

THE ILLUMINATI



To our newest Illuminati,

So, you have decided to join the ancient and noble order of the Illuminati, to dedicate yourself to the destruction of Drow and Shadow Masters wherever they may be found. You have chosen wisely.

Oaths

Our first and foremost oath is to oppose the Drow and Shadow Masters in all of their efforts. Our second goal is retain knowledge of the light and it's magics from others, thus keeping light forever pure in the battle against darkness. Finally, an Illuminati should always assist fellow guild members in their goals.

Skills

Due to successfully retaining many skills an Illuminati may recover their mana faster in sunlight than others and use their mana to heal their body. The Illuminati also retain the knowledge of offensive light magics that those who lost their way and joined the Towers and Circle have forgotten, to destroy the Drow threat wherever they may hide.

Foes

Our primary foe are the Drow, a race of evil creatures that dwell below the ground. They appear as elves, but with unusually coloured skin (usually a dark blue or purple). Drow exist in a matriarchal society, with their matron mother being the head of their evil cabals. They often employ the principle of Might as well as the schools of Necromancy and of Darkness.

Darkness is an insidious magic with many facets. A Shadow Master is able to call on their vile arts to empower blades and protect themselves and allies with a magical skin. They can strike with mystical darts directly and are able to extinguish torches as well blind their foes. They are able to use the darkness to transport themselves, hide themselves and to restrain and weaken their foes. Finally, they are able to call on the darkness within others, promoting visions of terrible fear in the minds of weak-willed individuals. I hope it is clear why they must not be allowed to live.

May the Light shine upon you always,

Illuminati Shavel Tyr Urdrenn

OOC: Playing an Illuminati

You can find out the details of being in the Illuminati on the website:

Player Rules > The Kingdom > Guilds > The Illuminati

The Illuminati are a Guild that appeared in the Kingdom of Exiles not long after the Drow first appeared, dedicated to killing Drow in general and the Shadow Masters- the group of Drow mages with mastery of Dark magic- in particular.

Playing an Illuminati in BathLARP is a bit of an odd one; for various reasons there aren't that many games involving Drow, so your character is more likely to deal with Shadow Demons, the occasional Dark-casting Random Critter and non-Drow mages that have picked up the Dark list somehow than actual Shadow Masters. It's also the only Guild that actively plays better in summer than in winter due to available daylight- the Sun spells are affected by this. The Light list can be powerful, but many of the spells are only effective against creatures that use their eyes to see. A good GM will make it clear what creatures are not affected during the game one way or another but it's worth memorising the standard ones.

Illuminati tend to be played as Mages, but the Advanced Training and Bonuses can actually make them quite a good guild for Warriors and Scouts- after all, the ability to self-heal using mana and regenerate mana quickly is a good way to be fairly self-sufficient, at least in the summer, and they have full access to all levels of weapon and armour training. Likewise, Illuminati tend to be played as Elves due to both the Mage stats and the shared 'history' between the Elves and the Drow, but there are no specific reasons why other races wouldn't be able to join in the fun.

The Illuminati is one of the fanatical Guilds, so this should be taken into consideration when creating an Illuminati character. Classic reasons for joining the Illuminati include: parents/family killed by Drow; avenging the Ancient Wrong (more on that below); rescued from Drow slavery; family tradition.

Things an Illuminati will know:

- While the exact origins of the Drow are currently forgotten, it is believed that they were cursed and driven underground after attempting to enslave the other elven races millennia ago.
- Drow society is matriarchal; female drow are rarely seen as warriors, and only on the surface if something serious is afoot.
- Drow society is heavily Might-aligned; all Drow priests follow Might.
- Drow Mages are the absolute leaders of the Drow, with the Shadow Masters at the top of the pile; there are also Drow Earth Mages and Necromancers.
- The Drow equivalent of the Bladesingers are Warlocks. They protect all Drow, but especially female Drow or Mages.
- Dark spells include Darts, Weakness, Entangle (with shadows), Blindness, and moving through or hiding in shadows.
- The following things can normally see through any Light spell that relies on sight: the Undead, Demons, Elementals, anything plant-based, any construct or golem, oozes and their ilk.
- When the College of Magic split into the Towers and Circle, some Illuminati left to become teachers there instead. There is some bad feeling as a result.