



KINGDOM OF HAYLEM

CELESTIAL TOWERS

deroTM
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Mandate

The mandate is the overall mission and objectives of the Celestial Guild. It states what all members of the Guild should strive to achieve and what should influence all of their decisions. The mandate has five aspects:

- To observe and moderate the impacts of non-Tyrran activity, be it Elemental, Extra Planar, Alternate Realms, Celestial magical events, Arcane Creatures or other Celestial phenomenon.
- To oversee the use and impact of Celestial Formal Magic
- To study Celestial magical events, creatures and phenomenon
- To oversee the development of Celestial Magic for the defense and betterment of the Kingdom of Haylem and Tyrra
- To root out and apprehend those who utilize Celestial magic in a manner that is unsafe or hostile to the Kingdom of Haylem or Tyrra

By pursuing the goals outlined in the mandate, the Celestial Towers assures that it remains an organization that keeps the Kingdom secure from the effects of unpredictable magic and the threat of those who would use it to their advantage against the crown.

While the Celestial Towers in Haylem technically exist at the will of the King and follow his laws, it is well understood by all that the relationship between the Kingdom and the Celestial Towers is symbiotic and the Kingdom rarely interferes in their operations. The Kingdom has the population but the Celestial Towers control battle magic.

The Tower

Unlike the Earthen Tower in Aieland, there is no known Tower that the Celestial Towers uses to house its operations. By tradition the Guild Halls in most of the Duchy capitals are housed in Towers. There have been rumours of a central tower over the years but nothing concrete. When Ontarius fell during the second Necromantic War rumours that the tower had been lost circulated. These rumours have been supported by the fact that the Celestial Towers have maintained a great deal of involvement in the Black Wastes despite it being primarily believed to fall under the purview of the Earthen Towers.

Although there is no known main tower, the architecture of Celestial Tower buildings in main centres tend to be towers.

Structure

The Celestial Towers is an organization made up of several divisions, led by the leaders from the various divisions, collectively called the Concilium. The divisions of the Celestial Towers are:

The Megistanis: the political leaders of the Towers – led by the Praetor and the Grand Masters.

The Tutores di Scientia: those responsible for research and knowledge – led by the three Procurators.

The Custode Potentia: a secretive group focused on the security of the Towers (not available for PCs) – led by the Emissarius.

The Concilium & Star Chamber

The Concilium is comprised of the Praetor, the Grand Masters, the 3 Procurators and the Emissarius. The Star Chamber is not a physical location but any location where 9 or members of the Concilium are present including the Praetor are present. Magic is used to seal the room and protect it from outside influences. Some believe that the magic creates an interdimentional space for them to meet outside of this world. Decisions about the mandate and future direction of the Celestial Towers are made in the room by a vote of the members. The Praetor traditionally only votes in the event of a tie but in extreme circumstances may veto the decision of the Councilium; doing so puts him or her at risk of losing the support of the Concilium.

Vacancies within the Concilium are nominated by the membership from the ranks of Masters and are confirmed by a majority vote. The appointment of a Grand Master representing a Duchy must be approved by the Duke or Duchess of the region. The exceptions to this are the Praetor and the Emissarius. The former is selected from the rank of the Concilium by vote and must be confirmed by the King. The selection process for the latter is not publically known.

Traditions

Bondage

Accepting the rank of Master or higher is no light decision as it is a lifetime appointment and can only be released by a decision of the Star Chamber which meets. Members of the Megistanis who reach this rank wear Red Bracers to symbolize this bond.

Wizard Titles

An individual who gains the ability to cast Celestial formal magic gains the honourific "Wizard" upon the casting of his or her first ritual. The individual may request a unique title from the local guild and they will work with the new Wizard to select one that is appropriate. (Ex. Wizard of Mystery, Wizard of the Mirror, etc.)

Sanctuary

A full member of the Celestial Towers or a local Guild (see "The Local Guild" below) has the right to claim Sanctuary in a local Guild house if they are accused of a crime by either the nobility or the Earthen Towers. Should a member be accused they may claim "Guild Sanctuary" and must go immediately to the local guild. They may not leave until the ranking Master comes to confer judgment on them. Occasionally the accuser will allow them to continue with their regular day-to-day activity until the Master arrives provided the local Guild Master is willing to stand for them. Typically this occurs in a time of conflict when the members' services are needed in the interim.

Sanctuary is not meant to exempt members of the Towers from the law, only to protect them from legal consequences of following orders and doing their duty. When a Master's judgment is that the accused is guilty and was not acting within the confines of their duty, the member should expect to face a harsher punishment than if they had accepted the original charge.

