



METAGAMING ORGANIZATION REFERENCE:

The Wizards' Cabal

Developed by Joe Cirillo
Revisions and Editing by Justin Hamill and Stewart Larsen
Version 2.1
Valid 3 December 2006

Based on the original Blackmoor Setting, associated characters and places owned by Wizards of the Coast, Inc. Used with permission, all rights reserved© 1975 Wizards. Dave Arneson's Blackmoor: Metagaming Organization Reference Document: The Wizards' Cabal is ©2006 Zeitgeist Games, Inc. Zeitgeist Games is a trademark of Zeitgeist Games, Inc. All Rights Reserved. This product contains no Open Gaming Content.



Introduction

The White Mage Skelfer Ard was dragged into the Mage Wars after the destruction of his home town of Archlis. In order to fight in the war, Skelfer would need an army. Skelfer sought out young wizards who were not allied with any of the three warring factions. He offered to train these wizards to fight against the oppressive domination of the mages involved in the mage wars. They quickly realized that they could not stand alone in this war and began training soldiers in a combination of sword and spell, thus the Arcane Warrior was founded.

Over the span of four years, with so many powers allied against them, the sorcerers were outmatched and outmaneuvered. By the year 900, the overwhelming majority of sorcerers had either fled the North, or been imprisoned or slain outright. Greatly saddened by the loss of so many lives, the White Mage, declared his efforts against the sorcerers to be largely at an end. While he and his allies continued to watch for these rogue spellcasters, they now turned the bulk of their attentions to other things. With no immediate dangers left to be subdued, Skelfer declared that the time had come for the mages of the North to begin charting the course of their future. It is from this that the Wizard's Cabal is borne.

After Skelfer's organization was granted full authority over all matters arcane in exchange for supporting the Emperor, word came down from on high: All wizards dwelling in the North were required, by Imperial decree, to subject themselves to the authority of Skelfer's cabal of wizards. Some mages still refused, preferring to flee the North or live as fugitives. Most,

Oath of Conduct of the Arcane Warrior

I swear to remain loyal to the Wizard's Cabal and to obey its laws and precepts in all things.

I swear to abide by the orders of my superiors, save when they stand contrary to the precepts of the cabal.

I swear to respect the laws of the common man to obey them as any citizen must and to violate them only when necessary to fulfill my duties to the Cabal.

I swear to give all my effort and yes even my life to stand between the common man and those who would use magic for evil.

I swear to destroy all who sully the image of magic in the eyes of the common man and who practice without the lawful writ of the Cabal.

All these things I swear lest I be judged by my brethren and condemned to die as yet another common criminal swept under by the Cabal's good justice.

Magic is life. Life is magic.

Let me live, let me die in the service of both.

however, knew that struggling against both Skelfer and the Emperor was more trouble than it was worth.

Even now, over a century after the Cabal's founding, nothing is safe, nothing can be taken for granted. To the west, the Afridhi lurk in poor, dominated Ten, their greedy eyes turned on Blackmoor. The Egg of Coot watches from the North, as inscrutable and deadly as ever. To the south, Thonia stands as ever it has, and it would surely not mind the opportunity to reclaim Blackmoor once more. The elves struggle with one another over family divisions. The dwarves war constantly with orcs in their mountains, interacting less and less with the outside world. And always, renegade sorcerers walk the lands, nearly impossible to find until they have already done their damage.

It would appear, to even the most optimistic observer, that the future of the Wizards' Cabal can be no easier, and no more peaceful, than it's past. As the threats and challenges to the North continue to grow, so to has the Cabal's ability to react and adjust to these very changes.

Organization

The Wizards' Cabal is controlled by a group of administrators who oversee the day-to-day activities of the Cabal's operation. Per Skelfer's designation, the highest and most powerful positions within the entire organization are that of High Spellwise. The positions of the High Spellwise have the ultimate responsibility for keeping the Cabal's status as a controlling and critical organization to the protection of Blackmoor as well as meeting the mission laid down by Skelfer

himself.

The largest portion of this oversight comes under the jurisdiction of one of many ministries within the Cabal. The most powerful and expansive ministries are the Ministry of War, The Ministry of Knowledge and The Ministry of the Mystical Arts. Each of these ministries is directly overseen by one of the High Spellwise and maintains an office within the Tower of Mages at Ardenn.

The overall function of all cabalist is to uphold the precepts of Cabal Law. The laws of the Cabal are outwardly similar to those of the Kingdom of Blackmoor with an obvious tilt towards the arcane arts. The problem faced by the populace was that the Cabal Law was never translated into common. Many argued that they couldn't follow a law that they did not know. Recently a studious commoner named Farhber Min obtained the Cabal's permission to create a basic treatise written in common entitled "The Magical Law". The Magical Law can be found in nearly every area of Blackmoor and has been translated into many languages as the Cabal enforces its laws on all residents who live within the borders of the Kingdom of Blackmoor.

