

Order of the Sages

faction
Blurb Coalition of the rulers of the 7 great cities.

A coalition of the rulers of the 7 great cities, led by the ruler of [Kalzendil](#) — the Princess City. The Order was founded in the aftermath of the [Prime Quest](#), when the Sages who had fought together recognized that the peace they had bled for would not hold without structure. What began as pragmatic cooperation between city leaders has grown, over generations, into Aestilon's most enduring institution of power.

The Order presents itself as the protector of civilization — the coalition that stands between the great cities and the forces that would unmake them. That is true, as far as it goes. What the Order does not advertise is the vast apparatus of control, negotiation, and quiet leverage that keeps the coalition intact. Backroom deals with merchant powers, silent arrangements with shadow networks, careful management of every faction that might one day grow too large — these are the real work of the Order. The peace is kept. The methods are not discussed.

The Princess of Kalzendil has led the Order since its founding. Officially, each generation's ruler carries the title. Those who reach the inner circle learn the truth, and learn not to speak of it.

Beliefs

- If civilization is to survive, all must unite against the dark forces that threaten it.
- Glory comes from protecting one's home and honoring its leaders.
- The best defense is a strong offense.

Goals

To ensure the safety and prosperity of the cities and other settlements of Aestilon by forming a strong coalition against the forces that threaten all, eliminate such threats by any means necessary whenever and wherever they arise, and be champions of the people.

Privately: to maintain the Order's position as the indispensable center of Aestilon's political balance — through cooperation where possible, leverage where necessary.

Structure

The Order is governed through a single rank structure shared across all three branches, with a Captain in each city answering ultimately to Kalzendil. The Sage of each city — the most powerful figure in that settlement — is formally separate from the Order's command structure, but in practice the two are inseparable.

There are 3 Branches within the Order. Members typically enter one branch and remain in it, though exceptional members may cross over at a Captain's discretion.

- **Bureaucrats** are responsible for the administrative and legal machinery of the cities. They follow the rules without exception — and know better than anyone which rules can be quietly

sold. The most conservative of the three branches, and the most susceptible to institutional corruption.

- **Guardsmen** are responsible for maintaining order within the city. Embedded in their communities, they know every alley and every face. Pragmatic by necessity — they understand that keeping the peace sometimes means bending the letter of the law to preserve its spirit.
- **Outriders** are responsible for eliminating dangers outside the cities. They work closely with adventurers and spend long stretches in the wilderness. The freest spirits in the Order, and the most difficult to keep fully in line. The irony that the faction which forces others into obedience relies on free spirits to do its hardest work is not lost on senior members.

Power and Politics

The Order operates within a three-way balance of power that mirrors the classic dynamic of nobility, people, and merchants. The city rulers and the Order's rank structure hold formal authority. But the [Trader's Guild](#) controls the economic arteries that keep the cities alive — and every major Order policy is shaped, quietly, by whether the merchants will permit it. Neither side acknowledges the other has a veto. Both know it is true.

The Order also maintains a careful watch on every other major faction in Aestilon:

- The [Triumvirate](#) are uneasy allies — both seek influence over the great cities, through different means, and neither fully trusts the other's motives.
- The [Shadows of Spefur](#) hold a quiet arrangement with the Order: intelligence and access in exchange for protection and cover. Officially denied by both.
- The [Beholders](#) are rivals in the information trade. Two factions building leverage on the same targets, watching each other carefully.
- The [Windriders](#) are a genuine source of friction — nomads who make it their purpose to thwart concentrated power represent a structural threat to everything the Order has built.
- The [Grandmaster Artisans](#) supply the tools of enforcement. The Order depends on them, and the Artisans know it. The underground arms trade the Artisans' zealots run — potentially arming the Order's enemies — is an irritant the Order cannot resolve without biting the hand that arms it.
- [Treant's Roots](#) and the [Lanista Gladiatoria](#) are transactional relationships complicated by their zealotries. Both command enough public love that the Order cannot move against their worst elements without risking outcry. The solution is quiet pressure and patience.
- The [Explorer's Guild](#) is manageable — useful for mapping and intelligence, not powerful enough to threaten.

Advancement & Perks

Rank	Perk	Renown Requirement
Private	Call Recruit (1)	3
Sergeant	Call Recruit (1d4)	10
Lieutenant	Call Recruit (2d4)	25
Captain	Call Recruit (3d4), Sage Access	50

Call Recruit

As a member of the order, you gain access to recruits to assist you. Once per week, you can request

the assistance of a specific number of soldiers, as indicated by your rank, to perform tasks for you. These soldiers will be able to perform non-combat downtime tasks for you. Sergeant rank or higher can request their aid in battle for guild-approved missions. Lieutenant or Captain can request assistance on missions that were not pre-approved by the Order.

Sage Access

As a Captain, the Sage will be available to you at any time. They will listen to your requests and aid you where possible. The Sage is the most powerful person within the city.

Branch Perks

Each branch provides additional perks at each rank reflecting their specialisation.

Bureaucrats: [TO DESIGN — perks should reflect legal access, administrative authority, institutional corruption angles]

Guardsmen: [TO DESIGN — perks should reflect community ties, local knowledge, rule-bending capacity]

Outriders: [TO DESIGN — perks should reflect wilderness capability, adventurer networks, independence]

Notable Members

Page
Aleto of the Whitemane
Mark Rumboldt
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