Megistanis

The Megistanis is the Political arm of the Celestial Towers. It provides leadership to Celestial Wizards in the Kingdom and counsel to the nobility. The Megistanis are also responsible for the day-to-day operation of Guild Halls around Haylem.

Key Roles

Praetor

The Praetor is the leader of the Celestial Towers as a whole. He or she is also the public voice of the Towers to the Kingdom and a direct advisor to the King. The Praetor's residence is located in Haylem City and he or she is considered part of the Royal Court.

The Praetor is almost always in ceremonial dress and is recognizable by his or her long red robes and cloak trimmed in silver runes and a ceremonial staff.

Grand Master

There are 6 Grand Masters for the Kingdom of Haylem, one for each of the Duchy's and one for what the Towers refers to as the unclaimed lands. At this point the Unclaimed lands would include the Barbarian lands, Sharin, Chodladh go Maith and the Glassweldt Plains among others. Responsibility for the Black Wastes still sits with the Grand Master of Ontarius. The prestige of a Grand Master is determined by the prosperity of the area which they oversee so it is in the best interest of a Grand Master to support the nobility and the people in the area. The Grand Master that represents each of the 5 Duchies is typically the Court Celestial Wizard.

The red bracers worn by a Grand Master have metal ornamentation on them. In addition at formal occasions a Grand Master will wear a red cloak or cape trimmed in white runes.

Master

Master is the next level up above Guild Master. A Master is responsible for the administration and support of the Guild Halls in a defined geographic area. In the case of some of the larger cities where a lot of political activity occurs a Master may be responsible for a single Guild Hall.

Masters are typically chosen from the ranks of Guild Masters when a vacancy is identified. In order to be considered, a Guild Master should have at least 1 year of service as a Guild Master, ideally more, and have the sponsorship of the Grand Master in the region. Evaluation will be based on past successes. There is rumoured to be a test and a ceremony when this type of promotion occurs but nothing is widely known.

The red bracers worn by a Master are plain without any ornamentation.

Tutores de Scientia

The Tutores de Scientia is the branch of the Celestial Towers responsible for the stewardship of knowledge. While the organization tends to shy away from Kingdom and local politics they still wield a fair amount of influence as people within the Kingdom tend to look to them for answers.

The organization focuses on 3 key areas of study:

- **Mensura:** The study of the elements and extra planer activity including creatures and artifacts tied to these areas. This area is most likely to attract Wizards who want to do field work and are capable in battle.
- **Ritus:** The study of formal magic; includes but is not limited to the study of the impacts of formal magic and the creation of new magics. It is believed that Sages of this area of study are the ones that produce the scrolls sold by the Towers.
- **Eruditio:** This field is responsible for recording all information associated with history and Celestial Magic and investigating. They search for lost artifacts and record information on Magical Creatures. These Sages are often Jacks of all Trades and are called in to situations that don't clearly fall into one of the other 2 areas of study and require an understanding of past history. They are the most political of the Sages.

Key Roles

Sage

A Sage is the rank and file of the Tutores de Scientia. Wizards may join the organization by first gaining the sponsorship of an existing member and completing a 1-year apprenticeship during which the apprentices work is monitored and evaluated. An apprentice becomes a full Sage upon the sponsorship of a Master Sage in the appropriate area of expertise.

A Sage can expect the support of the Tutores de Scientia in their research through information and resources when available. In return a Sage may be called upon by the organization to support larger research projects.

Sages wear black cloaks/coats/cape at formal occasions trimmed in the colour of their school. Mensura – Silver, Ritus – Copper, Eruditio - Gold

Master Sage

The rank of Master Sage is reserved for those who show exceptional aptitude. A Sage may become a Master Sage but completing the following requirements:

- Choosing an area of specialization (examples: plane of fire, summoning rituals, Drakes)
- Completing 3 major projects with at least one in the chosen area of specialization
- Successfully pass 3 tests, one from each branch
- Sponsorship of the appropriate Procurator for the Sages specialization

The benefits and obligations of being a Master Sage are similar to those of a Sage but more resources and support will be available and projects may be more lengthy and dangerous. Master Sages may also call upon Sages for support in their efforts when needed but if this is abused they may find themselves being demoted.

A Master Sage has the same dress as a Sage but wears a scroll case on their belt as a symbol of their rank.

Procurator

There are 3 Procurator, one for each area of focus within the Tutores. The Procurator sit on the Councilium representing the Tutores in an effort to ensure that the group's objectives are not forgotten amongst the politics of the Celestial Towers. The rank is comparable to the rank of Grand Master however the honourific is still Master Sage. The Procurator are considered experts in their field and provide leadership to the Sages in their area, prioritizing projects and assuring they have the support they need.

