

The *Feats of Will* earned by being a Barrakker do not count toward the maximum number of *Feats* a character can have. The gained *Feats* do not count toward organizational requisites.



## The Curi

While few in number, the Curi or Seers are one of the most influential and respected groups in Archaea. Believed to be the longtime descendants of the Icuni, they are the prophets and oracles of the realm. Their talent to foresee the future often comes suddenly and sporadically and sometimes with startling accuracy. As with the workings of the Three Paths, the future is indistinct and carefully guised. Therefore, the Curi are a cryptic people and often shroud their fortunes in riddle just as the Mists shroud the unknown.

Found primarily on the island province of Sarus, the great seat of the Crown, the Curi live in relative peace in the Sarus Mountains. Generally, to keep the prophetic blood strong, the Curi rarely venture beyond their mountain homes. They are quiet, benign, empathic, and compassionate serving the Path of White. The Curi are led by the High Seer, the most enlightened and powerful White mystic in the realm, who lives in the only Curi citadel and city, Lleander.

The Curi are adept mystics and mages. Their minds are clear and open and able to grasp the nature of spells and rituals. Though sometimes feared by those who do not understand, the Curi and their unique skills are widely sought. Each mayor, governor, sovereign, and the Sar himself employs a seer. Even the shrewd merchant or guild leader will have a Curi by his or her side.

The Curi practice peace, benevolence, and adherence to the Path of White. Those that have left the island have taken their wisdom into the realm. Now, centuries of life beyond the protective shores of Sarus have mingled the blood of their second sight with that of an enlightened handful. Even those gently touched by Curi ancestry are often privy to the unpredictable power of the Curi sense. Unfortunately, some of the Curi that have wandered into the realm have succumbed to the workings of the other Paths.

To be a Curi, the character needs the following requisites (calculated for Rule of Knowledge):

Rank	Requisites	Points	Gained Perks
Curi of the Sight	<i>Mistic Lore</i> 1, <i>Astrology</i> 1 <i>History</i> 1, <i>Legend Lore</i> 1 1 <sup>st</sup> <i>Lore</i> 1 <i>Courtier</i> 1, <i>Feat of Will</i> 1 <i>Organization</i> 1	23	• lineage • Organizational language: <i>Ancient Curi</i> • Organizational ability: <i>Curi Sense</i> • Organizational ability: <i>Augury</i> x 1 a day • Organizational perk: +1 AP for mistic characters
Curi of the Stone	<i>Mistic Lore</i> 2, <i>Astrology</i> 2 <i>History</i> 2, <i>Legend Lore</i> 2 1 <sup>st</sup> <i>Lore</i> 2, 2 <sup>nd</sup> <i>Lore</i> 2 <i>Courtier</i> 2, <i>Feat of Will</i> 2	29	• Organizational ability: <i>Augury</i> x 2 a day • Organizational ability: +1 <i>Feat of Will</i>
Curi of the Skill	<i>Mistic Lore</i> 3, <i>Astrology</i> 3 <i>History</i> 3, <i>Legend Lore</i> 3 1 <sup>st</sup> <i>Lore</i> 3, 2 <sup>nd</sup> <i>Lore</i> 3 <i>Courtier</i> 3, <i>Feat of Will</i> 3	42	• Organizational ability: <i>Augury</i> x 3 a day • Organizational perk: +1 AP for mistic characters
Curi of the Sign	<i>Mistic Lore</i> 4, <i>Astrology</i> 4 <i>History</i> 4, <i>Legend Lore</i> 4 1 <sup>st</sup> <i>Lore</i> 4, 2 <sup>nd</sup> <i>Lore</i> 4 <i>Organization</i> 2	52	• Organizational ability: <i>Augury</i> x 4 a day • Organizational ability: +1 <i>Feat of Magic</i>
Curi of the Word	<i>Mistic Lore</i> 5, <i>Astrology</i> 5 <i>History</i> 5, <i>Legend Lore</i> 5 1 <sup>st</sup> <i>Lore</i> 5, 2 <sup>nd</sup> <i>Lore</i> 5 <i>Feat of Will</i> 4	60	• Organizational ability: <i>Augury</i> x 5 a day • Organizational perk: +1 AP for mistic characters
Curi of the Thought	<i>Mistic Lore</i> 6, <i>Astrology</i> 6 <i>History</i> 6, <i>Legend Lore</i> 6 1 <sup>st</sup> <i>Lore</i> 6, 2 <sup>nd</sup> <i>Lore</i> 6 <i>Feat of Will</i> 5	73	• Organizational ability: <i>Augury</i> x 6 a day • Organizational ability: +1 <i>Feat of Will</i>
Curi of the Rite	<i>Mistic Lore</i> 7, <i>Astrology</i> 7 <i>History</i> 7, <i>Legend Lore</i> 7 1 <sup>st</sup> <i>Lore</i> 7, 2 <sup>nd</sup> <i>Lore</i> 7 <i>Feat of Will</i> 6	86	• Organizational ability: <i>Augury</i> x 7 a day • Organizational perk: +1 AP for mistic characters
Curi of the Realm	<i>Mistic Lore</i> 8, <i>Astrology</i> 8 <i>History</i> 8, <i>Legend Lore</i> 8 1 <sup>st</sup> <i>Lore</i> 8, 2 <sup>nd</sup> <i>Lore</i> 8 <i>Organization</i> 3	94	• Organizational ability: <i>Greater Augury</i> x 8 a day • Organizational ability: +1 <i>Feat of Magic</i>

