The Fates of Will earned by being a Barrakker do not count toward the maximum number of Fats a character can have. The gained Fats do not count toward organizational requisites.

**The Curi**

While few in number, the Curi or Seers are one of the most influential and respected groups in Archaea. Believed to be the longtime descendants of the Icuni, they are the prophets and oracles of the realm. Their talent to foresee the future often comes suddenly and sporadically and sometimes with startling accuracy. As with the workings of the Three Paths, the future is indistinct and carefully guarded. Therefore, the Curi are a cryptic people and often shroud their fortunes in riddle just as the Mists shroud the unknown.

Found primarily on the island province of Sarus, the great seat of the Crown, the Curi live in relative peace in the Sarus Mountains. Generally, the Curi are adept mistics and mages. Their minds are clear and powerful, with the ability to connect to the workings of the Three Paths. The Curi are led by the High Seer, the most enlightened and powerful seer in the realm, who lives in the only Curi citadel and city, Lleander.

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The Curi practice peace, benevolence, and adherence to the Path of White. Those that have left the island have taken their wisdom into the realm. Now, centuries of life beyond the protective shores of Sarus have mingled the blood of their second sight with that of an enlightened handful. They are quiet, benign, empathic, and compassionate servants of the Path of White. The Curi are led by the High Seer, the most enlightened and powerful seer in the realm, who lives in the only Curi citadel and city, Lleander.

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To be a Curi, the character needs to follow the rules outlined in the _Rule of Knowledge:_

<table>
<thead>
<tr>
<th>Rank</th>
<th>Requisites</th>
<th>Points</th>
<th>Cured Perks</th>
</tr>
</thead>
</table>
| Curi of the Sight | History 9, Lore 9, Lore 9 | 23 | - Intuition  
- Organizational Language: Aspect Curi  
- Organizational ability: Curi Sense  
- Organizational ability: Augury +1/day |
| Curi of the Stone | History 9, Lore 9, Lore 9 | 29 | - Organizational ability: Augury +2/day  
- Organizational perk: +1 AP for mistic characters |
| Curi of the Sight | History 9, Lore 9, Lore 9, Lore 9 | 41 | - Organizational ability: Augury +3/day  
- Organizational perk: +1 AP for mistic characters |
| Curi of the Sight | History 9, Lore 9, Lore 9, Lore 9 | 52 | - Organizational ability: Augury +4/day  
- Organizational perk: +1 AP for mistic characters |
| Curi of the World | History 9, Lore 9, Lore 9 | 60 | - Organizational ability: Augury +5/day  
- Organizational perk: +1 AP for mistic characters |
| Curi of the Thought | History 9, Lore 9, Lore 9 | 73 | - Organizational ability: Augury +6/day  
- Organizational perk: +1 AP for mistic characters |
| Curi of the Realm | History 9, Lore 9, Lore 9 | 86 | - Organizational ability: Augury +7/day  
- Organizational perk: +1 AP for mistic characters |
| Curi of the Mind | History 9, Lore 9, Lore 9 | 94 | - Organizational ability: Augury +8/day  
- Organizational perk: +1 AP for mistic characters |

**The Foundlings**

Few and far between, the Foundlings number less than a few hundred in all the Realm. One-by-one crossing the Mists, the Foundlings traveled from the harsh Southern Wastes into the desert of A'ash. They are a solitary people, full of child-like curiosity and quiet purposefulness—though none save the Foundlings themselves know what purpose they serve. The Foundlings symbol is that of twin, many-pointed stars that color the pale gold.

Called the children of Tal’haaor or the children of “the place of only death” by the desert A’ash, the Foundlings were first discovered by the Order of the Rain, a reclusive mistic organization in the Mists of Mountains. In fact, it was the Order that named the short, dark, leathery people the Foundlings or the Strangers. The Foundlings are a riddle, an enigma, full of questions and mystery.

