



Ordo Elementarum

Based on material from *The Player's Guide
To Blackmoor* with additional material
created by Mat Black

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Introduction

The group known as Ordo Elementarum, or Order of the Elements, was founded by the archmage Merrick Fen and the wokan Mithgilivyr Goss long before the Cabal came to power. A student of Kargas, Fen created the group in order to study elemental magic as a means of improving the lives of the common folk.

Organization

As a small group, the order has little need for formal organization.

A council of five senior members called ministers leads the order and directs the group's research.

The most senior minister is the Minister Primus, but this title offers little in the way of real power. Under the ministers, other senior members see to the training of new apprentices and direct specific research projects, most geared toward furthering the understanding of elemental, temporal, or planar magics.

Members of Ordo Elementarum are primarily wizards, though membership within the group is formally open to wokan as well. Less formally, the order has more than a few sorcerers in its ranks, though this fact is kept well hidden from the Wizard's Cabal.

History

Merrick Fen studied under Kargas, seeking to understand the forces at work in the North that caused the birth of sorcerers in vast numbers. Working with Kargas taught Merrick many things about that land and its power, not the least of which was how to harness the wild magic and use it to fuel his own spellcasting. This knowledge led him to

seek out other spellcasters, particularly the native wokan, to examine the relationship between their magic and the land. One of the wokan he studied with was Mithgilivyr Goss (a cousin of Raddan Goss, central figure in the Mage Wars). Mithgilivyr was not only a wokan but also an elven elemental of fire. Merrick learned much from Mithgilivyr, and later from Mithgilivyr's compatriots studying other elemental paths.

By spending time among the Cumasti, Merrick learned to appreciate nature in a way that most other mages did not. He did not study magic for power alone, but rather to protect the land he had learned so much about. To further this end, he and Mithgilivyr founded Ordo Elementarum ("Order of the Elements" in an ancient dialect of Thonian) to further the study of elemental magic. Eventually, the order's work would touch on planar studies. It was Mithgilivyr, in fact, who first proposed the planar model largely accepted today—six elemental planes (Air, Earth, Fire, Metal, Wood, and Water) plus the Ethereal Plane, Astral Plane, Shadow Plane, and the Plane of Time.

When the Mage Wars began, the order withdrew itself from the conflict, hiding within the forests in order to continue their studies without outside interference. Eventually, though, Raddan Goss discovered the order's location and tried to bring its members to heel. Faced with possible destruction and little time to prepare, members of the order made the decision to leave for the planes and attempt to wait the wars out.

The order used *plane shift* spells to move to the Plane of Time, hoping that this would give them more time to prepare themselves should the Mage Wars still be ongoing when they returned. Nearly

half the order died there as a result of the terrible dangers of the plane—quicksand that withered those who sunk within it, the touch of unworldly winds that turned time back to before a creature was born, or attacks from the natives. Merrick himself was killed when he was crushed by a gigantic gearworks beyond which the order hoped to find shelter.

Eventually, the survivors created a fortress and stayed there for twenty years of study and planning. However, when the members of the order finally returned to the North under the leadership of Mithgilivyr, they discovered to their horror that some three hundred years had passed.

In a world they no longer recognized, the followers of Ordo Elementarum had missed the rise of the Cabal, the freeing of Blackmoor from the Thonian Empire, the Egg of Coot, and another dozen lifetimes worth of history. Wary and afraid, they hid for a time to observe and plan. However, in doing so, the order discovered disturbing signs—the development of clockwork and steamworks in the North.

While on the Plane of Time, Mithgilivyr and his followers spent much of their efforts on understanding the world around them, including an area made up of gigantic gearworks and steam pipes working away in endless mechanical fury. Their studies showed that a malevolent force manipulated and controlled those gears for its own ends—a view confirmed by a friendly group of natives of the plane, led by an entity the order came to call Tempus Abbatis. Many of the Cumasti in the group came to view Tempus Abbatis as a planar deity similar to Hydros or Fiumarra. Back in the real world, when members of the order came up against Col the Clockwork Inquisitor, they were certain

that this malign influence had come to roost in the North.

Ordo Elementarum has since begun a campaign of destruction, attempting to ruin any clockwork devices they come across. One of their dearest wishes is to infiltrate the dwarven mines and destroy the steam bores that grant the dwarves their productivity. The order watches and waits for the time when they can finally rid the North of what they see as a great evil, and they are actively recruiting others to take up the cause.

Notable NPCs

The most high-profile member of Ordo Elementarum is Mithgilivyr Goss, the Minister Primus. He inherited the position by default after the death of Merrick Fen. Other members of note include Loriana Fen, Merrick's fifteen-year-old daughter, and Loriana's mother Sielene. Loriana misses her father dearly, and Sielene does her best to raise her daughter while maintaining her position as a minister and pursuing the path of an air elemental.

