

Circle Arcanis of Mirin

The shadowy magical order may hail from a small city, but it doesn't think small. The Circle Arcanis knows what it wants, and is prepared to make any bargain that meets its goals.

Quote

Welcome to the Basilisk Tower. However, let us press on with our negotiations, it's almost feeding time for the pets ...

Usual Location

Although individual members of the Circle Arcanis may be found in many locations across the Havenscoast and the Inner Sea lands on specific missions, the base of the order is the legendary Basilisk Tower, which casts a long shadow across the city of Mirin from the high promontory which forms one side of the harbour.

Common Knowledge

Basilisk Tower has a fearsome reputation not just in Mirin but all over the Havenscoast. Few outside the Circle have visited it, and even those have seen no more than they are allowed to see. Widespread rumour has it that the tower is a treasure trove of magical artefacts gathered over many years of wheeling and dealing in arcane trade, both legal and illicit. Many thieves have succumbed to this temptation, and the stories of attempts to plunder these treasures are well known. They all have one thing in common: failure. No rogue, save perhaps the Prince of Shadows himself, has ever lived to tell the tale of a successful heist. The tower is protected by all manner of ward spells, and basilisks and stone golems (some say constructed from the many thieves petrified while infiltrating) roam the corridors.

Adventurers and the Icon

The Circle Arcanis is at the centre of all arcane trade in the region, and in order to deal, you need merchandise. The Circle employs many adventuring parties to seek, acquire, or even steal rare or lost items. This demand has lead to the creation of the 'Guild of Arcane Recovery' in Mirin. Adventures wishing to be contracted for the (reputedly lucrative) commissions from the Circle are advised to join the Guild.

Allies

Whether the Circle Arcanis has true allies or not is hard to determine, given that no-one knows what the real goals of the order are. Given their interest in dealing in magical artefacts, they certainly have beneficial dealings with the Conclave of Dark Amber, both as suppliers and buyers. There is a mutual respect between the Prince of Shadows

and the Circle, both because of services rendered on both sides, and it is rumoured because the Prince is the only thief to have ever infiltrated the Basilisk Tower without ending up in the statuary!

As a political rival of Camlan, the Arch-Pape of Palin is thought to have had dealings with the Circle, and it is pretty unlikely that the mages would pass up an opportunity to cause mischief in the Principality.



Enemies

As consummate wheeler-dealers, the Circle will negotiate with anyone, except the Prince of Camlan. They have a deep-seated dislike of the Principality, and oppose it in any way they can, overt or otherwise. This extends to the the Prince's strong allies, the Knights of Watch.

The Order of the Amber Pentacle, whilst not strictly at war with the Circle Arcanis, certainly does not approve of their dealings with the Conclave of Dark Amber and the like, and are wary of the problems that could be caused by the concentration of arcane power in the hands of this shadowy group.

History

Thalissar was Archmage and ruler of Mirin around 100 years ago, and founded the Circle Arcanis to further his magical research and power-base in the region. His ambition inevitably brought Mirin into conflict with the burgeoning city of Camlan.

Camlan was eventually provoked enough to retaliate, besieging Mirin from land and sea, and forcing Thalissar to surrender the city. A deal was struck that Mirin would maintain it's 'free city' status, as long as Thalissar abdicated.

Thalissar retreated to his arcane tower to nurse his humiliation, and some plot revenge, from which the Circle's aversion to the Principality stems. Over the next few decades, Thalissar's public appearances became fewer and fewer, and every time he seemed more crippled and infirm, hence gaining the nickname 'the Broken'.

In the meantime, the wealth, power and influence of the Circle grew ever greater, as Thalissar's apprentices came into their full power. No-one knows the fate of the founder, but many believe he is kept alive by any number of spells and arcane pacts, and still lurks in the Tower spinning the web of the Circle's shadowy dealings.

The True Danger

No-one really knows what the true danger is, but everyone hopes that the Prince and the Knights can keep the lid on any arcane threats originating from Mirin.