

## This Record Certifies that

Played by Player RPGA# Is a Member of the College of the Arcane

A Meta-Organization of Veluna



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

Home Region



ORGANIZATION

LEVEL OF ORGANIZATION

& Annual Costs

# **Event:** Signature

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:

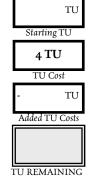
- Resident of Veluna
- Skills: Knowledge (arcana) 6 ranks, Spellcraft 2
- Spells: Able to cast 2nd-level arcane spells
- 4 Time Units per year (studies and duties)
- 400 gp annual fee (may be paid by a sponsor)

#### Student

4 TUs and 400 gp annually

Teacher

High Mage



# ΧP Starting XP XXXXXX XP XP lost or spent XP Subtotal

XXXXXX XI XP Gained XI

## 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
- 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)

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)

Lifestyle Costs

Subtotal

400 GP

Added GP Costs

FINAL GP TOTAL

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.