



College of Magic

A Sourcebook for Non-Adventuring Activities in Living Kingdoms of Kalamar

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College of Magic

In the Living Kingdoms of Kalamar campaign, all characters who possess at least one level of a class that grants spellcasting ability are required to at least become a Registrant with the College of Magic. This includes the traditional spellcasting classes (i.e. clerics and wizards), but also those that gain spells at later levels when they achieve casting ability (i.e. paladins need to register at 4th level). Note that characters with spell-like abilities (i.e. gnomes) do not have to register with the College of Magic, though they may choose to do so. Also note that divine casters who belong to religious organizations use those rules rather than the rules detailed below.

Activities in the College

Characters may interact with the College of Magic in different ways. Some may choose to spend their non-adventuring time studying to advance within one or several schools. Others may concentrate on service to the college in order to gain favors. The following Activities are used within the College Organization for characters. Each Activity occurs after a module the character plays and is noted on the logsheet for that module. Only one Activity can be done for any module.

- Register or Enroll at the College of Magic (Enrollment includes Registration).
- Enrolled students may join an additional School in the College of Magic.
- Enrolled students may advance in rank within a School.
- Enrolled students may work at the College (earning 1 favor). The College of Magic is much like any university in that it requires services from its students on an ongoing basis. These services come in many forms, from teachers' aides to administrative assistants to librarians. Each Activity used to work in the College of Magic earns a favor for the character.
- Enrolled students may Study within a School. Learning the art of magic and its proper application is time consuming and requires great commitment. Students who do not spend time studying do not advance in ranks in the Schools. When a character elects to study, he should note on the log which School he studied for that Activity. Studying in a school allows the student to scribe one spell from that school into their spellbook, provided they meet the Spellcraft check with a take 10 result. Students may only study in schools to which they belong. The spell scribed should be noted on the logsheet.
- Enrolled students may spend favors to Craft magical items as an Activity when permitted by their School.
- Enrolled students may spend favors to gain access to limited items, spells, feats, or prestige classes.
- Enrolled students may scribe spells into their spellbooks using the normal rules and access provided by their enrolled School(s) provided they meet the Spellcraft check with a take 10 result. The student must pay all costs. The student may scribe as many spell levels as his total ranks in Spellcraft for each Activity spent.
- SPECIAL –Characters may gain special favors (influence) from the College as part of normal play. These favors may be spent as noted on the cert but require spending an Activity to do so.

Registrants

This status is given to those individuals who register themselves with the College of Magic as spellcasters. It is the law in Pekal that all those capable of wielding arcane or divine magic within its borders must register with the College of Magic. Those individuals who are simply traveling through the country do not have to register, but anyone staying inside the borders of Pekal for more than two weeks is required to do so.

Any spellcaster found guilty of a crime who has not registered with the College of Magic faces triple penalties for their failure to abide by the laws of Pekal.

Persons Required to Register

- 1 level or more in a class that provides access to cast 0th-level arcane or divine spells.
- Inside the borders of Pekal for more than two weeks.
- Not already registered or enrolled.

Duties

- Must spend the Activity after the module played to register at the College, noting such on the log sheet.

Benefits

- Legal standing in Pekal.

Member of the College of Magic

This status is given to those individuals who are actual members of the College of Magic, students, instructors, or administrative staff. Student selection is generally inclusive, as this is the largest center of arcane study in this part of the world.

Beginning students join one School upon acceptance but have no limit upon the number of Schools they may join, provided they meet the qualifications. All ranks and benefits are specific to the individual Schools. A Junior Apprentice in Mel'par Vigo has no rank in Shinwa Ni Nare unless they study under that school as well.

Universal spells are covered during basic spellcraft work, while older students gather for seminars taught by visiting or adjunct instructors to cover the more powerful spells. As such, there is no training specifically geared toward the Universal school of magic.

Arcane Spellcasters

Arcane spellcasters can enroll in the school to increase their knowledge by becoming a Member. This includes bards, spell singers, sorcerers, wizards, and any other class that offers arcane spell access as a class ability. However, bards and spellsingers may not be members of both the College of Magic and the Bardic College at the same time. Time spent in one of the Colleges does not count toward advancement in the other.

