



## *The Earth*

### *Weavers*

Created by: Cory  
Fliegel  
Edited by: Andreas  
Zimmermann, Gwen  
Ferridge

### *Meta-org Summary*

The Earth Weavers are the Order of Casters of the Earth sphere. They divide themselves into “Circles” of ranks with the Inner Circle being the highest and the Outer Circle being the lowest.

From Aspirant to Master, all have pledged themselves to the study of Earth Magic and to battle Necromancy (Chaos magic) with their lives. Nothing is more unnatural than Necromancy and it is not tolerated, even if the laws of the land allow for minor transgressions.

### *History of the Guild*

Although Earth Magic is as old as Celestial Magic, the Earth Weavers are not seen as powerful an organization as the Arcane Sanctum. The reason for that is pretty simple: they want it that way. Earth Magic is as powerful as Celestial Magic, but the applications are more subtle. The Earth Weavers do not vie for the spotlight and power that the Arcane Sanctum craves. They have no real interest in the politics of nations, far from it. They just want to ensure that they have a voice in any situation that may affect them, such as was the case decades before.

When Earth Magic was in its infancy, many took the work to be evil and a fear of it grew. Unfortunately, when Necromancy ran rampant, the Earth casters were put squarely in the public eye and a target was painted on any caster, even if they openly opposed Necromancy.

The Arcane Sanctum took delight in the problems of Earth casters, looking down their noses at them and even spreading rumours and untruths about them if only to elevate their Sanctum or meet personal agendas.

At one point Earth Magic was nearly outlawed completely if not for the first Fatespinner, Korvus, intervening. Korvus was a powerful Earth caster, probably the most powerful to walk Calandonia. When he heard that the Grand Council was whispering about outlawing Earth Magic and banishing those who practised it to the Myst Isles or the Dark Reaches he knew that someone had to speak for those that did not have a voice.

Korvus approached the Grand Council with a plan to unite the Earth casters much as the Celestial casters were united under the Arcane Sanctum. He believed that such an approach would be seen as proactive and beneficial. Not everyone shared his viewpoint. The ArchMage of the Arcane Sanctum at the time, Mordok, viewed this proposal as a direct threat to the power the Arcane Sanctum had amassed. Mordok began a not so subtle campaign to push the banishment of all Earth Casters. He used the threat of Necromancy, even going as far as bribing a necromancer to raise the undead in the capital. His plan almost worked. The city was terrified from the attack and the Grand Council was nearly swayed to banish the Earth casters. It was not until Mordok tried to cast a Ritual to influence the entire council that the tide turned.

Mordok began to enchant a necklace that would ensnare the mind of any who gazed upon it, bending them to his wishes; but the ritual backlashed with a near-cataclysmic result. Mordok was instead transfixed on the necklace. It captivated him to the point that nothing could remove his gaze from it. He wore it everywhere. His mind wandered to it almost constantly and very soon he could no longer even form words to speak. He no longer ate or drank. Every once in a while he would become lucid and once he was even able to tell a Magus what had happened.

The Magus knew that reversing the ritual was well beyond his abilities and he understood what had to be done. At the next Grand Council he spoke of the ArchMage's affliction and inability to heal it. Korvus took this as the sign he needed and approached the council. He knew of a dangerous ritual to rip the ArchMage's focus away from the necklace and free his mind of the ritual that went awry. Korvus knew that gaining the favor of the council would give him the leverage needed to free the Earth Weavers from the scrutiny. Also by freeing the ArchMage, Mordok would have to relent in his personal quest to rid Calandonia of them.

Mordok's condition worsened steadily as his body began to starve for nourishment. Only through the constant aide of the Earth Weavers and their healing rituals were they able to keep



him alive long enough for Korvus to gather the most powerful Earth casters to reverse the ritual. The toll was great, out of the five casters that began the ritual, only three survived. The ritual lasted nearly 24 hours and when finally completed, Mordok was freed from his mental prison and Korvus had the leverage he needed to turn the council to him.

Korvus made no insane demands. He only asked that the Earth Weavers were to be left in peace and there would be no further witch hunts against them. The Grand Council agreed with one caveat: the Earth Weavers were sworn to protect society from Necromancy. They were given the right to carry out a sentence of death immediately should they ever encounter those who use the Necromantic arts.

Although Korvus was a man of peace, he knew that this was a non-negotiable caveat and that to allow those who showed the gift of Earth Magic to live undisturbed it was something they had to agree to. And so it was.

Throughout the history of the Earth Weavers it has been made clear to all of its members of the most important rule. Joining the Weavers is a commitment to help others, not to seek power. The main restriction of the Weavers is that members may never “dabble” in Celestial Magic. They may never learn the Celestial sphere or even copy Celestial spells. They are reprimanded for using magic items that have been created through Celestial Magic. All Aspirants are made aware of this, but only the higher ranking members know exactly why this is. 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.

*Please note for clarification- Members of the Weavers may never join the Arcane Sanctum 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.*

## *Earth Weaver Member Benefits*

The Spellbook is a vital piece to any member of the Earth Weavers. With it they can cure illness, heal the injured or aide in the battles of their comrades.

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. If you are unsure, please ask Cory at an event.)*

This ability works no matter what path your character has chosen (Scholar or Martial).

**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.



## *Introduction to the Scholarly*

### *hierarchy*

The Earth Weavers are divided into two Circles; the Outer and Inner Circle. Those of the Outer Circle are the Aspirants and of lower ranks. Those of the Inner Circle are those that have chosen to lead the Earth Weavers in their goals. A specific group in an area is an Enclave.

