

# Seven Sages

Sage	Affinity
<a href="#">The Princess</a>	Leadership, founder of <a href="#">Kalzendil</a>
<a href="#">Ignor</a>	Master craftsman, founder of <a href="#">Rudiana</a>
<a href="#">Nymea</a>	Illusion and trickery, founder of <a href="#">Borunoa</a>
<a href="#">Arbia</a>	Plants and nature, founder of <a href="#">Iaras</a>
<a href="#">Calli</a>	Shadows, founder of <a href="#">Piam</a>
<a href="#">Loumos</a>	Wisdom, founder of <a href="#">Rurua</a>
<a href="#">Guaar</a>	Water, founder of <a href="#">Toru</a>

## Background

The Seven Sages are the heroes of the very first quest, achieved by defeating the great evil and releasing [the\\_three\\_goddesses](#).

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