

To join the Council of the Table of Bones, the character must meet the following prerequisites (calculated for Rule of Knowledge):

Rank	Requisites	Points	Gained Perks
Chosen	<i>Arche of Spirit 3</i> <i>Arche of Power 1</i> <i>Magic Lore 1</i> 1 st <i>Primary Skill 1</i> <i>Organization 1</i>	33	• membership • Organizational perk: <i>Wealth</i> (stipend of 1 Crown per rank per event)
Novice	2 nd <i>Specialization Arche 3</i> <i>Arche of Power 2</i> <i>Magic Lore 2</i> , <i>Magic Research 1</i> 1 st <i>Primary Skill 2</i> , 2 nd <i>Primary Skill 2</i>	34	• Organizational language: <i>Magespeak</i> (see the Academy) • Organizational spell: <i>Spirit Bolt</i> • Organizational spell: <i>Spirit Ward</i>
Apprentice	1 st <i>Major Arche 3</i> <i>Arche of Power 3</i> <i>Magic Lore 3</i> 1 st <i>Primary Skill 3</i> , 2 nd <i>Primary Skill 3</i> any <i>Language</i>	37	• access to <i>Bestow Mask of Death</i> • access to <i>Mnemonic I</i>
Necromancer-Apprentice	2 nd <i>Major Arche 3</i> <i>Arche of Power 4</i> <i>Magic Lore 4</i> <i>Mistic Lore 1</i> , <i>Mistic Ability 1</i>	42	• Organizational spell: <i>Spirit Bolts</i> • access to a 1 st – 4 th level lost spell
Mage-Necromancer, 1 st Hand	<i>Arche of Spirit 5</i> <i>Magic Lore 5</i> <i>Mistic Lore 2</i> <i>Organization 2</i>	58	• access to <i>Bestow Invisibility to Undead</i> • access to <i>Hold Power</i> • awarded a fine quality MP reservoir • Organizational perk: <i>Wealth</i> (stipend increased to 5 Crowns per rank per event)
Mage-Necromancer, 2 nd Hand	2 nd <i>Specialization Arche 5</i> <i>Arche of Power 5</i> <i>Magic Lore 6</i> 1 st <i>Primary Skill 5</i> , 2 nd <i>Primary Skill 5</i>	66	• access to a 1 st – 6 th level lost spell
Mage-Necromancer, 3 rd Hand	<i>Arche of Spirit 7</i> <i>Arche of Power 7</i> <i>Magic Lore 7</i>	85	• access to <i>Mnemonic II</i> • access to a 1 st – 7 th level lost spell
High Mage-Necromancer	<i>Arche of Spirit 8</i> <i>Arche of Power 8</i> <i>Magic Lore 8</i> , <i>Mistic Lore 3</i> <i>Aid 1</i> <i>Organization 3</i>	97	• access to a 1 st – 8 th level lost spell • awarded a superior quality MP reservoir or a 1 st – 7 th magic item
High Mage-Necromancer	<i>Arche of Spirit 9</i> <i>Arche of Power 9</i> 2 nd <i>Specialization Arche 7</i> <i>Magic Lore 9</i> <i>Aid 3</i> , <i>Frign Death 1</i>	117	• Organizational spell: <i>Forbid</i> • access to a 1 st – 9 th level lost spell
Master Mage-Necromancer	<i>Arche of Spirit 10</i> <i>Arche of Power 10</i> 2 nd <i>Specialization Arche 8</i> 1 st <i>Major Arche 4</i> , 2 nd <i>Major Arche 4</i> <i>Magic Lore 10</i> 1 st <i>Primary Skill 7</i> , <i>Aid 4</i>	139	• access to <i>Mnemonic III</i> • access to an 8 th – 10 th level lost spell • awarded the <i>Stave of the Necromancer</i> (acts a superior quality MP reservoir, considered a <i>Bone Weapon</i> , inflicts magical Mortal damage, invokes <i>Drain</i> with a touch)

