

Wizards Guild of Ravens Bluff

Wizards Guild 1.0

The Wizards Guild is a social outlet for the members, a repository of knowledge, and a place to learn. The Guild, while allied with the city, is an independent body; the Ministry is a government department modeled on the Guild that parallels its organization and function but is directly under government control. The Wizards Guild has traditionally worked as a means of communication between the mages of the Bluff and as a collective to prevent persecution of mages by the authorities, individual nobles or priests, and thugs. It seeks to better the lives of all its members by sharing news of opportunities and by keeping public opinion as favorable as possible towards magecraft. To these ends, mages have worked together to foil, slay, or have arrested thieves and nobles who tried to prey upon them and have also tried to eliminate independent mage organizations-so successfully that only one such organization (the Diviners Guild) survives today in the Bluff, though some members mutter darkly that the Thayvian embassy might as well be considered a rival wizards guild. A more direct challenge is the Ministry of Art, which the guild dismisses as "a nest of tame magelings chirping at the Mayor's beck and call" but nevertheless view as a direct threat to their authority, to be undermined by every means in their power. So far the guild seems to be winning its quiet little war with the Ministry, which suffered a number of defections to the guild in recent years, but the struggle is far from over. More than anything else, though, the guild fears that some of the non-guild wizard adventurers will enlist in the service of this noble or that merchant lord; preventing the formation of private cadres of spellcasters is something the Wizards Guild takes very seriously.

Additional Information about the Wizard's Guild – The Rules and Regulations found in the City of Ravens Bluff book are still valid for the Wizards Guild. The Fifth Night, and the Revels Arcane as described in the City of Ravens Bluff book are both still accurate and held regularly.

The Guild is organized according to the "schools" of magic (enchantment, conjuration, invocation, etc.) and governed by the Wizards Council: eleven of the Bluff's most accomplished wizards and two advisors (one each from the temples of Azuth and Mystra). At the head of the council sits the Archmage. Joining him are the eight deans, each representing one of the schools of magic, plus a dean for generalist mages and another for elementalists. Thus a balance is maintained among the various specialties and competing interests of those who pursue the Great Art (as they call it). The priests are present both to recognize their orders™ role in forming the Guild and to help stress common interests among all the various schools and practitioners. All Deans of the Wizards Guild of Ravens Bluff are NPCs (or retired PCs).

The membership guidelines illustrate the commitment the Guild has to order and the defense of Raven's Bluff as a whole.

- 1) Obey all laws of Ravens Bluff concerning the use of magic.
- 2) Never knowingly cast a spell upon another Guildmember in anger or for personal gain.
- 3) Respond to any summons to aid from another member of the Guild if it is within your power and does not constitute a violation of any city laws.
- 4) Respond to any summons by an official of Ravens Bluff to aid, protect, or defend the city and its residents. In addition, each member shall be called to serve the city for a tenday of "

standing watch" service twice each year and be required to handle whatever situations occur in that time to the best of his or her ability.

- 5) Accept judgments of the Archmage and the Wizards Council in all things relating to Guild matters.

Membership Types and Benefits

Independent from political control but dedicated to the well-being of its host city, the guild has evolved greatly since its early days. There has been a slight restructuring of the types of memberships available to individuals wishing to join the Wizards Guild. The following types of memberships are available:

Honorary Membership – Available to those who are not wizards, sorcerers or bards, but whom the guild feels have some merit in having as members. To receive this level of membership, a current Guild member must write a letter of recommendation to the Council of Deans, explaining why the non-wizard is worthy of Honorary Membership. The letter will be reviewed and the Council will decide on offering Honorary Membership to the recommended. Clerics of Mystra and Azuth are automatically accepted as long as they are members in good standing of the Mystran church in Raven's Bluff (enrolled as clergy).

Benefits: Ability to attend Guild social functions; the ability to attend classes at the guild that are usually only available to Guild Members. Honorary members gain a +2 Circumstance Bonus to Gather Information skill checks related to Wizard Guild members.