- Rank 1: Aspirant
- Rank 2: Initiate of the Outer Circle
- Rank 3: Novice of the Inner Circle
- Rank 4: Keeper of the Inner Circle
- Rank 5: Master of Lore
- Rank 6: Fatespinner

#### **Rank 1: Aspirant**

Aspirants are the lowest ranks of the Earth Weavers and the most numerous. The Earth Weavers require all Earth casters to register with them to ensure the King and Grand Council members have a roster of all Earth casters in Calandonia.

**Qualifications:** The Aspirant must learn Read/Write and Healing Arts. Once they have learned those skills they can petition an Initiate of the Inner Circle to become their Aspirant. If the character already has the ability to cast first level Earth spells (not spell-like abilities from magic weapons). Aspirants 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:** Aspirants of the Earth Weavers receive the following benefits for membership:

- ❖ Earth casters gain access to the lower levels of the outer Circle, allowing them to copy spells of 1<sup>st</sup> to 5<sup>th</sup> levels into their spell book. 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 Earth Weavers are by default part of the Home Guard and must rally with the Guard in times of war or crisis. The Earth Weavers still follow their hierarchy during these times and can only be given orders by higher ranking Earth Weavers members. They do not gain the stipend or access to the Quartermaster though. They receive monies by selling their potions.

As well, members must tithe a minimum of 5% to the Earth Weavers, for costs of maintaining the Enclave, Circle of Power and inks. *This tithe is carried forward through all Ranks, and must be paid by all members of the Earth Weavers.* This tithe is to be noted in the Earth Weavers' 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 Earth Weavers are FORBIDDEN to teach non-members Earth 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 Aspirant to become an Initiate of the Outer Circle, they must fulfill the following requirements:

- ❖ Cast 5<sup>th</sup> level Earth spells
- ❖ Teacher Level 2
- ❖ Craft Potion Rank 3
- ❖ Craftsman (Undead Lore) Rank 1
- ❖ Craftsman relevant skill to the Earth Weavers of your choice (speak to PLOT about your choice. This will become your character's "specialty" within the guild.) Rank 1
- ❖ 2 months as an Aspirant
- ❖ Pay a fee of 5sp to the Earth Weavers

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

- ❖ Have two Earth spells in their spell book of 5<sup>th</sup> level or higher.
- ❖ Teacher Level 1
- ❖ Craftsman (Undead Lore) Rank 1
- ❖ Craft Potion Rank 1
- ❖ Pay a membership fee of 2.5 gold

Players who meet these requirements are considered Initiate of the Outer Circle, and receive all the benefits and burdens thereof.

#### **Rank 2: Initiate of the Outer Circle**

Initiates of the Outer Circle are on the path to learning more potent spells and minor rituals. Initiate help Novices of the Inner Circle to bolster the ranks and keep the Aspirants from causing too much trouble.



**Qualifications:** Have completed the tasks set forth as a Novice of the Outer Circle:

- ❖ Cast 5<sup>th</sup> level Earth Spells
- ❖ Teacher Level 2
- ❖ Craft Potion Rank 3
- ❖ Craftsman (Undead Lore) Rank 1
- ❖ Craftsman relevant skill to the Earth Weavers of your choice (speak to PLOT about your choice. This will become your character's "specialty" within the guild.) Rank 1
- ❖ 2 months as an Aspirant
- ❖ Pay a fee of 5sp to the Earth Weavers

**Benefits:** An Initiate of the Outer Circle is required, as a part of their membership, to help with some of the teaching that occurs for Aspirants. This can include some direct teaching, but mostly involves being the teacher's aide for the Novice of the Inner Circle or Keeper of the Inner Circle who is teaching the class.

Initiates of the Outer Circle of Earth Weavers have access to the benefits of the Aspirant Rank, as well as the following:

- ❖ Earth casters gain access to the inner levels of the Weavers' 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.
- ❖ Initiate of the 1<sup>st</sup> Circle gain access to the Weavers' Potion Workshop. This allows double PP at weekend events. (Please note you need to coordinate with the ranking member as only 1 person may use the workshop per day)
- ❖ For 200 GS You may purchase one (1) of the following Paragon Paths (appropriate to your Class):

#### Earth Scholar Paragon

- **Healer:** Healer's Resolve x3, Cloak <player's choice, not Other> x2, Receive the benefit of any Curing spell that you casts upon and successfully resolves against another living target
- **Purifier:** Magic Purify x2, Magic Destroy Undead, Magic Earth Blade, Cloak Necromancy
- **Hexer:** Magic Destruction, Magic Weakness, Magic Paralysis, Any memorized Curse spell may be expended as Cloak Curse
- **Protector:** Magic Magic Armour x2, Magic Poison Shield x2, Magic Spell Shield, Cloak Evocation, Spell Parry

**Burdens:** as Aspirant.

**Advancement:** In order for an Initiate of the Outer Circle to become a Novice of the Inner Circle, they must fulfill the following requirements:

- ❖ Cast 7<sup>th</sup> level Earth spells
- ❖ Craftsman (Greater Undead Lore) Rank 2
- ❖ Craft Potion Rank 3
- ❖ 4 months as Initiate of the Outer Circle
- ❖ Pay a fee of 1gp to the Earth Weavers

### Rank 3: Novice of the Inner Circle

Initiate of the Inner Circle are the highest rank before moving into the upper tier of the Earth Weavers. Initiate of the Inner Circle loves to share their knowledge with the lower ranks. Some Initiates of the Inner Circle 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 an Initiate of the Inner Circle, and completed the required Advancement:

- ❖ Cast 7<sup>th</sup> level Earth spells
- ❖ Craftsman (Greater Undead Lore) Rank 2
- ❖ Craft Potion Rank 3
- ❖ 4 months as Initiate of the Outer Circle
- ❖ Pay a fee of 1gp to the Earth Weavers

**Benefits:** A Novice of the Inner Circle is a teacher and scholar to the citizens of Calandonia. They are also the liaison between the Inner Circle and the members of the Weavers of Outer Circle. They take requests and suggestions to the Keepers, so that anyone may have a voice in the Council in this way.