Primary Skills: any Lore, Courtier, Streetwise

The *Stave of the Necromancer* is made from the long bones of a giant creature. A padded-weapon staff of no less than five feet in length must be made and covered in black and painted to look like a weapon of bones. The staff must bear the symbol of the Council. The *Stave* functions as a superior quality Magic Point reservoir. As per the eighth level Spirit spell, the *Stave* inflicts magical Mortal damage; the mage must call “MAGIC MORTAL” when using the stave. Versus undead, the *Stave* inflicts double damage. Finally, the *Stave* can be used to invoke *Drain* allowing the weapon to absorb 1 Magic Point per dead creature up to a maximum of 20 MPs (the capacity of the staff as a reservoir). To *Drain*, the member must touch the *Stave* to a dead creature for a count of 60. The *Stave of the Necromancer* is considered a personal item and cannot be taken, stolen, or used by anyone other than the Council member. Anyone attempting to take, wield, or use the *Stave* will take an automatic Mortal hit to the arm.



The Decavi

Founded on the Island Province of Asara in the capital city of Starras, the Decavi are a group of generalist magic users. Unlike the mages of the Academy, the Decavi strive to master magic in a broader sense with greater flexibility and diverse understanding. Instead of focusing on one specialization of magic, on one arche of spells, the generalist mage finds access to all of the arche and a wide range of formulae.

With the unleashing of enchantments and the cataclysm of magics during the Age of Silence, the Decavi have taken a more adaptive philosophy

with casting. As the realm entered the Age of Remembering and the techniques for magic were rediscovered, a mage by the name of Decamerain brought to light the way of the generalist.

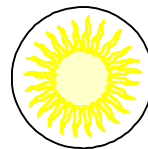
To the specialist mage, the Decavi seem unfocused, undisciplined, even chaotic. Magic is an open palette to be used by the general mage whereas the specialist sees only the shades of a single color. Because of the difference in “school” of magic, the Decavi find rivalry with most Academy mages. Though the Academy is interested in the generalist technique, its interest remains academic for the two arts are not compatible in formulae, in research, or in practice.

Therefore, according to the precepts of Decamerain, magic is a free art. To this day, the Decavi strive to bring the magical arts to those with talent. With some success, the Decavi have converted a number of specialist mages to the ways of the generalist mage. Unlike the Academy, who keeps much of its power sequestered, the Decavi are open with their formulae and with their knowledge.

The character must petition and meet the following requirements to join the Decavi school of magic (calculated for Rule of Knowledge):

Rank	Requisites	Points	Gained Perks
Acavist	<i>General Arche 1</i> <i>Magic Lore 1</i> <i>Legend Lore 1</i> , <i>History 1</i> <i>Organization 1</i>	23	• membership • Organizational perk: <i>Wealth</i> (stipend of 1 Crown per rank per event) • Organizational perk: +1 level I spell slot
Ducavist	<i>General Arche 2</i> <i>Magic Lore 2</i> 1 st <i>Primary Skill 2</i>	25	• Organizational perk: +1 level 2 spell slot
Trecavist	<i>General Arche 3</i> <i>Magic Lore 3</i> 1 st <i>Primary Skill 3</i>	36	• Organizational perk: +1 level 3 spell slot
Tecavist	<i>General Arche 4</i> <i>Magic Lore 4</i> 1 st <i>Primary Skill 4</i>	48	• Organizational perk: +1 level 4 spell slot
Quincavist	<i>General Arche 5</i> <i>Organization 2</i>	70	• Organizational perk: +1 level 5 spell slot • awarded a fine quality MP reservoir
Secavist	<i>General Arche 6</i> <i>Magic Lore 6</i> 2 nd <i>Primary Skill 1</i>	72	• Organizational perk: +1 level 6 spell slot
Septcavist	<i>General Arche 7</i> <i>Magic Lore 7</i> 1 st <i>Primary Skill 5</i> 2 nd <i>Primary Skill 3</i>	87	• Organizational perk: +1 level 7 spell slot
Ocavist	<i>General Arche 8</i> <i>Organization 3</i>	110	• Organizational perk: +1 level 8 spell slot • awarded a superior quality MP reservoir
Encavist	<i>General Arche 9</i> <i>Magic Lore 9</i> 2 nd <i>Primary Skill 4</i>	111	• Organizational perk: +1 level 9 spell slot
Decavist	<i>General Arche 10</i> <i>Magic Lore 10</i> 1 st <i>Primary Skill 7</i> 2 nd <i>Primary Skill 5</i>	128	• Organizational perk: +1 level 10 spell slot • awarded a mythic quality MP reservoir

