

Rank (cont.)	Requisites (cont.)	Points	Gained Perks
Healer, 2 nd Chair	<i>Arche of Body 8, Arche of Mind 5</i> <i>Aid 8</i> 2 nd <i>Favored Knowledge 5</i> <i>Organization 3</i>	90	<ul style="list-style-type: none"> • invoke <i>Morewen's Medal</i> x 10 per day (also invokes <i>Resuscitation</i>) • Organizational spell: <i>Morewen's Promise</i> • Organizational perk: <i>Wealth</i> (stipend increased to 10 Crowns per rank per event)
Healer, 1 st Chair	<i>Arche of Body 9, Aid 9</i> <i>Mineral Lore 7, Plant Lore 7, Poison Lore 7</i> 1 st <i>Favored Knowledge 6</i> 2 nd <i>Favored Knowledge 6</i> <i>Immunity to Paralysis I</i>	101	<ul style="list-style-type: none"> • invoke <i>Morewen's Medal</i> x 11 per day
Healer, Mother's or Father's Chair	<i>Arche of Body 10, Aid 10</i> <i>Mineral Lore 8, Plant Lore 8, Poison Lore 8</i> 1 st <i>Favored Knowledge 7</i> 2 nd <i>Favored Knowledge 7</i> 3 rd <i>Favored Knowledge 3</i> 4 th <i>Favored Knowledge 3</i> another <i>Immunity, Status I</i>	113	<ul style="list-style-type: none"> • invoke <i>Morewen's Medal</i> x 12 per day (also invokes <i>Mass Heal</i>) • Organizational spell: <i>Morewen's Word</i>

Favored Knowledges: Animal Lore, History, Legend Lore, Magic Lore, Mystic Lore, Nautical Lore

To mark their affiliation, all members receive *Morewen's Medal*, a mystical talisman ordained with healing magics. The *Medal* can be invoked a certain number of times per day with varying results. The higher the rank of the character, the more powerful the *Medal's* healing magic. The *Medal* is considered a personal item and cannot be taken from the member and cannot be used by anyone except the member.



The Keepers of the Twin Towers

Of all the disasters of the Age of Silence, perhaps the most significant was the destruction and unraveling of the magics held by the Twin Towers of Elemental Power. Built thousands of years ago, the Towers watched over the forces of air, earth, fire, and water. It is rumored that the first Towers were reconstructed from the remains of ancient Icuni structures designed for the same purpose.

The locations of the Twin Towers are kept secret and the towers themselves are protected by great enchantments. Only members know of their existence and their powers. The first tower, the Tower of Air and Water, resides deep in the northern forests of Reiel near the south shore of Dawnsa. The second tower, the Tower of Fire and Earth, is built in the Yellow Wastes of western Ashur somewhere north of the Tal River.

Allied with the Academy, the Keepers of the Twin Towers seek to maintain, research, and regulate elemental magics in the realm. Known only to the most powerful of elemental mages, the realm is constantly shifting and changing especially with the use of magics that harness or affect the land, the sea, and the weather. In addition, the magics unleashed by the Cataclysm continue to cause disastrous effects across the realm. Storms, droughts, earthquakes, floods, fires, and eruptions often come as the price for powerful elemental magics.

Therefore, the Keepers work to quell the remaining pockets of elemental chaos left behind by the Age of Silence as well as to preserve the great spells and grand enchantments that oversee the realm. Furthermore, the Keepers strive to curtail the use of rogue elemental magics and seek out the membership by elemental mages who have not yet joined the Academy or the Twin Towers. Lastly, the Keepers search out the realm for artifacts and relics of elemental power especially any lore or item that once belonged to the ancient Towers.

To join the Keepers of the Twin Towers, the character must dedicate his or her magical training to the Arche of Air, Earth, Fire, and Water. The main perk gained by members is the opening of four Specialization Arche to the elements meaning the character can rise to level ten in all four Arche. However, the character must choose three closed Arche, one of which must be the Arche of Spirit. Access to the two remaining arche is Minor. Like other mages, the Keepers are not limited in the Arche of

Power. Eventually, an elemental gains complete immunity to one elemental of his or her favor.

Keepers of the Twin Towers 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.

