



## *The Arcane*

### *Sanctum*

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### *Meta-org Summary*

The Arcane Sanctum is a repository of Arcane Knowledge based mainly in Calanda. Although there are other Sanctums' throughout Calandonia, the Prime Sanctum is in Calanhelm close to the Castle of Kings.

All Sanctums are part of this larger community with similar rank structures throughout. Although the Elves, Dark Elves, Dwarves and others use different names, the ranks are equivalent in their duties, benefits and burdens.

The Sanctum was once a secret haven for celestial casters who faced dreadful persecution at the hands of a fearful populace, the Arcane Sanctum is now a society of celestial casters from all across the breadth of Calandonia. Its members are bound together to learn and share from each other, and to promote the civilized use of the arcane art in Calandonia.

Strongly tied to the King of Calanda, who helped to found the Sanctum during a hazardous time for all arcane mages, the society is now regarded as a universal bastion of arcane knowledge in Calandonia.

Throughout the History of the Arcane Sanctum it has been made clear to all of its members of the most important rule. Joining the Sanctum is a sacrifice and a privilege. Not everyone who can be a Celestial caster is cut out for the Sanctum. The major restriction of the Sanctum is that members may never "dabble" in Earth Magic. They may never learn the Earth sphere or even copy Earth spells. They are

reprimanded for using magic items that have been created through Earth Magic. Why this is has been kept to the forgotten history of the Sanctum, but many speculate it is due to many powerful mages that unleashed horrific spells and rituals during the Great War. No member is allowed to "dual cast" as the power of both Celestial and Earth combined is feared throughout the lands. To be caught wielding both powers is to lead to a very certain DEATH or OBLITERATE.

The Mandate of the Sanctum is to protect the lands from those who would abuse Celestial power or attempt to wield it to harm the Kingdom or its subjects. Their methods are sometimes considered brutal and callous, but the lessons of the past are ingrained in the higher ranks and they understand that swift justice may be the only recourse to a threat.

***Please note for clarification- Members of the Sanctum may never join the Earth Weavers and vice-versa. This is a PLOT device. There may be ways "around this" found In Game. This has always been our intent and PLOT has told all players of this when they join the game. This is only here for clarification and to avoid any confusion.***

### *History of the Org*

***Note that the history written below is the common knowledge about the Sanctum. There is much more that only the higher ranked members are privy too.***

The Arcane Sanctum can date itself back thousands of years, long before the Great War. Once magic stirred in the world, there was an immediate call, mostly out of fear, to contain this new power.

Although the Elves claim that they were the first Celestial casters, this has never been proven to be true. It also cannot be proven false, so the Elves, in their arrogance, hold dear to that claim. Most celestial casters really do not care, but it is a spot of personal pride that cannot be tarnished. The Sanctum has a massive repository of celestial magic. Some say its library holds pieces of the lost Histories of Calandonia and there are whispers that the Arch Mage has a key to a hidden planar rift where this information was whisked away to during the Great War.



The Sanctum's main library is in the capital city of Calanhelm. It has weathered the storms of war, famine, natural disasters and attempts of men to dismantle it. At first this was a hovel of a building. A few celestial casters banded together in a "safe" place to learn and practice their magic, away from the fearful eyes of "mundane". As their ranks grew, so too did their need for larger quarters. They applied their rituals to ward the building from outside powers, scrying and giving them a respite from the harsh reality outside their walls.

The first ArchMage, Autrum, whose claim of the title did not sit well with some of the other races, petitioned the King to allow them to expropriate land and buildings near the castle in order to expand the growing needs of the Sanctum. Through use of fear tactics, bribery and even threats, the land owners around the castle "decided" it was a good idea to help out the Sanctum.

The result is the current massive complex that nearly dwarfs the castle in size. The building boasts flying buttresses, multiple levels and spires that nearly reach the sky. The building houses numerous tombs of past ArchMages as well as a library of spells and rituals said to be so large that it has never been catalogued. This is far from true, but to keep the mystique about the Sanctum, they allow those rumours to circulate (and even spread a few of their own). If the public ever knew exactly what kind of powerful magic was kept in the Sanctum, panic would spread quicker than a lightning bolt.