Primary Skills: any Lore, Streetwise, Courtier



The Guardians of the Shield

Allied to the Knights of the Banner and the House of Healers, the Guardians of the Shield are a well-trained and highly-organized group of men and women dedicated to the Crown, to the service of the Sar, and the protection of the Realm’s cities and citizens.

Officially recognized by Sar Regenta X in 888 CE, the organization actually began in Sarhall during the unlawful reign of Sar Wescan V, who assassinated Regenta IX to take the throne. The town guard and members of the Royal Banner, led by Lord High Seneschal of Sarhall named Turun (a Curi name meaning “wall” or “shield”), helped in the removal of the usurper king. To this day, the Lord High Seneschal of Sarhall is still the commander of all the Guardians. Furthermore, as part of their official recognition, the white mistics of Sarhall evoked a great *calling* to grant Guardians special powers similar to those gained by the Knights of the Banner.

The Guardians serve as elite members of the city guard all across the Realm. They often rise quickly through the ranks to become sergeants and captains of the militia. They wear their golden surcoats with honor and pride—the symbol of the Guardians is a shield emblazoned with a

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radiant sun. The Guardians are the upholders of the law, the bringers of justice, and the protectors of the innocent. If not serving in a town or city, members of this stalwart organization are often assigned to guard caravans, ambassadorial trains, and royal ships. They are friend and protector of the House of Healers and the Silver Guild.

A character of Rule of Knowledge cannot become a Guardian of the Shield. All Guardians must wear at least 6 hit-point armor at minimum on their torso, though chain mail is preferred, and they favor the arms combination of long sword and shield. The Guardians follow a simple code, based on the hero-knight Sir Ilius's Ten Codes of Honor:

- 1) *Thou are a keeper of law and justice. Thou shall uphold the laws of the land and loyally serve the Crown.*
- 2) *Thy city is thy charge. Thy charge is thy honor. To bring harm to thy charge is to harm thyself and thy honor.*
- 3) *Thou shall always aid and protect the innocent, the young, the weak, and the weary.*
- 4) *Thy shall follow a strict code of authority and provide honor and respect to those deserving by their station.*

The requisites for the Guardians of the Shield are as follows (calculated for Rule of Arms):