A Novice of the Inner Circle of the Earth Weavers has access to the benefits of the Aspirant and Initiate of the Outer Circle, as well as the following:

- ❖ Earth casters gain access to the inner levels of the Weavers' 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.
- ❖ For 300 GS You may purchase two (2) of the following Paragon Paths (appropriate to your Class, no more than one of each type):



**Earth Scholar Paragon**

- **Healer:** Healer's Resolve x3, Cloak <player's choice, not Other> x2, Receive the benefit of any Curing spell that you casts upon and successfully resolves against another living target
- **Purifier:** Magic Purify x2, Magic Destroy Undead, Magic Earth Blade, Cloak Necromancy
- **Hexer:** Magic Destruction, Magic Weakness, Magic Paralysis, Any memorized Curse spell may be expended as Cloak Curse
- **Protector:** Magic Magic Armour x2, Magic Poison Shield x2, Magic Spell Shield, Cloak Evocation, Spell Parry.

**Advancement:** In order for a Novice of the Inner Circle to become a Keeper of the Inner Circle, they must fulfill the following requirements:

- ❖ Cast 9<sup>th</sup> level Earth spells
- ❖ Craft Potion Rank 5
- ❖ 4 months as Initiate of the Inner Circle
- ❖ Pay a fee of 2gp to the Earth Weavers

**Rank 4: Keeper of the Inner Circle**

The Keeper of the Inner Circle is the first step in the higher workings of the Earth Weavers. By this point in a Weavers' career, they have spent a year or more in the Organization and in Alliance Calgary. Players should understand that this position begins more integration with PLOT and the development of the Earth Weavers.

A Keeper of the Inner Circle is becoming a leader within the Earth Weavers; teaching Novices, Initiates and Aspirants the values and responsibilities of the guild. Their own studies in magic and lore also continue. When called upon, a Keeper will lead missions for the Masters.

**Qualifications:** Have completed the tasks set forth as a Novice of the Inner Circle, and completed the required Advancement.

- ❖ Cast 9<sup>th</sup> level Earth spells
- ❖ Craft Potion Rank 5
- ❖ 4 months as Novice of the Inner Circle
- ❖ Pay a fee of 2gp to the Earth Weavers

**Benefits:** Keepers of the Inner Circle of the Earth Weavers is where the leadership of the organization begins. The Keepers of the Inner Circle are allowed to sit in on meetings of the Masters' Council. They also have some voting power with regards to how the Weavers should proceed with its internal and external affairs. All

meetings of the Council are held in Calenheim, and are sometimes held with other high-ranking members of both the Home Guard and the Earth Weavers.

A Keeper of the Inner Circle has access to benefits from the lower Ranks, as well as the following:

- ❖ Access to the complete Ritual vault of the Earth Weavers. Other than requiring reagents for the rituals, there is no charge by the Weavers for using their Circle of Power. A Keeper of the Inner Circle may enlist the Master to help cast a ritual beyond their means. The Master is obliged to give aid if they are able.
- ❖ Rank equivalent in the Home Guard is Lieutenant.
- ❖ For 400 GS You may purchase three (3) of the following Paragon Paths (appropriate to your Class plus Scholar if Adept or Templar, no more than one of each type):

**Earth Scholar Paragon**

- **Healer:** Healer's Resolve x3, Cloak <player's choice, not Other> x2, Receive the benefit of any Curing spell that you casts upon and successfully resolves against another living target
- **Purifier:** Magic Purify x2, Magic Destroy Undead, Magic Earth Blade, Cloak Necromancy
- **Hexer:** Magic Destruction, Magic Weakness, Magic Paralysis, Any memorized Curse spell may be expended as Cloak Curse
- **Protector:** Magic Magic Armour x2, Magic Poison Shield x2, Magic Spell Shield, Cloak Evocation, Spell Parry

**Burdens:** The Keeper of the Inner Circle will be in charge of the Weavers' "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 Master and balance the coffers.

**Advancement:** In order for a Keeper of the Inner Circle to become a Master of the Inner Circle, they must fulfill the following requirements:

- ❖ Formal Level Magic Rank 10
- ❖ Minimum 4 "column" casting ability.
- ❖ Create Potion Rank 10
- ❖ 3 months as Keeper of the Inner Circle



## Rank 5: Master of Lore

The Master of Lore is a designation of honour. Not many Earth Weavers make it to this level and those that do rarely ever leave the order. A Master helps run the local enclave and their word is final. Only the Fatespinner may overrule a Master and that only happens in extreme circumstances.

The Master of Lore is one of the Triumvirate. These three individuals run the inner workings of the local Enclave. Any major decision must be put to a vote. One Master will be named the Enclave Director who will communicate with PLOT and the Fatespinner directly to avoid confusion that can arise with multiple players in a power position. The Fatespinner may overrule the entire Triumvirate if there is a PLOT reason.

**Qualifications:** Have completed the tasks set forth as a Keeper of the Inner Circle, and completed the required Advancements:

- ❖ Formal Level Magic Rank 10
- ❖ Minimum 4 “column” casting ability.
- ❖ Create Potion Rank 10
- ❖ 3 months as Keeper of the Inner Circle

**Benefits:** Master of Lore is the top of the guild. They are considered in the same rank category as Commander in the Home Guard. They are the leaders of their Enclave, and make decisions for the entire Weavers. The Masters of all the Enclaves vote amongst themselves every time the position of Fatespinner is vacant. Currently there are only 12 Masters, not including the current Fatespinner, Zanthia.

