



# League of Thaumaturgical Studies

By Wayne Straiton

A Metaorganization for the Legends of the Shining Jewel Campaign

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**[www.theshiningjewel.com](http://www.theshiningjewel.com)**

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## **Branches of the League**

There are three branches within the League, each containing one or more Chapters, based upon the skills or abilities of its members.

### **Associates:**

Anyone meeting the basic membership requirements is eligible to join the Associate Branch, regardless of magical ability. The Associate Branch consists of the Chapter of the Cat. The members of the Associate Branch have no official standing and no general voting privileges within the League, though they may vote within the Chapter to select their Councilor. The Councilor of the Chapter of the Cat may not serve as Guildmaster, though he/she is eligible to vote for a candidate for the position. Many non-arcane adventures join the League as Associates, using their skills to aid the League in its pursuit to acquire items of ancient or unique power. Members of the Associate Branch may not rise above the rank of Initiate.

### **Fundamentalists:**

The League's Fundamentalist members are those who are not Wizards but who are able to use arcane magic, spontaneous casters who either possess an innate arcane ability (sorcerers) or who manipulate an outside energy to fuel their spells (bards). The Chapters of the Dragon and the Lillend make up the Fundamentalist Branch.

### **Traditionalists:**

The Traditionalist Branch is home to the League's true wizards, regardless of any specialties that they may have.

The Chapters of the Chimera, Gargoyle, Golem, Ki-Rin, Phoenix, Rakshasa, Rook, Sphinx and Will-o-Wisp are part of the Traditionalist Branch.

Traditionalists have access to the Arcane Understanding feat, and have the option of acquiring or becoming an Apprentice.

## **Chapters of the League**

The League is organized into twelve Chapters for the purposes of directing member energy towards shared interests, and to allow practitioners of similar magic to assist each other. Members are assigned to the chapter that their personal magical

gifts suit them for best. Non-wizard spellcasters currently only have three chapters, due to the often random nature of their abilities. Each chapter is overseen by a Councilor, whose vest is adorned with braided shoulder knots.

### **Chapter of the Cat:**

Vest Color: Light Grey

Councilor: Avril Oakhand [Female half-elf Ranger 14, age 41, NG]

Members with an interest in the arcane arts who lack any arcane magical ability form the Chapter of the Cat.

### **Chapter of the Chimera:** Universalist (General) Wizards

Vest Color: White

Councilor: Rory Ninatil [Male human Wizard 18, age 37, LN]

A Universalist has been chosen as the Guildmaster for the entire history of the League. Many specialists respect the Chapter of the Chimera's ability to remain outside of "Mine is better than yours" squabbles.

### **Chapter of the Dragon:** Sorcerers

Vest Color: Silver.

Councilor: Ebron Dorn [Male human Sorcerer 16, age 42, CG]

### **Chapter of the Gargoyle:** Conjuration

Vest Color: Dark Grey

Councilor: Salindy Stonesmith [Female human Wizard (Conjurer) 16, Age 41, NG]

### **Chapter of the Basilisk:** Transmutation

Vest Color: Brown.

Councilor: Dinalta [Female Half-elf Wizard (Transmuter) 17, age 50, NG]

### **Chapter of the Lillend:** Bards

Vest Color: Maroon.

Councilor: Yves Laroux [Female Elf Bard 17, age 278, CG]

### **Chapter of the Ki-rin:** Evocation

Vest Color: Midnight Blue.

Councilor: Ariach Trajan [Male Half-elf Wizard (Evoker) 17, age 40, NG]

### **Chapter of the Phoenix:** Abjuration

Vest Color: Gold.

Councilor: Lucinia the Protector [Female Human Wizard (Abjurer) 16, age 51 (appears 30), LG]

### **Chapter of the Rakshasa:** Illusion

Vest Color: Crimson.

Councilor: Zilenze Shadowdancer [Female Gnome Wizard (Illusionist) 17, age 67, CN]

### **Chapter of the Rook:** Necromancy

Vest Color: Black

Councilor: Dugan "Scary" Heartarrow [Male Human Wizard (Necromancer) 15, age 39, N]

### **Chapter of the Sphinx:** Divination

Vest Color: Emerald Green.

Councilor: Daniel [Male Human Wizard (Diviner) 19 age 55, LG]

### **Chapter of the Will-o-Wisp:** Enchantment

Vest Color: Yellow.

Councilor: Trucas [Male Elf Wizard (Enchanter) 15, age 450 (appears middle aged), NG]

## **Ranks of Membership**

1. **Auxiliary Member:** The Auxiliary Member is the most common type of League member in the city. It is the entry-level position in the League of Thaumaturgical Studies. The League recognizes that while the Auxiliary Member is often an adventurer on a mission; he also wishes to help as much as possible. In exchange for the Auxiliary Member simply donating their time, the member may request specific spells from the League at a discounted price. Anyone may take advantage of this rank of membership, as it is open to all character levels and classes.
2. **Initiate Member:** The Initiate Member is the first step to advancement for arcane casters in the League of Thaumaturgical Studies. Whereas the Auxiliary Member is open to all classes, the Initiate is open only to those PCs who currently have arcane spell capabilities. The Initiate may use his influence to allow his non-League companions to have a 5% discount as if they were Auxiliary Members.

