



This Record Certifies that

Played by _____
Player _____ RPGA # _____

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



Play Notes:

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

Home Region _____

Event: _____ Date: _____

DM: _____
Signature _____ RPGA # _____



Adventure Record#

598 CY
ORGANIZATION

LEVEL OF
ORGANIZATION
& Annual Costs

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 Student:

- Resident of Veluna
- Skills: Knowledge (arcana) 6 ranks, Spellcraft 2 ranks
- Spells: Able to cast 2nd-level arcane spells
- 4 Time Units per year (studies and duties)
- 400 gp annual fee (may be paid by a sponsor)

Student

4 TUs and 400 gp annually

Teacher

High Mage

TU

Starting TU

4 TU

TU Cost

- TU

Added TU Costs

TU REMAINING

TU REMAINING

XP

Starting XP

- XXXXXXX XP

XP lost or spent

XP

Subtotal

+ XXXXXXX XP

XP Gained

XP

FINAL XP TOTAL

Benefits of Membership:

- Members of the College of the Arcane are considered Class 2 for determining cost and eligibility for spells from a priest or temple of Rao in Veluna.
- Students gain a +2 bonus to Knowledge (Arcana) or Spellcraft checks made within the College, representing limited access to the Great Library of Rao and school laboratories.
- 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 1-2 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 (CAD)
- Access to the following alternate class feature: Focused Specialist (CM)

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

400 GP

Added GP Costs

GP

FINAL GP TOTAL