

League of the Eye

Founding Date 35

Type Guild, Mages

Demonym Witness

Leader Carston Juhl

Location Palesteel Academy

Related Ranks & Titles Headmaster

Structure

The League of the Eye govern themselves through Carston Juhl and a select group of the best individuals in the League. Beneath them are the regular members they call Witnesses, and then finally their Mage Catchers who may not wield much magic on their own, but are no less dangerous or competent.

History

Originally founded shortly after The Gods War, The League of the Eye was created in response to a rise in dangerous magic users. With a severe lack of borders, anyone with a decent grasp of magic could easily hold sway over a large area of land. The organization's creator, a turtle wizard named Bem, decided it was unwise for this to continue and gathered to him those he could. Together they quelled the errant magic users, bringing some into their fold and destroying others. When Bem disappeared suddenly shortly after his forty seventh birthday the organization continued on without him.

In the years since then, The League of the Eye has been beside all the great rulers of Ovenica. Though there have been clashes between both them and The Angels of Iron, the two groups managed to maintain relatively good relations.

In the year 603 AGW the League's leadership vanished. Fearing betrayal and a murderous plot, the other members of the League hid their knowledge and fled. They hid themselves among the common folk, in fear for their lives. Only in the year 818, shortly after the appearance of The Seraph was the League of the Eye revived when a young mage named Rolmir Palesteel discovered the secret tomes of the League beneath his family's castle.

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