The following requisites are needed to become a Keeper of the Twin Towers (calculated for Rule of Knowledge):

Rank	Requisites	Points	Gained Perks
Tested	1 st <i>Specialization Arche 3</i> 2 nd <i>Specialization Arche 1</i> 3 rd <i>Specialization Arche 1</i> <i>Arche of Power 1</i> <i>Magic Lore 1, Legend Lore 1</i> <i>History 1</i> <i>Organization 1</i>	40	<ul style="list-style-type: none"> • membership • Organizational perk: access to four <i>Specialization Arche</i> (Air, Earth, Fire, Water) • Organizational ability: <i>Increased Magic Points</i> (each level in the <i>Arche of Power</i> grants 12 MPs) • access to <i>Identify</i>
Novice	1 st <i>Specialization Arche 4</i> 2 nd <i>Specialization Arche 3</i> 4 th <i>Specialization Arche 1</i> <i>Arche of Power 2</i> <i>Magic Lore 2, Legend Lore 2</i>	40	• access to all 1 st – 3 rd level lost Elemental spells
Apprentice	1 st <i>Specialization Arche 5</i> 3 rd <i>Specialization Arche 3</i> <i>Arche of Power 3</i> <i>Magic Lore 3, Legend Lore 3</i>	45	• access to <i>Mnemonic I</i>
Elementalist, 1 st Element	1 st <i>Specialization Arche 6</i> 4 th <i>Specialization Arche 3</i> <i>Organization 2</i>	53	<ul style="list-style-type: none"> • Organizational spell: <i>Mass Winds of Disarming</i> • access to <i>Hold Power</i> • awarded a fine quality MP reservoir
Elementalist, 2 nd Element	1 st <i>Specialization Arche 7</i> 2 nd <i>Specialization Arche 4</i> 3 rd <i>Specialization Arche 4</i> 4 th <i>Specialization Arche 4</i> <i>Magic Lore 4, History 3</i>	66	<ul style="list-style-type: none"> • access to all 4th – 7th level lost Elemental spells • Organizational spell: <i>Greater Frozen Tomb</i>
Elementalist, 3 rd Element	1 st <i>Specialization Arche 8</i> 2 nd <i>Specialization Arche 5</i> 3 rd <i>Specialization Arche 5</i> <i>Arche of Power 4</i> <i>Magic Lore 5, Legend Lore 5</i>	76	• access to <i>Combine Power</i>
Elementalist, 4 th Element	1 st <i>Specialization Arche 9</i> 2 nd <i>Specialization Arche 6</i> 4 th <i>Specialization Arche 5</i> <i>Arche of Power 5</i> <i>Magic Lore 6, Legend Lore 6</i>	87	<ul style="list-style-type: none"> • access to <i>Mnemonic II</i> • Organizational spell: <i>Greater Noxious Cloud</i> • Organizational spell: <i>Twin Fists of Stone</i> • Organizational spell: <i>Mass Frozen Tomb</i>
High Elementalist	1 st <i>Specialization Arche 10</i> 2 nd <i>Specialization Arche 7</i> 3 rd <i>Specialization Arche 6</i> <i>History 4, Organization 3</i>	103	<ul style="list-style-type: none"> • access to all 8th – 10th level lost Elemental spells • awarded a superior quality MP reservoir
High Elementalist	2 nd <i>Specialization Arche 8</i> 3 rd <i>Specialization Arche 7</i> 4 th <i>Specialization Arche 6</i> <i>Arche of Power 7</i> <i>Magic Lore 7, History 5</i>	114	<ul style="list-style-type: none"> • access to <i>Greater Combine Power</i> • Organizational spell: <i>Mass Noxious Cloud</i> • Organizational spell: <i>Mass Fists of Stone</i>
Master Elementalist	3 rd <i>Specialization Arche 8</i> 4 th <i>Specialization Arche 8</i> <i>Arche of Power 8</i> <i>Magic Lore 8, Legend Lore 8</i> <i>History 7</i>	129	<ul style="list-style-type: none"> • Organizational ability: immunity to one elemental Arche (the 1st <i>Specialization Arche</i>) • access to <i>Mnemonic III</i> • awarded a mythic quality MP reservoir



The Knights of the Banner

Begun by Sar Eahur over a thousand years ago, the Banner Knights served as an elite force during the war against Talanth. Their code and demeanor were modeled after the hero-knight Sir Ilius.

The first six Banners were officially ordained in 80 BCE by Sar Enar. A great *calling* of mystics bestowed magical powers to each order of knights. Later, after the war, Sar Enar also established the Knights of the Royal Banner whose color was the noblest of purple. These special knights are the personal guard of the Sar. No player-character may be a Knight of the Royal Banner.

