

A fitting and balanced counterpoint to the Sisterhood, the Brotherhood's membership is held primarily by Curi men with some talent in mysticism. The organization's symbol is hand pierced through the palm by a small blade.

To become a warrior-mistic, the character must meet the following requirements (calculated for either Rule of Arms):

Rank	Requisites	Points	Gained Perks
New Initiate	<i>Mistic Lore 1, Mistic Ability 1</i> <i>History 1, Legend Lore 1</i> <i>Magic Lore 1, 1st Lore 1</i> <i>Courtier 1</i> <i>Immunity to Fear 1</i> <i>Organization 1</i>	35	• membership • Organizational perk: <i>Wealth</i> (stipend of 1 Crown per rank per event) • Organizational perk: characters of Rule of Arms/Skill can buy <i>Mistic Ability</i> at the cost for Rule of Knowledge (x5) except level 1 <i>Mistic Ability</i> , which is bought at normal cost (x10)
Second Initiate	<i>Mistic Lore 2, Mistic Ability 2</i> <i>History 2, Legend Lore 2</i> <i>1st Lore 2, Courtier 2</i> <i>Leadership 1</i> <i>Read Magic</i>	41	• Organizational Language: <i>The Tongue</i> (see the Sisterhood) • access to <i>Mystic's Armor</i> • access to <i>Moment of Strength</i>
Third Initiate	<i>Mistic Lore 3, Mistic Ability 3</i> <i>History 3, Legend Lore 3</i> <i>1st Lore 3, Courtier 3</i> <i>Immunity to Fear 2</i>	48	• access to a 1 st – 3 rd circle lost ritual
Brother of the Watch	<i>Mistic Lore 4, Mistic Ability 4</i> <i>Leadership 2</i> <i>Organization 2</i>	66	• awarded a <i>Mistic's Weapon</i> (permanent Path of White mystical weapon as per the ritual, weapon grants +1 AP, weapon functions as a <i>Lesser Focus</i> of fine quality) • access to a 1 st – 4 th circle lost ritual • Organizational perk: <i>Wealth</i> (stipend increased to 5 Crowns per rank per event)
Brother of the Keep	<i>Mistic Lore 5, Mistic Ability 5</i> <i>History 4, Legend Lore 4</i> <i>1st Lore 4</i> <i>Immunity to Fear 3</i>	71	• <i>Mistic's Weapon</i> grants +1 AP • access to a 1 st – 5 th circle lost ritual
Brother of the March	<i>Mistic Lore 6, Mistic Ability 6</i> <i>History 5, Legend Lore 5</i> <i>1st Lore 5</i> <i>Leadership 3</i>	84	• <i>Mistic's Weapon</i> grants +1 AP • access to a 1 st – 6 th circle lost ritual
Brother of the Dusk	<i>Mistic Lore 7, Mistic Ability 7</i> <i>History 6, Legend Lore 6</i> <i>Immunity to Fear 4</i>	94	• <i>Mistic's Weapon</i> grants +1 AP • access to a 1 st – 7 th circle lost ritual
Master of the Blade	<i>Mistic Lore 8, Mistic Ability 8</i> <i>Organization 3</i>	110	• <i>Mistic's Weapon</i> grants +1 AP (weapon functions as a <i>Greater Focus</i> of superior quality) • access to a 1 st – 8 th circle lost ritual • Organizational perk: <i>Wealth</i> (stipend increased to 10 Crowns per rank per event)
Master of the Sun	<i>Mistic Lore 9, Mistic Ability 9</i> <i>History 7, Legend Lore 7</i> <i>1st Lore 6, Leadership 4</i>	122	• <i>Mistic's Weapon</i> grants +1 AP • access to a 1 st – 9 th circle lost ritual
Master of the White	<i>Mistic Lore 10</i> <i>Mistic Ability 10</i> <i>1st Lore 7, Status 1</i> <i>Immunity to Fear 5</i> <i>Leadership 5</i>	142	• <i>Mistic's Weapon</i> grants +1 AP (weapon functions as a <i>Greater Focus</i> of mythic quality) • access to a 8 th – 10 th circle lost ritual

Favored Lore: any Lore

The *Mistic's Weapon* can be any single weapon the character can use. The weapon must be covered by gray cloth, designed with mistic symbols, and tied with a white, a gray, and a black ribbon. The weapon is permanently imbued with mysticism and can hit creatures affected only by magical or mystical attacks. The player must call "MISTIC <WEAPON DAMAGE>!" with each strike. The weapon also acts as a mystical focus granting the character additional Alignment Points (which begin in Gray) and reducing the length of the character's Path of White rituals. The *Mistic's Weapon* is considered a personal item and cannot be taken, stolen, or used by anyone other than the Brotherhood member.



