

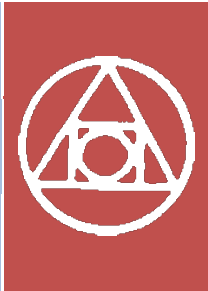
Ordo Arcanum -The Guild of Mages

Ever since mankind wrested the secrets of sorcerous magic from the elves, human mages have formed societies, covens and secret cabals, to share their knowledge and further their own ends. Many of these exist to this day, in one form or another, but the most powerful of them is the Ordo Arcanum – commonly known simply as the Guild of Mages or Mageguild.

This is more of a gentleman's club than an active organization; members pay a fee to enjoy a safe haven where they can meet and discuss their trade (theoretically) and access to a network of other wizards. There are also some other perks beneficial to a mage on the road, such as low-cost access to a library or laboratory. The Ordo Arcanum rarely acts in concert and takes no political stance other than to protect its property; members are expected to follow local laws and are not granted any special forms of protection. Most major settlements have a Guild Hall of some sort (commonly a tower), and a local Headmaster is employed to deal with practical matters.

An Apprentice is a special type of henchman available to guild members of a (starting) level two lower than the characters own level. An apprentice will always accept his/her position, but Morale should be determined as usual.



The Mages' Guild					
Emblem & Dues	Amulet made from a metal befitting the wearer's rank, depicting the Guild Seal; a rearing griffon		Adept	Iron Amulet Annual Dues; 50 sp	Lvl 1-2
			Magus	Electrum Amulet Annual Dues; 500 sp	Lvl 3-7
			Elder	Platinum Amulet Annual Dues; 5 000 sp	Lvl 8+
Benefits	Adept	<ul style="list-style-type: none">• Laboratory/Library access for a fee of 50 sp per day• Aesoterium access for both sales and purchases			
	Magus	<ul style="list-style-type: none">• Laboratory/Library access for a fee of 25 sp per day• Apprentice mentorship if so desired			
	Elder	<ul style="list-style-type: none">• Laboratory/Library access is free• Council membership is mandatory			
Duties	<ul style="list-style-type: none">• The sanctity of the Guild Hall must be respected, except for Renegades• Spells and Lore may not be shared with non-members• Payment of Annual Dues on penalty of expulsion.				


The Aesoterium

The Aesoterium sells scrolls, potions, spell gems and sometimes even more advanced items for guild members, serving as a bazaar and a source of income for those less adventurous. This shop is usually open to all of means, although those not members of the Mage's Guild pay much higher rates.

The chance of availability should generally be considered once per month or thereabout (normally, re-determine stock between adventures, unless an adventure was unusually short). For very specific items that a character has a special interest in, assume a flat 25 % risk per month that the item is sold.

Magical items are in demand, and if a character should want to create items and sell them through the Aesoterium, this is a viable source of a very good income. As a general rule, an item will sell within 2d4 months, but on a double, wait that many months and then roll again (repeating this process on another double).



Aesoterium Stock					
	Stock	Item Specifications		Guild	Non-guild
Spell Gems	2D6-3	Spell Gem, Power Level 1		750 sp	1,500 sp
	2D6-6	Spell Gem, Power Level 2		1,500 sp	3,000 sp
	1D6-4	Spell Gem Power Level D2+2		Lvl x 750 sp	Lvl x 1,500 sp
	Spell gems are normally not sold to non-guild members unless a guild member vouches for them.				
Potions	2D6-3	1-2	Potion of Cure Light Wounds	800 sp	1,600 sp
	Roll D8 for each potion	3	Potion of Heroism	1,500 sp	3,000 sp
		4	Potion of Cure Disease	2,000 sp	4,000 sp
		5	Potion of Neutralize Poison	2,000 sp	4,000 sp
		6	Potion of Invisibility	1,400 sp	2,800 sp
		7	Potion of Random 1 st level MU spell	600 sp	1,200 sp
		8	Potion of Random 2 nd level MU spell	1,200 sp	2,400 sp
Scrolls	2D6-3	Random 1 st level spell		800 sp	1,600 sp
	2D6-6	Random 2 nd level spell		1,600 sp	3,200 sp
	1D6-4	Random level D3+2 spell		Lvl x 700 sp	Lvl x 1,400 sp
	Scrolls with evil or dangerous spells are normally not sold, or at least not sold to non-guild members. Exactly what spells meet these criteria depends on local laws and customs; the Mage's Guild makes no moral judgment.				