

The Corruptors Guild

The Council of Nine

Magnus Quod Callidus



The Corruptors Guild

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The Warden

*The Warden speaks with the
authority of the Grand Master
whenever no other Master is present.*

The Grand Master

(Forged in Cold Flame)

Magister of the Guild

*The Grand Master sits at the head of the Council. It is will is final.
The Guild is the manifestation of his influence and all rests on his shoulders.*

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The Esoteric Master

(Orichalcum)

Seer of the Guild

The Esoteric Master pays heed to the Planes of Unlife. Through scholarship and scribing his vigilance is eternal. It is through his artifice that the guild remains abreast of important events and, when such dangerous journeys are called for, it is the Esoteric Master who leads any visitations to that forsaken place.

The Magus

The Magus conducts such rituals and rites as the guild may require. Their's is a voice of authority on such matters when the Masters call for it.

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The Lore Keeper

The Lore Keeper is the custodian of knowledge within the guild. They not only record it but also make sure it is communicated to those who need it.

The Illuminated Master

(Galvorn)

Spymaster of the Guild

The Illuminated Master provides the guild with information and secrets that it may weather all threats. He is served by the Shadows, those guildsmen who can be trusted to carry such investigations with the appropriate discretion.

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The Perfect Master

Agent of the Guild

The Provost is the envoy of the guild. They maintain good relations where desirable, and remind others of their place where necessary.

[illegible]

The Tyler is the final line faced by the enemies of the guild. They are expected to die before anything happens to the Council of Nine. Known in the common tongue as the Sentinel.

The Philosophical Master
(Cold Iron)

Mentor of the Guild

The Philosophical Master seeks the continual improvement of the guild. He tests all guildsmen and, where necessary, cults.

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The Practical Master

(Cintamani)

Custodian of the Guild

The Practical Master does whatever is necessary to see the continuation of the guild. He is bound by no law, no ancestor, no moral. He provides for the guild in money and artifacts, but also takes those actions the other Masters might not be able to.



The Almoner

The Almoner is charged with discovering the fates of all corruptors & necromancers who go missing. Sometimes they are called on to assist in such a fate.



The Steward

The Steward represents the guild in such matters of trading as the Practical Master sees fit.

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The Pursuivant Master

(Star Iron)

Keeper of the Guild

*The Pursuivant Master maintains the structure and function of the guild.
He promotes those who prove themselves worthy and removes those who fail.
He watches out for potential and ensures it is realised and acknowledged.*



The Reeve

*The Reeve accepts and guides all who would seek training from the guild.
They direct aspirants to those who could help them and provide advice on the path ahead.*

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The Sovereign Master
(Grey Adamant)

Wormaster of the Guild

The Sovereign Master tracks and tallies the wars of the Factions. He keeps the guild in good standing on the international stage and where necessary takes them to war.



The Marshal

The Marshal leads the military forces of the guild, both their standing army and any forces they may come in to control of. When leading a small unit on an engagement they are known as the *Hunter*.



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[illegible]

The Shadow Mage

The Penumbra Master represents all magi within the guild. He acquires training for them as necessary and speaks with their voice on the Council. He stands for one of the three branches of spellcasting: Shadow Magic.

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[illegible]

The Dark Incantor

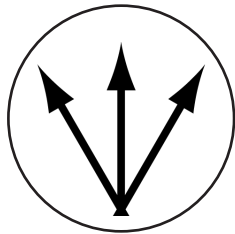
The Theosophical Master represents all incantors within the guild. He advises the Council on all ancestral matters, especially those pertaining to the Plane of Unlife. Where necessary he acquires training for his charges and speaks with authority on Dark Incantation.

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The Past Master

(Silver)

He Who Served

Each who serve on the Council of Nine deserve respect, even after they have set aside their duties. All who have held a position are granted the title of Past Master and a seat on the Council is kept for them.

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