



This Record Certifies that



Play Notes:

- ☐ First Joined AR # _____
- ☐ Renewed AR # _____
- ☐ Promoted AR # _____
- ☐ Left AR # _____

Home Region _____



Adventure Record#

598 CY
ORGANIZATION

LEVEL OF
ORGANIZATION
& Annual Costs

Played by _____
Player _____ RPGA # _____

Is a Member of the
College of the Arcane
A Meta-Organization of Veluna

Event: _____ Date: _____

DM: _____
Signature _____ RPGA # _____

Our gracious Lord Rao, being the patron of reason, counts many wizards and sorcerers in his flock. The **College of the Arcane** is where they gather together to further their studies. Founded in 315 CY by Canon Heriz, the Grand College is the center of higher arcane study in Veluna. The College resides in a large walled compound in the High Ward in Mitrik, along with the Great Library of Rao and the College of the Divine. The College of the Arcane is housed in its own buildings, attached to the Great Library of Rao, where members of the College maintain the arcane and alchemical documents. Within the halls of the College itself are laboratories, summoning rooms and smaller libraries for the use of the students. It is rumored that the Archmage Bigby has an honorific seat on the College's board.

Requirements to become a High Mage:

- Resident of Veluna
- Skills: Knowledge (arcana) 10 ranks, Knowledge (the planes) 4 ranks, Knowledge (religion) 4 ranks, Spellcraft 8 ranks
- Feats: Any two metamagic feats
- Spells: Able to cast 5th-level arcane spells
- Must have completed minimum of 12 months as a Teacher
- 8 Time Units a year (studies and duties)
- 500 gp annual fee (may be paid by a sponsor)
- Must adhere to the College's Code of Conduct (see below)

Student

Teacher

High Mage
8 TUs and 500 gp
annually

Benefits of Membership:

- High Mages are considered Class 2 for determining cost and eligibility for spells from a priest or temple of Rao in Veluna.
- A High Mage gains a +4 bonus to Knowledge (Arcana) or Spellcraft skill checks made within the College, representing almost full access to the Great Library of Rao and school laboratories and his ability to assign lesser members help him with his research.
- A High Mage gains a +1 bonus to Knowledge (Architecture/Engineering), Knowledge (History), Knowledge (Nobility/Royalty), Knowledge (Religion), and Knowledge (the Planes) checks made within the College, representing his ability to assign lesser members help him with his research.
- A High Mage gains a +1 bonus to Diplomacy checks when dealing with members of the College of the Divine, any Knighthood, the Mitrik Temple Guard, or any accepted Church in Veluna, provided the High Mage is in good standing with the College and identifies himself as a High Mage.
- Due to the large concentration of wizards, a PC may have the opportunity to swap spells with other wizards while a member of the College. A PC wizard may pick 4 **Open** spells per year from levels 1-6 and copy them into his spell book at 30% off the normal cost. This does not allow the wizard to learn **Closed** spells or ones he would normally not be allowed to choose when gaining a level. This must be done as if creating a magic item – done before the module, paid for at the end of the module, recorded on a Magic Item Creation logsheet, checked and signed off on by the DM.
- Access to purchase the following items at normal price: Any spellbook construction material from **Table 5-1** of *Complete Arcane* (except *Dragonhide* covers), Focusing Candle (CAAd)
- Access to the following alternate class feature: Focused Specialist (CM)
- Access to the following feat: Master of Knowledge (HH)
- Access to the **Mage of the Arcane Order** and the **Paragnostic Apostle** prestige classes.
- A High Mage is considered to have made "peaceful contact" for the purpose of meeting the special requirement for access to the **Elemental Savant** prestige class
- PC may use the honorific "High Mage"

Code of Conduct:

The rank of High Mage in the College of the Arcane is a much respected position, and comes with great responsibility, not only to the College, but to Veluna. Members of this level of the College must conduct themselves ethically and morally as they are, in effect, representatives of the College and informal ambassadors of Veluna. Any inappropriate behavior or acts of misconduct must be noted on the AR play notes section, and will be under review of the current Board of Chancellors. The High Mage's conduct will be taken into account by the Wizard's Tower Assignment Committee, as well as the Board of Chancellors' Executive Committee (the Triad), in their deliberations for acquisition of a tower and for advancement to the Board of Chancellors.

NOTE: All bonuses granted by meta-orgs are considered Circumstance bonuses which do not stack with bonuses granted by other meta-orgs (unless otherwise specified). See the latest edition of the VMCS for additional rules regarding this and other meta-organizations.

This AR does not
count when
determining
Adventure,
Regional,
Metaregional, or
Core access.

GP

Starting GP

Lifestyle

- ☐ None
- ☐ Standard (12 gp x TU)
- ☐ Rich (50 gp x TU)
- ☐ Luxury (100 gp x TU)

- GP

Lifestyle Costs

GP

Subtotal

500 GP

Added GP Costs

GP

FINAL GP TOTAL

TU

Starting TU

8 TU

TU Cost

- TU

Added TU Costs

TU REMAINING

XP

Starting XP

- XXXXXX XP

XP lost or spent

XP

Subtotal

+ XXXXXX XP

XP Gained

XP

FINAL XP TOTAL