The Circle

Primarily centered in the wilderness of Taus, the Circle holds nature and the natural world above the laws of civilization and humankind. The Circle is organized loosely around communities of druids. In each major forest across the realm, the Circle has established a Hallow led by a High Druid. Smaller groups of members, called Circles, are under the jurisdiction of the closest Hallow. The entirety of the Circle is headed by the Grand Druid who oversees the Grand Hallow near the city of Hallow in Taus.

Revering the wisdom of Aurasan, the first Grand Druid, the Circle aims to keep nature's delicate balance. Unfortunately, as the cities and towns grow, the harder the Circle's duties become. Though a grudging respect is paid to the needs of civilized humanity, the Circle strive to slow urbanization, to protect natural resources, and to prevent the waste of the land, air, and water. Generally, those of the Circle usually shun towns and cities preferring to remain out in the wild beyond walls and gates.

Membership is almost entirely by invitation only though petitions have been accepted on occasion. Members tend to be specialist mages concentrating in the favored Arche of Air, Animal, Body, Earth, Plant, and Water. The Arche of Fire, Mind, and Spirit are shunned by the Circle. The Circle live by the words of Aurasan and the honor and respect for the land found in the following verse:

*Let live so that the sky grow dark only with storm,
Let live so that the rain be tears of life not sorrow,
Let live so that the land be wide and freely roamed,
Let live so that the hallow stand another morrow.*

Furthermore, Circle members shun great weapons, heavy armors, and large shields.

To become a member of the Circle, the character needs the following requisites (calculated for Rule of Knowledge):

Rank	Requisites	Points	Gained Perks
New Initiate	<i>Arche of Plant 1, Arche of Earth 1</i> <i>Arche of Water 1, Arche of Power 1</i> <i>Animal Lore 1, Plant Lore 1</i> <i>Mineral Lore 1, Survival 1</i> <i>Organization 1</i>	26	• membership • Organizational perk: <i>Wealth</i> (stipend of 1 Crown per rank per event)
First Initiate	<i>Arche of Plant 2, Arche of Air 1</i> <i>Arche of Fire 1, Arche of Power 2</i> <i>Animal Lore 2, Plant Lore 2</i> <i>Mineral Lore 2</i> <i>History 1, Legend Lore 1, Magic Lore 1</i> <i>Survival 2, Tracking 1</i>	29	• Organizational language: <i>Druidspak</i>
Second Initiate	<i>Arche of Plant 3, Arche of Power 3</i> <i>Animal Lore 3, Plant Lore 3</i> <i>Mineral Lore 3, 1st Favored Knowledge 3</i> <i>Climbing 1</i>	35	• access to <i>Mnemonic I</i>
Third Initiate	<i>Arche of Plant 4</i> <i>1st Favored Arche 3</i> <i>2nd Favored Arche 3</i>	42	• awarded a <i>Familiar</i> (as per the spell) • access to a 1 st – 4 th level lost spell of the <i>Favored Arche</i>
Druid, 1 st Staff	<i>Arche of Plant 5</i> <i>1st Favored Lore 5, 2nd Favored Lore 5</i> <i>2nd Favored Knowledge 3</i> <i>Organization 2</i>	58	• awarded a <i>Druid's Staff</i> (acts as a fine quality MP reservoir, inflicts magical damage) • access to <i>Hold Power</i> • Organizational perk: <i>Wealth</i> (stipend increased to 5 Crowns per rank per event)
Druid, 2 nd Staff	<i>Arche of Plant 6, Arche of Power 4</i> <i>1st Favored Arche 5</i> <i>1st Favored Knowledge 5</i>	66	• Organizational spell: <i>Mass Hallow</i> • access to a 1 st – 6 th level lost spell of the <i>Favored Arche</i>
Druid, 3 rd Staff	<i>Arche of Plant 7, Arche of Power 5</i> <i>2nd Favored Arche 5</i> <i>3rd Favored Arche 3</i>	78	• access to <i>Mnemonic II</i> • <i>Druid's Staff</i> inflicts Critical magical damage
High Druid	<i>Arche of Plant 8, Arche of Power 6</i> <i>1st Favored Lore 7</i> <i>2nd Favored Knowledge 5</i> <i>Organization 3</i>	94	• Organizational spell: <i>Nature's Vision</i> • access to a 1 st – 8 th level lost spell of the <i>Favored Arche</i> • <i>Druid's Staff</i> acts as a superior quality MP reservoir
High Druid	<i>Arche of Plant 9, Arche of Power 7</i> <i>1st Favored Arche 7</i> <i>1st Favored Lore 8, 2nd Favored Lore 6</i> <i>1st Favored Knowledge 7</i>	114	• access to a 1 st – 9 th level lost spell
Master Druid	<i>Arche of Plant 10, Arche of Power 8</i> <i>1st Favored Arche 8</i> <i>3rd Favored Arche 4, 4th Favored Arche 3</i> <i>1st Favored Lore 10, 2nd Favored Lore 7</i> <i>Status 1</i>	136	• Organizational spell: <i>Tree of Life</i> • access to an 8 th – 10 th level lost spell of the <i>Favored Arche</i> • <i>Druid's Staff</i> inflicts Mortal magical damage, acts as a mythic quality MP reservoir