A gnome by the name of Muck Clubfoot has recently joined the order. His only interest (or so he claims) is to preserve his native South Pim from the encroachment of “that evil technowizbang gadgetry.”

Allies and Foes

Since the order has only recently been back in the real world, they have little in the way of friends. Those they knew before are dead and gone, and while there might be a few members of the longer-lived races that remember the order, such individuals are few and far between.

However, enemies of the order are never in short supply.

Any group focused on the use of clockwork or steamwork technology automatically draws the ire of the Ordo Elementarum, including the dwarves and their steam bores, the gnomes with their tinkering, and the wealthy

High Thonian clockworkers. By virtue of their opposition to dwarven mining, the order has made enemies of the Wizards' Cabal. Though the order shares the Cabal's enmity for the Egg of Coot, the fact that it has largely managed to hide the presence of sorcerers within its ranks is likely all that keeps it from the Cabal's full attention.

Membership Requirements

Apprentices within Ordo Elementarum must speak at least one planar language (Abyssal, Infernal, Celestial, Auran, Aquan, Ferrosian, Ignan, Sylvan, or Terran) and have some knowledge of arcane and planar matters (Knowledge [arcana], Knowledge [the planes], and Spellcraft).

Members of the order are always arcane spellcasters, and train by furthering their knowledge of spells, the planes, and the elements as they discover how their talents will work best for the order.

Those who graduate from their apprenticeship become mages of the order, and are ready to direct their own research. A mage of the order will likely speak several planar languages and have a thorough grasp of spellcasting, the elements, and planar theory. Many mages within the order will have chosen an area of specialization by this point, be it summoning spells, a specific element, or temporal magics such as *haste* and *slow*. Upon graduating from apprenticeship, the order offers the new

mage the opportunity to gain a planar familiar (usually either a mephit or Small elemental).

Interesting Facts

Ordo Elementarum is currently located in a remote section of the Redwood. They have been attacked by scarborn on several occasions, which Mithgilivyr believes to be malign influences crossing over from the Plane of Wood to the Material Plane. Members of the order better suited to reconnaissance missions (those with *invisibility*, *nondetection*, *knock*, and similar spells) have been sent into Vestfold to keep an eye on the activities of the Cabal.

Other members of the order use divinations such as *contact other plane* and *legend lore* in an attempt to quietly assemble the history they have lost. In a disturbing turn of events known only to Mithgilivyr and his ministers, a member used *contact other plane* to ask Insellageth about the Cabal. He reportedly received a negative response when asking whether the Cabal was an evil organization, but a positive response to the question of whether it had been infiltrated by an evil influence. However, when he attempted to determine the identity of this influence, a sudden spike of arcane feedback drove him irrevocably insane.

Recently, the order has learned how to manufacture false foci by magically transmuting ordinary rocks into gemstones.

These gems are not given to apprentices, but only to full members of the order.

Commendations

Members of the Order can gain commendations in three different ways.

Only one method of gaining commendations can be chosen at the end of any episode played. Commendations gained, and the method used to gain them, should be noted in the Play Notes section of the Character Log.

- **Collecting Information on the Wizard's Cabal:** Any active commendations or favors of the Wizard's Cabal can be exchanged for commendations of the Order on a two for one basis (i.e. two Wizard's Cabal commendations or favors for one Order commendation). This represents using the WC commendations or favors to gain information that the Order would be interested in.
- **Destruction of Technological Devices:** A character may earn a commendation by destroying, disabling, or delivering clockwork or steam technology to the Order. Devices disposed of in this fashion must be found and destroyed in the course of an adventure (effectively removing it from being gained as treasure), may not belong to another PC, and must be a certificated item. If multiples of the same item are disposed of (such as three separate certified clockwork windup toys), they still earn only a single commendation. If the character gains any such devices as treasure, they may immediately turn it over to the Order for study and subsequent destruction (the character earns no money for this, but does earn a commendation). The game judge should note on the character's certificate that the

item was destroyed in exchange for a commendation.

- **Research Projects:** Following any adventure, a member of the Order may spend 2 TUs doing research projects at Arx Ordum. The character may immediately make a DC 25 Knowledge (arcana), Knowledge (the planes), or Spellcraft, check. Characters may select to Take 10 on this check. Success earns the character a commendation. For every full 5 points that the character exceeds the check, he may opt to gain an additional commendation at the cost of one additional TU per additional commendation gained. TUs spent engaged in research projects cannot also be used to earn money from non-adventuring activity.

