



The Earth Weavers

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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.

That being said, some necromancers need to be questioned before their execution and temperance must be weighed in some instances.

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.

Recently, within the last decade, it has come to light why Earth casters are under such scrutiny. Many centuries ago, the first Fatespinner, Waythune, believed that he had the abilities and the power to stop the threat to the Dragon Mage Al'Zoon. Waythune unleashed an army of the undead that has never been seen before, or since. The destruction that followed was stricken from history by the Council of Ancients. Waythune believed that only an unstoppable force such as the undead could rival the power unleashed by Al'zoon and his allies. He was wrong. So very wrong. The undead became uncontrollable. They destroyed everything in their path, friend of foe. Lands died all around the wake of their path. Those lands have slowly been reclaimed and are known as Ok'Turrok, the lands to the Orcs.

The Council of Ancients were horrified by what had transpired and declared that no caster may learn both schools for fear of a repeat of the tragedy that was Waythune. They tasked the Arcane Sanctum with keeping the Earth Weavers in check and assuring that any Necromancy is dealt with swiftly.

Throughout the history of the Earth Weavers it has been made clear to all 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 without the express consent of the Lady Fatespinner, the Dragon Mage Zanthia. She will confer with the Arcane Sanctum's ArchMage, Az'Caine. If the person is deemed trustworthy, they will be taught the ways of Celestial magic by the ArchMage himself.

Many Earth Weavers have been given authority in several areas of daily life in Calandonia. This is not seeking power; this is taking responsibility for the best interests of the land. To seek the power to control life and death, to believe oneself is greater than the whole, is the power that the Earth Weavers do not seek out. They will not shy away from duty and accept the challenges and honour of leadership. They take charge in situations where Necromancy is suspected. They organize and run the triage areas during mass warfare. This is not seeking power. This is leadership. This is doing what they must to ensure that life continues.

Please note for clarification- Members of the Sanctum may never join the Earth Weavers and vice-versa without PLOT approval. 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.

The Earth Weavers Vow

I am an Earth Weaver.

I pledge myself to the support of the Earth Circle, and the aide of others, while forsaking the pursuit of personal power.

I will battle Necromancy with my life and will tolerate not even the most minor of transgressions.

I accept the power and responsibility to carry out an immediate response should I encounter those who use the Necromantic arts.

In time of war or crisis I will stand with the HomeGuard.

I will not scribe Earth Spells for any not a member of the Guild, on pain of expulsion or death.

I am an Earth Weaver.

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.

All members of the Earth Weavers may Mediate skills and spell back faster within a Greater Earth Circle of Power.

All members gain 3 full ranks of Enhanced Meditate if they have none (allowing for skills and spells to be meditated in one minute each)

For each purchase of Enhanced Meditate that a player has on their battle board they can meditate back that amount in extra spells or skills per minute. As an example: Thistle has 3 purchases of Enhanced Meditate- She may meditate back 4 skills or spells within 1 minute (1 per the Meditate skill plus 3 more for the Enhanced Meditate III)

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 High Ruler and Grand Council members have a roster of all Earth casters in Calandonia.

Qualifications: The Aspirant must learn the skills listed below.

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.

- ❖ 30 Scholarly Skills (Scholar)
- ❖ Educated
- ❖ Healing Arts
- ❖ First Aid
- ❖ Craftsman Undead Lore

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 1st to 5th 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 5th 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 them 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. 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.

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

- ❖ 60 Scholarly Skill (Scholar)
- ❖ Teacher Level 1
- ❖ Craftsman (Undead Lore) 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. Initiates 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:

- ❖ 60 Scholarly Skill (Scholar)
- ❖ Teacher Level 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 guild's library, allowing them to copy spells of 1st to 7th level into their spellbook. They still must pay the 3cp per page in ink cost.
- ❖ Initiates gain access to the guild's Potion Workshop. This allows double PP at weekend events. (Please note you need to coordinate with the ranking member as only one person may use the workshop per day.)
- ❖ For 100 GS You may purchase one (1) of the following Archetypes (appropriate to your class):

Earth Scholar Archetype:

- **Healer:** Flex Cast Signature spells of same level, May expend any memorized Healing for Cloak Necromancy. Quicken Aid, Use Arcane Qualifier for single Signature Spell level 1-3 1/day
- **Purifier:** Spell Purify, Spell Destroy Undead, May Counter any Chaos spell with a memorized Healing spell of the same level or lower that hits you.
- **Hexer:** Spell Weakness, Spell Silence, Any memorized Curse spell may be expended as Cloak Curse

- **Channeler:** May expend 10 points for Elemental Awaken

Burdens: as Aspirant.