Unlike anyone in the Realm, the Foundlings have a distance-filled society. Groups of Foundlings are extremely rare and gatherings are called only on three occasions—the elders of the group gather to exchange wisdom or pass law, the warriors of the group gather to unite against a common enemy, or the individuals of the same kinship group gather to wed, to bear children, or to mourn a death. Otherwise, adult Foundlings prefer solitude and will seek out far-flung places away from other such.
However, the Foundlings seem at home with the people of the Realm. It seems that their need for isolation applies only other Foundlings. Normally, when two Foundlings meet, they will exchange hostilities, perhaps stories and news of their travels, goods and trade, and move on their way. Though the sâ'era may be fascinated by the cultures of the Realm, they are unaccustomed to great crowds and the children of the Southern Wastes still shy away from large towns and cities. Furthermore, the Foundlings have a fear and are in great awe of open water and will not willingly board a ship or cross a river or even stand in the pouring rain.

Curiosity drives these people. They give no reason for leaving their homes and crossing into the Realm other than a simple, “To see what is willing board a ship or cross a river or even stand in the pouring rain. Though the children of the Realm, they are unaccustomed to great crowds and the children of the Foundlings seem to be seekers of knowledge but they show no method to themselves. It is said that the sâ'eras will continue to wander with wide-eyed marvel until their voices rise in the “song of return”—a song whose melody, words, and purpose are yet unknown even to themselves. It is also said that the Foundlings will continue to travel seemingly with out aim until they discover “the stony-stone truth”—another mystery with little explanation. Perhaps their inquisitive journeys explain why no two Foundlings stay close together for long; the farther each roams, the greater the knowledge and discoveries made.

Finally, though these people do not gather often nor find company amongst themselves, the Foundlings form lasting and deep kinship bonds. Kinship applies to blood relations and extended relations as well. The bonds of kinship are similar to the bonds of family, heredity, marriage, honor, and even employment and servitude. However, such bonds go beyond these connections and definitions; for example, there are kin-brothers, kin-sisters, kin-fathers, kin-mothers, kin-sons, kin-daughters, kin-masters, and kin-servants. Kinship is an individual covenant and is respected beyond these connections and definitions; for example, there are kin-apply to blood relations and extended relations as well. The bonds of kinship are similar to the bonds of family, heredity, marriage, honor, and even employment and servitude. However, such bonds go beyond these connections and definitions; for example, there are kin-brothers, kin-sisters, kin-fathers, kin-mothers, kin-sons, kin-daughters, kin-masters, and kin-servants. Kinship is an individual covenant and is respected above all other ties. Two Foundlings may be brothers but may not share kinship, especially if one has wronged the other. Kinship cannot be asked for; it can only be given and accepted or refused. Those who share kinship must always meet in peace and the kin-taker usually must defer to the wisdom and the will of the kin-giver. To seal or to break a kinship is a serious affair and treated with the sobriety of death. Once accepted, only the giver of kinship can withdraw the bond.

The Foundlings shun all heavy arms (6 hit-point or greater), heavy shields (medium or greater), and great weapons. Furthermore, because of their unique mystical abilities, no Foundling can take Magic Ability but they may learn Mystic Ability.

The Foundlings require (calculated for Rule of Skill):

<table>
<thead>
<tr>
<th>Rank</th>
<th>Requires</th>
<th>Points</th>
<th>Magic Parks</th>
</tr>
</thead>
<tbody>
<tr>
<td>Foundling of the Dust</td>
<td>Fat of Will 1, Fat of Spd 1, Concealing 1, Tracking 1</td>
<td>30</td>
<td>+1 Magic Ability, +1 Org. Ability, +1 Fat of Magic Ability</td>
</tr>
<tr>
<td>Foundling of the Sand</td>
<td>Fat of Will 2, Fat of Spd 2, Concealing 2, Tracking 2</td>
<td>35</td>
<td>Organizational Ability: +1 Fat of Magic Ability</td>
</tr>
<tr>
<td>Foundling of the Stone</td>
<td>Fat of Will 3, Fat of Spd 3, Concealing 3, Tracking 3</td>
<td>43</td>
<td>+1 Organizational Ability, +1 Fat of Magic Ability</td>
</tr>
<tr>
<td>Foundling of the Pass</td>
<td>Fat of Will 4, Fat of Spd 4, Concealing 4, Tracking 4</td>
<td>49</td>
<td>+2 Organizational Ability, +1 Fat of Magic Ability</td>
</tr>
<tr>
<td>Foundling of the Cave</td>
<td>Fat of Will 5, Fat of Spd 5, Concealing 5, Tracking 5</td>
<td>56</td>
<td>+3 Organizational Ability, +1 Fat of Magic Ability</td>
</tr>
<tr>
<td>Foundling of the Stave</td>
<td>Fat of Will 6, Fat of Spd 6, Concealing 6, Tracking 6</td>
<td>68</td>
<td>+4 Organizational Ability, +1 Fat of Magic Ability</td>
</tr>
<tr>
<td>Foundling of the Bone</td>
<td>Fat of Will 7, Fat of Spd 7, Concealing 7, Tracking 7</td>
<td>80</td>
<td>+5 Organizational Ability, +1 Fat of Magic Ability</td>
</tr>
<tr>
<td>Foundling of the Sun</td>
<td>Fat of Will 8, Fat of Spd 8, Concealing 8, Tracking 8</td>
<td>87</td>
<td>+6 Organizational Ability, +1 Fat of Magic Ability</td>
</tr>
</tbody>
</table>

