

Order of the Sages

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

Coalition of the rulers of the 7 great cities, led by the leader of the princess city. Wants to protect the great cities, but also expand their reign and control. Root out evil elements.

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.

Advancement & Perks

There are 3 Branches within the order.

- **Bureaucrat** are responsible for the bureaucratic tasks within the city.
- **Outriders** are responsible for eliminating dangers outside the cities.
- **Guardsmen** are responsible for maintaining order within the city.

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 soldier, as indicated by your rank, to perform tasks for you. These soldiers will only follow Sergeant rank or higher into battle. Only a 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 for you 24/7. He will listen to your requests and aid you were possible. the sage is the most powerful person within the city.

Notable Members

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Aleto of the Whitemane
Mark Rumboldt

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http://3.126.88.211/organisation:faction:order_of_the_sages?rev=1604322572

Last update: **2025/10/15 21:28**

