can come together. There's

not as much focus on extended family but having parents, grandparents, and siblings together for Rest Day group meals is normal. These pre-service meals are simple affairs designed to allow for reflection before going to services at the local church.

DRINK

Wine is the primary drink in Camon. The wineries here are without peer and there are wineries that produce red, white, and sparkling wines. Recently the sea ports have been experimenting with fermenting various fruits such as peaches, oranges, and plums to produce some interesting desert wines.

There's even a distillery that makes a brandy that has a slightly smoky oak scent and the taste of fresh cherries as it's swirled around in the mouth. It's highly prized but the reputation of the winery ensures that orders come in year round that it will never hope to fulfill.



There are also refreshing fruit drinks that are served with morning and mid-day meals. These are a staple of any house and provide refreshment any time. No true Camonere would ever drink water unless forced to.

MORALITY

Given the control of the Church, there is great emphasis on showing piety. This is done by imitating fashion that local church authorities have praised or by having some religious art created for the home. The Church wishes above all else for citizens to show obedience to authority. Those who administer the day to day business of the Church have many ways to put a person in their place from making them wait to requiring the kissing of the ring of office. Most people are devout and need no prompting, displaying all the behavior that their church could desire.

Authority lies with the head of the family; and families don't include extended bloodlines. Whether man or woman, the head of house instructs the rest and they all work to better the family. The focus is on immediacy, and gaining short term goals and while family is important, there's a less clannish outlook on life as most people view their congregation as their greater family. Even though women can be the head of the family, there are certain roles determined to be gender specific and these can be horribly misogynistic.

ART AND CULTURE

There isn't as much difference between noble and commoner these days with the Church in control of everything. Most every home has some shrine to Archanon in it. Paintings run to landscapes or images of Paladins defeating Camon's enemies. The wealthy are mad for portraits and everyone with means is having a portrait made for their home - including the Bishops, Cardinals, and so on.

Some collectors have works that have been banned by the Church and are risking their lives doing so. It's said the vaults in one or more of the Dukes' halls are brimming with art from other countries and the combined work of artists from other races, but those whispers are careful not to be heard.

Music tends to have a religious or moral bent to it and there's theatre to be found in the larger cities. The plays that do the best have a two toned morality that appeals to Church beliefs but make fun of them. No play or song is ever allowed that shows the former monarchy in a positive light.

RELIGION

As everyone knows, there are two churches that claim to follow a being called Archanon. In both cases, followers say that their god walks in the light and its agreed that this Power of Light is a representation of order, law, justice and guardianship - which are the basis for any visible magic practitioners of either religion display.

Priests and paladins of the Church of Light channel the force given to them by the Lord of Light. They must adhere to the strictures of their deity and observe practices or prayers to retain their powers. In Camon, the priests don't display their magic for a number of reasons. The first is that it's well known that Archanon does not need to dabble in the frippery of granting powers to humble servants. Humans are supposed to go through life the way they always have. Anyone who is found to have power must use it for the benefit of the Church or die.

The bulk of Camon's citizens believe in Archanon and follow the strictures as they've been laid down by the priests of the Prelacy. These are good folk with every desire to live a decent life. Most low to mid-level priests and nuns are good people who believe in a good and benevolent Archanon. Even the crusaders believe they are doing right and good things in Archanon's name. Some of these priests gain a small measure of power and are co-opted into the Prelacy. Even the zealots and fanatics who display the worst behavior and self-righteousness believe in the Lord of Light.

Some say that the because of the faith of Paladins and Crusaders, Archanon has provided them some form of help either strengthening their arms or imbuing them with a bright light that reduces damage.

"Entities considered both divine and corrupt are active and vested in the machinations of man."

~ source unknown

POLITICS

Camonere politics are wrapped up in religion. Unless the nobility finds a way to regain power, the Church will create policy, negotiate with other countries and send diplomats and run spy rings in the name of the kingdom.

CRIME AND PUNISHMENT

Camon has more laws than most countries. The Prelacy has not tried to repeal the original laws created by the nobility, they've just added to them and ordered that if there is a conflict between two laws, the Church law supersedes the previous law. Most Church laws involve certain demonstrations of piety that are required or the observation of holidays and tithes. These and other small secular transactions such as petty crime, vandalism, public drunkenness have similar sentences of light penance and a warning from the constables or Paladins.

More serious crimes such as stealth, assault, dereliction, or subversion and 2nd offences from the first category come with a punishment of whipping or imprisonment for fairly lengthy sentences. It's not advised to get caught after one of these offenses.

Getting caught a third time for one of the minimal offenses will rate 2-3 years imprisonment or on a slave gang. If you're convicted of treason, sedition, heresy, adultery, murder of a priest, robbery, or desecration of a church or other serious offences, your death will be long, painful and degrading. The Church has recently decided to show its strength by punishing all infractions more harshly.

ECONOMY

The economy has changed recently, in part due to a growing middle class of merchants and higher end service people who create clothes, shoes, and supply the higher class. The merchants are paying attention and, as local economies become more complex, are becoming the masters of the ebb and flow of goods and currency.

This gives them greater influence and, with the help of collectives, guilds and the Great Houses, they pull strings that the government often has no realization they have. Many ruler, in order to boost the commerce that helps feed their people and put finery in their closets, have granter greater status

Deep Truths

Now for some deep truths. The leadership of the Prelacy has known for generations, nay, ages that they are a fraud. Their faith may be real but Archanon has stopped heeding their call for hundreds of years - and it's all the fault of evil men whose lust for power got the better of the entire Church. The leadership enjoys their power but hoards it more and more jealously as they seem unable to acknowledge the mistakes made by two men and pay penance for their continued lies. There's little hope that this will be resolved happily.

It all happened during the Betrayal War. During that time, Camon was chosen to be the tip of the spear in a devastating attack. In order that the forces of Flame and Darkness worked together, Vainar chose to use a living avatar as did Ceynara's half-demon son. The avatar Vainar chose was the then Cardinal of Justice, Mandris Tomain and the Supreme Paladin was chosen by the Demon Prince. All was going well and the conference called by the Archcardinal to begin mending fences was decimated by the combined forces of the Church, Darkness, and Flame and the attendees were killed.

During the subsequent war, Vainar eventually betrayed Ceynara and utterly destroyed her son, earning her deep enmity. Eventually a small group of heroes, avatars of the other Ascended, and the combined powers of Archanon and Ceynara banished Vainar back to Norcan Darr. The Prelacy hushed up the details and turned Tomain and Nollan into heroes killed in battle against evil. It was during this time that Archanon began ignoring the prayers of his people. Those who rank Bishop or higher are part of the secret and much thought has gone into keeping things hidden from the population.

In recent times, there've been some sort of visitations and the Grand Archcardinal has found a renewed faith. Archanon has not forsaken them and his might will soon be known. The conservatives have taken this to be a sign that they shall soon convert the south to his worship. Even those aware of the secret have become fanatical. No one knows what is going on behind closed doors but momentous decisions are being made. It seems that Camon's destiny is to have perfect timing and surprise the southern nations each time it tries to convert the rest of Shaintar to the worship of Archanon by sword.

and prestige to these merchants. What used to be available only through blood and family status can be bought if the right pressure is applied.