Since then, two new Banners were ordained during the War of the Two Realms in 1196 CE. Today, the Banner Knights remain a strong corps of armored warriors who strive to embody the code of chivalry. They must be loyal, trustworthy, and just in their actions. They must be recognized as leaders among their peers, officially or not, and are courageous on the field of battle. Banner Knights will not fight amongst themselves out of anger or vengeance, but only as a matter of honor. And even when two Banner Knights meet in a fight of honor, it is never to the death.

Respected by the realm, the word of a Banner Knight carries much weight in matters of justice. A Banner is usually never sought by an

Chapter Seven

individual, but is bestowed upon a person of high character and worthy deeds.

The Banner Knights are divided into eight groups designated by color and duty. The eight Banners are divided into two groups: battle and command.

One the one hand, the battle colors are Amber, Azure, Ebony, Emerald, and Scarlet; they are the field warriors.

Knights of the Amber Banner are usually compassionate and helpful. They are the reserve forces who provide aid for their comrades and were often skilled in the medicinal arts. Their abilities lies in their power to heal.

Knights of the Azure Banner are usually swift, persistent, and adaptive. They serve alongside the Scarlet Banner in courage and conviction and are often flankers on the battlefield. Their abilities lie in the power over air and water.

Knights of Ebony Banner provided support for the first wave of knights and provide defense for the Ambers while they retrieved the hurt and dead. The Ebony Banner specialize in dealing with enchantments and the fallen. Though these knights are touched with the necromantic arts and are often somber and grim, they remain true to the Path of White. Their abilities lie in the power over magic and spirit.

Knights of the Emerald Banner served as scouts and tended to be armored the lightest of all the knights. They were sent into the field before the heavy fighters to run reconnaissance, to check for enemy movement, and to check for traps and ambushes. Their abilities lie primarily in the power over plant and animal.

Knights of the Scarlet Banner were meant to strike first and strike hard. They are often the youngest of all the Banner Knights full of rash bravery and striving dedication. Their powers lie in the strength and ferocity of fire.

On the other hand, the command colors are Brazen and Silver; they are the generals and leaders.

Knights of the Brazen Banner serve as captains and generals upon the field of battle. Depending on their experience and ability, these knights serve to lead groups of other Banners. A Knight of the Brazen Banner often begins as a Knight of the Scarlet Banner who is promoted to command. Their powers lie in the power over earth.

Knights of the Silver Banner are the highest ranking leaders of all the Banners. They are the administrators, the commanders-in-chief, the tacticians, and the precepts of the Houses of the Banners all over the realm. A Knight of the Silver Banner begins as a battle Banner who as achieved superlative distinction and honor. Their powers lie in the power over the mind.

Generally, a starting character begins in one of the five field Banners. To gain promotion to the command Banners, the character must petition and spend points early to gain *Status* level 3. If the character is promoted, they are transferred to either Brazen or Silver and their given knightly powers change to the new Banner. Finally, as a Brazen or Silver Banner Knight, the character must gain *Status* level 5 to reach the rank of Knight of the Crown. The Elder of the Realm must determine whether the character is worthy of appointment to a command Banner.

A character of Rule of Knowledge cannot become a Banner Knight. All knights must wear at least 8 hit-point armor at minimum on their torso except for Knights of the Emerald Banner who can wear 6 hit-point armor. Furthermore, all knights must follow the Ten Codes of Honor set forth by the hero Sir Ilius or lose their powers:

- 1) *Thou shall proudly display thy station of Banner Knight, and let no mouth utter untruths or slander toward knighthood.*
- 2) *Thou shall demand the respect and honor as is deserved by thy station, and provide honor and respect to those deserving by their station.*
- 3) *Thou shall uphold the laws of the land, unless such laws prove unjust and without nobility.*

- 4) *Thou shall not shrink from battle as thou art a bringer of justice through the might of arms.*
- 5) *Thou shall hail and meet the foe most worthy of thy stature to bring the greatest honor upon thy name.*
- 6) *Thou shall not fight for fancy's cause or seek blind vengeance.*
- 7) *Thou shall not bring unjust or unlawful pain or punishment to any creature.*
- 8) *Thou shall always protect the innocent, the down-fallen, and those incapable to aid themselves.*
- 9) *Thou shall guarantee thy given word and shall never renege on an oath unless keeping the oath shall bring even greater dishonor.*
- 10) *Thou shall lay down thy life before thou shall turn away from the Ten Codes of Honor.*