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:

- ❖ 90 Scholarly Skill (Scholar)
- ❖ Must include Flexible Casting
- ❖ 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
- ❖ 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 1st to 9th levels into their spellbook. They still must pay the 3cp per page in ink cost.
- ❖ For 100 GS You may purchase one (1) of the following Archetypes (appropriate to your class):

Earth Scholar Archetype:

- **Healer:** Flex Cast Signature spells of same level, May expend any memorized Healing for Cloak Necromancy. Quicken Aid, Use Arcane Qualifier for single Signature Spell level 1-5 1/day
- **Purifier:** Spell Purify, Spell Destroy Undead, May Counter any Chaos spell with a memorized Healing spell of the same level or lower that hits you.

- **Hexer:** Spell Weakness, Spell Silence, Spell Destruction. Any memorized Curse spell may be expended as Cloak Curse
- **Channeler:** May expend 10 points for Elemental Awaken or Elemental Cleanse

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 guild 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:

- ❖ 120 Scholarly Skill (Scholar)
- ❖ Enhanced Meditate I
- ❖ 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 guild 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.

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 guild 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 200 GS You may purchase two (2) of the following Archetypes (appropriate to your class). You may purchase only

one if you so choose for 100GS. *Spellswords and Adepts may purchase one of the below in addition to one of their own Archetypes:*

Earth Scholar Archetype:

- **Healer:** Flex Cast Signature spells of same level, May expend any memorized Healing for Cloak Necromancy. Quicken Aid, Use Arcane Qualifier for single Signature Spell level 1-7 1/day
- **Purifier:** Spell Purify x2, Spell Destroy Undead, May Counter any Chaos spell with a memorized Healing spell of the same level or lower that hits you.
- **Hexer:** Spell Weakness, Spell Silence, Spell Destruction. Any memorized Curse spell may be expended as Cloak Curse
- **Channeler:** May expend 10 points for Elemental Awaken, Elemental Cleanse or Elemental Release

Burdens: The Keeper of the Inner Circle will be in charge of the guild "ledger" or "log". They need to ensure that members are paying their tithe before game end. They need to present the log to the Master and balance the coffers.

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 guild. 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:

- ❖ 200 Scholarly Skill (Scholar)
 - Must be a Formalist or Grand Master Potion Brewer
- ❖ Enhanced Meditate II
- ❖ Craftsman (any Medical field)
- ❖ 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.

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 200 GS You may purchase two (2) of the following Archetypes (appropriate to your class). You may purchase only one if you so choose for 100GS.
Spellswords and Adepts may purchase one of the below in addition to one of their own Archetypes:

Earth Scholar Archetype:

- **Healer:** Flex Cast Signature spells of same level, May expend any memorized Healing for Cloak Necromancy. Quicken Aid, Use Arcane Qualifier for single Signature Spell level 1-9 1/day
- **Purifier:** Spell Purify x2, Spell Destroy Undead x2, May Counter any Chaos spell with a memorized Healing spell of the same level or lower that hits you.
- **Hexer:** Spell Weakness, Spell Silence, Spell Destruction, Spell Paralysis. Any memorized Curse spell may be expended as Cloak Curse
- **Channeler:** May expend 10 points for Elemental Awaken, Elemental Cleanse, Elemental Antidote or Elemental Release

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

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

Masters are required to keep the guild registration book up to date, including accurate record keeping of the members and events in which the guild is involved.

Masters are obliged to assist Keepers in casting of rituals when able. They are also the primary teachers of lower ranks and guiding their development within the guild.

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: Sentinel of the Inner Circle
- Rank 5: Master of Bastions

Shades 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:

- ❖ 15/15 Martial/Scholarly Skills
- ❖ First Aid
- ❖ Healing Arts
- ❖ Craftsman Undead Lore

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 1st to 5th 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 5th 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 them 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. 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.

