The Way of the Atelier

THE CODEX



[A young mage about to start her journey - SA. 271]

The history of magic is long and complicated, filled with wars, battles and disputes amongst schools of arcane thought. Through centuries of strife and discovery, one conviction endured above all others the wish to see their beliefs and goals passed down to the newer generations. From this enduring desire, born of both love for the craft and care for those who would inherit it, *the Way of the Atelier* was born.

THE TENETS

- Magic is both a means to fight and a way to help others. The magic we learn is neither strictly good nor evil. It is entirely dependent upon one's morals and values.
- To learn magic, one must not simply study the Void and its origins or beg for a wizard to teach them, but explore all aspects of this world: how creative one might become by using such a gift, and all the massive possibilities it holds.
- A mage's Atelier may hold up to 3 students per graduated professor. Their duty is to ensure that values and responsibilities are passed fully to the newer generation, each following the laws of the nation or local organisation in which they reside and to protect all those who reside within such a place..
- To be accepted as a student, one must usually be between the ages of 10 and 60 for humans, or between 10 and 100 for elves. Exceptions to this rule, whilst uncommon, are not unheard of.
- Graduated masters and apprentices alike may be summoned for meetings or routine inspections by the greater magic society to verify the continued upholding of the Atelier's principles and values.
- To be considered a Wizard, one must either have mastered 3 arcane arts and one mundane discipline, master 4 arcane arts whilst also choosing a dedicated Path such as Eminence or Artificery or create a new kind of spell or art on their own.



[A Warlock - S.A 278]

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ON FORBIDDEN KNOWLEDGE

Within our world there exists a number of practices considered prohibited not only by the Church, but by the mage community itself. Some defy the sanctity of one's very body and soul, others do far worse. These arts are condemned, they represent paths that have led countless practitioners to ruin, corruption, and a severing of all ties to the living world.

A mage found to have studied or practiced any of the proscribed arts faces immediate expulsion from their Atelier, and may face formal judgement by the greater mage community. The pursuit of such knowledge is considered not merely a personal failing, but an act of betrayal against all who have

dedicated their lives to the use of magic.

PROSCRIBED ARTS

✦ *Necromancy* · ✦ *Mysticism* · ✦ *Hemomancy*
✦ *Heraldry & the Way of Asioth* · ✦ *Ibleesian Magic* · ✦ *Palmreading*

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THE TITLES OF THE MAGI

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[A Duo of Wizards watching over their students - S.A 281]

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✦ ARCHMAGE

Those standing at the pinnacle of magi society, having spent decades or even centuries honing their skills and knowledge. Most receive this title for leading a magic school or guild of great renown.

◈ MAGE

A general term that addresses all those following the path of magic. One may be simply a student or an ancient spellcaster, the title encompasses the full breadth of arcane practitioners, from the newly initiated to the highly accomplished.

✦ WIZARD

The word used to describe those who have reached the point of graduation from an Atelier or Guild. Wizards typically choose to either teach the newer generations or dedicate themselves to ongoing research, expanding the boundaries of known magical understanding.

◈ WITCH

An umbrella term that may describe a female mage, wizard, druid or even warlock. The title is usually chosen by those who have studied enough to command respect through its use. It carries a weight of self-determination, a declaration as much as a rank.

✦ WARLOCK

Considered the lowest of the low amongst all magi. Warlocks are those who turned to Iblees and the hellish realms in search of power, choosing to value their own egotistical ambitions rather than pursuing magic through knowledge and discipline. The title is given as a mark of shame, not honour.

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THE WIZARD'S OATH

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[A newly oathed Wizard - S.A 283]

Upon the completion of their studies and the earning of the Wizard's title, each graduate speaks the following oath before their master and the gathered community of their Atelier.

✧ THE OATH ✧

I swear upon my knowledge

that I shall wield my craft with wisdom and with care,

that I shall pass it down to those who come after me,

as it was passed to me by those who came before.

I shall not seek corrupted power to satisfy my own greed,

nor shall I turn my gifts against the innocent.

I shall uphold the path I have chosen.

To honour the bonds between master and student,

So long as I shall practise the arcane arts.

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