At ceremonial occasions a Procurator will wear a red cape or cloak trimmed in white runes. The Procurator do not wear the red bracers to signify bondage however none have ever been known to leave the Towers. In normal day-to-day occasions a Procurator wears the dress of a Master.

The Library

The knowledge of the Tutores de Scientia is rumoured to be housed in a mythical library. Over the years many individuals with differing motives have sought to find it.

Custodes Potentia

The Custodes Potentia is a branch of the Celestial Towers that is shrouded in mystery. What is known of their mandate is that they are responsible for the security of the Celestial Towers with a focus on both internal and external threats. It is believed that they often work closely with the Ordo Solis to achieve this end. It is also believed by most that they take care of some of the more unsavory elements of running the Celestial Towers.

Key Roles

Emissarius

The Emissarius is the public face of this organization and is a member of the Councilium. He or she leads the Custodes Potentia and drive its mandate.

At ceremonial occasions a Procurator will wear a black cape or cloak trimmed in white runes. The Emissarius is the only position outside of the Megistanis where the red bracers are worn. The Emissarius wears un-ornamented bracers similar to a Master.

Inquisitor

There are many rumours about the Inquisitors. Some say there are only 3, some say there are hundreds. It is said they are made up from the ranks of other parts of the

organization so they could be anywhere. Who they are, how they are selected and what they do exactly is unknown. What is known is that even the highest ranking members of the Towers is subject to their investigation. (This position is not open to player characters)

Other Ranks

There are a variety of other ranks within the Towers that manage the day-to-day administration of the Towers and the various Grand Master's households. Each Grand Master organizes his or household a little differently.

The Local Guilds

Each local Guild Hall is accountable for balancing supporting the mandate of the Celestial Towers in a specified region with serving the will of local nobility. In addition to being subject to the rules of the Celestial Towers, members are expected to obey the laws of the land except where they must take action contrary to the law to follow the instructions of their leadership for the greater good.

Responsibility

The local Guild has the following responsibilities in region they represent for:

- Provide identification services to local residents
- Training Celestial scholars to become Wizard and providing them with titles as requested
- Tracking Celestial Wizards in the region they oversee – to this end Wizards are to register at the local Guild if they plan on being in a region for more than 3 nights
- Tracking the casting of Celestial formal rituals – to this end Wizards need to notify the Guilds if they are casting a ritual. The Guild has the right to tell a Wizard they can't cast a ritual but they only typically exercise the right in special circumstances or when a scroll is considered restricted by the Guild.
- Investigating Elemental or Extra Planar events in the region and limiting any negative impacts where possible – a report of findings should be provided to the Master responsible for the Guild
- To investigate and moderate the impacts of non-Tyrran activity, this includes Elemental, Extra Planar, Alternate Realms, Celestial magical events, uncontrolled Arcane Creatures or other Celestial phenomenon
- Policing the use of Celestial Magic, Elemental Interference and Extra Planer activity to apprehend individuals engaging in Hedge Wizardry

Key Roles

A full Guild member can expect to have their basic needs met by the Guild including shelter, resources, training and protection.

Guild Master

A Guild Master is the leader of a local Guild and is part of the hierarchy of the Megistanis reporting to a Master responsible for the area. An individual must be a Guild Master to petition the Towers for an audience. He or she determines how the Guild will be organized and run. Guild Masters are selected by the local Master. Each Master uses a slightly different selection process but the focus is on leadership and administrative skill. Guild Masters are selected from the ranks of Wizards and only in very rare exceptions will an Apprentice be able to act as Guild Master. A Guild Master wears a bronze amulet, trimmed in red with stars on it.

Traditionally a Guild Master when appointed holds the title Guild Master Discipulus when first appointed until the Master believes them to have completed their training. A Guild Master Discipulus will be closely monitored by the local Master.

A wizard who wishes to be a Guild Master should approach the local Master and state their intent.

Wizards in Service

A Celestial Wizard is an individual who are capable of Celestial formal magic and have cast at least one ritual. Some Wizards are recruited and selected by the local Guild Master to take up full time service to the Guild. Some Guilds have members of the Tutores de Scientia as Wizards in Service. A Wizard in Service, wears a bronze amulet trimmed in black with stars on it.

Guild Apprentices

Apprentices are Celestial scholars who are working towards the skills to become a Wizard and have offered service to the Guild in exchange for training and instruction. A Guild apprentice wears a bronze amulet with stars on it.