Requirements: 100 gp/year membership dues. Honorary membership requires a pledge of loyalty to the City of Ravens Bluff and a pledge of loyalty to the Wizards Guild (the honorary member pledges to not directly or indirectly work against either the city or the guild, and to support either if called upon)

Full Membership – Available to wizards only. This is membership with the guild for basic magical education, access to libraries, ability to attend social functions. Membership requires the ability to cast Arcane Spells without the use of magical items or without the use of Divine magic (such as Anyspell). In addition, the hopeful applicant must provide letters of recommendation from two members in good standing of at least third rank (e.g., Full Member or higher) or obtain the sponsorship of a single fifth rank (Outer Circle) or higher member. For membership costs, see table 1. Wizards that wish to join the Guild at a level above Neophyte must pay 800 gold pieces and 30 Day Units per Guild member level that they wish to advance into. Example: A 5th level Wizard could join as a "member of the guild" - the highest level possible for a made of his level by paying 1600 gold pieces and 60 Day Units. Members must give an Oath of loyalty to the Archmage, the Guild, and the City. (Swearing to obey the decrees of the Archmage of the Wizards Guild and the Council of Deans above all other loyalties. Swearing to obey the laws of Ravens Bluff, and to defend the city against all enemies).

Standard Benefits (available to Full Wizard Guild members of all levels):

- 1) 10% discount on the cost of spell components (not item creation components) and spell books.
- 2) 20% Discount on the cost learning new spells per pg 155 PHB. Thus the cost is 160gp per spell level to write a new spell into a wizards spell book. The Day unit cost does not change.

- 3) 20% Discount on the cost and time of researching spells. (The spell research process has not been approved yet.)
- 4) Wizard Guild members also gains one bonus spell to his spell book free each time he advances a wizard level. (This is in addition to the normal two spells of choice gained per level advancement.)
- 5) Each member is given a chest to keep a set of spare spell books in. The chest is stored in a special repository at the guild. (Spell books are not provided free to the PC.)
- 6) The guild offers (relatively) secure lodging within its building to members of Outer Circle rank or higher. Rooms are 10 gold pieces a night. Rooms are free during ones stay to teach or provide assistance to the Guild. Members of lower rank may rent a room for one night (every ten days) for 10 GP but the Guild does not have enough space for permanent quarters for all of its members.
- 7) Being a full member of the guild also provides a titles and level based benefits (see table 1). All benefits of lower ranks are cumulative up to the current guild rank. A new member starts with access to the neophyte benefits and gains access to an additional level's benefits every six months (real time for the player) there after until they have access to all benefits their level entitles them to. Day unit and membership costs must be paid immediately each time a member gains a new membership level. Example: Mialee joins the guild as a 1st level wizard (in January 2001). She pays 200 GP and spends 20 Day units at the guild training and assisting senior members. Mialee then goes adventuring and returns to Ravens Bluff a 3rd level Wizard. Mialee wishes to become an Associate of the Guild. Mialee may apply for Associate membership no sooner than July 2001 (six months later). Mialee is immediately charged 250 GP and 25 DUs for the new level. (The fees are not prorated.) All members are charged the GP and Day unit cost of their level each January (unless the PC upgraded their membership during January which means they have already paid their cost for the year). Applications (online, via the mail or submitted at an interactive) must be submitted for each level.
- 8) All full members of the guild may purchase spells from the Wizards Guild for 50% normal purchase price in LC. (Which means the spell purchase price is at the DMG formula, 10 GP times spell level times caster level plus any material component or XP cost.)
- 9) Other benefits or activities may be added as the Wizards Guild progresses.
- 10) The spell research process is in development and will be announced as soon as it is approved.