Favored Lores: Animal Lore, Plant Lore, Mineral Lore

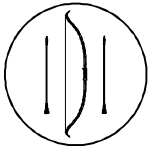
Favored Knowledge: History, Legend Lore, Magic Lore

Druidspak is the spoken and written language of the Circle. It is a magical language and only members can speak it, write it, and understand it. All spells given to members are written in *Druidspak* and can only be

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copied by members. The skill *Read Magic* and the spell *Translation* do not translate *Druidspeak*.

The *Druid's Stave* is the most prestigious of magic items a member can receive. It marks the member's full status as a druid of the Circle. A padded-weapon stave of no less than five feet in length must be made and it must be covered in green cloth and decorated with runic designs. The staff must bear the symbol of the Circle. The *Druid's Stave* counts as a magical-damage weapon. The druid must call "MAGIC" and the stave's damage when using the stave. As the druid gains in rank, the abilities of the *Druid's Stave* increase as well. The *Druid's Stave* is considered a personal item and cannot be taken, stolen, or used by anyone other than the Circle member.



Conlan's Band

Conlan Brightarrow made safe the forests of Taus during the first Age of Heroes. He is considered the Realm's greatest hunter and swiftest tracker. He believed that humanity could live in concert with nature taking only

what was needed and paying respect and honor in return.

During a time when the city of Hallow was in danger, Conlan led a band of woodsmen in the city's defense. He was rewarded by the Circle with a bow made from the wood of a *bright lumen* tree; its magic caused the arrows to glow like moonlight and always strike true.

To this day, long after the death of the hero, Conlan's Band still marches the forests of Taus, Ursia, and have spread north and west into Lacia and Eldun. They serve as protectors of the wilderness and strongmen of the Circle upholding the beliefs of Conlan Brightarrow. Conlan adhered to the tenets of the Circle, protecting the land, the wood, the water, and the beasts. He also lived by the beliefs, "A hunter earns respect equal to the respect he gives his prey," and "Life should be lived like the bend of a bow," and "A wasted shot is a wasted life."

Furthermore, Conlan's Band members shun great weapons, heavy armors, and large shields.

To join Conlan's Band, the character must submit a petition often with the endorsement of a member of the Circle and meet the following requisites (calculated for Rule of Skill):

Rank	Requisites	Points	Gained Perks
Follower	<i>Tracking 1, Concealing 1, Animal Lore 1, Plant Lore 1, Mineral Lore 1, History 1, Survival 1, Killing Strike 1 (Bow), Organization 1</i>	22	<ul style="list-style-type: none"> • membership • Organizational perk: <i>Wealth</i> (stipend of 1 Crown per rank per event) • Organizational ability: +1 to <i>Tracking</i> level
Scout Apprentice	<i>Tracking 2, Concealing 2, Animal Lore 2, Plant Lore 2, Mineral Lore 2, Survival 2, Feat of Speed 1, Killing Strike 2, Organization 1</i>	27	<ul style="list-style-type: none"> • Organizational ability: invoke <i>Hightened Senses</i> x 3 a day at will • Organizational language: <i>Druidspeak</i> (see the Circle)
Scout	<i>Tracking 3, Concealing 3, Animal Lore 3, Plant Lore 3, Mineral Lore 3, Survival 3, Aid 1, Killing Strike 3</i>	35	<ul style="list-style-type: none"> • Organizational ability: invoke <i>Speak With Animals</i> x 3 a day at will
Tracker	<i>Tracking 4, Armorsmithing 1, Weaponsmithing 1, 1st Favored Lore 4, Aid 2, Feat of Speed 2, Killing Strike 4</i>	46	<ul style="list-style-type: none"> • Organizational ability: invoke <i>Turn Animal</i> x 3 a day at will
Ranger of the Lea	<i>Tracking 5, Concealing 4, Killing Strike 5, Organization 2</i>	54	<ul style="list-style-type: none"> • awarded the <i>Ranger's Bow</i> (invokes <i>Light</i> x 3 a day, fired arrows to inflict magical damage) • Organizational ability: escape an <i>Entangle</i> in a count of 30
Ranger of the Wood	<i>Tracking 6, Concealing 5, Armorsmithing 2, Weaponsmithing 3, 1st Favored Lore 5, Aid 3, Killing Strike 6</i>	66	<ul style="list-style-type: none"> • Organizational ability: invoke <i>Charm Animal</i> x 3 a day at will
Ranger of the Realm	<i>Tracking 7, Concealing 6, 1st Favored Lore 6, Aid 4, Feat of Speed 3, Killing Strike 7</i>	77	<ul style="list-style-type: none"> • Organizational ability: invoke <i>Speak With Plants</i> x 3 a day at will
Leader	<i>Tracking 8, Weaponsmithing 4, Leadership 1, Immunity to Fear 1, Killing Strike 8, Organization 3</i>	96	<ul style="list-style-type: none"> • awarded the <i>Ranger's Arrow</i> (inflicts Mortal magical damage) • Organizational ability: immunity to <i>Entangle</i>