Membership Requirements and Benefits

The following requirements exist for all levels of membership in the Ordo Elementarum, unless specifically stated otherwise:

- The member may not have levels in Arcane Warrior.
- The member may not use a true arcane spell focus.
- The member may not permanently possess any clockwork or steam technology.
- May not be a member of the Wizard's Cabal, Blackmoor Local 319, or Quincke's Brigade
- Must not have been successfully arrested by the Wizard's Cabal for being a sorcerer.

- May not belong to more than one higher level sect (Sanctum Elementarum, Ordo Umbrum, or Monkeywrencher's Guild) within the Order at a time.

If any of these conditions are met after joining the Order, the member is quietly released from service. In the case of sorcerers being arrested by the Cabal, any knowledge of membership is denied by the leadership of the Order.

NOTE: All spells listed below refer to the bard, wizard/sorcerer, or woker versions of those spells.

Magus Approbe (apprentice)

Requirements

- At least 1 level in wizard, woker, or sorcerer.
- At least 2 ranks in two of the following skills: Knowledge (arcana), Knowledge (the planes), Spellcraft.
- Any non-evil alignment.
- Must speak at least one planar language: Abyssal, Infernal, Celestial, Auran, Aquan, Ferrosian, Ignan, Sylvan, or Terran.
- 2 TUs and 300 gp initiation fees for initial membership.
- 2 TU annual expenditure (in addition to initiation).

Benefits

- Open access to the following feats: Elemental Mixture, Elemental Substitution.
- Open access to the following spells: *airless breath* (wizard version only), *heat wave*, *smoke cloud* (wizard version only).

- +4 equipment bonus to Knowledge (arcana) and Knowledge (the planes) checks while at the Great Library of Arx Ordum in the Redwood. The member gains a +2 circumstance bonus to these skills while not at the library due to the information retained from studying there.
- The member may add one extra spell of a level he can cast to his spellbook at no cost each time character gains a level in wizard. Bards and sorcerers gain one extra known spell of any level they can cast each time they gain a level.

Magus Ordum (mage of the order)

Requirements

- Must have spent at least 12 TU as an apprentice or earned at least 3 commendations as Magus Approbe.
- At least 6 ranks in two of the following skills, **and** 3 ranks in the other: Knowledge (arcana), Knowledge (the planes), Spellcraft.
- Any two of the following feats: Elemental Spell Focus (any), Greater Elemental Spell Focus (any), Elemental Mixture (any), Elemental Substitution (any), Elemental Resistance, Elemental Fists, Elemental Rage, Skill Focus (Knowledge (arcana)), Skill Focus (Knowledge (the planes)), Skill Focus (Spellcraft), Extra Bower Nature's Power.
- Must speak at least two planar languages (see list under Magus Approbe).

- 300 gp for initial training and research equipment.
- 4 TUs and 300 gp annual expenditure for research projects (replaces Magus Approbe annual costs, but cumulative with other costs).

Benefits

- All benefits from Magus Approbe.
- Open access to the following feats: Energy Mixture, Energy Substitution, Improved Familiar (elementals or mephitis only).
- Open access to the following spell: *greater heat wave*.
- Access to Alchemical Silver and Cold Iron items. The character may purchase one of each for personal use only. If the item is lost or destroyed, the character may purchase a replacement.
- One-half mentoring cost (both TUs and gp) for the Archmage prestige class.
- Receive a free false spell focus.

Sanctum Elementarum (Devoted of the Order)

Requirements

- At least 6 commendations for research projects earned as Magus Ordum.
- At least 8 ranks in one of the following skills and 6 ranks in the other two: Knowledge (arcana), Knowledge (the planes), and Spellcraft.
- Three of the following feats: Elemental Spell Focus (any), Greater Elemental Spell Focus (any), Elemental Mixture (any),

Elemental Substitution (any), Elemental Resistance, Elemental Fists, Elemental Rage, Skill Focus (Knowledge (arcana)), Skill Focus (Knowledge (the planes)), Skill Focus (Spellcraft), Extra Bower Nature's Power.

- Must speak at least three planar languages (see list under Magus Approbe).
- 3 TUs and 600 gp for initiation and training.
- 4 TUs and 600 gp annual expenditure for research projects (replaces Magus Ordum annual costs, but cumulative with other costs).

Benefits

- All benefits from Magus Ordum.
- The circumstance bonus to Knowledge (arcana) and Knowledge (the planes) checks for having studied at the Great Library of Arx Ordum in the Redwood increases to +4.
- Open access (no mentoring fees) to Archmage prestige class.
- Open access to the following spells: *aging*, *armor of darkness* (wizard version only), *blacklight*, *greater lion's pounce*, *greater rhino's charge*, *lion's pounce*, *mass lion's pounce*, *mass rhino's charge*, *redirect teleportation*, *rhino's charge*, *teleportation ward*.
- Open access to the following items and magic item properties for personal use items only: Crystalline Enigmas, Spell Deflection, Spell Redirection.
- The member may add one extra spell of a level he is capable of casting to his spellbook at no cost each time he gains a level in

wizard (this is in addition to the benefit gained from Magus Ordo). Bards and sorcerers gain one extra known spell of any level they can cast each time they gain a level.