A Master of Lore has access to the benefits of the lower ranks, as well as the following:

- ❖ Access to the “ear” of the Fatespinner and access to many rituals that are PLOT only controlled. Until a player reaches this level, PLOT controlled rituals are not even “out there.”
- ❖ For 500 GS You may purchase four (4) of the following Paragon Paths (appropriate to your Class plus Scholar if Adept or Templar, no more than one of each type):

### Earth Scholar Paragon

- **Healer:** Healer's Resolve x3, Cloak <player's choice, not Other> x2, Receive the benefit of any Curing spell that you casts upon and successfully resolves against another living target
- **Purifier:** Magic Purify x2, Magic Destroy Undead, Magic Earth Blade, Cloak Necromancy

- **Hexer:** Magic Destruction, Magic Weakness, Magic Paralysis, Any memorized Curse spell may be expended as Cloak Curse
- **Protector:** Magic Magic Armour x2, Magic Poison Shield x2, Magic Spell Shield, Cloak Evocation, Spell Parry

**Burden:** All Masters must work closely with PLOT to further the storyline. They need to work to ensure that members of the weavers do not stray too far away from the Weavers' storyline.

A Master must also ensure that the Weavers remain prosperous through selling and trading of magic skills, rituals, potions, etc.



## *Introduction to the Martial*

### *hierarchy*

Although the Earth Weavers are primarily an organization that helps to heal the masses, it is not naive enough to think that the martial skills serve no purpose. While the scholars work their way towards ritual casting and mastering the healing arts, they would quickly perish if not for the heavy armour and stealth of those in the martial hierarchy. Within the martial ranks the Templars and Adepts choose a different path to fight evil and necromancy.

#### **Paladins of the Earth Circle**

Rank 1: Aspirant  
Rank 2: Defender of the Outer Circle  
Rank 3: Guardian of the Inner Circle  
Rank 4: Paragon of the Inner Circle  
Rank 5: Master of Bastions

#### **Adepts of the Earth Circle**

Rank 1: Aspirant  
Rank 2: Shadow of the Outer Circle  
Rank 3: Watcher of the Inner Circle  
Rank 4: Executor of the Inner Circle  
Rank 5: Master of Whispers

As always, the Fatespinner is the highest rank of the Earth Weavers.

### *Paladins of the Earth Circle*

Paladins are the bastions of light in dark times. Their code of honour guides them:

*A Paladin is sworn to valour  
His heart knows only virtue  
His blade defends the helpless  
His might upholds the weak  
His word speaks only truth  
His wrath undoes the wicked  
His light outshines the darkness  
His purity is an example to all.*

#### **Rank 1: Aspirant**

To become a Martial Aspirant a player requires the following:

- ❖ Read / Write
- ❖ First Aid (pre-req for HA)
- ❖ Healing Arts
- ❖ One Handed Edged or Blunt

Aspirants 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:** Aspirants of the Earth Weavers receive the following benefits for membership:

- ❖ Earth casters gain access to the lower levels of the Outer Circle, allowing them to copy spells of 1<sup>st</sup> to 5<sup>th</sup> levels into their spell book. 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 Earth Weavers are by default part of the Home Guard and must rally with the Guard in times of war or crisis. The Earth Weavers still follow their hierarchy during these times and can only be given orders by higher ranking Earth Weavers members. They do not gain the stipend or access to the Quartermaster though. They receive monies by selling their potions.

As well, members must tithe a minimum of 5% to the Earth Weavers, for costs of maintaining the Enclave, Circle of Power and inks. *This tithe is carried forward through all Ranks, and must be paid by all members of the Earth Weavers.* This tithe is to be noted in the Earth Weavers' 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 Earth Weavers are FORBIDDEN to teach non-members Earth 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 Aspirant to become a Defender of the Outer Circle, they must fulfill the following requirements:

- ❖ 4th level spells
- ❖ Weapon Proficiency Rank 1
- ❖ One-handed Master
- ❖ Teacher x2
- ❖ Craftsman relevant skill to the Earth Weavers of your choice (speak to PLOT about your choice. This will become your character's "specialty" within the guild.) Rank 1
- ❖ 2 months as an Aspirant
- ❖ Pay a fee of 5sp to the Earth Weavers



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

- ❖ 4th level spells
- ❖ Weapon Proficiency Rank 1
- ❖ One-handed Master
- ❖ Teacher x2
- ❖ Craftsman relevant skill to the Earth Weavers of your choice (speak to PLOT about your choice. This will become your character's "specialty" within the guild.) Rank 1
- ❖ Pay a membership fee of 2.5 gold

A player who meets the requirements is considered a Defender of the Outer Circle, and receives all the benefits and burdens thereof.

### Rank 2: Defender of the Outer Circle

**Benefits:** A Defender of the Outer Circle is required, as a part of their membership, to help with some of the teaching that occurs for Martial Aspirants. This can include some direct teaching, but mostly involves being the teacher's aide for the Guardian of the Inner Circle or Master of the Inner Circle who is teaching the class.

