

## **The Order of the Sable Obelisk**

The Order of the Sable Obelisk is an order that dates back to the first days of Rokos, founded during the chaotic Age of Battle. While the Order of the Griffin and Cross boasts Knights who fight for righteousness and truth, the Sable Obelisk is an order concerned with noting victorious leaders, regardless the cause or method. Every major conflict that has occurred in the Land since the Age of Battle has been recorded by the Order of the Obelisk, with the names and the battlegrounds chiseled deep into the massive black Obelisk that stands at the center of their Temple. Standing nearly two hundred feet high, the climbing clockwise spiral of names has so far risen up half the length of the relic. It is said when the last name is chiseled at the point of the Obelisk, it shall represent the winner of the last battle, who shall gain immortality and become Rokos' defender for the rest of time.

Warriors from all races and lands may enter into the Temple freely, and may read the names of those before them who have won victory against all odds. To have one's own name engraved onto the Obelisk is a great honor, for that warlord's deeds will never be forgotten for as long as the Temple and the Obelisk stand. Additionally, those warlords who earn their name on the Obelisk also receive invitation of entrance to the Order, and may wear the seal and sigil of the Order beside their own banner if they choose to join. Being a member of the Order makes it significantly easier to hire troops and to gain the recognition of the varying factions in the Land - for nothing is more attractive than a proven winner.

While these Knights are forbidden to clash weapons within the limits of Rokos, they are welcome to prove themselves anywhere outside of the city walls with all the effort and resources at their disposal. The only vow they must swear is that if Rokos and their Temple fall under attack, they must rally to save Rokos and the Obelisk from those who would seek to destroy it. Members of all races are welcome within Rokos, and the Order of the Obelisk welcome leaders from any faction who wishes to spend time viewing the names and legacies of the past and present.

## **The Order of the Griffin and Cross**

The Order of the Griffin and Cross is one of the oldest Orders in the Land. Made up of warriors from all walks of life, those of the Order seek to protect those of a weaker nature from those that would seek to exploit, injure, or endanger them. As these Knights are seen as effective, brilliant, and ultimately, victorious in combat, they have come to represent that which is noble and right. While their causes may vary, and their ideologies may clash, at heart there is a underlying respect and honor reserved in every Knight's heart for their brothers and sisters within the Order. If battle is joined against a warhost led by another Knight of the Order, then it is the responsibility of both Knights to fight for what they believe is right, and to prove the right of their claim by winning the day through force of arms.

The Order is based out of the city of Caero, from the Griffin Temple that lays at the heart of the city. Within Caero, no Knight may clash arms with another Knight, though discussions of ideology and heated viewpoint are frequently seen throughout the thoroughfares and establishments. Knights in Caero are treated as a kind of nobility by the public, for if Caero ever falls under attack all of the Knights of the Order will gather by honor to defend the city from harm. Even the Orc Raider warhosts that frequently drive deep into the Empire's lands give Caero wide berth - the Griffin Temple, the Griffin Order, and the reverence by the city's inhabitants for eagles make the metropolis an extremely unpopular target for the superstitious Orcish peoples.

A Griffin is a rarely-seen beast with the head and wings of an eagle and the body of a lion. A creature of ancient wisdom, keen senses, and marvelous strength and courage, the fearsome Griffin is known for its desire for truth, and for defeating those warriors that would willingly threaten or endanger the weak or helpless. The Knights of the Order hold these beasts in great revere, for the Griffin's knowledge, riddles and peculiar questions have brought truth from chaos throughout the history of the Land. To quest to find one of the Griffin's hidden nests is a great and noble cause, and some have spent years - or even their entire lives - trying to untangle the treasured mysteries given to them in one question-riddle by the eagle-lions of legend.

Additionally, the heraldic Cross shown beneath the sigil of the Griffin represents the four corners of the Land, the extent of everything that is known and should be protected by the strength and wisdom of the membership. At the center of that Cross lays Caero, the center of the Order's authority. While Caero is primarily a merchant's city, one of which the Order has little say over, there is still respect and honor allowed to the Knights of the Griffin Temple by citizen, merchant, thief and noble alike.

All manner of creatures are accepted within the Order, from the noble warriors of Rivvenheim to the pit-fighters of the Necropolis Sect. Even a few Orcs and a single Draconum have recently been entered into the Lists of the Order, and have held themselves to high standing in recent years.