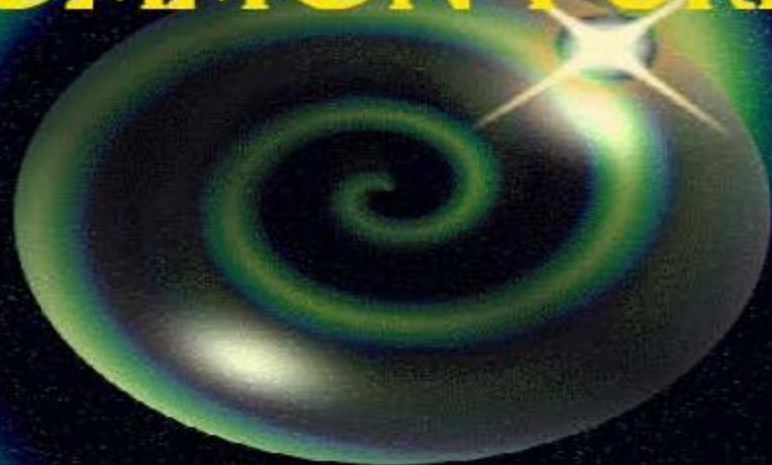


GENERAL FANTASY SERIES

SECRET ORDERS:
THE KEEPERS OF
COMMON PURITY



Top Fashion games

SECRET ORDERS:

The Secret Orders collection from Top Fashion Games reflects upon the various secret societies or cults that might be found in a fantasy campaign setting. While most of this information is provided in a manner that is intended to be flavorful and light on rules it is possible that a few elements, notably races and monsters, may not be compatible or featured in a particular role playing setting.

Several editions of Secret Orders also hold mention of the cost of certain items. These item costs can be converted to your campaign by observing the following figures:

1copper= a small amount of money, equal in value to the purchase of a simple torch, a very small loaf of bread, or the petty offering to a beggar.

1silver= a staple monetary sum, equal to a poor, unskilled laborer's work for one day or a plain, simple meal at a small inn. One silver coin is worth around ten copper coins.

1gold= a sum of money mostly used by skilled craftsmen, merchants, and aristocrats. One gold coin is worth around ten silver coins.

THE FEATURED SECRET ORDER:

Below is the featured secret order for this volume edition of Secret Orders.

THE KEEPERS OF COMMON PURITY:

Borne from extreme prejudice, the Keepers Of Common Purity hold their concerns towards keeping their communities and surrounding regions from any element that might change or alter their "way of life". Though now the Keepers hold interest over a wide variety of social and community elements, originally the order meant keeping the villages purely human and free from the infiltration of whole or half demi-human and humanoid residents. As the members of the organization fear possible retaliation towards their selves and their families the Keepers employ masks, hoods, cloaks, and robes when performing their various activities. Though in the beginning such outfits consisted of little more than crude robes and hoods made of sack cloth, the ceremonial garbs of the Keepers now include long, dark cloaks with hoods, tight fitting masks made of crimson or oxblood tinted leather, buckled leather boots, and long, black leather gloves.

Membership:

The Keepers Of Common Purity is an organization established to preserve the rights, prosperity, and continuation of humankind. While the Keepers have had a few historical females to be written in the accounts of their private records in the past, most of the members of the order are adult, human males. While the members of the Keepers are ever eager to do what they can to gain new members into the order, there is an issue of dues. The poorest of members are expected

SECRET ORDERS: The Keepers Of Common Purity

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to only pay a due equal to 1 copper coin per month while members of moderate prosperity are required a monthly sum of 5 copper coins. More prosperous members of the order, particularly skilled craftsmen and shop owners, typically pay a due of 2 silver coins per month while the wealthiest of the order pay a sum of 1 gold coin per month in addition to helping with the costs of maintaining the order's lodge and so forth.

Once someone has become a member of the Keepers, an individual and their immediate family members are considered to be a part of the organization for life. Should an individual attempt to resign their membership or commit an act that would be blatantly contrary to the beliefs and practices of the Keepers Of The Common Purity, then the individual and their family shall be driven from the community in which the lodge holds influence and/or slaughtered. Such barred individuals are reported to the other lodges in an effort to keep these individuals or their survivors from entering and settling down in areas where the Keepers hold influence.

Spiritual Focus:

Though the exact followings of the order change from lodge to lodge, the Keepers generally promote the most commonly accepted forms of religion and spirituality that can be found amongst vast, human settlements. Religions that are particularly demanding of loyalty and justice are the most favourable in the eyes of the order, as the teachings and expectations of these religions can easily be woven into the influences of the order when dealing with fellow villagers.

Occurrence And Frequency:

The Keepers Of Common Purity can be found in a wide variety of communities. Their most favourable of areas, however, are small outpost settlements where the human villagers have a strong sense of fear and superstition towards things that they do not understand or intelligent creatures that are much different than they. By utilizing and harvesting such fears and superstitions, the order is able to increase their membership and further their own causes.

Influences:

Once the order has managed to gain significant influence over an area, the Keepers are able to influence most all aspects of the community. Temples and religious leaders are only allowed to remain if they meet the views of the Keepers, merchants may only trade with citizens and villagers alike if such customers are considered acceptable, and villagers are only allowed to remain in the area provided that their blood is pure and they behave in a fashion that is considered appropriate by the Keepers. While the order does not initially override the rulings of nobles it should be noted that in areas where the order exists it is most likely that members of the ruling, noble blood are high ranking members of the order themselves. In an event that the Keepers do exist and the rulers are not members, then the Keepers will attempt to carry out their influential activities as quietly as possible in order to keep the existence of their lodge safe and thriving.

History:

In the beginning of the order of the Keepers, the idealisms of this "hate group" were focused primarily on purifying their community from the blood of non-humans, particularly that of demi-human stock. Half elven visitors and offspring were first politely asked to move on, and then met with violence if they refused to leave the community. Half orcs were usually treated with initial

acts of violence, or outwardly slaughtered, and other races such as gnomes, dwarves, and so forth were bullied, humiliated, and harassed by members of the Keepers until they left the area.

As the membership and influence of the Keepers Of Commune Purity grew so did their outlooks. It was deemed that not only were non-human bloodlines a threat, but also individuals of conflicting views, bizarre religious faiths, or those who participated in occupations of ill nature. Many of the lodges also began to charge those who practiced magical arts as being enemies as well, and a few of the more successful, stronger lodges were capable of running a few adepts and minor wizards out of their communities.

Enemies:

The Keepers hold a particular hatred for half races, especially half-elves, who they view as being a subtle element of foul corruption, “ever ready to creep into the society of the better folk and ruin the traditional liberties of society”. As half-orcs are generally feared by all citizens, member and non-member alike, the Keepers find less trouble in raising the concerns regarding orcish blood than the organization does with issuing the threats of half-elven blood within the community. All other demi-human, humanoid, and sentient races are likewise hated by the order, and many of these individuals and creatures have found their selves targeted by the calculated violence of the Keepers.

The order also has no love for members of bizarre religions, those who work in sinful professions, and many of the lodges also charge those who study or work with magic as being enemies to their cause of purity.