Rank	Requisites	Points	Gained Perks
Guardian, 1 st Rank	<i>Immunity to Fear 1, Leadership 1 Courtier 1, Streetwise 1 History 1, Nautical Lore 1 Tracking 1, Aid 1 Waylay 1, Organization 1</i>	27	<ul style="list-style-type: none"> • membership • Organizational perk: <i>Wealth</i> (stipend of 1 Crown per rank per event) • Organizational skill: <i>Looting 1</i> • Organizational ability: invoke <i>Light</i> x 3 a day at will
Guardian, 2 nd Rank	<i>Immunity to Fear 2, Leadership 2 Courtier 2, Streetwise 2 History 2, Nautical Lore 2 Waylay 2, Aid 2</i>	30	<ul style="list-style-type: none"> • Organizational ability: invoke <i>Translation</i> x 3 a day at will
Guardian, 3 rd Rank	<i>Immunity to Fear 3, Leadership 3 Courtier 3, Streetwise 3 History 3, Nautical Lore 3 Waylay 3, Aid 3</i>	45	<ul style="list-style-type: none"> • Organizational ability: invoke <i>Detect Traps</i> x 3 a day at will
Guardian, 1 st Officer	<i>Leadership 4 Courtier 4, Streetwise 4, Aid 4 Constitution 1, Feat of Strength 1 Organization 2</i>	58	<ul style="list-style-type: none"> • awarded <i>Guardian's Shield</i> (permanent magical shield, cannot be destroyed) • Organizational ability: invoke <i>Truthspeak</i> x 3 a day at will • Organizational perk: <i>Wealth</i> (stipend increased to 5 Crown per rank per event)
Guardian, 2 nd Officer	<i>Leadership 5 Courtier 5, Streetwise 5, Aid 5 1st Primary Skill 2, Language 1 Constitution 2, Feat of Strength 2</i>	61	<ul style="list-style-type: none"> • Organizational ability: invoke <i>Detect Magic</i> x 3 a day at will
Guardian, 3 rd Officer	<i>Leadership 6 Courtier 6, Streetwise 6, Aid 6 Constitution 3, Feat of Strength 3</i>	72	<ul style="list-style-type: none"> • Organizational ability: invoke <i>Seal/Unseal</i> x 3 a day at will
Guardian, 4 th Officer	<i>Leadership 7 Courtier 7, Streetwise 7, Aid 7 Constitution 4, Feat of Strength 4</i>	89	<ul style="list-style-type: none"> • Organizational ability: invoke <i>Awaken</i> x 3 a day at will
Guardian Sergeant	<i>Immunity to Fear 5, Aid 8 1st Primary Skill 3 Tracking 3 Status 1, Organization 3</i>	91	<ul style="list-style-type: none"> • Organizational ability: invoke <i>Detect Invisibility</i> x 3 a day at will • awarded <i>Guardian's Weapon</i> (permanent <i>Electrum</i> weapon) • Organizational perk: <i>Wealth</i> (stipend increased to 10 Crown per rank per event) • Organizational perk: issue a <i>Warrant for Arrest</i>
Guardian Lieutenant	<i>Immunity to Fear 7, Aid 9 1st Primary Skill 5 Tracking 5, Waylay 4</i>	96	<ul style="list-style-type: none"> • Organizational ability: invoke <i>Mend</i> x 3 a day at will
Guardian Captain	<i>Immunity to Fear 8, Leadership 8 History 5, Aid 10 1st Primary Skill 7 Tracking 7</i>	116	<ul style="list-style-type: none"> • Organizational ability: invoke <i>Heal Critical Wound</i> x 3 a day at will • Organizational ability: <i>Physical Defense</i> level 1

Primary Skills: Armsmithing, Legend Lore, Mineral Lore, Music Lore, Plant Lore, Poison Lore, Weaponsmithing

A First Officer Guardian is often awarded a permanent magical shield that functions as per the fourth level Earth spell *Greater Shield*. Upon reaching the rank of Guardian Sergeant, a member is awarded a permanent magical weapon usually enchanted with the third level Earth spell *Electrum*. These items are considered personal and cannot be taken from the character nor can they be used by anyone else than the Guardian.



The House of Healers

Smaller though no less influential than the Academy or the Circle, the House of Healers can be found in every major town or city and is dedicated to aiding the sick, wounded, and dying.

Founded many, many centuries ago by a Lacia healer named Morewen, the House of Healers holds peace, growth, and community important. Using the theme of a family, the heads of Houses are called Mothers or Fathers and its members are called Brothers and Sisters. The hierarchy is then divided into seats or chairs as if sitting around a supper table. In fact, the House makes no judgment on those receiving aid. If possible, even the enemies of the House are not turned away as long as they can maintain truce and respectful peace.

The House of Healers celebrates the memory and spirit of Morewen especially on nights of a full moon. Such evenings are celebrated with a feast in honor of the matron healer and a affirmation of "*Morewen's Promise*."