Rank (cont.)	Requisites (cont.)	Points	Gained Perks
Curi of the Star	<i>Mistic Lore</i> 9, <i>Astrology</i> 9 <i>History</i> 9, <i>Legend Lore</i> 9 1 <sup>st</sup> <i>Lore</i> 9, 2 <sup>nd</sup> <i>Lore</i> 9 <i>Feat of Will</i> 7	107	• Organizational ability: <i>Greater Augury</i> x 9 a day • Organizational perk: +1 AP for mistic characters
Curi of the Mists	<i>Mistic Lore</i> 10, <i>Astrology</i> 10 <i>History</i> 10, <i>Legend Lore</i> 10 1 <sup>st</sup> <i>Lore</i> 10, 2 <sup>nd</sup> <i>Lore</i> 10 <i>Feat of Will</i> 8, <i>Status</i> 1	125	• Organizational ability: <i>Greater Augury</i> x 10 a day • Organizational ability: +1 <i>Feat of Will</i> • Organizational ability: +1 <i>Feat of Magic</i>

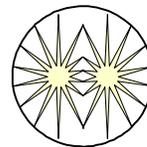
*Favored Lore*s: *Animal Lore*, *Language*, *Magic Lore*, *Mineral Lore*, *Music Lore*, *Plant Lore*, *Poison Lore*, *Survival*

All Curi possess the *Curi Sense*, an innate, natural attunement to the ebb and flow of magic in the realm, to the shifting power of the mists and mysticism, and to the workings of the Three Paths. This perception, this connection, this feeling is spontaneous and unpredictable. The *Curi Sense* may grant the character vague premonitions about the day, foresight into an action, warning of danger, or simply a heightened awareness or understanding. Generally, the *Curi Sense* is advantageous. However, at times, this special ability may make the Curi vulnerable to psychic attacks and powerful mystical effects such as the ninth circle ritual *Corruption*.

As the character gains in experience and ability to control the *Curi Sense*, he or she may focus their thoughts and intuition to attempt to glimpse into the future, to read the pattern of time, to anticipate the shifts in the Three Paths. Akin to the fourth circle ritual *Augury*, the Curi may ask a single question about the near future. The question may be about a person, place, thing, or deed. The seer will receive a vision, a spoken message, a sign, or even a feeling. However, the response will often be ambiguous or cryptic. Once the Curi gains in significant experience and understanding, their ability gains in clarity and detail and functions as per the eighth circle ritual *Greater Augury*.