Membership

Requirements

- At least one level in Wizard, Arcane Warrior or Bard
- Cannot have levels in Sorcerer or Wokan. If the character later takes levels in these classes and is later discovered by agents of the Cabal, they will be ejected from the organization and possibly subject to punishment under the Magical Law.
- 2 TUs and 200 gold pieces as initiation fees into the Cabal
- Must abide by the Magical Law at all times. A player who is witnessed breaking the law according to the Wizards Cabal is given a 'warning' and a 100 gold piece fine. This fine must be noted on the character's log sheet. If the character is witnessed breaking the law again after the warning, the player is considered suspended from the Wizards' Cabal for one year from the date of suspension (also must be marked on the character's log sheet).

Excerpts from the "Magical Law" as scribed by Farhber Min

Precepts

- The Wizards' Cabal has the lawful right to govern arcane magic in the Kingdom of Blackmoor. This right includes the ability to draft and create new laws as well as revisit and extend the existing law.
- The Wizards' Cabal has the lawful right to investigate, hold trial and ultimately pass judgment and sentencing against those who are found guilty of using magic in a manner that breaks the law.

A Few of the Basic Laws governing the Use of Magic in Blackmoor

- Arcane magic may only be used by those who are formally trained and have been granted permission by the Cabal
- Magic is for the protection and improvement of society and may never be used for evil purposes or to subjugate the people of Blackmoor
- Magic should be practiced in a safe and controlled environment whenever possible. All arcane spellcasters are responsible for material damages that they cause and may be required to compensate a damaged party for their actions
- A Wizard must obtain permission if they wish to instruct pupils
- Those who assist or give refuge to magical criminals are themselves guilty of a crime against the Kingdom of Blackmoor
- Creation of magical items valuing 100 gold pieces or more must be approved by the Cabal
- Sorcerers are innately dangerous and must be confined to protect the populace
- Opposition to the Cabal and its lawful right to enforce law is punishable
- All law abiding spellcasters are expected to rise to the defense of the Kingdom of Blackmoor and her King

- A yearly expenditure of 2 TU serving the Cabal on various missions. (This is cumulative with the 2 TUs spent during initiation for a total of 4 TUs your first year in the Cabal.)
- Arcane Warriors must swear to the Oath of Conduct of the Arcane Warrior

Benefits

Prestige Classes

By earning Commendations of the Wizard's Cabal, members may earn access to Cabalist prestige classes, assuming they meet all qualifications for the class.

If you are ever issued a warning for breaking Magical Law, you lose access to these prestige classes and may not take any further levels in them again.

An extra 2 time units must be spent training for the class after taking the first level of any of the following prestige classes.

The Inquisitor (DAB)

- Needs two commendations to join

The Cabal Magister (WCS)

- Needs two commendations to join

The Inquisition Hunter (WCS)

- Needs Three Commendations to join

The Inquisition Spy (WCS)

- Needs Three Commendations to join

The Profector (WCS)

- Needs Four Commendations to join.
- Must have served the Wizards Cabal for at least one full year, from the date of the log sheet where the player character joined the Wizards Cabal.

The Researcher (WCS)

- Needs Four Commendations to join

The War Wizard (WCS)

- Needs Four Commendations to join
- Must have served the Wizard's Cabal for at least six months, from the date of the log sheet where the player character joined the Wizards Cabal.
- At the end of the 6 month period, the player must request the special mission to serve as their trial.

Access to Research in the Library of Ardenn

The library in the Cabal stronghold of Ardenn is unparalleled in the North. Cabal members may gain access to its knowledge when in Vestfold.

- When researching in the Library of Ardenn, Wizards' Cabalists gain a +6 circumstance bonus to checks relating to arcane or history related inquiries.
- The Wizards' Cabal member can add one additional spell to their spell focus or spell book at no cost as the player goes up in caster level. The spell is given to the wizard for free. She must still pay the cost to place the spell in her focus or Spellbook.
- Members can gain access to the metamagic feats listed in the Wizards' Cabal sourcebook

The Cabal's Crafting Guild

The Cabal's Crafting Guild is responsible for the crafting of magical items. Guild members are provided with the finest materials from which to hew their craft. Should a wizard wish to complete an item on their own, the Crafting Guild will want to examine it for quality and accuracy. Should a wizard fail to bring his creations before the guild in a reasonable time period, she may find herself penalized

- Characters who are members gain access to all Item Creation Feats listed in the Wizards' Cabal sourcebook

Access to Spells

Members of the Cabal gain access to all non-ritual spells found in the Wizards' Cabal Sourcebook. These spells cannot be copied to another character's spellbook or spell focus.

Ritual Spells can only be discovered through episode play. All ritual spells must be certified to be used during play. Arcane rituals may only be activated by members of the Wizards' Cabal.

Access to a Spell Focus

All members who join the Wizards' Cabal will be granted a spell focus of appropriate level and type if needed. The spell focus cannot be sold or traded nor can it be used by anyone but its intended owner. The Cabal member will receive a spell focus equivalent to his/her caster level as follows:

Spell Focus Access

- 1st-5th Novice's focus (100 spell levels)
- 6th-10th Initiate's focus (300 spell levels)
- 11th-15th Wizard's focus (600 spell levels)
- 16th-18th Magister's focus (1200 spell levels)
- 19th+ Supreme focus (1800 spell levels)

When a member reaches the next spell caster level bracket, they automatically receive a new spell focus and are required

to return the previously used one. Specialist casters have the option of receiving a spell focus of magically conductive material (see School Specialization rules in Campaign Sourcebook).