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

- ❖ 30/30 Martial/Scholarly Skills
- ❖ First Aid
- ❖ Healing Arts
- ❖ Craftsman Undead Lore
- ❖ Teacher 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
- ❖ 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

Have completed the tasks set forth as an Aspirant, and completed the required advancement

Qualifications:

- ❖ 30/30 Martial/Scholarly Skills
- ❖ Teacher 1
- ❖ Pay a membership fee of 1gold

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 Archetype 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 guild library, allowing them to copy spells of 1st to 7th 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 100 GS you may purchase one (1) of the following Archetypes:

Earth Spellsword Archetype:

- **Hospitaller:** Hardy, Spellstrike Web, May Spellstrike any Healing Spell from Memory 1/day
- **WarWeaver:** Expend Critical Attack to gain Parry or Spell Parry, Expend any Signature Spell for Cloak Necromancy or Curse or Eldritch Force (pick one per expenditure)
- **Cavalier:** +1 Damage to weapons when calculating SLAY damage, Cloak Eldritch Force, Spell Earth Blade

Burdens: as Aspirant.

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:

- ❖ 45/45 Martial/Scholarly Skills
- ❖ 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
- ❖ 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 guild library, allowing them to copy spells of 1st to 9th levels into their spellbook. They still must pay the 3cp per page in ink cost.
- ❖ Access to unlocked Paragon Paths (with PLOT and Guild leader approval)
- ❖ For 100 GS you may purchase one (1) of the following Archetypes:

Earth Spellsword Archetype:

- **Hospitaller:** Hardy, Spellstrike Web, May Spellstrike any Healing Spell from Memory 1/day
- **WarWeaver:** Expend Critical Attack to gain Parry or Spell Parry, Expend any Signature Spell for Cloak Necromancy or Curse or Eldritch Force (pick one per expenditure)
- **Cavalier:** +1 Damage to weapons when calculating SLAY damage, Cloak Eldritch Force, Spell Earth Blade

Rank 4: Sentinel of the Inner Circle

The Sentinel 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 guild and in Alliance Calgary. Players should understand that this position begins more integration with PLOT and the development of the Earth Weavers.

A Sentinel 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 Sentinel 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:

- ❖ 60/60 Martial/Scholarly Skills
 - Must include 1: Empowered Strike, Purifying Strike, Magisterium Strike
- ❖ 4 months as Guardian of the Inner Circle
- ❖ Pay a fee of 2gp to the Earth Weavers

Benefits: A Sentinel of the Inner Circle of the Earth Weavers is where the leadership of the organization begins. The Archetype of the Inner Circle can 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 Calenhem, and are sometimes held with other high-ranking members of the Home Guard and the Earth Weavers.

A Sentinel 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 guild for using their Circle of Power. A Sentinel 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.
- ❖ For 200 GS You may purchase two (2) of the following Archetypes (appropriate to your class). You may purchase only one if you so choose for 100GS. *Spellswords and Adepts may purchase one of the Scholar Archetypes in addition to one of their own Archetypes:*

Earth Spellsword Archetype:

- **Hospitaller:** Hardy, Spellstrike Web, May Spellstrike any Healing Spell from Memory 1/day using this gives 1/2 Healing back (round down)

- **WarWeaver:** Expend Critical Attack to gain Parry or Spell Parry, Expend any Signature Spell for Cloak Necromancy or Curse or Eldritch Force (pick one per expenditure), Use of Mettle triggers 'Activate 10 Elemental Healing' on self
- **Cavalier:** +1 Damage to weapons when calculating SLAY damage, Cloak Eldritch Force, Spell Earth Blade, Using Resolute triggers 'Activate Elemental Mend Armour 10'

Burdens: The Sentinel of the Inner Circle may oversee the guild "ledger" or "log". They need to ensure that members are paying their tithe before game end. They need to present the log to the Master and balance the coffers.