As with all things dealing with fate and fortune, nothing is guaranteed and all things change. Only the Curi gains the information from the *Augury*. The Elder of the Realm must carefully adjudicate the use and results of the *Curi Sense* and of an *Augury* or *Greater Augury*.

The *Feats of Will* and *Feats of Magic* earned by being a Curi do not count toward the maximum number of *Feats* a character can have. The gained *Feats* do not count toward organizational requisites.



## The Foundlings

Few and far between, the Foundlings number less than a few hundred in all the Realm. One-by-one crossing the Mist Mountains, the Foundlings traveled from the harsh Southern Wastes into the desert of Ashur. They are a solitary people full of child-like curiosity and quiet purposefulness—though none save the Foundlings themselves know what purpose they serve.

The Foundling's symbol is that of twin, many-pointed stars the color of pale gold.

Called the children of *Tal'ahacaar* or the children of "the place of only death" by the Desert Ashuri, the Foundlings were first discovered by the Order of the Rain, a reclusive mystical organization in the Mist Mountains. In fact, it was the Order that named the short, dark, leanly agile people the Foundlings or the Strangers. The Foundlings call one another *sa'zera* meaning 'he or she who knows knowing nothing'. They are a riddle, an enigma, full of questions and mystery.

Unlike anyone in the Realm, the Foundlings have a distance-filled society. Groups of Foundlings are extremely rare and gatherings are called only on three occasions—the elders of the group gather to exchange wisdom or pass law, the warriors of the group gather to unite against a common enemy, or the individuals of the same kinship group gather to wed, to bear children, or to mourn a death. Otherwise, adult Foundlings prefer solitude and will seek out far flung places away from other *sa'zera*.

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However, the Foundlings seem at home with the people of the Realm. It seems that their need for isolation applies only other Foundlings. Normally, when two Foundlings meet, they will exchange hospitalities, perhaps stories and news of their travels, goods and trade, and move on their way. Though the *sa'zera* may be fascinated by the cultures of the Realm, they are unaccustomed to great crowds and the children of the Southern Wastes still shy away from large towns and cities. Furthermore, the Foundlings have a fear and are in great awe of open water and will not willingly board a ship or cross a river or even stand in the pouring rain.

Curiosity drives these people. They give no reason for leaving their homes and crossing into the Realm other than a simple, "To see what is there." They seem to be seekers of knowledge but they show no method and make no records. They will try almost anything once unless it prove too foolhardy. The Foundlings have an affinity for music and song and are often the companions of Players. It is said that the *sa'zera* will continue to wander with wide-eyed marvel until their voices rise in the "song of return"—a song whose melody, words, and purpose are yet unknown even to themselves. It is also said that the Foundlings will continue to travel seemingly with out aim until they discover "the stone-stone truth"—another mystery with little explanation. Perhaps their inquisitive journeys explain why no two Foundlings stay close together for long; the farther each roams, the greater the knowledge and discoveries made.

Finally, though these people do not gather often nor find company amongst themselves, the Foundlings form lasting and deep kinship bonds. Kinship applies to blood relations and extended relations as well. The bonds of kinship are similar to the bonds of family, heredity, marriage, honor, and even employment and servitude. However, such bonds go beyond these connections and definitions; for example, there are kin-brothers, kin-sisters, kin-fathers, kin-mothers, kin-sons, kin-daughters, kin-masters, and kin-servants. Kinship is an individual covenant and is respected above all other ties. Two Foundlings may be brothers but may not share kinship, especially if one has wronged the other. Kinship cannot be asked for; it can only be given and accepted or refused. Those who share kinship must always meet in peace and the kin-taker usually must defer to the wisdom and the will of the kin-giver. To seal or to break a kinship is a serious affair and treated with the sobriety of death. Once accepted, only the giver of kinship can withdraw the bond.