In recent history (as in the age of Parson and forward) the Arcane Sanctum has become a power to be reckoned with. During the Great Wars and several times after, the Arcane Sanctum has been another voice on the Grand Council, albeit rarely. If the Grand Council cannot come to a majority decision, the ArchMage then casts the final tie-breaking vote. Many times, the ArchMage will abstain from voting in order for the Grand Council to come to a proper decision. As a result they have been able to curry the favour of most of the Council at one point or another as a vote swayed in their direction is better than a deadlock.

As well, during times where Calanda's ruler was dead/missing etc the ArchMage was seated as Steward of the Kingdom. Once even the ArchMage was named King in the endless absence of a ruler to the lands. The Grand Council convened and chose another King to rule within a few years of his reign. Needless to say, this comes with a lot of influence and wealth as every noble family keeps the ArchMage in favour in hopes that should something happen to the royal House, they may suddenly find themselves in line for the Kingdom. During lengthy absences by the King, the ArchMage takes on the mantle of Reagent to the Throne allowing all pressing matters of state to continue.

Currently, the ArchMage Az'Caine is the highest ranking member of the Arcane Sanctum. No major events happen that he is not aware of. He has been the seat of power for nearly 50 years, using rituals and other magics to keep himself appearing younger than his actual years.

Recently, the ArchMage was involved in unleashing a devastating Ritual near Parson's Breach to protect himself and more importantly, the King. The devastation nearly leveled a mountain pass and killed hundreds of undead and mountain folk near the vicinity. Currently he is now searching for clues as to the whereabouts of the King as the Ritual whisked them both into "pocket realms" to keep them from harm.

As of Year PC114 the Arcane Sanctum has officially declared a Conclave-Penta in Parson's Breach. They struggle with the threats from The Dark Reaches including Hybrid Elementals, Undead and other Magesterium Elementals such as Time, Chaos and Death. The ArchMage is currently seated as the Regent due to the King leaving on a quest into the Dark Reaches.

### *Introduction to the hierarchy*

The Arcane Sanctum holds its members – and membership – very seriously. No one over steps his or her boundaries for the penalty is expulsion from the organization. On any matter of internal significance to the Sanctum, Initiates speak only with Lore Seekers, Lore Seekers only speak with Lore Teachers, etc. The



hierarchy is strictly adhered to. This isn't to say that an Initiate cannot speak with an Advocate outside of the Sanctum. It is only that any matters that concern the organization are only spoken about in the proper chain of command.

## *Arcane Sanctum Member*

### *benefits*

The Arcane Sanctum hones its guild to be the best spellcasters they can be. They have a very strict regiment involving mediation and study of their spellbooks that allows a level of intimate knowledge of their spells.

Depending on rank within the guild members can spend time meditating and re-reading their spell books to recover lost spells.

*(OOG: This means you miscast a spell or you completely missed a creature with the spell. This ability does not work if you cast a spell and the creature successfully defended against it with an ability such as Cloak, Resist, Phase, No Effect etc. This ability does not work for scroll miscasts or misses. If you are unsure, please ask Cory at an event)*

**Rank 1:** 5 minutes of mediation within a Greater Circle of Power and a spell book- Regain lost spells up to level 3

**Rank 2:** 5 minutes of mediation within a Greater Circle of Power and a spell book - Regain lost spells up to level 5

**Rank 3:** 5 minutes of mediation within a Greater Circle of Power and a spell book - Regain lost spells up to level 7

**Rank 4:** 5 minutes of mediation within a Greater Circle of Power and a spell book - Regain lost spells up to level 9

### **Rank One: Initiate**

Initiates are the lowest ranks of the Arcane Sanctum and the most numerous. The Arcane Sanctum requires all casters to register with them to ensure the King and Grand Council members have a roster of all Celestial casters in Calandonia.

**Qualifications:** The initiate must learn Read/Write and Read Magic. Once they have learned those skills they can petition a Lore Master to become their Initiate.

If the character already has the ability to cast 1<sup>st</sup> level Celestial spells (not spell-like abilities from magic weapons) they do not have to petition a Lore Master. Initiates should be aware that to attain higher ranks in the order, they will need specific ranks in certain skills and continue to learn new spells.

**Benefits:** Initiates of the Arcane Sanctum receive the following benefits for membership:

- ❖ Celestial casters gain access to the lower levels of the Sanctum's library, allowing them to copy spells of 1<sup>st</sup> to 5<sup>th</sup> levels into their spellbook. They still must pay the 3cp per page in ink cost. It takes one page per level of spell (so a 5<sup>th</sup> level spell is 5 pages or 15cp/1sp 5cp)

**Burden:** All members of the Arcane Sanctum are by default part of the Home Guard and must rally with the Guard in times of war or crisis. The Arcane Sanctum still follows their hierarchy during these times and can only be given orders by higher ranking Sanctum members.

As well, members must tithe a minimum of 5% to the Arcane Sanctum (minimum 1sp per weekend event), for costs of maintaining the building, Circle of Power and inks. *This tithe is carried forward through all Ranks, and must be paid by all members of the Arcane Sanctum. This tithe is to come from sales of scrolls or treasure found during questing.*

This tithe is to be noted in the Arcane Sanctums' log with the heading "tithe". This tithe can be used in the future for spells or rituals cast to aid the player, but not the purchase of new spells.

***Members of the Arcane Sanctum are FORBIDDEN to teach non-members Celestial Spells under penalty of expulsion and/or DEATH. This burden carries through all ranks. Magic Inks are highly controlled by the guild. Any member caught scribing spells for a non-member will be expelled and/or given a DEATH.***



**Advancement:** In order for an Initiate to become a Lore Seeker, they must fulfill the following requirements:

- ❖ Cast 5th level Celestial Spells
- ❖ Teacher Level 2
- ❖ Craftsman (Arcane Lore) Rank 1
- ❖ Spend 4 months as an Initiate
- ❖ Pay a fee of 1gp to the Arcane Sanctum

*For those of Celestial magic that are more attuned to warfare, they will be placed in the **Arcane Vanguard**, the more Militant section of the Sanctum currently lead by Marshal Farr'Shen, a Lion Saar of unmatched skill at arms and arcana:*

- ❖ Ability to cast 3<sup>rd</sup> level Celestial spells
- ❖ Teacher Level 1
- ❖ Craftsman (Arcane Lore) 1
- ❖ Legerdemain, Back attack 1 (Adept)
- ❖ Blacksmith Rank 2 (Templar)
- ❖ Critical Attack 1
- ❖ Spend 4 months as an Initiate
- ❖ Pay a fee of 1gp to the Arcane Sanctum

**Special Note:** Characters may bypass the rank of Initiate if they so choose, but they must meet the following requirements:

- ❖ Cast 5th level Celestial Spells
- ❖ Teacher Level 2
- ❖ Craftsman (Arcane Lore) Rank 1
- ❖ Spend 4 months as an Initiate
- ❖ Pay a membership fee of 2.5 gold

Players who meet these requirements are considered Lore Seekers, and receive all the benefits and burdens thereof.

### **Arcane Sanctum Rank Two: Lore Seeker**

Lore Seekers are on the path to learning more potent spells and minor rituals. Seekers

help Teachers to bolster the ranks and keep the Initiates from causing too much trouble.

**Qualifications:** Have completed the tasks set forth as an Initiate:

- ❖ Cast 5th level Celestial Spells
- ❖ Teacher Level 2
- ❖ Craftsman (Arcane Lore) Rank 1
- ❖ Spend 4 months as an Initiate
- ❖ Pay a fee of 1gp to the Arcane Sanctum

### **Arcane Vanguard Rank Two: Lore Warrior**

These are the Lore Seeker counterparts in the sanctum, the mainstay and base ranks of magic and weapon. Marching out and around the world to defend and escort those of the sanctum, their abilities are basic but their hearts set and steady. Their qualifications would be able to cast our third tier of spells, to be able to successfully teach abilities at least twice a month and imply their knowledge, to know of the basics in arcane lore as a craft, and then from front or back to learn how to properly use their weapons in at least one hard fight. For those who have been sometimes nicknamed templars we strive they earn their knowledge in blacksmithing of the second rank, for the adepts the art of Legerdemain to unlock secrets left hidden.

To become a Lore Warrior, one must spend two months as a basic initiate inside the Arcane Sanctum or at least a single month with the recommendation from a senior member for promotion to Lore Warrior.

**Qualifications:** Have completed the tasks set forth as an Initiate:

- ❖ Ability to cast 3<sup>rd</sup> level Celestial spells
- ❖ Teacher Level 1
- ❖ Craftsman (Arcane Lore) Rank 1
- ❖ Legerdemain, Back attack 1 (Adept)
- ❖ Blacksmith Rank 2 (Templar)
- ❖ Critical Attack 1



**Benefits:** Lore Seekers and Warriors are required, as a part of their membership, to help with some of the classes that occur for Initiates. This usually includes some direct teaching, but mostly involves being the teacher's aide for the Lore Teacher or Advocate who is running the class.

Lore Seekers and Warriors of the Arcane Sanctum have access to the benefits of the Initiate Rank, as well as the following:

- ❖ Celestial casters gain access to the lower levels of the Sanctum's library, allowing them to copy spells of 1<sup>st</sup> to 7<sup>th</sup> levels into their spellbook. They still must pay the 3cp per page in ink cost. It takes one page per level of spell (so a 5<sup>th</sup> level spell is 5 pages or 15cp/1sp 5cp)
- ❖ Lore Seekers gain access to the Sanctum's Scroll Workshop. This allows double PP at weekend events.
- ❖ Lore Warriors gain access to the Vanguard's Blacksmithing Workshop. This allows double PP at weekend events.
- ❖ **Paragon Abilities:** You may purchase 1 (one) of the following abilities for 200 Goblin Stamps per weekend event.

❖ Scholar's Paragon

- **Invoker:** +2 damage with Wands, Bane Evocation, Magic Elemental Blast
- **Planeswalker:** Resist Element, Magic Subjugate, Magic Banish, May expend wand charges for Cloak <Stone, Lightning, Ice, Flame> at 5 charges per Cloak
- **Willbender:** Bane Command x2, Magic Sleep, Magic Shun, Magic Fear
- **Ensnarer:** Bane Binding x2, Magic Web x2, Magic Confine, Magic Prison

❖ Templar Paragon

- **Defender:** +5 Body, Spellstrike Web, Magic Elemental Shield

- **Deflector:** Parry, Cloak Evocation, Spell Parry
- **Cavalier:** +1 Damage with All Weapons, Cloak Summoned Force, Magic Magic Blade

❖ Adept Paragon

- **Arcane Trickster:** Magic Shun, Evade x2, Phase
- **Magehunter:** Spellstrike Silence, Backstab, Cloak (player's choice, not Other)
- **Nightstalker:** Magic Sleep, Stun Limb, Evade x2

**Burdens:** as Initiate.

**Advancement:** In order for a Lore Seeker to become a Lore Teacher, they must fulfill the following requirements:

- ❖ Cast 7<sup>th</sup> level spells
- ❖ 4 months in Lore Seeker position
- ❖ Teacher Level 2
- ❖ Craft Scroll Rank 3
- ❖ Craftsman relevant skill to the Arcane Sanctum of your choice (speak to PLOT about your choice. This will become your character's "specialty" within the guild.) Rank 1
- ❖ Pay a fee of 1gp to the Sanctum

**Advancement:** For a Lore Warrior to become a Celestial Armsman they must fulfill the following requirements:

- ❖ Ability to cast level 5th Celestial spells
- ❖ Teacher Level 2
- ❖ Backstab, Disarm 1 (Adept)
- ❖ Weapon Proficiency, Blacksmith to 3 (Templar)
- ❖ Spend 3 months as a Lore Warrior
- ❖ 1gp to the Sanctum



### **Arcane Sanctum Rank Three: Lore Teacher**

Lore Teachers are the highest rank before moving into the upper tier of the Sanctum. Lore Teachers love to share their knowledge with the lower ranks. Some Lore Teachers never rise above this rank, preferring to teach rather than engage in the politics of the upper tier.

**Qualifications:** Have completed the tasks set forth as a Lore Seeker, and completed the required Advancement:

- ❖ Cast 7<sup>th</sup> level spells
- ❖ 3 months in Lore Seeker position
- ❖ Teacher Rank 2
- ❖ Craft Scroll Rank 3
- ❖ Craftsman relevant skill to the Arcane Sanctum of your choice (speak to PLOT about your choice. This will become your character's "specialty" within the guild.) Rank 1
- ❖ Pay a fee of 1gp to the Sanctum

### **Arcane Vanguard Rank Three: Celestial Armsman**

The Lore Teacher's Vanguard counterpart is one who has now seen a few months within the Sanctum and are now beginning to see both knowledge and funding for their efforts and the Sanctum. Increasing at their ability to teach, to fight well in multiple battles and likely take up armor and other skills for their work, they will provide the melee capability for those who would otherwise chop them aside.

The qualifications for those to gain the Celestial Armsman rank are that with the knowledge of the fifth tier spells, and to teach at least four things a month. Their weapon proficiency or their ability to attack one's flanks in multiple skirmishes is a must. The armoring of one's self or finesse is something that will be a debate of style or combat experience, and so with this the requirement to wear at least a bit more armor or to disarm your foes will be a requirement when the spells run dry.

**Qualifications:** Have completed the tasks set forth as a Lore Warrior, and completed the required Advancement:

- ❖ Ability to cast level 5th Celestial spells
- ❖ Teacher Level 2
- ❖ Backstab, Disarm 1 (Adept)
- ❖ Weapon Proficiency, Blacksmith to 3 (Templar)

**Benefits:** Lore Teachers are teachers and scholars to the citizens of Calandonia. They are also the liaison between the upper tier and the members of the Sanctum of lower rank. They take requests and suggestions to the Advocates, so that anyone may have a voice in the Council in this way.

Lore Teachers and Celestial Armsman of the Arcane Sanctum have access to the benefits of the Initiate Rank and Lore Seeker/Warrior Rank, as well as the following:

- ❖ Celestial casters gain access to the lower levels of the Sanctum's library, allowing them to copy spells of 1<sup>st</sup> to 9<sup>th</sup> levels into their spellbook. They still must pay the 3cp per page in ink cost. It takes one page per level of spell (so a 5<sup>th</sup> level spell is 5 pages or 15cp/1sp 5cp)
- ❖ **Paragon Abilities:** You may purchase 1 (one) of the following abilities for 300 Goblin Stamps per weekend event. You may purchase the lower rank Paragon for less GS, but you may only ever have 1 Paragon per weekend.

#### ❖ Scholar's Paragon

- **Invoker:** +3 damage with Wands, Bane Evocation, Magic Elemental Blast x2
- **Planeswalker:** Resist Element x2, Magic Subjugate, Magic Banish x2, May expend wand charges for Cloak <Stone, Lightning, Ice, Flame> at 5 charges per Cloak
- **Willbender:** Bane Command x2, Magic Sleep x2, Magic Shun, Magic Fear x2
- **Ensnarer:** Bane Binding x2, Magic Web x2, Magic Confine x2, Magic Prison



#### ❖ Templar Paragon

- **Defender:** +8 Body, Spellstrike Web x2, Magic Elemental Shield
- **Deflector:** Parry, Cloak Evocation x2, Spell Parry
- **Cavalier:** +1 Damage with All Weapons, Cloak Summoned Force x2, Magic Magic Blade x2

#### ❖ Adept Paragon

- **Arcane Trickster:** Magic Shun x2, Evade x2, Phase
- **Magehunter:** Spellstrike Silence x2, Backstab, Cloak (player's choice, not Other) x2
- **Nightstalker:** Magic Sleep x2, Stun Limb, Evade x3

**Advancement:** In order for a Lore Teacher to become an Adeptus Major, they must fulfill the following requirements:

- ❖ Cast 9<sup>th</sup> level spells
- ❖ Craft Scroll Rank 5
- ❖ 6 months in Lore Teacher position
- ❖ Pay a fee of 3gp to the Sanctum

**Advancement:** In order for a Celestial Armsman to become War Mage, they must fulfill the following requirements:

- ❖ Ability to cast level 7th Celestial spells
- ❖ Dodge, Evade, Craftsman Magical Trap Design 1 (Adept)
- ❖ Shield and Craftsman Magic Tactics 1 (Templar)
- ❖ 2 Gold to the Sanctum
- ❖ 3 Months in the Celestial Armsman Rank
- ❖ 1 senior rank in the militant wing must accredit the candidate for War Mage

#### **Arcane Sanctum Rank Four: Adeptus Major**

The Adeptus Major is the first step in the higher workings of the Sanctum. By this point in a mage's career, they have spent a year or more in the Sanctum and in Alliance Calgary. Players should understand that this position begins more integration with PLOT and the development of the Sanctum.

**Qualifications:** Have completed the tasks set forth as a Lore Teacher, and completed the required Advancement.

- ❖ Cast 9<sup>th</sup> level spells
- ❖ Craft Scroll Rank 5
- ❖ 6 months in Lore Teacher position
- ❖ Pay a fee of 3gp to the Sanctum

#### **Arcane Vanguard Rank Four: War Mage**

The Adeptus Major's counterpart is the War Mage, someone who has spent almost a year on the field and veteran to the dangers the Sanctum must face on a monthly basis upon the frontiers while keeping order and support for their scholarly counterparts and fellows alike. Able to cast the higher levels as well as handle a blade or hammer as any competent soldier, the War Mage seeks and destroys those who would disturb the sanctity and security of the Sanctum's interests.

**Qualifications:** Have completed the tasks set forth as a Celestial Armsman, and completed the required Advancement:

- ❖ Ability to cast 7th level Celestial spells
- ❖ Dodge, Evade, Craftsman Magical Trap Design 1 (Adept)
- ❖ Shield and Craftsman Magic Tactics 1 (Templar)
- ❖ 2 Gold to the Sanctum
- ❖ 3 Months in the Celestial Armsman Rank
- ❖ 1 senior rank in the militant wing must accredit the candidate for War Mage



**Benefits:** Adeptus Majors of the Arcane Sanctum are where the true political power of the Order begins. Adeptus Majors are allowed to sit in on meetings of the Arcane Council, and also have some voting power with regards to how the Sanctum should proceed with its internal and external affairs. All meetings of the Arcane Council are held in Calanhelm, and are sometimes held with other high-ranking members of both the Home Guard and the Earth Weavers.

Adeptus Majors of the Arcane Sanctum have access to benefits from the Lore Seeker and Lore Master Ranks, as well as the following:

- ❖ Access to the complete Ritual Book of the Sanctum. Other than requiring reagents for the rituals, there is no charge by the Sanctum for using their Circle of Power. An Adeptus Major may enlist the Magus to help cast a ritual beyond their means. The Magus is obliged to give aid if he/she has the time.
- ❖ Rank equivalent in the Home Guard is Lieutenant.
- ❖ The Sanctum Ritual vault opens for the Adeptus Majors. Rituals in the vault will be based on player needs and this will be updated in 2013 once the LARP season progresses.
- ❖ **Paragon Abilities:** You may purchase 1 (one) of the following abilities for 400 Goblin Stamps per weekend event. You may purchase the lower rank Paragon for less GS, but you may only ever have 1 Paragon per weekend.

❖ Scholar's Paragon

- **Invoker:** +4 damage with Wands, Bane Evocation x2, Magic Elemental Blast x2, for each Invocation cast, heal 3x the level of the spell in body
- **Planeswalker:** Resist Element x2, Magic Subjugate x2, Magic Banish x2, May expend wand charges for Cloak <Stone, Lightning, Ice, Flame> at 4 charges per Cloak

- **Willbender:** Bane Command x2, Magic Sleep x2, Magic Shun x2, Magic Fear x2, Expend a Command spell for a Cloak Command
- **Ensnarer:** Bane Binding x2, Magic Web x2, Magic Confine x2, Magic Prison x2, Expend a Binding Spell for Cloak Binding

❖ Templar Paragon

- **Defender:** +10 Body, Spellstrike Web x2, Magic Elemental Shield x2
- **Deflector:** Parry x2, Cloak Evocation x2, Spell Parry x2
- **Cavalier:** +3 Damage with All Weapons, Cloak Summoned Force x2, Magic Magic Blade x2, Expend a Summoned Force Spell for Cloak Summoned Force

❖ Adept Paragon

- **Arcane Trickster:** Magic Shun x2, Evade x3, Phase x2
- **Magehunter:** Spellstrike Silence x2, Backstab x2, Cloak (player's choice, not Other) x3
- **Nightstalker:** Magic Sleep x2, Stun Limb x2, Evade x3, Shadow Jump x2 (rift ability in and out twice, must be in shadows may not enter a Ward or CoP)

**Burdens:** The Adeptus Major will be in charge of the Sanctum's "ledger" or "log". They need to ensure that members are paying their tithe before game end on Sunday. They need to present the log to the Magus and balance the coffers.

**Advancement:** In order for an Adeptus Majors to become a Magus, they must fulfill the following requirements:

- ❖ Formal Level Magic Rank 10
- ❖ Minimum 4 "column" casting ability.
- ❖ Create Scroll Rank 10 Craftsman
- ❖ Craftsman (Ritual Magic Lore) Rank 1



- ❖ Craftsman (Lawyer) Rank 2
- ❖ 1 Year as an Adeptus Major
- ❖ Appointed by the ArchMage

**Advancement:** In order for War Mage to become a Sanctum Marshal, they must fulfill the following requirements:

- ❖ Formal Rank 10
- ❖ Teacher Level 2
- ❖ Backstab x2, Assassinate 1, Dodge, Craftsman Magical Trap Design 2 (Adept)
- ❖ Weapon Prof x2, Slay, Parry. Blacksmith to 5 (Templar)
- ❖ 2.5 Gold to the Sanctum
- ❖ Appointed only by the ArchMage

### **Arcane Sanctum Rank Five: Magus**

The Magus is a designation of honour. Not many celestial casters make it to this level and those that do rarely ever leave the order. A magus helps run the local sanctum and their word is final. Only the ArchMage may overrule a Magus and that only happens in extreme circumstances.

The Magus is one of the Conclave-Penta. These five individuals run the inner workings of the local Sanctum. Any major decision must be put to a vote. One Magus will be named the Magus-Prime and he/she will communicate with PLOT and the ArchMage directly to avoid confusion that can arise with multiple players in a power position. The ArchMage may overrule the entire Conclave-Penta if there is a PLOT reason.

**Qualifications:** Have completed the tasks set forth as an Adeptus Major, and completed the required Advancements:

- ❖ Formal Level Magic Rank 10
- ❖ Minimum 4 “column” casting ability.
- ❖ Create Scroll Rank 10
- ❖ 4 months as an Adeptus Major
- ❖ Craftsman (Ritual Magic Lore) Rank 1

- ❖ Craftsman (Lawyer) Rank 2

### **Arcane Vanguard Rank Five: Sanctum Marshal**

Sanctum Marshals are only appointed by the ArchMage. This posting has the same duties and responsibilities as the Magus rank. Only 1 Sanctum Marshal will be promoted in each Conclave-Penta. The current Sanctum Marshal of Calanhelm is Farr’Shen, the mighty Lion Saar. His skill in combat has no equal in the Sanctum.

Qualifications for this rank are the needed knowledge of at least the basics of formal magic if not higher and the second tier of proficiency in weapons or stabbing for key weak points. Adepts will learn the art of assassination in one strike, their ability to evade more than once within a fight, to gain further knowledge in magical trap design and have knowledge of Sanctum politics. Templars would further toward the use felling an opponent in one hit or blocking mighty swings. Their Blacksmith skill must continue to increase with a goal of attaining a Journeyman level soon after promotion.

**Qualifications:** Have completed the tasks set forth as a War Mage, and completed the required Advancements:

- ❖ Formal Rank 1
- ❖ Teacher Level 2
- ❖ Backstab x2, Assassinate 1, Dodge, Craftsman Magical Trap Design 2 (Adept)
- ❖ Weapon Prof x2, Slay, Parry. Blacksmith to 5 (Templar)
- ❖ 2.5 Gold to the Sanctum
- ❖ Appointed only by the ArchMage

**Benefits:** Magus is the top of the echelon. They are considered in the same rank category as Commander in the Home Guard. They are the leaders of the Conclave-Penta, and make decisions for the entire Sanctum. The Magus of each Sanctum vote amongst themselves every



time the position of ArchMage is vacant. Currently there are only 12 Magus, not including the current ArchMage, Az'Caine.

A Magus of the Arcane Sanctum has access to the benefits of the Lore Teacher and Adeptus Major Ranks, as well as the following:

- ❖ Access to the “ear” of the ArchMage and access to many rituals that are PLOT only controlled. Until a player reaches this level, PLOT controlled rituals are not even “out there.”
- ❖ Given the tile of Magistrate if not already in that position
- ❖ **Paragon Abilities:** You may purchase 1 (one) of the following abilities for 500 Goblin Stamps per weekend event. You may purchase the lower rank Paragon for less GS, but you may only ever have 1 Paragon per weekend.

❖ Scholar's Paragon

- **Invoker:** +5 damage with Wands, Bane Evocation x2, Cloak Summoned Force x2, Magic Elemental Blast x3, for each Invocation cast, heal 4x the level of the spell in body
- **Planeswalker:** Resist Element x2, Resist Magic x2, Magic Subjugate x2, Magic Banish x2, May expend wand charges for Cloak <Stone, Lightning, Ice, Flame> at 3 charges per Cloak
- **Willbender:** Bane Command x2, Cloak Greater Command, Magic Sleep x2, Magic Shun x3, Magic Fear x2, Expend a Command spell for a Bane Command
- **Ensnarer:** Bane Binding x2, Magic Web x3, Magic Confine x2, Magic Prison x2, Expend a Binding Spell for Bane Binding

❖ Templar Paragon

- **Defender:** +15 Body, Spellstrike Web x2, Magic Elemental Shield x2, Resist Magic x2

- **Deflector:** Parry x2, Cloak Evocation x3, Spell Parry x2, Resist Magic x2
- **Cavalier:** +3 Damage with All Weapons, Cloak Summoned Force x2, Magic Magic Blade x2, Expend a Summoned Force Spell for Bane Summoned Force, Resist Magic x2

❖ Adept Paragon

- **Arcane Trickster:** Magic Shun x2, Evade x3, Phase x2
- **Magehunter:** Spellstrike Silence x2, Backstab x2, Cloak (player's choice, not Other) x3
- **Nightstalker:** Magic Sleep x2, Stun Limb x2, Evade x3, Shadow Jump x2 (rift ability in and out twice, must be in shadows may not enter a Ward or CoP)

**Burden:** All Magus must work closely with PLOT to further the storyline. They need to work to ensure that members of the sanctum do not stray “too far away” from the Sanctum's storyline.

A Magus must also ensure that the Sanctum remains prosperous through selling and trading of magic skills, rituals etc.

**Rank Six: ArchMage**

ArchMage is an elected position, voted on by the current Magus. The ArchMage spends most of his time seeing to the daily operations of the Arcane Sanctum, meeting with the King or his advisors, or studying within his private chambers.

The current ArchMage, Az'Caine, has been in his position for over 47 years. The Arcane Sanctum as a whole is pleased with his leadership, and no one has ever had any reason to doubt his rule or his intentions.

Az'Caine is a faithful and firm believer in his country, his King, and the Arcane Sanctum. He is unwavering in his duty, honor, loyalty and



service to the Arcane Sanctum, Calanda, and the relationship he has with the Grand Council.

On Az'Caine's current agenda is to strengthen the holdings of the Sanctum and ensure his legacy lives on past him. Rare to smile and fast to anger, he holds no love for the Earthweavers but does understand their important (but small) role in Calanda society.

### **Questions**

This is a meta-game organization for the Calgary Alliance Chapter. You may contact PLOT with questions or:

You may also contact Cory Fliegel via email (ops@alliancealberta.ca) with specific questions.

### **Paragon Notes:**

The Paragon abilities are new as of July 2013. You may only ever purchase one of the abilities per weekend. If you are of a higher rank you may purchase a lower rank Paragon for the lower Goblin Stamp cost, but that is the only Paragon you may purchase for the weekend. As an example: Player A is an Adeptus. He may choose any Scholar Paragon below that rank, but nothing more. Player A cannot spend 700 GS to purchase the Adeptus "Invoker" Paragon and the Lore Seeker "Willbender".

*All abilities are per currently per day skills. PLOT will evaluate how they are being used and may change them to a xEVER skill instead. Unused abilities at the end of an event are LOST.*

**Wand damage does not "stack" with Greater Wand or the Wand Frost Titan Token.** The Higher Value would replace the damage. This damage stacks with any wand the player has access to. So if Player A has 4 wands, all of them would gain the bonus damage.

If Player A has 4 wands, with one being a Greater Wand, only the other 3 wands would gain the bonus stated. The Greater Wand would only gain the extra damage if the Invoker ability is higher than the wand.

**The Cavalier ability for damage follows the same rules as the Wand ability above.** The extra damage is not Magic, so weapons will not swing for the Magic Carrier.

**The Shadow Jump ability is a "mini-rift" and must be used to "jump" from Shadow to shadow.** Player A must Rift in with a 3 count within 10 seconds of Rifting out, limiting the jump to short distances only. The Rifting in and out does not allow the PC to bypass a Ward or Circle of Power.

If a Marshal decides that the player is not following the "spirit" of this ability, they can remove any unused charges and the player may be banned from using the Nightstalker Paragon at further events.