TABLE 1

Min Arcane Level	Title	GP cost per year	Day Units	Benefits
1	Neophyte	200	20	+2 Circumstance Bonus to gather Information Checks related to the Guild members.
3	Associate of the Guild	250	25	+2 Circumstance Bonus to Spellcraft, Knowledge (Arcane), and Knowledge (Ravens Bluff) if able to stop by the guild and consult the guild library for at least 2 hours.
5	Member of the Guild	300	30	May take a level of the Prestige class - Guild Wizard (Pending Approval) assuming other prerequisites are

				met.
7	Circle Initiate Member	400	40	Circle Initiates gain access to the full guild libraries and as such gain the ability to have a +2 circumstance bonus to any Knowledge skill check appropriate for a Arcane library (Arcane spells, magical beasts, alchemy, famous magical traps, or famous wizards) if the Circle Initiate can spend at least 5 hours in the guild's library.
9	Outer Circle Member	500	50	<ol style="list-style-type: none"> 1. Outer Circle Members gain the above +2 Circumstance Bonus (not stacked) to any Knowledge skill with at least 3 hours in the guild's library. 2. An Outer Circle Member may pre-cast one arcane spell (of their known spells) prior to the start of a module to charge one spell storing device they own. This is beyond the normal LC pre-cast spell list. Any other spell storing must be accomplished during the module, either by the PC casting the spells or by purchasing spells from the Wizard Guild per normal prices. 3. The Guild will provide Free Legal Advice to Outer Circle members.
11	Median Circle Member	600	60	<ol style="list-style-type: none"> 1. Median Circle Members gain the above +2 Circumstance Bonus (not stacked) to any Knowledge skill with at least 1 hour in the guild's library. 2. A Median Circle Member may pre-cast one (additional) arcane spell of their known spells prior to the start of a module to charge a spell storing device they own. Any additional spell storing must be accomplished during the module, either by the PC casting the spells or by purchasing spells from the Wizard Guild per normal prices. 3) Median Circle members can also stop by the guild, ask the guild staff to research a subject, and set off to do other things The research will take 2 hours and the researcher will find answers consistent with a Difficulty Class of 25. After the 2 hours, the Median Circle Member can stop by the guild at any time to pick up the results. Each Median Circle Member may only have one research project going on at a time. A cash tip is considered proper etiquette.
13	Inner Circle Member	700	70	<ol style="list-style-type: none"> 1. Once per year, an Inner Circle Member may request the guild's assistance in creating a magic item. This creation functions as though the Inner

				<p>Circle Member had the Magical Artisan feat.</p> <p>2. An Inner Circle Member may pre-cast one (additional) arcane spell of their known spells prior to the start of a module to charge spell storing devices they own. Any additional spell storing must be accomplished during the module, either by the PC casting the spells or by purchasing spells from the Wizard Guild per normal prices.</p>
15	Master of the Guild	800	80	<p>1. +4 Circumstance Bonus to Knowledge (Arcane) or Spellcraft if the wizard has at least 1 hour to spend at the Wizards Guild conferring with other senior members of the Guild. (This does not stack with the +2 library research benefits)</p> <p>2. An Inner Circle Member may pre-cast one (additional) arcane spell of their known spells prior to the start of a module to charge spell storing devices they own. Any additional spell storing must be accomplished during the module, either by the PC casting the spells or by purchasing spells from the Wizard Guild per normal prices.</p>
17	Grandmaster of the Guild	900	90	<p>1. A Grandmaster of the Guild may pre-cast up to one day's worth of his/her arcane spells, at a cost of one DU, prior to the start of a module to charge spell storing devices they own. Any additional spell storing must be accomplished during the module, either by the PC casting the spells or by purchasing spells from the Wizard Guild per normal prices. This benefit does NOT stack with the lower levels, but the lesser benefit can be substituted (in order to save the one DU cost).</p> <p>2. A Grandmaster may petition to be named Associate Dean. The process is conducted through the LC High Level Option program.</p>

For more information on the Wizards Guild of Ravens Bluff, contact Mark Middleton, LC Arcane Coordinator.

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