Divine Spellcasters

Divine spellcasters may enroll in the College of Magic, but since their spells come from their faith in a God, the Instructors do not really “teach” them in the same sense as those with arcane ability. Players who desire to have their divine spellcasters as students in the College of Magic may do so at their discretion. The character must meet the same requirements as the arcane characters, but for divine spells – i.e. a divine Member must be able to cast 0-level divine spells – and they receive all feat and prestige class access as normal.

The College does have additional restrictions upon divine casters based upon agreements made with the Temples and Churches. Divine casters of accepted faiths do not gain any item creation or spell access through association with the College. These benefits are gained through membership in a religious organization. Divine casters without ties to religious organizations, like druids and shamen, have full access to all benefits to which they qualify.

College Ranks

Junior Apprentice

Basic Requirements

- Capable of casting 0-level spells
- Examined by masters to determine intent (character may not be evil)
- Must spend Activity after module played to enroll, noting such on the log sheet.
- Must meet additional requirements of the specific School joined. Only one school may be joined upon enrollment, even if the character qualifies for more. Other schools are joined later using the Activity noted above.
- Pay one-time fee of 35 Victories for tuition.

School Requirements

School of Abjuration – Ak’dorben (“Warded Wizards”)

- Campus nickname: Doorbells (Due the number of warding spells practiced in this school, one never enters an abjurer’s room unannounced.)
- Must be able to cast at least two Abjuration spells.
- 5 or more ranks in Knowledge (Arcana)
- 3 or more ranks in Spellcraft
- 1 or more ranks in Disable Device

School of Conjunction – Maru D’sor (“Power Embodied”)

- Campus nickname: Choirboys (This nickname comes from a time when a precocious student managed to gain the attention of a large and boisterous group of trumpet archons.)
- Must be able to cast at least two Conjunction spells.
- 5 or more ranks in Spellcraft
- 3 or more ranks in Knowledge (Arcana)
- 2 or more ranks in Knowledge (Planes)

School of Divination – Tambl du Ionpel (“Discover That Which is Hidden”)

- Campus nickname: Crystals (The Crystals nickname refers to the students’ propensity for using crystal balls, as well as generally being some of the more “fragile” students.)
- Must be able to cast at least two Divination spells.
- 5 or more ranks in Spellcraft
- 5 or more ranks in Knowledge (Arcana)

School of Enchantment – Nemu Deride (“To Change One’s Perceptions”)

- Campus nickname: Lovers (Less mature members of this school have had a tendency to use their enchantments to win over members of the opposite sex.)
- Must be able to cast at least two Enchantment spells.
- 4 or more ranks in Spellcraft
- 4 or more ranks in Knowledge (Arcana)
- 2 or more ranks in Diplomacy

School of Evocation – Mel’par Vigo (“Control the Power”)

- Campus nickname: Boomers (Many of the older students are combat veterans of the battles with Tokis and have used spells such as fireball against them.)
- Must be able to cast at least two Evocation spells.
- 4 or more ranks in Spellcraft
- 4 or more ranks in Knowledge (Arcana)
- 2 or more ranks in Knowledge (Tactics)

School of Illusion – Gor Volterenhumdt (“Creators of Moonlight and Shadows”)

- Campus nickname: Lighters (Originally used to demonstrate these students’ supposed inferiority, the rough edges of this slight have worn off after so many decades of use, and many of the current members of this School can be found wearing cloaks and robes with delicately embroidered flames around the hem.)
- Must be able to cast at least two Illusion spells.
- 5 or more ranks in Spellcraft
- 5 or more ranks in Knowledge (Arcana)

School of Transmutation – Drmo Anata (“Function Defines Form”)