The Foundlings shun all heavy armors (6 hit-point or greater), heavy shields (medium or greater), and great weapons. Furthermore, because of their unique mystical abilities, no Foundling can take *Magic Ability* but they may learn *Mistic Ability*.

The Foundlings require (calculated for Rule of Skill):

Rank	Requisites	Points	Gained Perks
Foundling of the Dust	<i>Feat of Will 1, Feat of Speed 1</i> <i>Concealing 1, Tracking 1</i> <i>Looting 1</i> <i>Music Lore 1, Mistic Lore 1</i> <i>Organization 1</i>	30	<ul style="list-style-type: none"> <li>lineage</li> <li>Organizational ability: <i>Mimickingx 3</i> a day (applies only to knowledge &amp; information skills)</li> <li>Organizational ability: + 1 <i>Feat of Magic</i></li> </ul>
Foundling of the Sand	<i>Feat of Will 2, Feat of Speed 2</i> <i>Concealing 2, Tracking 2</i> <i>Music Lore 2, Survival 3</i> any new skill 1	35	<ul style="list-style-type: none"> <li>Organizational ability: <i>Mimickingx 4</i> a day</li> </ul>
Foundling of the Stone	<i>Feat of Will 3, Feat of Speed 3</i> <i>Concealing 3, Tracking 3</i> <i>Music Lore 3</i> any new skill 1	43	<ul style="list-style-type: none"> <li>Organizational ability: <i>Mimickingx 5</i> a day</li> </ul>
Foundling of the Pass	<i>Feat of Will 4</i> <i>Concealing 4, Music Lore 4</i> any new skill 1 <i>Organization 2</i>	49	<ul style="list-style-type: none"> <li>Organizational ability: <i>Mimickingx 6</i> a day (include artisan and technical skills)</li> <li>Organizational ability: + 1 <i>Feat of Magic</i></li> </ul>
Foundling of the Cave	<i>Feat of Will 5, Feat of Speed 4</i> <i>Concealing 5, Music Lore 5</i> any new skill 1	56	<ul style="list-style-type: none"> <li>Organizational ability: <i>Mimickingx 7</i> a day</li> </ul>
Foundling of the Stave	<i>Feat of Will 6, Feat of Speed 5</i> <i>Concealing 6, Music Lore 6</i> any new skill 1	68	<ul style="list-style-type: none"> <li>Organizational ability: <i>Mimickingx 8</i> a day</li> </ul>
Foundling of the Bone	<i>Feat of Will 7, Feat of Speed 6</i> <i>Concealing 7, Music Lore 7</i> any new skill 1	80	<ul style="list-style-type: none"> <li>Organizational ability: <i>Mimickingx 9</i> a day</li> </ul>
Foundling of the Sun	<i>Feat of Will 8</i> <i>Concealing 8, Music Lore 8</i> any new skill 1 <i>Organization 3</i>	87	<ul style="list-style-type: none"> <li>Organizational ability: <i>Mimickingx 10</i> a day (include physical and mental abilities)</li> <li>Organizational ability: + 1 <i>Feat of Magic</i></li> </ul>

Rank (cont.)	Requisites (cont.)	Points	Gained Perks
Foundling of the Fire	<i>Feat of Will 9, Feat of Speed 7</i> <i>Concealing 9, Music Lore 9</i> <i>Mistic Lore 2</i> any new skill 1	109	<ul style="list-style-type: none"> <li>Organizational ability: <i>Mimickingx 11</i> a day</li> </ul>
Foundling of the Song	<i>Feat of Will 10, Feat of Speed 8</i> <i>Concealing 10, Music Lore 10</i> <i>Mistic Lore 3</i> any new skill 1	126	<ul style="list-style-type: none"> <li>Organizational ability: <i>Mimickingx 12</i> a day (include superhuman and supernatural abilities)</li> <li>Organizational ability: + 1 <i>Feat of Magic</i></li> </ul>