A Banner Knight's title and special abilities increase as they earn added respect and honor. Depending on the Knight's rank and Banner, his or her abilities will vary. In general, a knight will gain a certain number of uses of a number of special abilities. The requisites needed by this organization are as follows (calculated for Rule of Arms):

Rank	Requisites	Points	Gained Perks
Knight of the Banner	<i>Leadership 1, Immunity to Fear 1 History 1, Legend Lore 1 Courtier 1, Status 1 1st Favored Skill 1 Organization 1</i>	25	<ul style="list-style-type: none"> • membership • Organizational ability: <i>Knightly Powers</i> (abilities vary depending on banner, invoke powers x 3 per day) • Organizational perk: <i>Wealth</i> (stipend of 1 Crown per rank per event)
Knight of the March	<i>Leadership 2, Immunity to Fear 2 History 2, Legend Lore 2, Courtier 2 1st Favored Skill 2, 2nd Favored Skill 2 Constitution 1, Feat of Strength 1</i>	33	<ul style="list-style-type: none"> • invoke <i>Knightly Powers</i> x 4 per day
Knight of the Oath	<i>Leadership 3, Immunity to Fear 3 History 3, Legend Lore 3, Courtier 3 1st Favored Skill 3, 2nd Favored Skill 3 Status 2</i>	43	<ul style="list-style-type: none"> • invoke <i>Knightly Powers</i> x 5 per day
Knight of the Sword	<i>Leadership 4, Immunity to Fear 4 Increased Damage (L to C) Organization 2</i>	64	<ul style="list-style-type: none"> • invoke <i>Knightly Powers</i> x 6 per day • awarded <i>Knight's Weapon</i> (permanently enchanted magical weapon) • Organizational perk: <i>Wealth</i> (stipend increased to 5 Crown per rank per event)
Knight of the Lance	<i>Leadership 5, Immunity to Fear 5 Courtier 5, 1st Favored Skill 5 Constitution 2, Feat of Strength 2</i>	68	<ul style="list-style-type: none"> • invoke <i>Knightly Powers</i> x 7 per day
Knight of the Shield	<i>Leadership 6, Immunity to Fear 6 Courtier 6, 1st Favored Skill 6 Constitution 3, Feat of Strength 3</i>	78	<ul style="list-style-type: none"> • invoke <i>Knightly Powers</i> x 8 per day
Knight of the Medal	<i>Leadership 7, Immunity to Fear 7 Increased Damage (C to M)</i>	82	<ul style="list-style-type: none"> • invoke <i>Knightly Powers</i> x 9 per day
Knight of the Realm	<i>Leadership 8, Immunity to Fear 8 Courtier 7 1st Favored Skill 7 Organization 3</i>	92	<ul style="list-style-type: none"> • invoke <i>Knightly Powers</i> x 10 per day • awarded <i>Knight's Shield</i> (permanently enchanted magical shield) • Organizational perk: <i>Wealth</i> (stipend increased to 10 Crown per rank per event) • Organizational perk: issue a <i>Warrant for Arrest</i>
Knight of the Court	<i>Leadership 9, Immunity to Fear 9 Constitution 4, Feat of Strength 4 2nd Favored Skill 5</i>	103	<ul style="list-style-type: none"> • invoke <i>Knightly Powers</i> x 11 per day
Knight of the Crown	<i>Leadership 10, Immunity to Fear 10 Courtier 8, Status 3 Increased Damage (C to M or add points to above for M to D)</i>	123	<ul style="list-style-type: none"> • invoke <i>Knightly Powers</i> x 12 per day • awarded <i>Knight's Armor</i> (permanently enchanted armor)

Primary Skills: Armorsmithing, Weaponsmithing, Survival, Tracking, Aid, Nautical Lore

A knight's powers may be used at will and requires calling the respective spell's invocation line.

The magical weapon, shield, and armor awarded a Knight should reflect their Banner. For example, a Knight of the Scarlet Banner may receive a permanently *Fire Charmed* weapon. Or a Knight of the Emerald Banner may receive a permanent *Magic Shield*. Or a Knight of the Azure Banner may receive armor with additional uses of *Protection from Air*. Furthermore, these items are considered personal and cannot be taken from the character nor can they be used by anyone else than the Knight. The Elder of the Realm determines the magical qualities of the awarded arms.

The Banners and their respective knight powers are listed below: