

## Information



A stated member of the Fell Knights of Ushaz is known as a Spiritual Warrior.

- Marshall: Sir Thoran (Human)
- Adjutant: Sir Kylar (Human)

## Background

The Fell Knights are a martial order dedicated both to skill at arms and the advancement of the Evil Sphere. They expect their members to be dedicated and loyal to Dreadlord Araikas.

## Notable Guildmembers

- Zen - Named Hero of Wolfhold for his actions against Ravanon.
- Jynx - Heroic warrior from the YMCA

## Requirements to Join

The Fell Knights expect its members to be disciplined and follow the Code of the Order at all times. Failure to keep to the code will result in action being taken.

## **The Code of the Fell Knights of Ushaz**

- Expand the domain by mastery of land and people
- Obedience and respect from all beneath your station
- Personal power and glory
- Respect for all Peers and equals
- Honour to all above your station
- Military prowess exercised in service to your Order
- Never betray your word of Honour
- Defence of any charge to the utmost
- No honour in attacking an unarmed opponent (this does not include one disarmed during combat)
- Death before dishonor
- Reveal your Order to those who might understand the import
- Receive and give hospitality to other Knights
- Avoid war/opposition becoming a personal vendetta whenever possible, even in conflict we can have respect for our foes
- Obey the codes of war amongst the Chivalric (things like the release of bodies after death, granting ransom, single combat offers most honour)

### **Words to Live by:**

Honour, Bravery, Pride, Faith, Respect, Skill at arms, Glory

## **Guild Skills**

These skills are available to Guildmembers at normal use of character points but do not require specific expenditure of Status:

- [Enhanced Armour Mastery](#)
- [Discern Spiritual Influence](#)

### **Status Skills Ranks 20 - 63**

These skills are available to Guildmembers at normal use of character points and the expenditure of one point of Status.

- [Weapon Attunement](#)
- [Double Strength](#)
- [Guild Credit - Empowering](#)
- [Guild Credit - Armour Purchase](#)
- [Spiritual Warrior](#)
- [Make Talisman](#)
- [Learn Invocations Rank 1 - 5](#)

Note that before they have 640 points members of this Guild may only learn additional invocations of ranks 1 - 5. They are treated as a Secondary member of the Dark Path for the purposes of picking their invocations (they receive two invocations per status point rather than three).

### **Status Skills Ranks 64 - 127**

These skills are available to Guildmembers with more than 640 points at normal use of character points and the expenditure of one point of Status.

- [Learn Invocations Rank 1 - 8](#)
- [Knockback](#)
- [Knockdown](#)
- [Resist Disarm](#)
- [Spiritual Warrior Mastery](#)
- [Improved Empowering](#)
- [Improved Ensorcelling](#)

Fell Knights are treated as Secondary members of the Dark Path for the purposes of picking their invocations (they receive two invocations per status point rather than three).

### **Status Skills Ranks 128+**

These skills are available to Guildmembers with more than 1280 points at normal use of character points and the expenditure of one point of Status.

- [Knockback Mastery](#)
- [Knockdown Mastery](#)
- [Stun](#)

- [Stun Mastery](#)
- [Disarm](#)
- [Resist Knockback](#)
- [Resist Knockdown](#)
- [Enhanced Spiritual Warrior Mastery](#)