Ordo Umbrum (branch dedicated to the infiltration of the Wizards' Cabal)

Requirements

- May not possess any levels in sorcerer.
- At least 6 commendations earned as Magus Ordo.
- At least 6 ranks in five of the following skills, **and** at least 3 ranks in the others: Disguise, Bluff, Spot, Listen, Knowledge (arcana), Spellcraft, Sense Motive, Hide, Move Silently.
- Ability to cast at least one elemental spell of levels 1 through 4.
- Must possess a false arcane focus.
- Must turn over any true arcane foci gained to the Order, who will replace them with identical false arcane foci.
- 3 TUs and 300 gp for initial training and establishment of a false identity.
- 3 TUs and 300 gp annual expenditure for debriefing and maintaining false identity (replaces Magus Ordo annual costs, but cumulative with other costs).

Benefits

- All benefits from Magus Ordo.
- Allowed to join the Wizard's Cabal. Leaving this organization

for another within the Order also requires the character to leave the Wizard's Cabal.

- Allowed to take levels in Arcane Warrior. Characters who gain levels in Arcane Warrior may not serve in any other organization within the Order.
- Open access to the following spells: *hide the deed*, *probe thoughts*, *simpleton's answer*.

Monkeywrencher's Guild (anti-technology squad)

Requirements

- Must have earned at least 6 commendations as Magus Ordo.
- At least 6 ranks in one of the following skills, **and** at least 3 ranks in the other two: Disable Device, Knowledge (clockwork), Knowledge (steamwork).
- 3 TUs and 300 gp for initial training and study.
- 3 TUs and 150 gp annual expenditure for continued training and study (replaces Magus Ordo annual costs, but cumulative with other costs).

Benefits

- Members may purchase one Adamantine items and one Golembane Scarab for personal use. If the items are lost or destroyed, the member may purchase a replacement.

DAVE ARNESON'S BLACKMOOR[™]

The above named character has gained access to the following in

Dave Arneson's Blackmoor: The MMRPG:

Ordo Elementarum

Magus Approbe

Date Joined: _____ GM Signature: _____

- Open access to the following feats: Elemental Mixture, Elemental Substitution
- Open access to the following spells: *airless breath* (wizard version only), *heat wave*, *smoke cloud* (wizard version only)
- +4 equipment bonus to Knowledge (arcana) and Knowledge (the planes) checks while at the Great Library of Arx Ordum in the Redwood
- +2 circumstance bonus to Knowledge (arcana) and Knowledge (the planes) checks
- May add one extra spell to spellbook (wizard) or learn one additional spell (bard, sorcerer) at no cost each time character gains a level

Magus Ordum

Date Joined: _____ GM Signature: _____

- Open access to the following feats: Energy Mixture, Energy Substitution, Improved Familiar (elementals or mephitis only)
- Open access to the following spell: *greater heat wave*
- Open access to the following items: Alchemical Silver items, Cold Iron items
- One-half mentoring cost (both TUs and gp) for the Archmage prestige class
- Receive a free false spell focus

Sanctum Elementarum

Date Joined: _____ GM Signature: _____

- +4 circumstance bonus to Knowledge (arcana) and Knowledge (the planes) checks
- Open access (no mentoring fees) to Archmage prestige class
- Open access to the following spells: *aging*, *armor of darkness* (wizard version only), *blacklight*, *greater lion's pounce*, *greater rhino's charge*, *lion's pounce*, *mass lion's pounce*, *mass rhino's charge*, *redirect teleportation*, *rhino's charge*, *teleportation ward*.
- Open access to the following items and magic item properties: Crystalline Enigmas, Spell Deflection, Spell Redirection
- May add one extra spell to spellbook (wizard) or learn one additional spell (bard, sorcerer) at no cost each time character gains a level (this is in addition to the benefit gained from Magus Approbe)

Ordo Umbrum

Date Joined: _____ GM Signature: _____

- Allowed to join the Wizard's Cabal. Leaving this organization for another within the Order also requires the character to leave the Wizard's Cabal.
- Allowed to take levels in Arcane Warrior. Characters who gain levels in Arcane Warrior may not serve in any other organization within the Order.
- Open access to the following spells: *hide the deed*, *probe thoughts*, *simpleton's answer*

Monkeywrencher's Guild

Date Joined: _____ GM Signature: _____

- Open access to the following items: Adamantine items, Golembane Scarab

Value: 0 gp - May not be sold or traded