Defenders of the Outer Circle of Earth Weavers have access to the benefits of the Aspirant Rank, as well as the following:

- ❖ Earth casters gain access to the inner levels of the Weavers' 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.
- ❖ Defenders of the Outer Circle gain access to the Blacksmith shop within the guild. This allows them to double their production for an event while saving for their own workshop. There are a limited number of guild workshops, so please coordinate with other members for who will be using it.
- ❖ For 200 GS you may purchase one (1) of the following Paragon Paths (appropriate to your class):

#### Earth Templar Paragon

- **Hospitaller:** +5 Body, Spellstrike Web, Magic Cure Critical Wounds
- **Spellspire:** Parry, Cloak Evocation, Spell Parry
- **Cavalier:** +1 Damage with All Weapons, Cloak Summoned Force, Magic Magic Blade

**Burdens:** as Aspirant.

**Advancement:** In order for a Defender of the Outer Circle to become a Guardian of the Inner Circle, they must fulfill the following requirements:

- ❖ Weapon Proficiency Rank 2
- ❖ Shield
- ❖ Disarm
- ❖ 4 months as Defender
- ❖ Pay a fee of 1gp to the Earth Weavers

### Rank 3: Guardian of the Inner Circle

Guardians of the Inner Circle are the highest rank before moving into the upper tier of the Earth Weavers. Guardians of the Inner Circle hone their fighting skills while slowly learning more spells. At this stage of their lives, it is about survival and defending those who need it most.

**Qualifications:** Have completed the tasks set forth as a Defender of the Outer Circle, and completed the required advancement:

- ❖ Weapon Proficiency Rank 2
- ❖ Shield
- ❖ Disarm
- ❖ 4 months as Defender
- ❖ Pay a fee of 1gp to the Earth Weavers

**Benefits:** A Guardian of the Inner Circle spends most of their time travelling the world, looking to vanquish evil and spread the deeds of the Earth Weavers to all corners of Calandonia. Many prefer to remain at this rank and avoid being tied to a specific Enclave.

A Guardian of the Inner Circle of the Earth Weavers has access to the benefits of the Aspirant and Defender of the Outer Circle, as well as the following:

- ❖ Earth casters gain access to the inner levels of the Weavers' 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.
- ❖ For 300 GS you may purchase two (2) of the following Paragon Paths (appropriate to your class, no more than one of each type):

#### Earth Templar Paragon

- **Hospitaller:** +5 Body, Spellstrike Web, Magic Cure Critical Wounds
- **Spellspire:** Parry, Cloak Evocation, Spell Parry



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

**Advancement:** In order for a Guardian of the Inner Circle to become a Paragon of the Inner Circle, they must fulfill the following requirements:

- ❖ 5th level spells
- ❖ Weapon Proficiency Rank 3
- ❖ Craftsman (your choice) Rank 2
- ❖ Parry x1
- ❖ Disarm x2
- ❖ 4 months as Guardian of the Inner Circle
- ❖ Pay a fee of 2gp to the Earth Weavers

#### Rank 4: Paragon of the Inner Circle

The Paragon of the Inner Circle is the first step in the higher workings of the Earth Weavers. By this point in a Weavers' career, they have spent a year or more in the Organization and in Alliance Calgary. Players should understand that this position begins more integration with PLOT and the development of the Earth Weavers.

A Paragon of the Inner Circle is becoming a leader within the Earth Weavers; teaching Guardians, Defenders and Aspirants the values and responsibilities of the guild. Their own studies in magic and martial skills also continue. When called upon, a Paragon will lead missions for the Masters.

**Qualifications:** Have completed the tasks set forth as a Guardian of the Inner Circle, and completed the required Advancement.

- ❖ 5th level spells
- ❖ Weapon Proficiency Rank 3
- ❖ Craftsman (your choice) Rank 2
- ❖ Parry x1
- ❖ Disarm x2
- ❖ 4 months as Guardian of the Inner Circle
- ❖ Pay a fee of 2gp to the Earth Weavers

**Benefits:** A Paragon of the Inner Circle of the Earth Weavers is where the leadership of the organization begins. The Paragon of the Inner Circle are allowed to sit in on meetings of the Masters' Council. They also have some voting power with regards to how the Weavers should proceed with its internal and external affairs. All meetings of the Council are held in Calenhelm, and are sometimes held with other high-ranking members of the Home Guard and the Earth Weavers.

A Paragon of the Inner Circle has access to benefits from the lower Ranks, as well as the following:

- ❖ Access to the complete Ritual vault of the Earth Weavers. Other than requiring reagents for the rituals, there is no charge by the Weavers for using their Circle of Power. A Paragon of the Inner Circle may request a Master to help cast a ritual beyond their means. The Master is obliged to give aid if they are able.
- ❖ Rank equivalent in the Home Guard is Lieutenant.
- ❖ For 400 GS you may purchase three (3) of the following Paragon Paths (appropriate to your class plus Scholar, no more than one of each type):

#### Earth Scholar Paragon

- **Healer:** Healer's Resolve x3, Cloak <player's choice, not Other> x2, Receive the benefit of any Curing spell that you casts upon and successfully resolves against another living target
- **Purifier:** Magic Purify x2, Magic Destroy Undead, Magic Earth Blade, Cloak Necromancy
- **Hexer:** Magic Destruction, Magic Weakness, Magic Paralysis, Any memorized Curse spell may be expended as Cloak Curse
- **Protector:** Magic Magic Armour x2, Magic Poison Shield x2, Magic Spell Shield, Cloak Evocation, Spell Parry

#### Earth Templar Paragon

- **Hospitaller:** +8 Body, Spellstrike Web, Magic Cure Critical Wounds
- **Spellspire:** Parry, Cloak Evocation, Spell Parry
- **Cavalier:** +1 Damage with All Weapons, Cloak Summoned Force, Magic Magic Blade

**Burdens:** The Paragon of the Inner Circle may be in charge of the Weavers' "ledger" or "log". They need to ensure that members are paying their tithes before game end on Sunday. They need to present the log to the Master and balance the coffers.

**Advancement:** In order for a Paragon of the Inner Circle to become a Master of the Inner Circle, they must fulfill the following requirements:

- ❖ 7th level spells
- ❖ Weapon Proficiency Rank 4
- ❖ Craftsman (your choice) Rank 3



- ❖ Riposte Rank 1
- ❖ Parry x2
- ❖ 3 months as Paragon of the Inner Circle

### Rank 5: Master of Bastions

The Master of Bastions is a designation of honour. Not many Earth Weavers make it to this level and those that do rarely ever leave the order. A Master helps run the local enclave and their word is final. Only the Fatespinner may overrule a Master and that only happens in extreme circumstances.