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 guild. 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 Sentinel of the Inner Circle and completed the required advancement:

- ❖ 75/75 Martial/Scholarly Skills
 - Must include 1: Combined Strike or Blacksmith 3 AND Fast Refit 3
- ❖ Spent an additional 50 XP in either Martial or Scholarly skills (total 200 in both)
- ❖ Craftsman any Medical Field
- ❖ Plot approval
- ❖ 3 months as Sentinel 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.

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 200 GS You may purchase two (2) of the following Archetypes (appropriate to your class). You may purchase only one if you so choose for 100GS. *Spellswords and Adepts may purchase one of the Scholar Archetypes in addition to one of their own Archetypes:*

Earth Spellsword Archetype:

- **Hospitaller:** Hardy, Spellstrike Web, May Spellstrike any Healing Spell from Memory 2/day using this gives 1/2 Healing back (round down)
- **WarWeaver:** Expend Critical Attack to gain Parry or Spell Parry, Expend any Signature Spell for Cloak Necromancy or Curse or Eldritch Force (pick one per expenditure), Use of Mettle triggers 'Activate 10 Elemental Healing' on self
- **Cavalier:** +2 Damage to weapons when calculating SLAY damage, Cloak Eldritch Force, Spell Earth Blade, Using Resolute triggers 'Activate Elemental Mend Armour 20'

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 guild remains prosperous through selling and trading of magic skills, rituals, potions, etc.

Masters are required to keep the guild registration book up to date, including accurate record keeping of the members and events in which the guild is involved.

Masters are obliged to assist Archetypes in casting of rituals when able. They are also the primary teachers of lower ranks and guiding their development within the guild.

Shades 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:

- ❖ 15/15 Stealth/Scholar Skills
- ❖ First Aid
- ❖ Healing Arts
- ❖ Craftsman Undead Lore

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 1st to 5th 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 5th 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. 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.

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

- ❖ 30/30 Stealth/Scholar Skills
- ❖ Teacher 1

- ❖ First Aid
- ❖ Healing Arts
- ❖ Craftsman Undead Lore
- ❖ 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 completed the required advancement:

- ❖ 30/30 Stealth/Scholar Skills
- ❖ Teacher 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 guild library, allowing them to copy spells of 1st to 7th 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 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 100 GS you may purchase one (1) of the following Archetypes:

Earth Adept Archetype:

- **Seer:** Spell Dispel, Evade, Counteract, May Spellstrike Fear/Berserk Blow 1/day
- **ShadowBane Inquisitor:** Spellstrike Turn Undead x2, Spellstrike Destroy

- Undead, May expend any memorized Healing for Cloak Necromancy
- **Wayfarer Guide:** Spellstrike Sleep x2, Spellstrike Silence, Evade

Burdens: as Aspirant.

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:

- ❖ 45/45 Stealth/Scholar Skills
- ❖ 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
- ❖ 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 guild library, allowing them to copy spells of 1st to 9th levels into their spellbook. They still must pay the 3cp per page in ink cost.
- ❖ For 100 GS you may purchase one (1) of the following Archetypes:

Earth Adept Archetype:

- **Seer:** Spell Dispel, Evade, Counteract, May Spellstrike Fear/Berserk Blow 1/day
- **ShadowBane Inquisitor:** Spellstrike Turn Undead x2, Spellstrike Destroy Undead, May expend any memorized Healing for Cloak Necromancy
- **Wayfarer Guide:** Spellstrike Sleep x2, Spellstrike Silence, Evade

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 guild 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 Watchers, 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:

- ❖ 60/60 Stealth/Scholar XP Spent
 - Must include 1: Enhanced Strike, Purifying Strike, Sleep/Stun Blow
- ❖ 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 guild 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 guild 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.
- ❖ For 200 GS You may purchase two (2) of the following Archetypes (appropriate to your class). You may purchase only one if you so choose for 100GS. *Spellswords and Adepts may purchase one of the Scholar Archetypes in addition to one of their own Archetypes:*

Earth Adept Archetype:

- **Seer:** Spell Dispel, Evade, Counteract, May Spellstrike Fear/Berserk Blow 1/day Combined Strike gains Body carrier for 1 attack
- **ShadowBane Inquisitor:** Spellstrike Turn Undead, Spellstrike Purify, Spellstrike Destroy Undead. May expend any memorized Healing for Cloak Necromancy,
- **Wayfarer Guide:** Spellstrike Sleep x2, Spellstrike Silence, Evade, Shadow Jump x1

Burdens: The Executor of the Inner Circle may oversee the Weavers' "ledger" or "log." They need to ensure that members are paying their tithe before game end. They need to present the log to the Master and balance the coffers.