One of the most intriguing things discovered by the Order of the Rain about the Foundlings is their mystical ability to *mimic* the skills, abilities, and knowledges of any living creature touched. The Foundling must make skin-to-skin contact with the creature to be *mimicked* and the Foundling must know the ability to be *mimicked*. This touch is called the "union" or the "discovery" by the Foundlings. This ability allows the Foundling to temporarily take on skills and abilities he or she normally does not have or at a greater level than he or she has.

As a Foundling grows in strength and experience, his or her abilities grow more prominent. At first, a Foundling can only *mimic* knowledges such as *Lore skills, Languages, and information skills*. The Foundling may *mimic* the following: *Animal Lore, Astrology, Courtier, History, Language, Legend Lore, Magic Lore, Mineral Lore, Mistic Lore, Music Lore, Nautical Lore, Plant Lore, Poison Lore, and Streetwise*.

Next, a Foundling can *mimic* artisan or technical skills such as *Aid, Appraising, Armorsmithing, Artisan, Climbing, Concealing, Disguise, Find/Remove Traps, Forgery, Lock Picking, Looting, Pick Pocket, Survival, Tracking, Waylay, and Weaponsmithing*. The Foundling can also take on *New Weapon Proficiencies*.

As the Foundling progresses, he or she can *mimic* physical and mental abilities including *Feat of Speed, Feat of Strength, Feign Death, Immunity to Disease, Immunity to Fear, Immunity to Paralysis, and Immunity to Poison*. In addition, the Foundling can also take on *Killing Strike*.

Finally, a Foundling can *mimic* superhuman or supernatural abilities such as *Feat of Luck, Feat of Magic, Increased Damage, and Physical Defense*. Furthermore, a Foundling can *mimic* one specific magical effect or spell including *Protection* spells and combative spells.

Once a union is made, the Foundling may invoke the *mimicked* skill or ability as many times as he or she desires unless the *mimicked* skill or ability itself has a certain number of uses per day (e.g. *Feat of Strength*).

For example, a Foundling touches a creature he or she knows has the skill *Animal Lore*. The creature's *Animal Lore* skill level is 5. Therefore, the Foundling gains the creature's knowledge of animals at the same level for the remainder of the day or until the Foundling *mimics* another skill.

On the other hand, a Foundling touches a creature he or she knows has the ability *Feat of Speed*. The creature's *Feat of Speed* is level 4. Therefore, the Foundling gains 4 uses of *Feat of Speed* for the remainder of the day or until he or she *mimics* another skill. However, if the creature has already expended 2 *Feats* then the Foundling can only *mimic* 2 uses. The Foundling's *mimicked* ability cannot be refreshed by magic. To gain more *Feats*, the Foundling must *mimic* the ability again.

Furthermore, any *mimicked* magical effect or spell counts as a one-use ability only. Therefore, a Foundling touches a creature he or she knows has the ability to invoke *Fireball*. Therefore, the Foundling may throw one *Fireball* at will. He or she must shout the appropriate invocation. To gain another *Fireball*, the Foundling must *mimic* the ability again.

The Foundling may have one skill or ability *mimicked* at any given time. To gain a new skill or ability, the Foundling simply releases the old "discovery" and takes on a new "union." The Foundling may invoke his or her *mimicking* ability as many times per day as his or her power allows. Once a union has been released, the knowledge is lost and only vague memories remain in the Foundling's mind. The Foundling cannot recall a skill or ability once it has been replaced; he or she must *mimic* the skill again to regain the knowledge.

The Foundling cannot *mimic* a skill or ability not listed above. Remember that the Foundling cannot *mimic* a skill or ability of a non-living creature. Finally, a Foundling cannot *mimic* a skill or ability from