Warder

A Warder is responsible for the safety and security of the Guild Hall and the Wizards that serve it. The level of input Warders have in the running of the Guild varies from region to region however in public the expectation is that the Warder will defer to the Guild Master and Wizards who serve the Guild full time. A Warder is selected by the local Guild Master but must pass a series of tests administered by the Ordo Solis. The Warder is directly responsible to the Guild Master but is provided a mentor in the Ordo Solis to whom he or she can look for guidance and support. The Ordo Solis identifies Warders that show strength of arms and loyalty, and selects them for grooming into their ranks. A Warder wears a red belt favour with a white star and 2 white stripes.

Defender

A Defender is appointed by a local Guild Master on the advice of a Warder. A Guild Hall may have an unlimited number of Defenders whom follow a structure of seniority in the absence the Warder. The Defender with the most seniority fills in when there is no Warder. A Defender wears a red belt favour with a white star. This is typically the highest rank an Earthen Wizard can obtain though there are exceptions.

Guardian

A Guardian is appointed by either the Warder or the Guild Master to protect the Guild against external threats. Warders in a Guild Hall monitor and test their Guardians and will recommend those who show dedication and discretion to the Guild Master for consideration to become a Warder. On occasion, often when there is a lack of Warders, Guild Masters will monitor and test Guardians themselves. A Guardian wears a white belt favour with a red star.

Resources

Guild Halls are expected to be mostly self-sustaining. Guilds manage this through a variety of means including identifications, the casting of Wards, formal casting, circle use and occasionally through expeditions or adventuring. Some but by no means all Guilds charges dues to all their members to raise funds but a Guild but this must be done cautiously as it can create dissent. Each Guild Master decides how to manage Guild resources including what services to charge for and which to provide for free. For resources above and beyond day-to-day requirements, the Celestial Towers provides critical resources to the local Guild including:

- Maintaining a Circle of Power that will allow the identification of magical trinkets and individuals. The Guild is expected to protect the circle but not at the expense of the rest of the Guild's mandate or the life of its members
- Training and education in how to fulfill their duties and support in advancement if that is what is desired
- Support of a Master to provide additional support and resources as required.

Hedge Wizardry and Law

Hedge Wizardry is a general term to describe unsanctioned or dangerous use and knowledge of Celestial magic and extra-planar creatures and phenomena. In the specific, it relates to the use of the element of Power, considered a dangerous and raw prime element that only highly-trained wizards and sages in the Celestial Towers could possibly study safely.

Examples of Hedge Wizardry may include, but are not limited to:

- Summoning or dealing with extra-planar beings without Guild sanction
- Using the element of Power
- Interacting with non-Tyrran elements, be it Elemental, Extra Planar, Alternate Realms, Celestial magical events, Arcane Creatures or other Celestial phenomenon without the consent of the Guild
- Possessing a Celestial magic item without the knowledge of the Guild
- Casting formal rituals during the Celestial Solstice or at any other time without Guild sanction
- Failing to report formal capability to the local Guild
- Failing to report the presence of extra-planar beings, nodes, or gateways
- Creating or possessing automaton constructs like golems without a license
- Deliberately sabotaging a ritual with the intent to cause harm or disaster

The penalties for Hedge Wizardry vary widely. While a dangerous rogue wizard with ill-intent may be executed, someone who simply found themselves in possession of a magic item and failed to report it, may simply be relieved of that possession and fined.

The Celestial Guild chooses when and where it is appropriate to enforce these laws, and like the Earth Guild, their agreement with the Crown gives them a certain level of autonomy in pursuing their mandate. The Celestial Guild's business is the control of magical knowledge to protect the safety of the Kingdom; in their view, magic is a dangerous tool that requires expertise, and the Celestial Guild has been building their knowledge base for centuries.

Adventurers often enjoy a special status with the Celestial Guild, as they are frequently the discoverers of magical objects, new planar breaches, or dialogues with strange creatures. Due to this, many adventurers *are* members of the Celestial Guild, and even those who are not are usually less likely to be charged with minor Hedge Wizardry offences. Major offences are a different story but local Guilds typically engage the local Master before punishing an adventurer with death.

In cases where there is strong disagreement, an individual accused of Hedge Wizardry is encouraged to ask for a Celestial Guild advocate, who will debrief the accused thoroughly and then speak in their defense. This cooperation often results in a lesser sentence.

While Hedge Wizardry exists as part of Kingdom law, its prosecution, and specific definition, resides with the Celestial Towers. While members of the Chivalry or Nobility may arrest an individual for a crime such as Necromancy, an arrest for Hedge Wizardry almost invariably comes from the Celestial Guild or Towers alone.

A noble, member of the chivalry or member of the Earthen Towers has a right to have their superior present during any debrief or trial.