Officer Titles for Arcane Warriors and Inquisitors

Once an Arcane Warrior has reached 7th level, they are commissioned by the Cabal and become an officer within the Cabal's Arcane Inquisition. All Arcane Warriors must show proper respect to their senior officers by respectfully addressing them by their proper titles as follows: When an Arcane Warrior takes the first level of Inquisitor the previous arcane warrior officer title is replaced by the Inquisitor title.

Arcane Warrior Titles

- 7th-8th level: Protector
- 9th-10th level: Justice
- 11th-12th level: Chief Justice
- 13th-14th level: Judge
- 15th-16th level: Chief Judge
- 17th-18th level: Arcane Magistrate
- 19th-20th level: High Arcane Magistrate

Inquisitor Titles

- 1st-2nd level: Inquisitor
- 3rd-4th level: Master Inquisitor
- 5th-6th level: Grand Inquisitor
- 7th-8th level: Exalted Inquisitor
- 9th-10th level: Lord Inquisitor

Titles for War Wizards

War wizards are referred to in formal situations by their relative experience and abilities. The proper way to reference a War Wizard would be, "[name], War Wizard of the Silver Circle".

- 1st-2nd level: Bronze Circle
- 3rd-4th level: Silver Circle
- 5th-6th level: Gold Circle
- 7th-8th level: Mithral Circle
- 9th-10th level: Adamantine Circle



The above named character has joined the following Metagaming Organization:

The Wizard's Cabal

Date Joined: _____ GM Signature: _____

Prestige Class Access

- The Inquisitor (2 Commendations)
- The Cabal Magister (2 Commendations)
- The Inquisition Hunter (3 Commendations)
- The Inquisition Spy (3 Commendations)
- The Profector (4 Commendations, must have served the Wizard's Cabal for 1 year from the date joined on this cert)
- The War Wizard (4 Commendations, must have served the Wizard's Cabal for 6 months from the date joined on this cert, must complete special mission)

Research at the Library of Ardenn

- +6 Circumstance Bonus to checks to Knowledge (Arcana) or Knowledge (History) while in the Library of Ardenn
- Wizard's Cabal member adds one additional spell to their spell focus or spell book at no cost as the player goes up in caster level
- Access to the metamagic feats listed in the Wizard's Cabal sourcebook

Cabal's Crafting Guild

- All members of the Wizard's Cabal gain access to the Item Creation Feats from the Wizard's Cabal sourcebook

Access to a Spell Focus

- All members who join the Wizard's Cabal will be granted a spell focus of appropriate level and type if needed. The spell focus cannot be sold or traded nor can it be used by anyone but it's intended owner. Specialist casters have the options of receiving a spell focus of magically conductive material.

Officer Titles for Arcane Warriors and Inquisitors

A 7th level Arcane Warrior is commissioned by the Cabal and becomes a member of the Cabal's Arcane Inquisition and received an official title. When an Arcane Warrior takes the first level of Inquisitor the previous Arcane Warrior officer title is replaced by the Inquisitor title. (See the MetaOrg document for title lists)



The above named character has joined the following Metagaming Organization:

The Wizard's Cabal

Date Joined: _____ GM Signature: _____

Prestige Class Access

- The Inquisitor (2 Commendations)
- The Cabal Magister (2 Commendations)
- The Inquisition Hunter (3 Commendations)
- The Inquisition Spy (3 Commendations)
- The Profector (4 Commendations, must have served the Wizard's Cabal for 1 year from the date joined on this cert)
- The War Wizard (4 Commendations, must have served the Wizard's Cabal for 6 months from the date joined on this cert, must complete special mission)

Research at the Library of Ardenn

- +6 Circumstance Bonus to checks to Knowledge (Arcana) or Knowledge (History) while in the Library of Ardenn
- Wizard's Cabal member adds one additional spell to their spell focus or spell book at no cost as the player goes up in caster level
- Access to the metamagic feats listed in the Wizard's Cabal sourcebook

Cabal's Crafting Guild

- All members of the Wizard's Cabal gain access to the Item Creation Feats from the Wizard's Cabal sourcebook

Access to a Spell Focus

- All members who join the Wizard's Cabal will be granted a spell focus of appropriate level and type if needed. The spell focus cannot be sold or traded nor can it be used by anyone but it's intended owner. Specialist casters have the options of receiving a spell focus of magically conductive material.

Officer Titles for Arcane Warriors and Inquisitors

A 7th level Arcane Warrior is commissioned by the Cabal and becomes a member of the Cabal's Arcane Inquisition and received an official title. When an Arcane Warrior takes the first level of Inquisitor the previous Arcane Warrior officer title is replaced by the Inquisitor title. (See the MetaOrg document for title lists)