

# Warriors of Eternal Discord

*'Hail Eris, all hail Discordia'*

Far back in Evermore's history lived the Aren, led by the Priestly Order of Sharn. A deeply religious people, they lived in peace and harmony for thousands of years.

A few hundred years ago, it is told in their legends of a priest by the name of Tsunam, who grew within the ranks of the order to become the high priest. As the years passed, a change began to take hold of him. It is said that he had begun research into the arts of the Chaos priests.

Year after year his power grew, and with it so did the dark cloud hanging over him. As his efforts to gain chaotic power subsumed more of his time, his people received less and it was but a few short years before the whole land lay in poverty and ruin.

Tsunam had become mighty indeed, yet he came to realise that his learning had gained him much ability but no profit. So he set about rebuilding his empire, enslaving his people with his arts.

As has been the case in a thousand such reigns in a thousand such lands, there grew a small pocket of resistance. Led by their champion Eris: ***'He who may not be slain by priestly powers'***, the Discordians (or so they named themselves, bringing discord to Tsunam's rule) set about their task.

Eventually, it came to all out war for the freedom of the land. As the battle waned Eris stood face to face with Tsunam and a mighty battle ensued. At the last it was Eris who stood and a great cry went up **'Hail Eris, All Hail Discordia'**.

Within months the toll of the battle began to tell and Eris set about teaching all that he could of his powers before he died to all that would listen, and it is from here that the Discordians gain their skills.

From that day to this, the Discordians have lived by the coda that no priest may be trusted, lest their power grow too great and have made it their task to destroy all priests, good or evil in the name of Eris.

# DISCORD

RANK	LIFE POINTS	HUMAN POWER	NAT HEAL	WEAPON TYPE	STRESS RESIST	SKILL POINTS	CLASS ABILITIES
1	34	8	3	Single	1S	2	Utilise Any Armour Utilise Any Weapon
2	40	9	6	Any 1 Skill*	1S/2D	2	
3/1	46	10	9	All	2S/2D	2	Sense Priest Berserk Vs Priests a/w. Immune to Priestly Miracles equal to level (non-discretionary)
4/2	50	11	13		2S/3D	1	Detect Priest
5/3	54	12	17		3S/4D	2	+3 LPs damage Vs Priests.
6/4	58	13	21		4S/4D	2	+1 AC Vs Priests.
7/5	62	14	25		4S/5D	1	Discern Priest 10' Disrupting Aura
8/6	66	15	29		6S/7D	1	+6 LPs damage Vs Priests Crushing Blow Vs Priests
9/7	70	16	33		6S/7D	2	Mighty Blow Vs Priest
10/8	74	17	37		7S/8D	2	+2 AC Vs Priests 10' Disrupting Aura
11/9	80	19	43		8S/8D		Cold Rage Vs Priests +12 LPs damage Vs Priests.
12/10	86	21	49		9S/10D	3	Banish Priestly Power +3 AC Vs Priests.

\* Choice Of: Ambidextrous, Thrown, Missile, Firearms, Double-Handed

## Class Restrictions

1. At full third rank a warrior may opt to become a Discord.
2. The Discord's skill picks are from the Warrior tables
3. The Discords natural healing is transferable
4. Although the Discordians will take in and train any who would join them, they will **never** trust a Darkendari of any house.
5. Despite their obvious hatred of priests Discordians are actually devoutly religious and are dedicated to Eris.
6. Although those of the eternal discord are Lawful in that they are dedicated to their cause they also discern as Chaotic due to the influence of the god Eris.
7. The symbol of Eris is the Golden Apple.
8. The symbol of the Discordians is the Golden Pentagon.

## Class Abilities

**Utilise Any Armour** – This allows the Discord to be able to use any category of armour.

**Utilise Any Weapon** – This allows the Discord to be able to use all weapons.

**Sense Priest** – this will reveal if there is a priest within 30', but does not reveal a location of any priest.

**Berserk Vs Priests a/w** – Allows a Discord to initiate Berserk against any person they KNOW is a priest. In this state they gain 6 points of strength and take only 1/2 of all physical damage that they would normally take from a blow – this damage reduction has no effect on mystical damage. When in this raged state the Discordian loses all Weapon Masteries, cannot use a shield, cannot use any skills such as Dodge, Turn Blow, Mighty Blow etc. This allows the Discordian to keep going, no matter how much damage has been taken (except Spirit damage which cuts straight through) until all enemies have been killed, or escaped, or a period of 15 minutes has passed. There is a 30 second wind down period to this skill. 1 Sanity is lost per use of this skill

**Immune to Priestly Miracles equal to level (non-discretionary)** – Grants a Discord immunity to all priestly miracles of their level and below (note that this immunity works from the rank as a Discord, not from character rank)

**Detect Priest** – By concentrating on one person at a time, the Discord may detect if that person is a Priest.

**+X LPs damage Vs Priests.** – this gives the Discord plus X extra LPs damage when fighting priests

**+X AC Vs Priests.** – this gives the Discord plus X extra AC when fighting priests

**Discern Priest** – By concentrating on one person at a time, the Discord may work out the religion of Priests and other similarly religious characters, and their position within their religious hierarchy.

**10' Disrupting Aura** - Prevents any priestly casting within the area for the duration (5 min). Usable once per day per time listed.

**Crushing Blow Vs Priests x 1/3 levels day** – this allows the Discord with a suitably blunt / heavy bladed (axe) weapon, or body weaponry to strike a location and reduce it to zero LPs. This skill is only usable against Priests

**Mighty Blow Vs Priest x 1/5 levels day** – this allows the Discord to strike a melee blow that is three times their normal damage. This skill is only usable against Priests

**Cold Rage Vs Priests** – Allows a Discord to initiate cold rage against any person they know is a priest, this is usable at will. The Discordian gains +6 points strength whilst in cold rage. The Discordian may still use all weapon masteries and skills whilst in cold rage. This skill should be declared against a specific opponent in an encounter (e.g. cold rage vs that Priest). This allows the Discordian to keep going, no matter how much damage has been taken (except Spirit damage which cuts straight through), until the target has been killed or escaped. There is no wind down to this skill – once the target has died or escaped, the Cold Rage ends immediately.

**Banish priestly power** - Removes a priest's casting abilities for 24 hours.  
*'Hail Eris, all hail Discordia'*