The Master of Bastions is one of the Triumvirate. These three individuals run the inner workings of the local Enclave. Any major decision must be put to a vote. One Master will be named the Enclave Director who will communicate with PLOT and the Fatespinner directly to avoid confusion that can arise with multiple players in a power position. The Fatespinner may overrule the entire Triumvirate if there is a PLOT reason.

**Qualifications:** Have completed the tasks set forth as a Paragon of the Inner Circle, and completed the required Advancements:

- ❖ 7th level spells
- ❖ Weapon Proficiency Rank 4
- ❖ Craftsman (your choice) Rank 3
- ❖ Riposte Rank 1
- ❖ Parry
- ❖ 3 months as Paragon of the Inner Circle

**Benefits:** Master of Bastions is the top of the guild. They are considered in the same rank category as Commander in the Home Guard. They are the leaders of their Enclave, and make decisions for the entire Weavers. The Masters of all the Enclaves vote amongst themselves every time the position of Fatespinner is vacant. Currently there are only 12 Masters, not including the current Fatespinner, Zanthia.

A Master of Bastions has access to the benefits of the lower ranks, as well as the following:

- ❖ Access to the “ear” of the Fatespinner and access to many rituals that are PLOT only controlled. Until a player reaches this level, PLOT controlled rituals are not even “out there.”
- ❖ For 500 GS you may purchase four (4) of the following Paragon Paths (appropriate to your class plus Scholar if Adept or Templar, no more than one of each type):

#### Earth Scholar Paragon

- **Healer:** Healer's Resolve x3, Cloak <player's choice, not Other> x2, Receive the benefit of any Curing spell that you

casts upon and successfully resolves against another living target

- **Purifier:** Magic Purify x2, Magic Destroy Undead, Magic Earth Blade, Cloak Necromancy
- **Hexer:** Magic Destruction, Magic Weakness, Magic Paralysis, Any memorized Curse spell may be expended as Cloak Curse
- **Protector:** Magic Magic Armour x2, Magic Poison Shield x2, Magic Spell Shield, Cloak Evocation, Spell Parry

#### Earth Templar Paragon

- **Hospitaller:** +10 Body, Spellstrike Web, Magic Cure Critical Wounds
- **Spellspire:** Parry, Cloak Evocation, Spell Parry
- **Cavalier:** +1 Damage with All Weapons, Cloak Summoned Force, Magic Magic Blade

**Burden:** All Masters must work closely with PLOT to further the storyline. They need to work to ensure that members of the Earth Weavers do not stray too far away from the storyline.

A Master must also ensure that the Weavers remain prosperous through selling and trading of magic skills, rituals, potions, etc.



## *Adepts of the Earth Circle*

Adepts are the whispers in the dark. The infiltrators of evil. They sneak into places as reconnoitres and information gatherers.

### **Rank 1: Aspirant**

To become a Martial Aspirant a player requires the following:

- ❖ Read / Write
- ❖ First Aid (pre-req for HA)
- ❖ Healing Arts
- ❖ One Handed Edged or Blunt

Aspirants 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:** Aspirants of the Earth Weavers receive the following benefits for membership:

- ❖ Earth casters gain access to the lower levels of the Outer Circle, allowing them to copy spells of 1<sup>st</sup> to 5<sup>th</sup> levels into their spell book. 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 Earth Weavers are by default part of the Home Guard and must rally with the Guard in times of war or crisis. The Earth Weavers still follow their hierarchy during these times and can only be given orders by higher ranking Earth Weavers members. They do not gain the stipend or access to the Quartermaster though. They receive monies by selling their potions.

As well, members must tithe a minimum of 5% to the Earth Weavers, for costs of maintaining the Enclave, Circle of Power and inks. *This tithe is carried forward through all Ranks, and must be paid by all members of the Earth Weavers.* This tithe is to be noted in the Earth Weavers' 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 Earth Weavers are FORBIDDEN to teach non-members Earth 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 Aspirant to become a Shadow of the Outer Circle, they must fulfill the following requirements:

- ❖ 3rd level spells
- ❖ Teacher x2
- ❖ Backstab Rank 1
- ❖ Legerdemain
- ❖ Craftsman relevant skill to the Earth Weavers of your choice (speak to PLOT about your choice. This will become your character's "specialty" within the guild.) Rank 1
- ❖ 2 months as an Aspirant
- ❖ Pay a fee of 5sp to the Earth Weavers

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

- ❖ 3rd level spells
- ❖ Teacher x2
- ❖ Backstab Rank 1
- ❖ Legerdemain
- ❖ Craftsman relevant skill to the Earth Weavers of your choice (speak to PLOT about your choice. This will become your character's "specialty" within the guild.) Rank 1
- ❖ Pay a membership fee of 2.5 gold

Players who meet these requirements are considered Shadows of the Outer Circle, and receive all the benefits and burdens thereof.

### **Rank 2: Shadow of the Outer Circle**

The Shadows are beginning their training in stealth, cunning, and infiltration. They will learn to gather the information needed to fulfill the responsibilities of the guild and protect the people.