Rank (cont.)	Requisites (cont.)	Points	Gained Perks
High Leader	<i>Tracking 9, Concealing 7, 1st Favored Lore 7, 2nd Favored Lore 5, Legend Lore 3, History 3, Leadership 2, Immunity to Fear 2, Killing Strike 9</i>	108	<ul style="list-style-type: none"> • Organizational ability: invoke <i>Detect Shapeshifting</i> x 3 a day at will
Master Leader	<i>Tracking 10, Concealing 8, 1st Favored Lore 8, Leadership 3, Immunity to Fear 3, Feat of Speed 4, Killing Strike 10</i>	126	<ul style="list-style-type: none"> • Organizational ability: invoke <i>Nature's Vision</i> x 3 a day at will • Organizational ability: immunity to <i>Nature's Fury</i>

Favored Lore: Animal Lore, Mineral Lore, Plant Lore

Similar to the bow awarded the hero Conlan Brightarrow, the *Ranger's Bow* is made from the wood of the *bright lumen* tree. Gaining the *Ranger's Bow* signifies the character's full-fledged status as a ranger of the Band. The magic bow shimmers slightly with pale light and should be represented in game by a bow wrapped in a bit of green ribbon decorated with runes of magic. The *Ranger's Bow* empowers the character to invoke the spell *Light* three times per day. Furthermore, arrows fired from the bow are momentarily enchanted and inflict magical damage. The player must call "MAGIC ARROW!" when firing the bow. The *Ranger's Bow* is considered a personal item and cannot be taken, stolen, or used by anyone other than the Band member.



The Council of the Table of Bones

With the Age of Remembering, the realm once again faced the daunting spectre of the Arche of Spirit. Recalling the Accords of Day and Night, held in 1196 CE, the hero-mage Alattannin and the Academy established a kin organization to regulate the use of Spirit magics. The Council of the Table of Bones was founded and established in the city of Umbrua on the southern shore of Darksea in Icuca. The Council is headed by the Archon of Spirit from the High Academy at Darkwell.

The Council, otherwise known as "the Table," is the only fully sanctioned organization to use and research the Arche of Spirit. Members are required to abide by the Edict of Day and Night which states:

- 1) *The first, second, and third circles of the Arche of Spirit shall be open for unrestricted use. The magics of this ken have been deemed to be safe and without evil.*
- 2) *The Fourth, Fifth, Sixth, and Seventh circles of the Arche of Spirit are restricted to sanctioned members of the Academy and the Council of the Table of Bones. Such magics shall not be invoked within the walls of any sanctuary, village, town, or city under the Crown save in times of true necessity. Furthermore, such magics shall never be raised against the Crown, its citizens, or the powers of Day.*
- 3) *The Eighth, Ninth, and Tenth circles of the Arche of Spirit are closed to all casters save for those sanctioned and ordained members of the Council of the Table of Bones. Such magics shall be used only in times of dire need. Members must be mystically bound to use Spirit magics in accordance with the Edict of Day and Night and in the interests of the Path of Light.*

Members of the Table strive to uphold the Edict of Day and Night and enforce its law wherever they travel. Casters who are not sanctioned by the Council are approached and asked to become a member of the Table or to discontinue their practices. Mages who disregard the Edict of Day and Night are swiftly dealt with by the Council and members may be required to handle delivering warnings or punishments. Furthermore, the Table works in conjunction with the Academy in the pursuit of magic especially spells, items, and research from the Arche of Body and the Arche of Spirit.

Council members cannot take *Weapon Proficiency* for Mortal or greater weapon, buy *Armor Proficiency* for armors greater than Studded or Ring Mail (4-points), or learn to use any shields.