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 guild. 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 an Executor of the Inner Circle and completed the required advancement:

- ❖ 75/75 Stealth/Scholarly XP Spent
 - Includes 1: Create Trap 3, Alchemy 3, United Blow
- ❖ Craftsman any Medical Field
- ❖ 50 Additional XP spent on either Stealth or Scholarly skills (total 200 XP)
- ❖ Plot approval
- ❖ 3 months as Executor of the Inner Circle

Benefits: Master of Whispers 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 guild. The Masters of all the Enclaves vote amongst themselves every time the position of Fatespinner is vacant.

A Master of Whispers 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 200 GS You may purchase two (2) of the following Archetypes (appropriate to your class). You may purchase only one if you so choose for 100GS. *Spellswords and Adepts may purchase one of the Scholar Archetypes in addition to one of their own Archetypes:*

Earth Adept Archetype:

- **Seer:** Spell Dispel, Evade, Counteract, May Spellstrike Fear/Berserk Blow 1/day Combined Strike gains Body carrier for 1 attack, Phase
- **ShadowBane Inquisitor:** Spellstrike Turn Undead, Spellstrike Purify, Spellstrike Destroy Undead. May expend any memorized Healing for Cloak Necromancy,
- **Wayfarer Guide:** Spellstrike Sleep x2, Spellstrike Silence, Evade, Shadow Jump x2

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

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

Masters are required to keep the guild registration book up to date, including accurate record keeping of the members and events in which the guild is involved.

Masters are obliged to assist Executors in casting of rituals when able. They are also the primary teachers of lower ranks and guiding their development within the guild.

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) with specific questions.

Archetype Notes:

The Archetype abilities have been redesigned for 2020. You may only ever purchase one of the abilities per weekend. If you are of a higher rank you may purchase a lower rank Archetype for the lower Goblin Stamp cost, but that is the only Archetype you may purchase for the weekend. As an example: Player A is an Keeper. He may choose any Scholar Archetype below that rank, but nothing more.

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.

The Cavalier ability only is calculated on a Slay effect. It DOES NOT add "static damage".

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 Archetype at further events.

Paragons of the Earth Weavers

In late 2019 we began to introduce a concept that was worked on for the new 2.0 system but has been shelved by the National organization. We are introducing several of them through our Meta-Organizations (Earth Weavers, Home Guard, Hammer Outfitters and the Sanctum). Players must be members in good standing of the meta-orgs. They must also speak with the PLOT team and the heads of each guild before attempting to spend any XP in these Paragons.

PARAGONS ARE STRICTLY LCO and will not be used in any other chapter.

How the Paragons work in Calgary:

1. The Paragon Path must be “unlocked” by the plot team.
2. Players must train with the Masters of the Paragons or study the books that the techniques come from IG.
3. Players purchase “Craftsman Paragon of <Paragon Name> with 10 XP put into the skill (5 ranks for Non-sylvanborn, 10 ranks for Sylvanborn)
4. If you travel to another chapter, you will receive the Silver for the Craftsman instead of the Paragon abilities.
5. You may only ever have one Paragon, so choose wisely.
6. Only NPCs can teach the Paragon paths. No PC can select a path without prior approval from PLOT and the Guild leaders.
7. Abilities can, and most likely, will change or be adjusted over time. This is all in fluctuation so be prepared for things to change. We will give as much notice as possible before a change.