In the Prelacy of Camon, it's the growing power of gold that has proven the most effective path to political influence for many of the Houses. This may be the most important key to changing things for the better there, but the Church will have its say in the matter.

BIRTH

Each birth is a new soul that can be dedicated to Archanon, though children are not added to the census registers until they reach the age of 5. This is when a child can be expected to live to become an adult and their schooling begins. Given that the typical family is smaller, most families have 2 or 3 children. Those with more are considered lucky and gain greater privilege from the Church.

Each birth is legitimized by a birth ceremony that begins the day a child achieves their 30th day of life. At dawn that morning, the child is taken to their local church (or a larger one if the family can afford it) to be presented to the highest ranked priest that can be found. The priest examines the child with the parents, searching for deformity and then consecrates the child into the service of Archanon.

MARRIAGE

Marriages are permanent and irrevocable. For the most part, pairs simply live together as a married couple but do not formalize it within the Church. If a family has means, they will try to marry their children in an effort to gain status or economic leverage or both. Most marriages are arranged affairs used to cement alliances and help the family and most children do their duty. Sometimes, it's obvious to everyone that a couple is "right" for each other and those unions are the most joyful.

Citizens who get married are required to live with their spouse and meet all obligations of marriage by working to the benefit of each other and producing an heir or heirs if the family is small and each set of parents want to be able to teach one of the children their craft. This is a lifetime obligation so it's best to at least be friends with your new spouse. Adultery is unheard of as it's considered one of the cardinal sins. The only punishment for betraying your spouse or dishonoring another is death.

DEATH

Death in the Prelacy is different than what you'll find elsewhere in Shaintar. At sunset 3 days after a person has died, a ceremony is held. It's always at sunset and it's a quiet affair. The priest calls upon Archanon to take his child to him and watch over him in the afterlife. Since everyone knows magic

does not exist, any strange occurrences are glossed over. After the usual donation to the Church, the body is taken to a pyre and burned. There is a bit of pragmatism in these people, by burning their dead they avoid potential illness and needing to have a grave or other place to house the bodies.

TITLES AND RANKS

Secular and ecclesiastic titles intermingle in Camon social and political arenas but if the titles in question are equal, the one belonging to the Church currently holds more sway.

CHURCH RANKS

GRAND ARCHCARDINAL

The supreme ruler of Camon and the voice of Archanon to the people, enjoys absolute power. The mantle and the scepter of the Chosen One, once attained, are held for life. Not surprisingly, there have been Archcardinals who have met with untimely deaths during their reign.

The current ruler of the Prelacy is the Most Holy, Anointed and Exalted Lanier Fareneux, who served as Cardinal of State and became the Grand Archcardinal after the passing of his predecessor, who named Fareneux as his chosen successor. It's the most common means of determining who ascends to a particular position of authority within the Church. The successor is ratified by a body of peers, which is normally only a formality. The proper form of address for a Grand Archcardinal is "your Eminence," "your Worship," or "Most Holy."

Fareneux is a shrewd and forward-thinking man with strong opinions about Camon's role in Shaintar's future should be. His ambitions are tempered with patience and calculation, but he is determined to see great change for his nation while he holds the mantle and scepter.

CARDINAL

The original structure of the Church of Archanon remains the foundation of the Prelacy's government, and the Cardinals have the most power save only the Grand Archcardinal. Instead of regions, the Cardinals oversee specific areas of both the Church and the land. Though each Cardinal is supposed to have the

same rank and status as the others, there is a widely-accepted pecking order. The current Cardinals, in order of their precedence, follows:

The Cardinal of the State (His Excellency, Davon Ord) - This was the only office in the Church that was directly involved in Camon politics. The Cardinal of the State represented the Church's interests to the monarchy and in secular matters. Now, this office oversees all diplomatic issues and economic policies. It's, therefore, the primary voice of the people of Camon to the rest of Shaintar. Davon Ord is a competent and capable administrator, with a non-aggressive personality. He is, however, very much Fareneux's man.

The Cardinal of Judgement (His Excellency, Harken Lorre) - This is the most reviled office in the Church, but also the most powerful. The Cardinal of Judgement is responsible for ensuring that the laws of the Church (and therefore, the state) are kept and enforced. The Holy Courts are his jurisdiction, and he has absolute autonomy in pursuing the truth of matters. This means that his servants may use coercion, torture, and subterfuge to seek truth and enforce laws. Harken has lived up to the very image of the office; he is easily the most feared man in Camon, even next to Fareneux.

The Supreme Paladin of the Holy Sword (His Lordship, Sir Nedderik Juneau) - Originally, the Paladins of the Holy Sword were the protective guards of Church officials. At best, they supplemented Camon military forces, and then only in defense. However, as the Church gained prominence, the Paladins became the enforcement arm of the Church and when the Church took over, it took control of the Camon military and the commander of the Paladins became the supreme commander of all Camon forces.

The Cardinal of the Treasury (His Excellency, Charles Quarrels) - The running of a church, especially of one of such large proportions, requires an extensive and well-run treasury. In the early times, the duty of overseeing the treasury fell to the office of the State, but it grew to such proportions that it ultimately justified its own office. The Cardinal of the Treasury now must be a man of particular business acumen, as trade and economic issues are his purview. Quarrels has little care for politics outside of his office, relying on the Cardinal of State's office to manifest his policies to the rest of the world.

Prefects

Some would say that the most powerful person in all of the Prelacy is not, in fact, Lanier Fareneux. Instead, they say (quietly in a joking tone or hushed whisper) that Chanelle Brindle is the true power of Camon.

Chanelle is the Grand Archcardinal's Prefect, his chief secular administrator. The day-to-day operations of the central office of the Prelacy are under her command and direction, and it's well known that she has attained an extremely free hand in her duties. She's earned this because she's extremely efficient and highly intelligent.

Some people believe her power is due to her performing certain other duties for the Grand Archcardinal.

Every high office in the Prelacy has a secular Prefect. In most cases, the Prefect is an administrative assistant to the clergy he or she serves, though in many cases the Prefect has considerable influence over secular policies and proceedings. Prefects are universally addressed as "Master" or "Mistress," and their formal title is directly related to who they serve. As such, Chanelle is referred to as "Mistress Chanelle Brindle, Prefect to Grand Archcardinal Lanier Fareneux," while a lesser such servant might have the title of "Master Peter Reulle, the Bishop's Prefect" when dealing with locals.

The Cardinal of Holy Records (His Excellency, Wenford Jenkins) - The Library of Camon is one of the largest repositories of knowledge in Shaintar. Unfortunately, the practice of suppressing knowledge is alive and well in Camon, and a large percentage of what is stored there is kept from public consumption. This office is the lowest of all Cardinals for a reason - it has very little to do with the operation or function of the Prelacy. This suits Wendord Jenkins just fine, as he is completely content in his master librarian and historian role.

The normal form of address for a Cardinal is "your Excellency."

ARCHBISHOP

The next level down in the Church hierarchy, Archbishops hold key roles throughout the lands. The most important of the Archbishops are the Prelates, those who govern key urban centers and the surrounding lands. Other Archbishops serve as diplomats, judges, administrators, arbiters, and even in military roles. Archbishops are addressed as "your Excellency."