**Qualifications:** Have completed the tasks set forth as an Aspirant and:

- ❖ 3rd level spells
- ❖ Teacher x2
- ❖ Backstab Rank 1
- ❖ Legerdemain
- ❖ Craftsman relevant skill to the Earth Weavers of your choice (speak to PLOT about your choice. This will become your character's "specialty" within the guild.) Rank 1
- ❖ 2 months as Aspirant
- ❖ Pay a fee of 5sp to the Earth Weavers



**Benefits:** A Shadow of the Outer Circle is required, as a part of their membership, to help with some of the teaching that occurs for Martial Aspirants. This can include some direct teaching, but mostly involves being the teacher's aide for the Watcher of the Inner Circle or Executor of the Inner Circle who is teaching the class.

A Shadow of the Outer Circle of Earth Weavers have access to the benefits of the Aspirant Rank, as well as the following:

- ❖ Earth casters gain access to the inner levels of the Weavers' 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.
- ❖ Shadows of the Outer Circle gain access to the Blacksmith shop within the EW halls. This allows them to double their production for an event while saving for their own workshop. There are a limited number of Guild workshops, so please coordinate with other members for who will be using it.
- ❖ For 200 GS you may purchase one (1) of the following Paragon Paths (appropriate to your Class):

<p><b>Earth Adept Paragon</b></p> <ul style="list-style-type: none"> <li>○ <b>Seer:</b> Magic Cure Critical Wounds, Evade x2, Phase</li> <li>○ <b>ShadowBane Inquisitor:</b> Cloak Necromancy x2, Spellstrike Harm Undead x2, Spellstrike Destroy Undead</li> <li>○ <b>Wayfarer Guide:</b> Spellstrike Sleep x2, Waylay, Evade x2</li> </ul>
--

**Burdens:** as Aspirant.

**Advancement:** In order for a Shadow of the Outer Circle to become a Watcher of the Inner Circle, they must fulfill the following requirements:

- ❖ 4th level spells
- ❖ Craftsman (your choice) Rank 2
- ❖ Backstab Rank 2
- ❖ Waylay
- ❖ 4 months as Shadow of the Outer Circle
- ❖ Pay a fee of 1gp to the Earth Weavers

**Rank 3: Watcher of the Inner Circle**

The Watcher of the Inner Circle is the highest rank before moving into the upper tier of the Earth Weavers. A Watcher of the Inner Circle hones their fighting and information gathering skills while slowly learning more

spells. At this stage of their lives, it is about survival and defending those who need it most.

**Qualifications:** Have completed the tasks set forth as a Shadow of the Outer Circle, and completed the required advancement:

- ❖ 4th level spells
- ❖ Craftsman (your choice) Rank 2
- ❖ Backstab Rank 2
- ❖ Waylay
- ❖ 4 months as Shadow of the Outer Circle
- ❖ Pay a fee of 1gp to the Earth Weavers

**Benefits:** A Watcher of the Inner Circle spends most of their time travelling the world, looking to vanquish evil, gain contacts, and apply what they have learned thus far in all corners of Calandonia. Many prefer to remain at this rank and avoid being tied to a specific Enclave.

A Watcher of the Inner Circle of the Earth Weavers has access to the benefits of the Aspirant and Shadow of the Outer Circle, as well as the following:

- ❖ Earth casters gain access to the inner levels of the Weavers' 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.
- ❖ For 300 GS you may purchase two (2) of the following Paragon Paths (appropriate to your Class, no more than one of each type):

<p><b>Earth Adept Paragon</b></p> <ul style="list-style-type: none"> <li>○ <b>Seer:</b> Magic Cure Critical Wounds, Evade x2, Phase</li> <li>○ <b>Shadow Bane Inquisitor:</b> Cloak Necromancy x2, Spellstrike Harm Undead x2, Spellstrike Destroy Undead</li> <li>○ <b>Wayfarer Guide:</b> Spellstrike Sleep x2, Waylay, Evade x2</li> </ul>
---

**Advancement:** In order for a Watcher of the Inner Circle to become an Executor of the Inner Circle, they must fulfill the following requirements:

- ❖ 5th level spells
- ❖ Backstab Rank 3
- ❖ Dodge
- ❖ Assassinate
- ❖ 4 months as Watcher of the Inner Circle
- ❖ Pay a fee of 2gp to the Earth Weavers



#### Rank 4: Executor of the Inner Circle

The Executor of the Inner Circle is the first step in the higher workings of the Earth Weavers. By this point in a Weavers' career, they have spent a year or more in the Organization and in Alliance Calgary. Players should understand that this position begins more integration with PLOT and the development of the Earth Weavers.

An Executor of the Inner Circle is becoming a leader within the Earth Weavers; teaching Watcher, Shadows and Aspirants the values and responsibilities of the guild. Their own studies in magic and martial skills also continue. When called upon, an Executor will lead missions for the Masters.

**Qualifications:** Have completed the tasks set forth as a Watcher of the Inner Circle, and completed the required advancement.

- ❖ 5th level spells
- ❖ Backstab Rank 3
- ❖ Dodge
- ❖ Assassinate
- ❖ 4 months as Watcher of the Inner Circle
- ❖ Pay a fee of 2gp to the Earth Weavers

**Benefits:** An Executor of the Inner Circle of the Earth Weavers is where the leadership of the organization begins. An Executor of the Inner Circle is allowed to sit in on meetings of the Council. They also have some voting power with regards to how the Weavers should proceed with its internal and external affairs. All meetings of the Council are held in Calenhelm, and are sometimes held with other high-ranking members of both the Home Guard and the Earth Weavers.