Current List of Unlocked Paragons:

- Healer
- Ritualist

Current List of Paragons being unlocked through story in 2020:

- Champion of the Living
- Curse Master

Current Paragons not yet found but have the possibility to be unlocked:

- Specialist
- Mage Killer

Paragon of Healing

DESCRIPTION:		<i>There are Earth casters, and then there are real healers...</i>		
PREREQUISITES		PASSIVE	ACTIVE	PER-DAY
LEVEL 1	100 XP spent in Earth Scholarly Skills	Unique High Magic - "Healing Augment" - Cost: 1 High Magic point - After 60 seconds of Focus in a Circle of Power with any number of other characters, the Healer may touchcast (using the Arcane qualifier) the selected Cure Wounds spell on themselves and those other characters (who remained in the Circle during the entire Focus period) immediately in succession without expending any spell slots other than the one chosen at the time this High Magic is chosen (once per valid target). The Healer must declare "Begin Healing Augment" when starting their Focus, and the spell slot and this High Magic ability are both considered expended immediately whether or not they complete the Focus requirement.	May Flex Cast Earth magic at the same level as expended spell instead of one level lower.	2 Earth High Magic points
LEVEL 2	125 XP spent in Earth Scholarly Skills	Reduce the time it takes to complete first aid by 5 seconds per Healer Level.	May expend 15 points of Channeling to touchcast a Spell Awaken, Cleanse or Cure Disease	Improved Channeling x1
LEVEL 3	150 XP spent in Earth Scholarly Skills	Channeling Healing maximum increases by 10 above any other Improved channeling	May expend 20 Points of Channeling to touchcast a Spell Release. May expend 25 points of Channeling to touchcast a Spell Restore.	1/day Spell Purify
LEVEL 4	175 XP spent in Earth Scholarly Skills	When completing a succesful First Aid, the Healer may expend Channeling up to their maximum and this effects both players		1/day Sorcerous Triage on self
LEVEL 5	200 XP spent in Earth Scholarly Skills	Touchcast Earth spells and Channeling may be delivered with the Arcane qualifier.	May expend 75 points of Channeling as a Spell Life	3/day Potency (Healing)

Paragon of the Ritualist

February 26, 2020

DESCRIPTION:		<i>The Ritualist has mastered the art of ritual casting.</i>		
PREREQUISITES		PASSIVE	ACTIVE	PER-DAY
LEVEL 1	150 XP spent in Scholarly Skills	When this character is the primary caster for a ritual, at the end of a Ritual Casting where the ritual is successful, the character and all secondary casters may immediately Meditate any and all eligible spells and skills for which they have fulfilled the Meditate requirements; no roleplay or physrep requirements need be met. The character may read any Ritual Scroll, even if they do not have the required Formal Magic type.		1/day COP, 1 additional High Magic point in primary school.
LEVEL 2	175 XP spent in Scholarly Skills	Any Ritual in which this character is the primary caster receives a free Quicken Casting per Ritualist class level above level one.		Elemental Subjugate 1/day, Elemental Banish 1/day
LEVEL 3	200 XP spent in Scholarly Skills	The Ritualist may call "No Effect" to any effect (such as Voice delivery or gaze attacks) originating outside of a COP they are in.	Once per day per Ritualist class level, may fill a Spell Store or Memory Strike ritual with a spell from memory without actually expending the spell from memory. All other requirements must still be fulfilled.	Resist Destroy Magic 1/d for any Circle of Power you are in
LEVEL 4	225 XP spent in Scholarly Skills	Unique High Magic - "Create Reagent" - Cost: 2 High Magic points - This High Magic grants the caster a single generic Reagent tag. This tag may be used by any Ritualist of 4th level or higher as a Reagent of any type and may be used for any purpose where a Reagent would be wanted (Spellcrafting, Ritual Casting, paying a summoned Elemental, etc.). This tag expires at the end of the current Logistics period.		1/day create any Spellcraftable effect at its lowest level, cast using the character's Primary School if possible. The Spellcraft tag must be chosen and filled out at Logistics during memorization.
LEVEL 5	250 XP spent in Scholarly Skills	The Ritualist may choose to keep a Ritual Batch open until the next Logistics period (or end of the event, whichever comes sooner). This must be clearly marked on the partial Temporary Magic Item tag.	May expend a 9th level spell from memory to gain a Ritual Manipulation of their choice when starting or during (for Terminate Ritual) a Ritual. They do not need to fulfill the normal "Ritual Levels above" requirements.	1/day COP, 2 additional High Magic points in either school.