BISHOP

Well-respected and important, Bishops oversee much of the high-level bureaucracy of Camon, as well as overseeing the mid-size churches and those towns and regions not overseen by Archbishops. Bishops are afforded the "Excellency" address.

VICAR

The next level down, considered little more than a "between-step" towards Bishop Status by those with greater ambitions. The smallest churches that still exist within a town are headed by normally by vicars, who also fulfill many functions within the bureaucracy of the Prelacy. Vicars are addressed as "Lordship."

PRIEST

The very first rank a man can achieve upon graduating from seminary, and the first step on the ladder of the official Church of Archanon hierarchy. Priests are addressed, simply, as "Father," and they are rarely given any post of real authority. However,



they often serve to assist any of the other priests of the Church, and those who fall below this status are obliged to heed them when they issue an order on the behalf of who they serve.

DEACON, CURATE, RECTOR, MONK

Each of these titles are traditional in various areas of Camon, and they are all roughly equivalent in rank. Monks belong to specific orders that serve the Church and Archanon in some specific way. In general, they are considered to be outside of the normal structure and their orders are traditionally patroned by the Archcardinal or one of the Cardinal offices. Anyone who holds any one of these titles is traditionally addressed as a "Brother."

THE PRELATES

The original kingdoms of the Camon River Valley were reformed as duchies, under the one king of Camon. When the Church took control at last, those duchies were maintained, essentially unchanged, though now they are called demesnes. The Archbishops who oversee them are called Prelates, and their power is extensive. The Prelates answer only to the Cardinals and, of course, the Grand Archcardinal. Directly handling the city-states that the Prelates do not reside in are Bishops.

The Prelates are as follows:

The Archbishop of Tyrene, His Excellency, Edwin Branard. His territories include Tyrene, Purity, and Zyel.

The Archbishop of Lanier, His Excellency, Sharlon Toman. His territories include Lanier and Hart.

The Archbishop of Furalor, His Excellency, Stephan Corlion. His territories include Furalor and Aladel.

The Archbishop of Centerport, His Excellency, Randolph Evans. His territories include Centerport, Deloman, and Rampart.

The Archbishop of Krinura, His Excellency, Ulric Nollan. His territories include Krinura, Branis, and High Port.

The Archbishop of Faraway, His Excellency, Antoine Merrin. His territories include Faraway and Northface.

THE NOBLE HOUSES

HOUSE TREMANE

Ruler: Gerard Tremane, Duke of Faraway. The remoteness from the center of Church power affords Tremane a greater sense of freedom and autonomy than most Houses, which is further enhanced by the fairly hands-off manner Prefect Renner Baseldour takes. The Tremanes enjoy their relatively good life and do as they are told.

House Tremane enjoys prosperity from a combination of agriculture, mining, fishing, and seaborne trade. Unfortunately, constant battles with both gobliness and Shaya'Nor forces impacts their efforts and forces them to expend much of their resources towards defending the Prelacy's northern borders.

HOUSE RHODES

Ruler: Samson Rhodes, Duke of High Port. Controlling the most important port city in the Prelacy affords Rhodes influence, but it's greatly tempered by the simple truth that the Church just does not trust them. The role House Rhodes played during the Betrayal War was compounded by Iolie Rhodes becoming Queen of Galea following the war. During the "Bloody Iron Hand," when the Church violently reasserted control over the nation, the entire Rhodes line was purged in bloody and public executions. Lesser relatives, hand-picked by the new Archcardinal himself, were installed as the new leaders.

Apparently, there is something in the very blood of the Rhodes line that turns even the most subservient lackey into a lion when the honor and history of the family is at stake. Though still playing the game of politics, Samson has surprised everyone by finding a backbone and resisted the most draconian measures employed against his house. Having built up the most productive shipyards in the Prelacy, Rhodes has managed to gain some breathing room, due to the Supreme Paladin's desperate desire to have a real navy.

Officially, the Cavaliers of Rhodes no longer exist, having been wiped out during the "Bloody Iron Hand." Nonetheless, reports of their crests being seen throughout the Prelacy are on the rise...

HOUSE BARAVOLD

Ruler: Regina Baravold, Duchess of Furalor. One of the very few women with any power at all within the Prelacy, the Duchess Regina holds her place through unswerving loyalty and excessive contributions to the Church.

Her faith borders on zealotry and Regina Baravold would gladly join the priesthood if women were allowed to serve in a greater capacity than as nuns. She serves the Will of Archanon better in her current role, overseeing important lands for the Prelacy. She is so skilled and loyal an administrator, Archbishop Corlion and his staff enjoy a relative life of ease, leaving most of the work to her.

An accomplished fencer, she is also a skilled tactician who has earned the grudging respect of the Church's military leaders in the region. She rules her own house with an iron fist, brooking no disrespect. Her greatest dream is to help initiate a campaign to invade and annex Olara into the Prelacy once and for all.

HOUSE MOORE

Ruler: Terence Moore, Duke of Centerport. It has been a long time since the Moores were a force in Camon politics. Overseeing most productive lands in all the nation is all the Moores desire. They are content to simply plant and harvest and feed the nation, year in and year out.

Terence Moore is the epitome of a Moore noble – a quintessential gentleman farmer. He maintains the status quo ensuring that his family enjoys peace and prosperity, just as every Duke of Centerport has done in the past.

HOUSE ALDAYERN

Ruler: Lawrence Aldayern, Duke of Aladel. Legend has it (in Galea) that the founder of House Aldayern was the treacherous nephew of the King of Galea, an Aladay, who attempted to murder the king and his family while visiting them on holiday. He hoped to spark a succession war but the plot failed and he was uncovered. Out of love for his sister the king chose to exile his would-be murderer nephew.

It's no secret that the Aldayerns hate Galea, and this hatred of the primary enemy of the Church and the history among the oldest houses of Camon are the two reasons this otherwise weak family has not been reduced to Lesser House Status. Despite their coffers being in ruin, the contributions of a few notable nobles of the house to the Army of Camon, serving as officers with distinction, have gained the support of the Supreme Paladin. He's ensured that certain contracts regarding resources and supplies for the Army have fallen to Aldayern and the merchants and craftsmen of Aladel.

Not surprisingly, Lawrence Aldayern owns the largest consortium of weapons and armor smiths in the region.

HOUSE VERRIN

Ruler: Henri Verrin, Duke of Rampart. The fortunes of House Verrin hang on their mining interests, which are considerable. Rampart's location ensures a certain military presence, but the Church spares no effort in protecting the area given House Verrin's considerable success at fulfilling many ore and mineral needs.

The Verrins were, in fact, the first faction to challenge both the dwarves and the goblins for dominance of the mountains surrounding the Camon River Valley. The bloody campaigns they waged against those folks have never been forgotten, or forgiven. There are dwarven clan chiefs who will pay excellent money for the head of Henri Verrin.

Henri and his immediate family enjoy their wealth and comforts. So long as the Church supports their efforts, they will remain loyal and faithful. If the Church got the idea of taking control of the Verrin mines, however...

HOUSE CHANTOLIER

Ruler: Camille Chantolier, Duchess of Lanier. Camille became head of her house following the execution of her husband, Victor who was exposed as a demon worshipper and a blasphemer. His execution was overseen by Archbishop Sharlon Toman himself.