- Campus nickname: Changers (Often taught in the same classrooms as students of the School of Illusion, these students more often than not are some of the most artistic and creative of the entire college. There is also a friendly rivalry between the Changers and the Lighters. There are even some rumors that Changers have intentionally lost in some school-wide contests making it easier for Lighters to succeed at first, only to encounter another (and frequently older) Changer later in the competition!)
- Must be able to cast at least two Transmutation spells.
- 4 or more ranks in Spellcraft
- 4 or more ranks in Knowledge (Arcana)
- 1 or more ranks in Heal

School of Necromancy – Shinwa Ni Nare (“Learn From the Past”)

- Campus nickname: Zombies (The members of this school delve into those subjects that deal with death and unlife.)
- Must be able to cast at least two Necromantic spells.
- 5 or more ranks in Spellcraft
- 3 or more ranks in Knowledge (Arcana)
- 2 or more ranks in Knowledge (Religion)

Society of Alchemists – Vr Mindrel (Golden Thoughts)

- Campus nickname: Brewers (Though not an actual magic school this society represents those interested in crafting potions. This society is a joint program with the College of Magic and the College of Alchemy in EK'Kasel.)
- Must already be an Apprentice in at least one other school.
- Must have the Brew Potion feat.
- 5 or more ranks in Craft (Alchemy)
- Must pay a one-time fee of 20 Victories.

Society of Gatherings – Thrin Chor

- Though not an actual magic school, this society represents those interested in the study of the outer planes.
- Must already be an Apprentice in at least one other school.
- Must be able to cast at least two spells of the Summoning sub-school.
- 7 or more ranks in Knowledge (Arcana)
- 7 or more ranks in Knowledge (Planes)
- Must pay a one-time fee of 100 Victories.

Oversight Committee

- This is not a school per se, but rather a part of the administration. This group's primary function is to regulate the magic items created within the principality. It's secondary, though no less important; responsibility is to ensure that people creating the items are indeed capable of the process. Part of how they manage this process is strictly limiting the amount lower-level members of the college may create in a given time.
- This group is not available for PCs in Living Kingdoms of Kalamar.

Benefits

- Access to 0-level spells from all schools.
- Access to 1st-level spells from school joined.
- Scribe Scrolls: The character may scribe a 1st level spell from this school onto a scroll through the use of one favor with the College. This is a non-adventuring Activity as noted above.
- Access to one of the following feats: (cost 1 Activity and 1 favor each)
 - Reach Spell (Complete Divine)
 - [FUTURE] Cooperative Spell (Complete Arcane)
 - [FUTURE] Eschew Materials (Complete Arcane)
 - [FUTURE] Subdual Substitution (Complete Arcane)

Apprentice

Requirements

- Must have been a Junior Apprentice in that school.
- Must be able to cast spells of second level or higher.
- Must pay a one-time fee of 50 Victories for tuition.
- Must have studied at least 5 times within the particular school.
- Note the school of study on your Log Sheet entry.

Benefits

- Access to all Junior Apprentice benefits.
- Access to 1st-level spells from all schools.
- Access to 2nd-level spells from this school.
- Scribe Scrolls: The character may scribe a 2nd level spell from this school onto a scroll through the use of one favor with the College. This is a non-adventuring Activity as noted above.
- Craft Wondrous Item: The character may create one item from table 7-27 in the DMG with a value up to 2,000 Victories through the use of two favors with the College. This is a non-adventuring Activity as noted above.
- Access to the following feats: (cost 1 Activity and 1 favor each)
 - Practiced Spellcaster (CD)
 - Reach Spell (CD)
 - [FUTURE] Sanctum Spell (the sanctum must be on the College of Magic grounds) (Complete Arcane)
 - Improved Familiar (DMG/CW) The player may select any familiar from these two lists, with no alignment restrictions, except that the familiar may not be of evil alignment.
 - [FUTURE] Extra Slot (Complete Arcane)
 - [FUTURE] Extra Spell (Complete Arcane)
- Access to the following prestige classes: (cost 1 Activity and 1 favor each)
 - Dragon Disciple (DMG)

Adept

Requirements

- Must have been an Apprentice in that school.
- Must be able to cast spells of third level or higher.
- Must pay a one-time fee of 90 Victories for tuition.
- Must have studied at least 10 times within the particular school.
- Note the school of study on your Log Sheet.