Paragon of the Champion of the Living

DESCRIPTION:

A Champion of the Living is the supreme enemy against undead. On the battle field the Champion of the Living can eliminate hoards of lesser undead in the blink of an eye leaving piles of crumbled bones in their wake. Greater undead can try and prevent them destroying their minions, but the Champion of the Living will not be stopped.

PREREQUISITES	PASSIVE	ACTIVE	PER-DAY
LEVEL 1 60 XP spent in Martial Skills, 60 XP spent in Scholarly Skills	If the Character is targeted by a Ritual of Woe ritual, the character doesn't count toward the number of targets.	May expend any per-day Martial Skill to touchcast a Spell Healing Blade.	2/Day Spell Destroy Undead
LEVEL 2 70 XP spent in Martial Skills, 70 XP spent in Scholarly Skills	May Mettle any Curse effect for only 10 Body instead of 20 Body following the rules of Mettle.	May self cast a Spell Purify by expending an Earth spell slot of 6th level or higher.	2/Day Resist Necromancy
LEVEL 3 85 XP spent in Martial Skills, 85 XP spent in Scholarly Skills	May Mettle any Necromantic effect for only 10 Body instead of 20 Body	May Flex cast any Protective Spell instead of a signature Healing spell of one level lower.	2/Day Intercept
LEVEL 4 95 XP spent in Martial Skills, 95 XP spent in Scholarly Skills	Character is affected by 5 Spell Healing as if touchcast and accepted whenever they use a per-day Martial Skill.	May expend any per-day Martial Skill to touchcast a Spell Purify.	Rebirth as per the HM ability 1/day
LEVEL 5 110XP spent in Martial Skills, 110 XP spent in Scholarly Skills	Character treats Chaos damage as Normal. When swinging a weapon for the Healing carrier, the character may choose to swing with the Turn Undead carrier instead. This is chosen with each individual swing.	Flex casting Protections of the same level instead of one level lower	2/Day Arcane Solidify, 1/Day touchcast Arcane Gift of Life (as per ritual without catalyst)

Paragon of the Curse Master

DESCRIPTION:

A Curse Master doesn't just seek to defeat their enemies, they seek to curse their entire existance.

	PREREQUISITES	PASSIVE	ACTIVE	PER-DAY
LEVEL 1	Minimum 30 XP spent in Stealth and 75 xp in Scholarly skills, combined total must be 120xp	Curse spells, along with the standard Cure/Cause spells, are considered Signature Spells for you.		1/day Spellstrike Weakness
LEVEL 2	Minimum 40 XP spent in Stealth and 75 xp in Scholarly skills, combined total must be 140xp	When you killing blow an enemy, you may refresh one curse spell for each level of Curse Master that you have.	May expend a Dodge or Evade to Bane any curse effect.	1/day Evade, 1/day Dodge
LEVEL 3	Minimum 50 XP spent in Stealth and 75xp in Scholarly skills, combined total must be 170xp	If one of your curse spells misses or is blocked (spellshield, dodge, etc..) you may immediately throw the same Curse spell without requiring it in memory.	May Expend any Curse spell from memory to use an Arcane Cleanse.	1/day Spellstrike Silence, 1/Day Spellstrike Destruction
LEVEL 4	Minimum 60 XP spent in Stealth and 75xp in Scholarly skills, combined total must be 190xp		May expend 2 Curse spells and swing either one as the carrier for 10 minutes.	2/day Spellstrike Paralysis
LEVEL 5	Minimum 70 XP spent in Stealth and 75xp in Scholarly skills, combined total must be 220xp	Gain access to the 'Curse Augmentation' High Magic ability. With each purchase of this 4 point ability, you may throw a single Curse Spell as 'Arcane'.		1/day Spellstrike Doom, 2 High Magic Points, 2/day Bane Curse