Camille is the one who exposed him, it bears noting. She shed a single tear at his death, and then went on to assert her absolute control over House Chantolier

and its holdings. Working closely with Archbishop Toman, she has proven herself a capable and loyal servant of the Church, and a staunch defender of the northwestern borders of Camon.

Lanier may well be the most beautiful place in all of Camon, and many believe that Camille Chantolier is equal to her home's beauty in all ways. She has had many suitors, but has thus far rebuffed any attempts at romance. She is far more concerned with seeing to it that her lands produce all the Church requires, and that her family remains strong and in favor.

THE MILITARY

The Prelacy maintains a small standing army, preferring to rely on levies of the population in time of need. The Supreme Paladin is considered the commander of all military forces in Camon, though he is subject to the direct command and oversight of the Grand Archcardinal.

There are stronger ties and lines of communication between Camondel and Citadel Defiance since the events of the Betrayal War, given that the Supreme Paladin's complete control of the Army nearly brought about the ruin of the Church.

Though dependent on the levies, the Army of Camon is by no means weaker. The Supreme Paladin sees to it that all militias gather and train regularly, and every able-bodied man of Camon is required by law to train for military service beginning at the age of 14. Those who serve in enough campaigns can earn tax exemptions for their families, and those who achieve any kind of rank will draw stipends each month so long as they remain loyal and contribute to organize and train the militias during peace.

Disloyalty and disobedience are harshly punished, and a few hangings occur during every training muster to drive home the seriousness of the Church's stance on military service. The Church teaches these values, and teaches that service as a soldier, defending the lands and people of the Church, is the highest calling any citizen can heed.

A typical legion is made up of 25% Camonere Army and 75% militia. The militia is almost exclusively infantry (shields, short swords, and spears), though there are crossbows units as well. Army forces fill in the specialized jobs, such as siege weaponry,

scouting units, heavy assault troops, and cavalry (the last under the purview of the Paladins, who are in charge of this force).

Most of the higher-ranked officers (captain and above) are also members of the clergy. It's a sure path to a successful career for any ambitious priest if he trains in the ways of both cloth and blade

MILITARY RANK

Field Marshal – The highest ranking military officer, in charge of the entire army of a nation. In the Prelacy, this rank is represented by the Supreme Paladin, while in the Malakar Dominion, this rank is represented by the Marshal of Arms.

General - Rank given to commanders of the legions of a nation. Typically, a general will serve as a Field Marshal's Chief of Staff.

Commander - Rank of those who command brigade-level units within the legions.

Colonel - Rank of those commanding battalion-level units.

Captain - Rank of those commanding companies.

Lieutenant – Rank of those who command platoons and serve as staff officers.

Master Sergeant - Highest ranking non-officer rank in an army. Master Sergeants normally serve in staff positions, training posts, or as the ranking sergeant at the battalion level.

Sergeant - Field leader for small units or assistant commanders for Captains and below.

Corporal - Lowest rank of distinction; achieved for time in service and meritorious service. Most often found in command of squad-level units or in specialist roles.

THE PALADINS OF THE HOLY SWORD

In the days before the Church took control of the country, the Army of Camon served the king, while the Church of Archanon had its own military force. These were the Paladins, and they were some of the most feared and respected cavalry warriors in Shaintar.

Similarities in Military Structure

Surprisingly the Prelacy and the Kingdoms of Galea, Olara, the Malakar Dominion and Kal-A-Nar Empire all have very similar military structures and use similar organization and rank structure.

Each nation's total force is its army. Each army is broken down into legions, and the legions are assigned to different roles within that nation. Legions are comprised of between two and six brigades comprised of between 5,000 and 8,000 troops each.

Brigades contain four or five battalions. Battalions are most often structured into a compliment of four combat companies and a support company. Companies normally have four platoons and a command element. Based on various logistical and strategic needs, a platoon will have between 30 and 50 men, further divided into squads of differing strengths.

They are even more so today.

Housed and trained separately, the Paladins are fully integrated into the overall force deployment of the Prelacy. They control the cavalry in every legion (made up of Paladins along with mounted House Knights), and are the most likely to see combat action. Smaller detachments of the Paladins often act as the elite guard of a legion's headquarters unit, and there are always Paladins assigned to personally guard any clergy who enter the field.

According to Church law, each Paladin swears his oath by a sacred blade he cuts his hand with is considered ordained by Archanon as a Warrior of the Faith. This has turned into a belief that Paladins can do no wrong. It's generally good practice to avoid aggravating a Paladin, no matter his rank or your own. Interfering in Paladin business could very easily be construed as treason against the Church.

Sadly, the Paladins are quite aware of their status. This has led to countless abuses of power along with some genuine atrocities. Worse, all but the most obvious and worst abuses have been ignored; Church leadership, including the Supreme Paladin and Cardinal of Judgment, see these activities as furthering the goals of keeping the commoners afraid and in check.

ORGANIZATION

Due to their favored status, Paladins are not only separated from the regular army, they've a separate command structure and supply chain. This has

caused issues for large Prelacy armies, generally though, whatever the Paladins say, goes. Obviously, they get the best equipment, food, and information. If the army objects, they wisely keep it to themselves.

The Paladin orders also maintain the same basic rank structure as the “regular” military, with a few differences. Within the Orders Lieutenants are often referred to as Crusaders as a mark of respect for the good works done to achieve command. In addition, Captains are referred to as Crusader Captains, and are considered senior to other military officers of the same basic rank.

Above the Crusader Captains are Crusader Commanders. Due more to tradition than any real military necessity, the Paladin orders typically dispense with the Colonel rank. Any Paladin serving in the capacity as a General would earn the title Crusader General and would be the most senior officer in the field save direct representatives of the Archcardinal.

EQUIPMENT AND TRAINING

Paladins and Crusaders represent the heaviest cavalry in Shaintar. Not even the vaunted knights of Galea can match them for sheer weight of steel. A low ranking Paladin typically wears chain armor, while higher ranking members will wear more plate. All are equipped with a lance, long sword, and shield. Paladin horses are almost always barded, and trained in war. Only the highest ranking members of the order are granted enchanted weapons as a reward for their devotion to the Church. Perhaps the most important facet of the Paladin kit are the crimson trimmed gold tabards with the upturned red sword of Archanon’s might emblazoned on their chest.

PALADIN OATH

“Light of Truth, the Justice-Bringer, and the One True God, Archanon, who Lights the world of Ignorance by his Majesty, in front of your Exalted altar, we raise our sword of crimson, to lower at the feet of you altar, in a sign of our Oath.

Against every aggressor, against the vile heathens which threaten our lands, against those who call upon forces of eldritch demon-touched magics, and against the betrayers of our faith, and of our sacred brotherhood, those who call upon false gods and demons and besmirch YOUR name, we pledge our strength and our lives to purge.

We swear to use two swords, one of biting steel and one of the scorching light and justice!

And when our swords become bright with might and power, YOUR truth will scour the lands!

In front of your righteous host, our brothers in arms, we swear to Archanon, the One True GOD!

Whosoever violates this oath, will he forever suffer eternal wrath and damnation!”

PALADIN ORDERS

Paladins have also taken over many other specialized roles within the military.