One of the most intriguing things discovered by the Order of the Rain about the Foundlings is their mystical ability to mimic the skills, abilities, and knowledge of any living creature touched. The Foundling must make skin-to-skin contact with the creature to be mimicked and the Foundling must know the ability to be mimicked. This touch is called the “union” or “discovery” by the Foundlings. This ability allows the Foundling to temporarily take on skills and abilities he or she normally does not have or at a greatly lesser level than he or she has.

As a Foundling grows in strength and experience, his or her abilities grow more prominent. At first, a Foundling can only mimic knowledge such as Lore skills, Languages, and Information skills. The Foundling may mimic the following: Animal Lore, Astrology, Courtly, History, Language, Legend Lore, Magic Lore, Mineral Lore, Mistic Lore, Music Lore, Nautical Lore, Plant Lore, Poison Lore, and Streetwise. Next, a Foundling can mimic artisan or technical skills such as Aid, Appraising, Armorsmithing, Artisan, Climbing, Concealing, Disguise, Find, Hack, Remove Traps, Forgery, Lock Picking, Looting, Pick Pocket, Survival, Tracking, Waylay, and WeaponSmithing. The Foundling can also take on New Weapon Proficiencies. As the Foundling progresses, he or she can mimic physical and mental abilities including Fast of Speed, Fast of Strength, Feign Death, Immunity to Disease, Immunity to Fear, Immunity to Paralysis, and Immunity to Poison. In addition, the Foundling can also take on Killing Strike.

Similarly, a Foundling can mimic superhuman or supernatural abilities such as Fat of Luck, Fat of Magic, Increased Damage, and Physical Defense. Furthermore, a Foundling can mimic one specific magical effect or spell including Protection spells and combat spells.

Once a union is made, the Foundling may invoke the mimicked skill or ability as many times as he or she desires unless the mimicked skill or ability itself has a certain number of uses per day (e.g. Fast of Strength).

For example, a Foundling touches a creature he or she knows has the skill Animal Lore. The creature’s Animal Lore skill level is 5. Therefore, the Foundling gains the creature’s knowledge of animals at the same level for the remainder of the day or until the Foundling mimics another skill.

On the other hand, a Foundling touches a creature he or she knows has the ability Fast of Speed. The creature’s Fast of Speed level is 4. Therefore, the Foundling gains 4 uses of Fast of Speed for the remainder of the day or until he or she mimics another skill. However, if the creature has already expended 2 Fast and the Foundling can only mimic 2 uses. The Foundling’s mimicked ability cannot be refreshed by magic. To gain more Fast, the Foundling must mimic the ability again.

Furthermore, any mimicked magical effect or spell counts as a one-use ability only. Therefore, a Foundling touches a creature he or she knows has the ability to invoke Fireball. Therefore, the Foundling may throw one Fireball at will. He or she must shout the appropriate invocation. To gain another Fireball, the Foundling must mimic the ability again.

A Foundling may have one skill or ability mimicked at any given time. To gain a new skill or ability, the Foundling simply releases the old “discovery” and takes on a new “union.” The Foundling may invoke his or her mimicking ability as many times per day as his or her power allows. Once a union has been released, the knowledge is lost and only vague memories remain in the Foundling’s mind. The Foundling cannot recall a skill or ability once it has been replaced; he or she must mimic the skill again to regain the knowledge.

The Foundling cannot mimic a skill or ability not listed above. Remember that the Foundling cannot mimic a skill or ability of a non-living creature. Finally, a Foundling cannot mimic a skill or ability from