An Executor of the Inner Circle has access to benefits from the lower Ranks, as well as the following:

- ❖ Access to the complete Ritual vault of the Earth Weavers. Other than requiring reagents for the rituals, there is no charge by the Weavers for using their Circle of Power. An Executor of the Inner Circle may enlist the Master to help cast a ritual beyond their means. The Master is obliged to give aid if they are able.
- ❖ Rank equivalent in the Home Guard is Lieutenant.
- ❖ For 400 GS you may purchase three (3) of the following Paragon Paths (appropriate to your class plus Scholar if Adept or Templar, no more than one of each type):

#### Earth Scholar Paragon

- **Healer:** Healer's Resolve x3, Cloak <player's choice, not Other> x2, Receive the benefit of any Curing spell that you casts upon and successfully resolves against another living target
- **Purifier:** Magic Purify x2, Magic Destroy Undead, Magic Earth Blade, Cloak Necromancy
- **Hexer:** Magic Destruction, Magic Weakness, Magic Paralysis, Any memorized Curse spell may be expended as Cloak Curse
- **Protector:** Magic Magic Armour x2, Magic Poison Shield x2, Magic Spell Shield, Cloak Evocation, Spell Parry

#### Earth Adept Paragon

- ❖ **Seer:** Magic Cure Critical Wounds, Evade x2, Phase
- ❖ **ShadowBane Inquisitor:** Cloak Necromancy x2, Spellstrike Harm Undead x2, Spellstrike Destroy Undead
- ❖ **Wayfarer Guide:** Spellstrike Sleep x2, Waylay, Evade x2

**Burdens:** The Guardian of the Inner Circle may be in charge of the Weavers' "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 Master and balance the coffers.

**Advancement:** In order for a Guardian of the Inner Circle to become an Exemplar of the Inner Circle, they must fulfill the following requirements:

- ❖ 7th level spells
- ❖ Craftsman (your choice) Rank 3
- ❖ Backstab Rank 4
- ❖ Back Attack x4 (Pre-req for Backstab)
- ❖ Riposte Rank 1
- ❖ 3 months as Arcane Trickster of the Inner Circle

#### Rank 5: Master of Whispers

The Master of Whispers is a designation of honour. Not many Earth Weavers make it to this level and those that do rarely ever leave the order. A Master helps run the local enclave and their word is final. Only the Fatespinner may overrule a Master and that only happens in extreme circumstances.

The Master of Whispers is one of the Triumvirate. These three individuals run the inner workings of the local Enclave. Any major decision must be put to a vote. One Master will be named the Enclave Director who will communicate with PLOT and the Fatespinner directly to avoid confusion that can arise with



multiple players in a power position. The Fatespinner may overrule the entire Triumvirate if there is a PLOT reason.

**Qualifications:** Have completed the tasks set forth as a Keeper of the Inner Circle, and completed the required advancements:

- ❖ 7th level spells
- ❖ Craftsman (your choice) Rank 3
- ❖ Backstab Rank 4
- ❖ Riposte Rank 1
- ❖ 3 months as Executor of the Inner Circle

**Benefits:** Master of the Inner Circle is the top of the guild. They are considered in the same rank category as Commander in the Home Guard. They are the leaders of their Enclave, and make decisions for the entire Weavers. The Masters of all the Enclaves vote amongst themselves every time the position of Fatespinner is vacant. Currently there are only 12 Masters of the Inner Circle, not including the current Fatespinner, Zanthia.

A Master of the Inner Circle has access to the benefits of the lower ranks, as well as the following:

- ❖ Access to the “ear” of the Fatespinner and access too many rituals that are PLOT only controlled. Until a player reaches this level, PLOT controlled rituals are not even “out there.”
- ❖ For 500 GS you may purchase four (4) of the following Paragon Paths (appropriate to your class plus Scholar if Adept or Templar, no more than one of each type):

#### Earth Scholar Paragon

- **Healer:** Healer's Resolve x3, Cloak <player's choice, not Other> x2, Receive the benefit of any Curing spell that you casts upon and successfully resolves against another living target
- **Purifier:** Magic Purify x2, Magic Destroy Undead, Magic Earth Blade, Cloak Necromancy
- **Hexer:** Magic Destruction, Magic Weakness, Magic Paralysis, Any memorized Curse spell may be expended as Cloak Curse
- **Protector:** Magic Magic Armour x2, Magic Poison Shield x2, Magic Spell Shield, Cloak Evocation, Spell Parry

#### Earth Adept Paragon

- **Seer:** Magic Cure Critical Wounds, Evade x2, Phase
- **ShadowBane Inquisitor:** Cloak Necromancy x2, Spellstrike Harm Undead x2, Spellstrike Destroy Undead
- **Wayfarer Guide:** Spellstrike Sleep x2, Waylay, Evade x2

**Burden:** All Masters of the Inner Circle must work closely with PLOT to further the storyline. They need to work to ensure that members of the weavers do not stray too far away from the Weavers' storyline.

A Master of the Inner Circle must also ensure that the Weavers remain prosperous through selling and trading of magic skills, rituals, potions, etc.



## **Rank Six: Fatespinner**

Fatespinner is an elected position, voted on by the current Masters. The Fatespinner spends most of their time seeing to the daily operations of the Earth Weavers, meeting with the monarch or their advisors, or studying within their private chambers.

The current Fatespinner, Zanthia, has been in his position for ten years. The Earth Weavers as a whole are pleased with her leadership, and no one has ever had any reason to doubt her leadership or intentions.

Zanthia is a faithful and firm believer in her cause, her King and the Earth Weavers. She is unwavering in her duty, honor, loyalty and service to the Earth Weavers, Calanda and the relationship she has with the Grand Council. She wants to keep Korvus' legacy intact and will do what she needs to ensure that there never is another "culling."

On Zanthia's current agenda is to strengthen the relationship the Arcane Sanctum has with the Earth Weavers, and to help bind ties between Calanda and the people of Calandonia as a whole.

## **Questions**

This is a meta-game organization for the Calgary Alliance Chapter. You may contact PLOT with questions or you may also contact Gwen via email ([gwenferridge@gmail.com](mailto:gwenferridge@gmail.com)) with specific questions.