ARCHANON’S EYES

Small, specialty trained units of Paladins serve as scouts and spies infiltrating Camon’s enemies. When most people think of Paladins, images of heavily armed and armored zealots atop galloping



horses come to mind. Yet, Archanon's Eyes are incredibly adept at stealth, subterfuge, sabotage, and, particularly, demagoguery. More than one of the Church's enemies have been defeated by well-orchestrated destabilization from within.

CRIMSON GUARD

The most ardent and loyal of the Paladin orders are the Archcardinal's personal Crimson Guard. These Paladins are only selected from the most fanatical and the most skilled of their order. Upon joining the Guard, these Paladins are given unique training which renders them nearly immune to mind influencing, fear, and some say even pain. There are even rumors that they are no longer men, though that is heretical.

FAE-BANE

Less an order and more an honorary title, those who have captured or slain the most hated of the Prelacy enemies, Elves, are granted a special badge of honor. Those who bear the mark often enjoy special privileges and see faster promotion than their peers. There are times when the Paladins field entire units of Fae-Bane as a means of sparking fear and terror in their enemies. Wise citizens will often curry favor with local Paladins by offering information on any elves in return for special considerations. They are typically killed out of hand. It would not look well if the true hero were some unnamed wretch.

PALADINS OF RHODES

When most think of naval power, Galea or Nazatir are the first Kingdoms to come to mind, but Camon has a sizable coastline. When the Church claimed all of Camon's military, they also took charge of the small navy. Within the Paladins is a particular order whose role is naval combat. In truth, the swords of the Church are just as lethal on the sea as on land.

TRUTH-BEARERS

While all Paladins are required to strike down vile users of magic, particularly difficult targets call for more specialized training. Called Truth-Bearers, these Paladins are rumored to be trained to resist the effects of magic. Though small in number, their fanatic execution of their duties has made them one of the most hated orders within the Paladins.

LINER NOTES – EVIL PALADINS?

Oh my yes, that's the whole point. Paladins were Sean's favorite class in Dungeons & Dragons™, but historically, the term "paladin" has very different connotations depending on which end of the blade a person stands, physically, politically, and philosophically.

The whole point was to create a fantasy world that breaks barriers. A race choice should not make a character inherently evil, opening up orcs, goblins and ogres as a playable race, nor does one's position make them unassailable like the Paladins. These guys are evil in the true sense of the word, but they're the hero of their own story. In fact, most of the folks in Camon believe that the Paladins should be exempt from the law since they're the ones who root out corruption in the rest of us.

One of Sean's favorite convention scenarios involves a band of goblinish heroes rescuing elves from the evil paladins and priests of the Prelacy. In that one scenario, we show that Shaintar is definitely a classic epic high fantasy, but it's not just another D&D-clone.

INQUISITORS

The Inquisitors of the Church of Archanon have duties which lie somewhere between priest and paladins. Their sole responsibility is rooting and destroying heresy in all its forms. As such, they work closely with the Paladin orders, in particular the Truth-Bearers. They are not, however, Paladins and do not answer to the military. These men are direct representatives of the Church and act with the full authority of the might of Archanon. Junior members are referred to as Inquisitors, while the senior agents are known as Purifiers. Within the Inquisition, there are a few groups trained specially to bring the Red Sword of Doom to all enemies.

PETITIONERS OF TRUTH

The Church also rely on specially trained torturers, Petitioners of Truth. Perhaps the most feared order within the Paladins, the Petitioners are responsible for extracting information from prisoners. Their methods are considered extreme even by the Empire's Acolytes.

PRELACY CAVALRY

PRELACY TROOPER

Not every noble house of old Camon defied the Church of Archanon. Whether they were true believers, opportunists, or those simply trying to survive, many knights converted to the new religion and joined the Church in hunting down the Cavaliers. The descendants of these knights now serve as heavy cavalry units, though not directly for the Church as the Paladins fill that role. House Cavalry units serve as irregulars, suppressing the population and patrolling remote borders.

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d8, Vigor d6

Skills: Fighting d10, Intimidation d6, Notice d6, Riding d10+2, Shooting d8, Streetwise d6, Survival d6

Pace: 6 **Parry:** 9 (2) **Toughness:** 8 (2)

Edges: Brawny, Cavalryman, Horseman, Steady Hands

Gear: Lance (Str+d10, AP 1, Reach 2 (usable only when Riding)), Cavalier Saber (Str+d6), Full Scale (+2, Coverage -4), Cavalier Parrying Dirk (Str+d4, +1 Parry if used defensively), Handbow (Range 5/10/20, 1d6+1, AP 1, 1 action to reload), Large Shield (+2 Parry, +2 Armor versus ranged shots that hit), War Horse (Pace 8, "Run" d8, Barding +3 Armor), Bedroll, Saddle, Water Skin

PRELACY CHEVALIER

Despite most noble's loss of power and prestige during the purges, some high ranking converts maneuvered themselves into positions of power within the Prelacy's new regime. Although they serve at the pleasure of Church Paladins, these excessively brutal men wield considerable political power and will go to any lengths to prove their faith and loyalty to the Church of Archanon.

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d10, Vigor d8

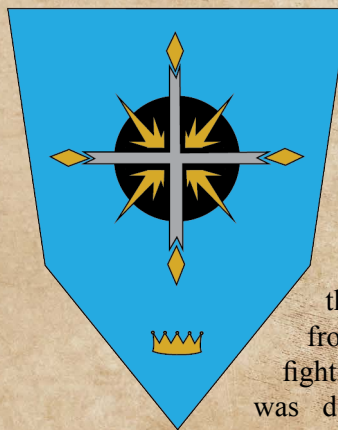
Skills: Fighting d10, Intimidation d8, Notice d8, Riding d10+3, Shooting d10, Streetwise d6, Survival d6

Cha: +2 **Pace:** 6 **Parry:** 10 (3) **Toughness:** 11 (4)

Edges: Battle Hardened, Brawny, Cavalryman, Hold Off, Horseman, Noble, Shield Expertise, Steady Hands

Gear: Lance (Str+d10, AP 1, Reach 2 (usable only when Riding)), Cavalier Saber (Str+d6), Cavalier Parrying Dirk (Str+d4, +1 Parry if used defensively), Crossbow (Range 15/30/60, 2d6, AP 2, 1 action to reload), Full Plate & Chain (+4, Coverage -4), Large Shield (+2 Parry, +2 Armor versus ranged shots that hit), War Horse (Pace 8, "Run" d8, Barding +3 Armor), Saddle: Fine Quality (+1 Riding), Bedroll, Water Skin

CAVALIERS OF CAMON



In the beginning, the Church had its Paladins, and each of the noble houses of Camon one had a force of warriors in their direct service. These were known as the Cavaliers, and it's from their ranks that the fighting style of fencing was developed. Relying on quickness and expertise over brutality and strength, the Cavaliers were considered both deadly and stylish.

They were the first organization the Church ordered disbanded. For a time, small contingents of Cavaliers were allowed to be retained as bodyguards for the house leaders, but this was abolished in favor of providing supposedly more loyal Paladins as guardians for each house. In truth, the Church didn't trust the houses having any forces of their own, and felt that Paladins could keep an eye on things.