Paragon of the Mage Killer

DESCRIPTION:		<i>Some Adepts focus on striking down the magically inclined. Their abilities already give them significant protections against magical attack, and by directing their training almost exclusively against magic they can hone already impressive skills even further. Not only can they strike down their spellcasting foes, they can extend some additional defenses and antimagic powers to their allies.</i>		
PREREQUISITES	PASSIVE	ACTIVE	PER-DAY	
LEVEL 1	Minimum 30 XP spent in Stealth and 60 xp in Scholarly skills, combined total must be 120xp	The Magekiller may expend an Evade to halve the damage from any damaging attack with the Spell qualifier. When used, they must call Reduced.		1/day Spell Spell Shield, 1/day Spell Reflect Spell, 1/day Evade
LEVEL 2	Minimum 40 XP spent in Stealth and 75 xp in Scholarly skills, combined total must be 140xp	The Magekiller may expend the Evade skill instead of the Parry or Intercept skills to power the Spell Parry and/or Heroic Interception rituals.	The Magekiller may expend any 7th level or higher spell in memory as a Spellstrike Dispel.	2/day Evade
LEVEL 3	Minimum 50 XP spent in Stealth and 90 Scholarly skills, combined total must be 170xp	Whenever the Magekiller successfully uses a Guard or Return defense against an attack with the Spell Qualifier, they may immediately use 5 Spell Healing/Chaos with a single packet.		2/day Resist Magic
LEVEL 4	Minimum 60 XP spent in Stealth and 100 Scholarly skills, combined total must be 190xp	Whenever the Magekiller has a Back Attack batch active, they may change their weapon carrier with melee weapons to "Silence".	The Magekiller may expend any 6th level or higher spell in memory as a Spellstrike Spell Shield by weapon.	2/day Cloak Edritch Force
LEVEL 5	Minimum 70 XP spent in Stealth and 110 Scholarly skills, combined total must be 220xp	The Magekiller may use their first level Passive ability against Elemental qualifier attacks in addition to just Spell qualifier attacks.	The Magekiller may expend a Doom Blow to gain the Monster Ability "Innate Reflect" for 10 minutes. When this is triggered the character's Spell Shield and Reflect Spell effects are removed. The character is Immune (after Reflects are triggered) to Spell Shield and Reflect Spell while this ability is active. While this ability is active, the Magekiller's 3rd level Passive ability will not trigger.	1/day Doom Blow

Paragon of the Specialist

DESCRIPTION:		<i>Specialists have focused so completely on a single type of magics that they have learned to manifest them almost at will. With practiced concentration, they can defend against this type of magic and extend their aura to their nearby companions.</i>		
PREREQUISITES	PASSIVE	ACTIVE	PER-DAY	
LEVEL 1	100 XP spent in Scholarly Skills	When this Paragon Path is chosen, the character must choose one Effect Group out of the following list: Curse, Command, Eldritch Force, Binding, Protection/Enhancement. This becomes their Specialist School. This choice may not be changed once made. The character may treat carrier attacks from their Specialist School as Normal.		2/day Cloak <Specialist School>
LEVEL 2	125 XP spent in Scholarly Skills	The character Meditates spells of the Specialist School in half the normal time.	The character may expend any memorized spell to Intercept an effect from their Specialist School that strikes another character within weapon distance, no matter what its delivery.	1/day Bane <Specialist School>
LEVEL 3	150 XP spent in Scholarly Skills	Twice per day per level of Specialist, when casting a Specialist School spell from memory which was memorized as that spell, the character may rethrow the spell immediately if it misses. Note that a further miss from this rethrown spell does not result in a third attempt. The spell cannot be Meditated unless both packets miss.	Twice per day per level of Specialist, the character may expend any memorized spell for a spell of their Specialist School of equal or lower level. Note that this does not change the memorized spell on their card (thus this swapped spell must be meditated as per the original memorization).	2/day Cloak <Specialist School>
LEVEL 4	175 XP spent in Scholarly Skills	Whenever the character casts a spell of their Specialist School that resolves (i.e. it may not be Meditated back), the Specialist is affected by 15 Spell Mend Armor as if touch cast and accepted.	The character may drink a potion or cast a spell from a scroll upon themselves which matches their Specialist School, and instead of taking the original effect they may choose to be affected by X Spell Healing where X is equal to 5 per level of the spell.	1/day Bane <Specialist School>
LEVEL 5	200 XP spent in Scholarly Skills	The character may memorize Specialist School spells in a spell slot one level lower than normal (in addition to their normal level). This spell counts as the original level for purposes of the Spell Store ritual, but otherwise counts as the level it is memorized in.		2/day Absorb <Specialist School> (as per Greater Spell Store Ritual)