

Appendix 5 – Nobles & Warlords

Nobles from the Northern Alliance, and Warlords from the Orc Khanate gain their power from their connection to King or Khan.

It allows them benefits that only they can take for granted, whilst others must apply to, and could have it rejected by their leaders.

Northern Alliance Nobles

Gain their power from their connection to the King and the Duchess, as such they generally all come from the Kingdom. It should be remembered that some of the people of the Shield Lands also have these connections with the throne.

Taking the skill **Noble** at character creation means that the character has the correct background and breeding, but it does not guarantee any political advantage; rather it opens the door to it. To gain the advantage, a character must receive the support of several other characters; the greater the number of supporters, the greater the gain. If a noble has twenty supporters at their first event but only ten at their second, then their power will effectively be less at the second event but it can be restored at future events by gaining extra supporters.

All nobles receive a one point skill of their choice if they meet the requirements of the skill.

The right to bear your own colours / coat of arms

All nobles, regardless of the size of their retinue, have the right to a personal coat of arms which they and any of their staff can wear.

Direct support from the Duchess

All nobles, regardless of the size of their retinue, will receive direct support from the duchess although the amount of support will depend upon the size of the retinue.

The right to appoint a personal guard

If a noble has a retinue of at least five, they have the right to appoint a personal guard from amongst their retinue. They may appoint one such for each full five people in their retinue including the noble. The personal guard retain the appointment at the whim of the noble (who may remove them). The appointment lasts for the event even if members of the retinue are lost but is not retained if there are insufficient members of the retinue at the start of the next event. It is normal for a noble to give them a token to denote their appointment. The guard may use a suitable title such as “Ser / Sir ____” to denote their rank.

These personal guards have the right to bear arms in the name of their noble and cannot be required to leave the noble or to disarm while guarding him or her. That said, while other nobles normally respect this, others simply deny the noble entry into their demesnes.

Low Justice

If a noble has a retinue of at least ten, they have the right to exercise low justice over an appointed area within the camp which forms their personal demesne. The duchess will assign an area of the encampment for the noble’s use but they must mark the area in some appropriate manner.

Low justice is the right to control entry or to exclude (throw out). At home this right is also used to describe the power to level punishments which do not include death or dismemberment (this is high justice because it cannot be undone). In practice a noble will probably need to have some guard to maintain order.

High Justice

If a noble has a retinue of at least twenty, they have the right to exercise high justice over an appointed area within the camp which forms their personal demesne. The duchess will assign an area of the encampment for the noble's use but they must mark the area in some appropriate manner.

High justice is the right to deal with criminals up to and including dismembering or executing them (although the political repercussions could be severe) as well as levelling fines and so forth. In practice a noble will probably need to have some guard to maintain order.

Orc Khanate Warlords

Warlords are always either orcs or goblins although they can come from any of the orc cultures or geographical areas. The undead have a different system of leadership based upon their necromancers and elves are not considered as suitable being recent additions and ill trusted.

Taking the skill "Warlord" at character creation means that the character has the correct background within the tribes and support from the demons, it does not guarantee any political advantage rather it opens the door to it. In order to actually gain the advantage, a character must receive the support of a number of other characters; the greater the number of supporters, the greater the gain much as with human nobles.

All warlords receive a one point skill of their choice if they meet the requirements of the skill.

The right to bear your own colours / bloodmark

All warlords, regardless of the size of their retinue, have the right to a personal bloodmark which they and any of their clan can bear.

Direct support from the Khan

All warlords, regardless of the size of their retinue, will receive direct support from the Khan although the amount will depend upon the size of the retinue.

The right to stand before their allies

Warlords with a retinue of at least five have the right to go before the Black Mirror to speak directly to their demonic allies. It is recommended that this be used with caution as not all those who enter leave. For this reason, most warlords still rely upon a shaman.

The right of separation

A warlord with a retinue of at least twenty has the right to an area of the Khan's Camp set aside for their own use. The Khan will assign an area of the encampment for the warlord's use but they must mark the area in some appropriate manner.

Within their own territory, a warlord has the right to set their own rules and handle their retinue and guests at they see fit. The Khan will usually back their right to do this but may appeal their judgements by standing before the Black Mirror with them should he strongly disagree.

Schools

Nobles and Warlords can, with the permission of the leader of their faction, set up a school which teaches certain subjects.

A school has an initially set up fee, and requires a teacher with at least 10 renown to tutor students.

Schools grant the following benefits to living students based on the tier of the school, and its type:

Type	Tier	Benefit
Crafting You must have a craft skill to join	1	One free crafting advance
	2	Reduce time between crafting by 30mins
	3	Grants a training certificate to each member of the school who is under 10 renown.
War You must have at least Combat 1 to join	1	One free technique advance of either Cut, Repel, or Strong Grip
	2	+2 hits
	3	Grants a training certificate to each member of the school who is under 10 renown.
Magic You must have at least Magic 2 to join	1	One free technique advance by school of magic
	2	+2 max essence
	3	Grants a training certificate to each member of the school who is under 10 renown.
Ritual You must have Ritual Magic to join	1	Three free runes
	2	+2 starting essence (cannot go over max)
	3	Grants a training certificate to each member of the school who is under 10 renown.

Schools are possible in many areas, and can be more specialised, but will follow the same pattern as described above. You should talk to your camp refs about this.

Once a student has gained 10 renown either from the school, or whilst in the school they graduate from the school, and can gain no further benefits.

A teacher in a school gains all the benefits of the school, and additional benefits if they teach for longer periods of time, based on the number of students taught.