The Cavaliers exist only as rumor these days, yet they are the single greatest threat to the stability of the Prelacy today. It's illegal to appear in the uniform or colors of one of the House Companies but stories persist that a squad of Cavaliers was seen in High Port or Tyrene or Hart. Surely it's all just rumor - there's no way the nobles could come back to rule, not with conservatives who think fire is a new idea in power.

Now operating in an “underground army,” they act as insurgents throughout Camon. Though the noble houses have officially denounced them, many of these same houses funnel funds and resources in secret support of them. Support of the Cavaliers comes from Galea, the Elvish Nation, Olara, and other Southern Kingdoms.

The Cardinal of Judgment and the Supreme Paladin have been too successful to allow any real strength to develop for the Cavaliers, but these are sworn to restore the Houses and oust the Church at all costs. They may well be one of the major obstacles standing in the way of Camon turning its considerable resources towards the conversion of the Southern Kingdoms.

And yet...

There are some noble families who got out of Camon before the Church purged them and their Cavaliers came with them. These men and women are truly experts at distraction, misdirection and the speed required for fencing. While they do sometimes operate openly in Camon, they prefer to keep others safe and tend to work from the shadows.

Present Cavaliers are a far cry from their predecessors, operating somewhat between Gray Rangers and Black Lanterns rather than flamboyant swordsmen. Anonymity is a Cavaliers greatest asset and surviving members have become adept dissemblers and actors, outwardly showing great fealty and loyalty to the Church while secretly subverting Religious authority. Most serve as members of the remaining noble houses, serving in minor bureaucratic roles, or staying out of sight in remote holdings.

Over the centuries, the Cavaliers have managed to leverage their small influence, spreading through the bureaucracy of both the Church and the Houses seeing that investigations are led astray, small monetary donations are overlooked, and ensuring that when the day comes, they will be in a position to overthrow the Church. They have had some help from the Black and Gray Lanterns of the Southern Kingdoms. As these posts are often hereditary, so too are the ranks of the Cavaliers, their secret passed down from generation to generation.

LINER NOTES – CAVALIERS = MUSKETEERS?

Heavens yes! Look, when I think about The Cavaliers, I’m imagining Errol Flynn and Princess Bride sword fighting scenes with flashing blades and cutting humor. The Cavaliers are intended to reflect the look and feel (and innocence) of the Musketeers, but without pistols and rifles. Flashy and debonair, yet brave and determined, these are the guys who fight against the oppressive Church and are trying to restore the rightful rulers of Camon to their place.

They’ve have to learn guerrilla tactics, these noble folks who’ve been forced underground within the country they love more than life.

Any GM wishing to tell a story that feels like any version of the “Three Musketeers” stories need look no further than the conflict between the Cavaliers and the Paladins.

Still, old habits die hard and each individual unit of Cavaliers traces its roots to pre-purge companies. Unlike past glories, Cavaliers companies now operate as cells. Only the Captains, or higher officers have any contact with the greater support network. In this way, even if a Company is compromised, the damage can be mitigated.

ORGANIZATION

Cavalier units are led by a Captain who commands typically upwards of a few dozen men. This is the largest gathering of Cavaliers and done so only in most extreme circumstances.

Under the Captain are Lieutenants who command up to ten men. Quite often, these subalterns never know of each other, having authority to act on their own initiative most of the time.

Each Lieutenant is supported by any number of Sergeants. The number of Sergeants depends entirely on the size of the particular company. Unlike Lieutenants, the Sergeants of a company are generally aware of one another and often operating in close proximity. The senior most NCO becomes the First, and he is responsible for the men, including ensuring loyalty. Other responsibilities are delegated to the lesser Sergeants as needed.

Corporals are lowest NCO rank within the Cavaliers and work directly with Sergeants, most often as something of an apprentice. Turnover is high with Prelacy Paladins always on the prowl.

It's imperative for the Cavaliers to ensure that knowledge and training is dispersed so that the loss of any one member will not debilitate the operation of the group.

Cavalier is the lowest order of the Company. Anyone without a specific role or rank is revered to as simply; Cavalier. What is most interesting about the Cavaliers is that one's position within the Prelacy does not necessarily determine rank within the Cavaliers.

Prior to the purge, the Cavaliers of Camon were almost exclusively selected from the Nobility. In more recent times, the Cavaliers have been forced to dispense with such customs and promote based on experience, loyalty, and ability. Even so, simply due to access to education and training, *most* modern Cavaliers are still of Noble blood.

The Oath of the Cavaliers

The Cavaliers don't swear fealty to the country of Camon but to the Duke or Duchess who traditionally held the region that person is from. It seems as though new souls have found their way into small groups of Cavaliers. What follows is the oath as sworn to the Duke of Faraway by free men choosing service to his house and to the restoration of the monarchy.

IN CAMONERE:

"Je fais le serment,

Par ma lame et mon sang, de dispenser la justice au nom du Duc,

Et par mon abnégation et mon honneur, d'être fidèle à Faraway jusqu'à ma mort.

Je m'engage corps et âme aux Cavaliers,

Par mon dévouement et ma volonté

Que cesermentsoit mien, jusqu'à et par delà ma mort

IN GALEAN:

I pledge,

through my steel and blood, to carry on Dukes' justice

through self-abnegation and honor, always faithful to Faraway.

I commit myself,

through dedication and goodwill, to the Cavaliers.

May my vow hold true through the end of time.

Oath is used with permission of Yannick Le Guedart

Within the Cavaliers there is one group considered to be the most loyal; the Dirks. Named for the typical secondary weapon of the Cavaliers, the Parrying Dirk, the Dirks are Cavaliers who accept the most difficult assignment of infiltrating the Paladins themselves. These agents walk a fine line and are under constant scrutiny. They are sometimes even called upon to kill their own in order to prevent greater damage to their cause. More than one Captain has died by the hand of a brother Cavalier rather than allow the Church's questioners to pry harmful truths from him. It's a horrible, thankless role which forever leaves the Cavalier suspect by his own people.

EQUIPMENT AND TRAINING

Like their adversaries, the Prelacy Paladins, Cavaliers are almost entirely a cavalry force, even today. Unlike the Paladins, the Cavaliers rely on lighter, specially designed Cavalier armor which allows for great mobility and dexterity. It does, however, mark the wearer as an enemy of the state. Many Cavaliers prefer to wear leather, or light chain armor during typical operations to reduce visibility. All Cavaliers are fencers, and so, carry Rapiers and Parrying Dirks they eschew shields preferring bracers. In the past, Cavaliers often used handbows as a primary ranged weapon, but with the close alliance of Builders to Camon, many Cavaliers are trading in their bows for handcasters. Only the wealthiest, or ancient lines of Cavaliers still hold enchanted armors, but a few suits may still be found, proudly worn by the descendants of the greatest heroes Camon has ever known.

NOTABLE COMPANIES

BLACK COMPANY

Answering the call to defend their homeland against invasion by Vainar's forces after his return, even if as renegades, the Black Company draws members from the lands around Lanier. These dashing Cavaliers ride with the White Silver Wolves and other allied forces, holding the line against Shaya'Nor's army. Under command of Captain Neverrare, to date, the Black Company is the largest gathering of Cavaliers since the purges drawing men and women from as far away as High Port.

