

IDRIAN TRIBE

The characters are the members of an Idrian tribe that might (or might not) be allied with the Protectorate of Menoth. In addition to seeing to their own survival, the characters engage in hunting, trading, and raiding across the Bloodstone Marches and beyond. They likely come into regular conflict with invading skorne and farrow as well as migrant trollkin kriels. Even if the characters are not directly associated with the Protectorate, they might trade with that nation or seek its protection on occasion. The characters are nomadic and could even range outside the Protectorate and the Marches.

Requirements: The majority of the characters in the band must be Idrian characters. Others are tagalongs who have joined the tribe for a time. Likely the group includes a number of children or elderly NPC characters that must be cared for.

Each Idrian member of the tribe must have at least one of the following careers: Highwayman, Horseman (p. 179), Priest (Menite), Ranger, Rifleman, or Sorcerer.

Benefits: The players should choose a chieftain from among the Idrian characters. The chieftain is the nominal leader of the band, though all Idrian characters in the group have a voice and a vote in tribal discussions.

Characters in the company gain the Expert Rider ability even if they do not qualify for it and begin with a riding horse.

Bastion Heavy Plate

**PROTECTORATE GEAR
ARMOR****BASTION HEAVY PLATE**

Cost: 400 gc
SPD Modifier: -3
DEF Modifier: -4
ARM Modifier: +10

Description: Bastion plate is among the heaviest armor ever devised. It is nothing short of a miracle that Menoth's holy warriors can bear the weight of such armor, let alone fight in it. In battle the holy writs inscribed upon the armor's steel flare to life, fueled by the incredible faith of the knight within it.

Special Rules: Only characters with the Divine Fortitude ability can wear Bastion heavy plate.

CLEANSER ARMOR

Cost: 150 gc
SPD Modifier: -1
DEF Modifier: -3
ARM Modifier: +8

Description: This is the distinctive armor of the dreaded Flameguard Cleansers. The armor is made of layers of encompassing plate over heavy fire-retardant cloth.

Special Rules: A character wearing Flameguard Cleanser armor gains an additional +3 ARM against fire damage and never suffers the Fire continuous effect.

EXEMPLAR PLATE

Cost: 175 gc
SPD Modifier: -2
DEF Modifier: -3
ARM Modifier: +9

Description: This is the standard plate armor worn by the Protectorate's Exemplar knights. It is made up of heavy layers of plate, padding, leather, and studs.

Special Rules: None.

TEMPLE FLAMEGUARD ARMOR

Cost: 40 gc
SPD Modifier: 0
DEF Modifier: -1
ARM Modifier: +5

Description: Though this armor could be mistaken as more ceremonial than functional, considering its exposed arms and flowing tabard, Temple Flameguard armor has served the guardians of Menite holy sites for centuries. Intended to be used with a shield, the armor focuses on protecting the head and torso of the Flameguard while leaving his legs and forearms exposed.

Special Rules: None.

VASSAL ARMOR

Cost: 90 gc
SPD Modifier: 0
DEF Modifier: -2
ARM Modifier: +7

Description: This is the ceremonial, yet functional, armor worn by the Vassals of Menoth. The medium armor is made up of heavy metal plates, large shoulder pads, and an iron mask. Harkening back to the days when the Vassals were a wholly captive order, the armor integrates chains and shackles and the vassal wearing the armor is literally locked with in. However, the chains have come to signify the faithful arcanists purifying devotion to the Creator rather than being a physical constraint.

Special Rules: None.

MELEE WEAPONS

BLAZING SWORD

Cost: These weapons are never available for sale.
Skill: Great Weapon
Attack Modifier: 0
POW: 5

Description: Most blazing swords were forged in antiquity under the baleful gaze of attending priests and now serve as the weapons of the Exemplar Cinerators. Still burning with an unquenchable inner fire, these weapons remain warm to the touch. Those who fall to them are consumed in blasts of flame.

Special Rules: In the hands of a character of the Menite faith, a blazing sword is a magical weapon. When a Menite character armed with a blazing sword incapacitates an enemy with it, the enemy is consumed in a blast of fire and enemy characters within 1" of the consumed enemy suffer the Fire continuous effect.

A character must have at least STR 5 to use this weapon in one hand.

BLESSED LANCE

Cost: These weapons are never available for sale.
Skill: Lance
Attack Modifier: 0
POW: 8

Description: These finely crafted lances are provided only to Exemplar Vengers. Each lance is inscribed with sacred prayers before being purified and blessed by a priest.

Special Rules: The blessed lances has Reach.

A character must have at least STR 5 to use this weapon.

Blessed lances can be used only to make charge attacks and then only while mounted.

When a character of the Menite faith makes an attack with the blessed lance, ignore spell effects that add to the target's ARM or DEF. Additionally, in the hands of a Menite character the blessed lance does full damage against Incorporal characters.

CONSECRATED HALBERD

Cost: These weapons are never available for sale.
Skill: Great Weapon
Attack Modifier: 0
POW: 5

Description: Consecrated halberds are holy weapons wielded by Menoth's holy warriors. These weapons are often found in the hands of the Bastions and the elite Exemplar guards charged to protect the hierarch and the visgoths.

Special Rules: The consecrated halberd has Reach.

In the hands of a character of the Menite faith, a consecrated halberd is a magical weapon.

A character must have at least STR 5 to use this weapon in one hand.

FIREBRAND

Cost: These weapons are never available for sale.
Skill: Great Weapon
Attack Modifier: -2
POW: 7

Description: The Firebrand is an ancient Menite weapon that erupts with holy power while in the hands of the faithful. Intended to be wielded one-handed, this heavy and unwieldy weapon can take a lifetime to master.

Special Rules: In the hands of a character of the Menite faith, the Firebrand is a magical weapon that causes the Fire continuous effect on a critical hit.

A character must have at least STR 5 to use this weapon in one hand.



Firebrand