Benefits

- Access to all lower ranking benefits.
- Access to 2nd-level spells from all schools.
- Access to 3rd-level spells from this school.
- Scribe Scrolls: The character may scribe a 1st or 2nd level spell from any school or a 3rd level spell from this school onto a scroll through the use of one favor with the College. This is a non-adventuring Activity as noted above.
- Craft Wondrous Item: The character may create one item from table 7-27 in the DMG with a value up to 4,000 Victories through the use of three favors with the College. This is a non-adventuring Activity as noted above.
- May purchase potions costing 50 Victories or less.
- +1 competence bonus to learn new spells of their school.
- Access to the Following Feats: (cost 1 Activity and 1 favor each)
 - [FUTURE] Arcane Strike(Complete Arcane)
 - [FUTURE] Energy Substitution (Complete Arcane)
- Access to the Following Prestige Classes: (cost 1 Activity and 1 favor each)
 - [FUTURE] Elemental Savant (Complete Arcane)

Magus

Requirements

- Must have been an Adept in that school.
- Must be able to cast spells of fourth level or higher.
- Must pay a one-time fee of 150 Victories for tuition.
- Must have studied at least 20 times within the particular school.
- Note the school of study on your Log Sheet

Benefits

- Access to all lower ranking benefits.
- Access to 3rd-level spells from all schools.
- Access to 4th-level spells from this school.
- Scribe Scrolls: The character may scribe a 3rd level spell from any school or a 4th level spell from this school onto a scroll through the use of one favor with the College. This is a non-adventuring Activity as noted above.
- Craft Wondrous Item: The character may create one item from table 7-27 in the DMG with a value up to 8,000 Victories through the use of four favors with the College. This is a non-adventuring Activity as noted above.
- Craft Wand: The character may create one wand valued at 750 Victories or less through the use of three favors with the College. This is a non-adventuring Activity as noted above.
- May purchase potions costing 300 Victories or less.
- +2 competence bonus to learn new spells of their school
- Access to the Following Feats: (cost 1 Activity and 1 favor each)
 - [FUTURE] Delay Spell (Complete Arcane)
 - [FUTURE] Sculpt Spell (Complete Arcane)
- Access to the Following Prestige Classes: (cost 1 Activity and 1 favor each)
 - [FUTURE] Fatespinner (Complete Arcane)
 - [FUTURE] Wayfarer Guide (Complete Arcane)

Instructor

Requirements

- Must have been a Magus in that school.
- Must be able to cast spells of fifth level or higher.
- Must pay 60 Victories for licensing fees.
- Must have studied at least 30 times within the particular school.
- Note the school of study on your Log Sheet

Benefits

- Access to all lower ranking benefits.
- Access to 4th-level spells from all schools.
- Access to 5th-level spells from this school.
- Scribe Scrolls: The character may scribe a spell from any school in their spellbook onto a scroll through the use of one favor with the College. This is a non-adventuring Activity as noted above.
- Craft Wondrous Item: The character may create one item from table 7-27 in the DMG with a value up to 8,000 Victories through the use of four favors with the College. This is a non-adventuring Activity as noted above.
- Craft Wand: The character may create one wand valued at 4500 Victories or less through the use of four favors with the College. This is a non-adventuring Activity as noted above.
- Craft Magic Arms and Armor: The character may create one item valued up to 5,000 Victories through the use of three favors with the College. This is a non-adventuring Activity as noted above.
- May purchase potions costing 750 Victories or less.
- +3 competence bonus to learn new spells of their school
- +1 competence bonus to identify unknown spells of their school
- Access to the Following Feats: (cost 1 Activity and 1 favor each)
 - [FUTURE] Chain Spell (Complete Arcane)
- Access to the Following Prestige Classes: (cost 1 Activity and 1 favor each)
 - Loremaster (DMG)
 - [FUTURE] Mage of the Arcane Order (Complete Arcane)

At this time, PCs may not advance beyond Instructor level in the College of Magic.