CAVALIERS OF FARAWAY

Mustered by Gerard, Duke of Faraway (former Baron of Norversant), and Lady Viviane of Norversant, the Cavaliers of Faraway operate in the area between the city of Faraway and the town of North Face on the western coast of Camon. Backed by the Duke, these brave heroes managed to burn the bridges across the Faraway-North Face river during the confusion of the Crimson Crusade and declare independence from the Prelacy. How long their rebellion will last, and how long they will enjoy continued support from the populace remains to be seen. Within their ranks, are notables Theodore and Janus, both commoners, bound by tragedy, pledged to rid their homeland of the Church of Archanon.

CAVALIERS OF RHODES

In the past few decades, with war and unrest sweeping across the lands, more and more sightings of Cavalier banners are reported to the Church. However, there was a time when the very thought that any of that ancient order might have survived was laughable, everywhere but Rhodes. Furthest from the center of power in Camondel, and closest to Galea, the defenders of High Port have always enjoyed certain freedoms denied other Houses. Perhaps it's due to that fierce independence that rumors of Cavaliers in the House of Rhodes have always lingered, despite the Church's ardent inquisitions which routinely turn up nothing.

MATTERS OF GAME PLAY

NEW CAMON HINDRANCES

FANATICISM MINOR OR MAJOR

A fanatic can be found anywhere one is willing to abandon all reason and restraint in pursuits of a goal, faith, or organization. And, while enthusiasm is good, fanaticism is a horrifying thing, especially when more than one such fanatic bands together.

With only Minor Fanaticism, the character is incapable of suppressing his views and must ever champion his beliefs even when it could prove detrimental. In what way the fanatic expresses this

depends on the tenets and strictures of the character's belief structure. Minor Fanaticism results in a -2 Charisma among all but those who share the same beliefs.

A Major Fanaticism means the character **MUST** proselytize their beliefs and cannot stand idly by where any tenet is being abused, even if this brings them into physical conflict with others. Depending on the belief system this might even require them to murder those who do not have the same beliefs. Major Fanaticism results in a -4 Charisma among all but those who share the same beliefs.

NEW CAMON EDGES

CAMONERE FENCER (COMBAT EDGE)

Requirements: Novice, Agility d8+, Fighting d8+, must use any Rapier or Cavalier Sabre

Fencing may not have begun in Camon, but few will argue that there it was perfected here. The skills passed down from the ancient Cavaliers are still taught in House fencing schools to this day. Characters with the Camonere Fencer Edge gain the benefits of the Florentine and Fencer Edges and this Edge counts as both for meeting Edge Requirements. However, while using bonuses from this Edge the Character's Pace reduces by 2.

CAVALIER OF CAMON (BACKGROUND)

Requirements: Novice, Agility d6+, Fighting d8+, Riding d6+, Survival d6+

At one time, it was considered the greatest honor imaginable to be counted as a member of a Cavalier Company of Camon. Today, it's a death sentence. Characters with this Edge gain the Obligations: Cavaliers of Camon Hindrance, as well as, the Wanted [Major] Hindrance. In addition, Cavaliers with this Edge gain a +1 to Riding, +1 to Survival (within Camon), and a +1 to Fighting, but only if they also have the Fencer Edge. Last, Cavaliers with this Edge gain a +2 Charisma when interacting with those who still hold the Cavaliers in high esteem.

CRIMSON GUARD TRAINING (PROFESSIONAL EDGE)

Requirements: Heroic, Spirit d8+, Vigor d8+, Paladin of the Holy Sword, Shield Guardian

Members of the Crimson Guard of the Archcardinal are considered to be some of the finest and most fanatical followers of the Church of Archanon. Once chosen, each Crimson Guardsman is personally trained by the most powerful Purifiers of the Church to defend against the most potent villainous assassins.

Characters with this Edge gain a +2 on all opposed rolls when resisting mental Powers such as Puppet, +2 vs Fear Checks, and +2 on Test of Wills vs Intimidation. They also ignore one Wound so long as they are protecting another Character via Shield Guardian.

DEMAGOGUERY (SOCIAL EDGE)

Requirements: Seasoned, Spirit d6+, Persuasion d8+

Battles are one by the sword, but wars are won by faith. Prelacy agents, in particular priests, inquisitors, and Achanon's Eyes Paladins, know the true power

the word has over the hearts of men. Agents with the Demagoguery Edge place a Large Burst Template adjacent to the character attempting the check. The Character then makes a Persuasion check (with all modifiers) against all the targets within the template. This check takes up to an hour (GM discretion).

However, unlike normal Persuasion checks, a success on this role does not improve the Extra's attitude toward the Character. Rather, on a success, the Character decreases the affected Extra's attitude one step toward another target, or group. On a raise, the attitude decreases two steps. If the Character successfully decreases the affected Extra's attitude to Hostile via the Demagoguery Edge, the Character may then unleash the fury of the crowd against, to interfere with or even attack, his target (GM approval).

On a failure to the Persuasion check, the ire of the Extras turns on the Character and decreases their attitude toward him by one step, or two steps if a 1 is rolled on the Persuasion die (regardless of the Wild Die). If a Character attempting Demagoguery manages to decrease the Extras attitude toward himself to Hostile, that Character may make no further attempts, and my well be attacked.



Per the Persuasion Skill, Extra's will not typically change their reaction more than one or two levels during a given encounter. It make take several days to win over a recalcitrant people. Any attempts by other Characters to change affected Extra's attitudes is a Persuasion check opposed by the Demagogue's original Persuasion check.

PALADIN OF THE HOLY SWORD (BACKGROUND)

Requirements: Novice, Spirit d8+, Fighting d8+, Riding d8+

Only the most worthy may take the Oath and bear the Sword. To be a Paladin is to serve the will of Archanon, purging the world of the heretic, the heathen, and the unbeliever. First, Characters taking this Edge gain the Hindrance Obligations: Church of Archanon. Second, Paladin's with the Edge gain +2 Toughness vs non-humans, vile magic users, and any follower of the Church of Light. Last, a Paladin speaks with the authority of the Church and his word is law. Paladin's gain a +4 bonus to Charisma when interacting with most members of the Church of Archanon. The bonus is only +2 when interacting with superiors within the Church. Characters with this Edge may not have Arcane Backgrounds.

TRUTH-BEARER TRAINING (PROFESSIONAL EDGE)

Requirements: Seasoned, Knowledge (Life, Light, Flame or Darkness) d6+, at least 2 battles with magic users of the type in question, Paladin of the Holy Sword

Truth-Bearer's are tasked with hunting down and purging all evil magic from the lands of the Prelacy. Characters with this Edge gain the benefits of the Slayer Edge, but must choose to declare themselves a Druid Slayer (which applies to all creatures of Life or who Channel Life), a Priest Slayer (which applies to all creatures of Light or any who have the Faith of Light), an Acolyte Slayer (which applies to all summoned creatures of Flame or any who burn with the Flame of Thaumaturgy), or a Necromancer Slayer (which applies to all summoned creatures of Darkness or any who syphon death's energy for Necromancy).

NEW CAMON GEAR

BARDING, HORSE

The heavy cavalry of the Paladin legions is legendary, made so in party by the resplendently armored horses of the Prelacy. While barding is found in other kingdoms, never in such prevalence than Camon. Barding is too heavy for all but the biggest Warhorses.