I give my oath by the guidance of Morewen and all I hold good that I shall not turn from the home, heart, and duty of a healer; that I will practice my benevolent art and medicine with generosity and trust; that I shall turn away no man, woman, child, or life in pain or in sickness as long as I am able to share my aid; that I shall always strive to mend and ease the wounds of body, mind, spirit, and land; that I shall never use my art in wrong doing or corruption or raise my hand against another save to defend the sick, the home, or the good. I give my oath and keep it in prosperity and honor lest I fail and forswear all.

Members are called upon in times of war, famine, plague, and disaster to aid those in need. They are often given aid in the form of medicinal supplies and healing potions and scrolls. Members are usually those skilled in *Aid* or mages who concentrate in the Arche of Body with some skill in Air, Earth, Mind, Plant, and Water. However, no member may practice the Arche of Spirit magics beyond level three.

House members cannot take *Weapon Proficiency* for Mortal or greater weapon, buy *Armor Proficiency* for armors greater than Chain Mail (8-point), or learn to use Large shields. Furthermore, House members cannot buy *Increased Damage* or take the skill *Killing Strike*.

The requisites for the House of Healers are as follows (calculated for Rule of Knowledge):

Rank	Requisites	Points	Gained Perks
Third Aider	<i>Arche of Body 1, Arche of Power 1, Aid 1 Animal Lore 1, Mineral Lore 1, Plant Lore 1 Poison Lore 1, Magic Lore 1 Courtier 1, Streetwise 1, Nautical Lore 1 History 1, Legend Lore 1 Organization 1</i>	28	<ul style="list-style-type: none"> • membership • awarded <i>Morewen's Medal</i> (3 uses per day, invokes <i>Heal Light Wound</i>) • Organizational perk: <i>Wealth</i> (stipend of 1 Crown per rank per event) • free or replacement <i>Aid Kit</i>
Second Aider	<i>Arche of Body 2, Arche of Power 2, Aid 2 Mineral Lore 2, Plant Lore 2, Poison Lore 2 Mistic Lore 1, 1st Favored Knowledge 2 Immunity to Disease 1</i>	32	<ul style="list-style-type: none"> • invoke <i>Morewen's Medal</i> x 4 per day
First Aider	<i>Arche of Body 3, Arche of Power 3, Aid 3 Mineral Lore 3, Plant Lore 3, Poison Lore 3 1st Favored Knowledge 3 2nd Favored Knowledge 3</i>	41	<ul style="list-style-type: none"> • invoke <i>Morewen's Medal</i> x 5 per day (also invokes <i>Heal Critical Wound</i>)
Healer, 6 th Chair	<i>Arche of Body 4, Arche of Mind 1 Aid 4 Organization 2</i>	43	<ul style="list-style-type: none"> • invoke <i>Morewen's Medal</i> x 6 per day • Organizational perk: <i>Wealth</i> (stipend increased to 5 Crowns per rank per event)
Healer, 5 th Chair	<i>Arche of Body 5, Arche of Mind 2, Aid 5 Mineral Lore 4, Plant Lore 4, Poison Lore 4 1st Favored Knowledge 4 Immunity to Poison 1</i>	52	<ul style="list-style-type: none"> • invoke <i>Morewen's Medal</i> x 7 per day (also invokes <i>Purge Taint</i>)
Healer, 4 th Chair	<i>Arche of Body 6, Arche of Mind 3 Arche of Power 4, Aid 6 2nd Favored Knowledge 4 Poison Research 1</i>	60	<ul style="list-style-type: none"> • invoke <i>Morewen's Medal</i> x 8 per day (also invokes <i>Heal Mortal Wound</i>)
Healer, 3 rd Chair	<i>Arche of Body 7, Arche of Mind 4 Arche of Power 5, Aid 7 Mineral Lore 5, Plant Lore 5, Poison Lore 5 1st Favored Knowledge 5</i>	82	<ul style="list-style-type: none"> • invoke <i>Morewen's Medal</i> x 9 per day