Vr Mindrel

Membership in this school allows one access to Brew Potions. The requirements for each rank within Vr Mindrel are the same as for other Schools. The benefits are replaced by the following:

Junior Apprentice Benefits

- Brew Potion: The character may brew any listed potion in Table 7-17 of value equal to or less than 50 Victories through the use of one favor with the College. This is a non-adventuring Activity as noted above.
- +1 competence bonus to identify potions using craft (Alchemy).

Apprentice Benefits

- Brew Potion: The character may brew any listed potion in Table 7-17 of value equal to or less than 300 Victories through the use of one favor with the College. This is a non-adventuring Activity as noted above.
- +2 competence bonus to identify potions using craft (Alchemy).

Adept Benefits

- Brew Potion: The character may brew any listed potion in Table 7-17 of value equal to or less than 750 Victories through the use of one favor with the College. This is a non-adventuring Activity as noted above.
- +3 competence bonus to identify potions using craft (Alchemy).

Magus Benefits

- Brew Potion: The character may brew any listed potion in Table 7-17 of value equal to or less than 1200 Victories through the use of one favor with the College. This is a non-adventuring Activity as noted above.
- +4 competence bonus to identify potions using craft (Alchemy).

Instructor Benefits

- Brew Potion: The character may brew any listed potion in Table 7-17 through the use of one favor with the College. This is a non-adventuring Activity as noted above.
- +5 competence bonus to identify potions using craft (Alchemy).

Thrin Chor

Membership in this Society is reserved for those students with a particular interest in extraplanar creatures and effects. Unlike the schools, the society has no ranks within it. All members are treated as equals for the purposes of research.

Benefits

- +3 competence bonus to Spellcraft & Knowledge (Planar) checks
- Access to the Following Prestige Classes: (cost 1 Activity and 1 favor each)
 - [FUTURE] Elemental Savant (Complete Arcane)

Benefits

Wizards must follow all core rules for learning new spells, including reading, learning and scribing of the spell as described in the Player's Handbook 3.5.

Item Creation: A PC must always obey all cores rules for any magic item creation such as having the appropriate feat and spells to create an item as well as paying the experience point and gold piece cost. Within the Living Kingdoms of Kalamar campaign, the caster level listed for all magic items is also considered to be a prerequisite for the creation of that item that must be met by the creator. You may not have any assistance from other PCs or cohorts for magic item creation. Non-standard magical items cannot be created without campaign documentation.

Uniforms

Members are required to wear their uniform at all times, except during situations of extreme duress or danger. Because of the close relationship between the Prince's government and the College of Magic, certain allowances are made for members of the College. The uniform is considered both casual and formal attire, and it is as appropriate in the Royal Palace during a ceremonial investiture as it is for a lowly street festival (many members keep at least one prestidigitation ready for emergencies!).

Members of the College who owe allegiance to outside entities (churches, military, guilds) are allowed to wear other required attire in place of the College uniform, though they must display their colors on a cloak, tabard, or a noticeable symbol sewn on their sleeve or vestments. The military and the various churches in Pekal generally accept this modification to their standard dress code, as association with the College of Magic is usually viewed as a mark of distinction and honor.

Students who attend more than one school are encouraged to wear the uniform corresponding to their highest rank. Such students are not infrequently the butt of pranks from other students who often refer to them as Dilettantes.

<u>Title</u>	<u>Badge</u>
Registrant	None required or allowed
Applicant Student	Red robe, white trim
Junior Apprentice	White robe, gray trim
Apprentice	White robe, blue trim
Senior Apprentice	Gray robe, red trim
High Apprentice	Gray robe, black trim
Instructor	Blue robe, white trim
Vr Mindrel	Green robe, white trim
Thrin Chor	Yellow robe, green trim

The Code of Conduct

Both Registered Users and Members of the College must abide by the Code of Conduct (as found in the Pekal Gazetteer, pg. 18). Character and players are responsible for abiding by the Code, and ignorance of the law is not a viable defense in either the Principality of Pekal or the Living Kingdoms of Kalamar! Failure to abide by the Code can result in in-game legal sanctions against your character.