Barding, Horse: +3 armor, -2 coverage.

Cost: 3500, **Availability:** -4, **Cost:** -6, **Weight:** 180

CAVALIER WARHORSE

The horses of the Cavaliers are known for speed and agility over the heavy warhorses of their Paladin foes. A typical Cavalier mount is black, brown, or tawny with distinctive markings. They eschew armor as it only slows them down.

Attributes: Agility d8, Smarts d4 (A), Spirit d6, Strength d12, Vigor d10

Skills: Fighting d6, Notice d6

Pace: 10 (d8 "run"); Parry: 4; Toughness: 9

Special Abilities

- **Kick:** Str
- **Size:** +2

CAMONERE RAPIER

At one time these fine blades were forged across the Kingdom of Camon, but with the destruction of the Cavaliers and the rise of the Church of Archanon, the need for such weapons has made them difficult to find. Few are being produced, and many of these cheap copies, true Camonere rapiers are weapons of balance and beauty.

Camonere Rapier: Str+d6+1, +2 Parry, AP 1, +1 bypass armor (only usable with Fencer Edge)

Cost: 750, **Availability:** -4, **Cost:** -4, **Weight:** 2

CRIMSON SWORD STANDARD

Granted to each legion, order, and special unit within the Paladin ranks, the Crimson Sword Standard represents the power and majesty of the Church. Each standard drapes from the crosspiece of an eight foot spear which is held aloft in the vanguard of the army.

Crimson Sword Standard: Str+d6, *bless*, *dispel*, *fear*

Cost: n/a, **Availability:** -6, **Cost:** -6, **Weight:** 8

HOLY SYMBOL, CHURCH OF ARCHANON

A common sight among the ranks of the Church legions, these small crimson swords are worn hanging from a chain around the neck which is threaded through a ring in the sword's hilt. Imbued through faith, these Holy Symbols are blessed with the power of Archanon to ward off vile enemy magic. The Holy Symbol grants the bearer Arcane Resistance (see edge).

PALADIN PLATE AND CHAIN

Forged by the finest craftsmen the Church's wealth can buy, Paladin armors are mass produced works of art. By eliminating gaps and expertly overlaying plates, Paladin armor leaves few gaps for enemy blades to find.

Paladin Plate & Chain: +4 armor, -5 coverage

Cost: 1000, **Availability:** -2, **Cost:** -4, **Weight:** 40

NEW CAMONERE ENEMIES

CAVALIER OF CAMON

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d10, Vigor d8

Skills: Fighting d10, Healing d4, Notice d6, Riding d10, Shooting d6, Stealth d6, Streetwise d6, Survival d6, Tracking d6

Pace: 6 **Parry:** 9 **Toughness:** 8 (2)

Hindrances: Code of Honour (M), Obligations: Cavaliers of Camon (m), Loyal (m), Wanted (M): Prelacy of Camon

Edges: Cavalier of Camon, Camonere Fencer, Horseman, Lunge, Noble, Steady Hands

Gear: Lance (Str+d10, AP 1, Reach 2 (only usable when riding), cavalier sabre (Str+d6), cavalier parrying dirk (Str+d4; Parry +1), handbow (Shooting; range 5/10/20; 2d6+1), cavalier armor (+2, +1 Parry), Bracers (+1 Parry), Cavalier Warhorse

CAVALIER CAPTAIN

Cavalier Captains are the finest examples of what the ancient Cavaliers were to the people of Camon. Though some in the Church lambast any Cavalier relying on Arcfire, the sad truth for most is that they must often resort to such tactics to preserve their cause.

Attributes: Agility d10, Smarts d8, Spirit d6, Strength d10, Vigor d8

Skills: Fighting d10, Healing d6, Notice d6, Riding d10, Shooting d10, Stealth d6, Streetwise d6, Survival d8, Tracking d6, Knowledge (Battle) d8

Cha: +2 **Pace:** 6 **Parry:** 9 **Toughness:** 8 (2)

Hindrances: Code of Honour (M), Obligations: Cavaliers of Camon (m), Loyal (m), Wanted (M): Prelacy of Camon

Edges: Arcfire Trained, Cavalier of Camon, Camonere Fencer, Command, Horseman, Lunge, One Against Many, Steady Hands

Gear: Lance (Str+d10, AP 1, Reach 2 (only usable when riding), cavalier sabre (Str+d6), cavalier parrying dirk (Str+d4; Parry +1), handbow (Shooting; range 5/10/20; 2d6+1), heirloom Cavalier armor (+2, +2 Parry), bracers (+1 Parry)

ADVENTURE SEEDS

BUILDER CONSPIRACY

They came to us, those stunted red devils and *promised* our victory! What have we to show for our faith and our coin? These arcfire toys failed to overcome even the backwards barbarians on our southern border! Gah! Is it true, as our spies suggest, that now our enemies have Builder advisors equipping and training their forces? We were promised an exclusive advantage that would burn away all opposition in Archanon's searing light. All we have now are scraps...and crysarium. There have been calls to purge the treacherous Builders within our ranks, though, for the moment, I find that solution extreme...

DE'LEAR BETRAYAL

I am kept warm by thoughts of vengeance on those who have betrayed our cause. The Cavaliers, Norversant, and the Builders...but no name stokes such ire than that of De'Lear! I knew it was folly to entertain any proposition on the part of those back hearted naves. So, they stayed their hand during the Crimson Crusade. But what did they give us? Archmantic freaks, empty promises...and now they ATTACK! Of all the times. If Vainar has truly returned, that bodes as ill for us as well as our enemies. Even now they engage in a desparate holding action. We have allowed this, for now, as it suits our purpose. But what shall we do when their lines fault? I will pray upon this.

FARAWAY REBELLION

Norversant, Faraway, Northface, curse them all to the Abyss. If we do not act quickly others might consider such stupidity. Why the Archardinal does not simply smash them, I know not. He says to trust Archanon's will. I am trying. Still, with coastline in enemy hands, and a major port suspect, our economy has suffered somewhat. Perhaps, there is an economic solution? These so-called Cavaliers cut pretty figures on horseback, but I have yet to see one sail a ship...

RISE OF THE CAVALIERS

Once thought eradicated, this menace, like a weed, seems to crop up in untended, usually remote, gardens. Of late, they grow bold. The..."secession" of Faraway and Northface is a minor annoyance, but troubling in its large implications. How could corruption seep so deep into the Norversant and the Inquisition know nothing? Are our very Purifiers suspect, even if such thoughts are sacrilege? And what of whispers of the Green cloaked devils from the south and their even more treacherous Gray cloaked cousins? How far have these demons reached into the heartland of Camon? With each new Company of Paladins dispatched to stamp out the flames of sedition, I cannot help but feel that we are being distracted from a larger plot....

TEMPEST AND STORMS

What are these creatures of storm and lighting?! From whence they come, I know not. I cannot believe the reports before my eyes. Planes beyond those of the Abyss and the Void? Such concepts are not within our doctrine. But our world becomes stranger, with creatures such as the Blood Witch to the north, Builder Citadels appearing beneath our feet, and... other strange creatures stalking our lands. MY entreaties are met only with one word, "Patience." I will try...