3. **Incanter Member:** The Incanter Member is a little more involved with the League than the Initiate. Whereas the Initiate was learning the ropes, the Incanter has established himself as a committed, contributing member to the League and the city.
4. **Arcanist Member:** The rank of Arcanist Member is the final level in which a PC may attain. The Arcanist supports the goals of the League of Thaumaturgical Studies, and seeks to promote the understanding and ethical use of magic within Amthydor.

The benefits gained at each membership rank replace, and do not stack with, the benefits of the lower membership ranks.

## **Enrollment Costs**

Regardless of the Branch and Chapter that you wish to join, all annual costs are paid in full when you enroll (there is no prorated rate). The TU requirements within each rank of membership for each rank of membership are to be expended in scenarios before becoming eligible for advancement to the next rank (for example: an Initiate member must spend 30 TUs up front for her annual cost, but also must participate in 30 TUs worth of scenarios before being eligible for advancement to Incanter rank. A PC may not advance to a higher rank than she/he has TUs available for, even if all other requirements are met. A PC may advance to a higher rank of membership in mid-year by paying the difference in the annual TUs and GP between their current membership rank and the new rank. A PC is not required to advance within the League if they do not desire to do so. PCs who are not eligible to advance or who do not desire to do so may renew their memberships each January at their current rank by paying the annual cost in TUs and GP. Renewal membership GP and TUs must be spent when TUs are reset on January 1<sup>st</sup>, prior to any scenarios being played. In any case, TUs and other payments made are not refunded.

Failure to pay/maintain the costs of membership will result in the PC losing not only the benefits within the League, but his status as well. If the PC wishes to rejoin the League, he would then have to

start over as if she/he were a new Novice Member, paying the full annual costs in TUs, GP, and scenarios needed for advancement. A PC who drops below the minimum character level required for membership due to death or draining effects is not penalized, but may not advance further until the level requirements for the new rank are met. Any questions should be directed to the League of Thaumaturgical Studies Coordinator at: [lsj-lots@theshiningjewel.com](mailto:lsj-lots@theshiningjewel.com)

## **Rank Requirements**

### **Auxiliary Member**

**Prerequisite:** None

**Initiation Cost:** 100 gp Initiation Fee

**Annual Cost:** 20 TUs

**Benefits:**

- 5% discount to the cost of arcane spells up to 3<sup>rd</sup> level from Group A of the LoTS available spell list when cast by a League member (when cast on/for the member PC only).

### **Initiate**

**Prerequisite:**

- PC must be at least 3<sup>rd</sup> Level
- PC must possess at least one (1) level of an arcane spellcasting class (Bard, Sorcerer, Wizard or approved variant/Prestige class).
- Three (3) ranks in Knowledge (Arcana) skill
- PC must be enrolled as an Auxiliary Member of the League for a period of 20 TUs prior to advancement to Initiate rank. The player cannot simply "spend" these TUs by marking them off the log sheet. The PC must have actively participated in adventures whose TUs add up to this requirement, while maintaining his status as an Auxiliary Member.

**Annual Cost:** 30 TUs and 100 gp in annual dues

**Benefits:**

- May scribe one (1) additional spell into his spellbook each year.

- 15% discount to the cost of arcane spells up to 3<sup>rd</sup> level from Group A of the LoTS available spell list when cast by a League member (when cast on/for the member PC only).
- 10% discount to the cost of arcane spells up to 3<sup>rd</sup> level from Group B of the LoTS available spell list when cast by a League member (when cast on/for the member PC only).
- 5% discount to cost of arcane spells up to 3<sup>rd</sup> level from Group A of the LoTS available spell list when cast by a League member upon fellow party members.
- Due to ease of access to the special inks and parchments required, an Initiate member may scribe new spells into his spell book at the cost of 75 gp per page instead of the normal 100 gp per page.

### **Incanter**

**Prerequisite:**

- PC must be at least 7<sup>th</sup> level
- PC must possess at least three (3) levels of an arcane spellcasting class (Bard, Sorcerer, Wizard or approved variant/Prestige class).
- Five (5) ranks in Knowledge (Arcana) skill.
- PC must be enrolled as an Initiate Member of the League for a period of 30 TUs prior to advancement to this rank. The player cannot simply "spend" these TUs by marking them off the log sheet. The PC must have actively participated in adventures whose TUs add up to this requirement, while maintaining his status as an Initiate Member.

**Annual Cost:** 60 TUs and 250 gp in annual dues

**Benefits:**

- May scribe two (2) additional spells into his spellbook each year.
- 20% discount to the cost of arcane spells up to 3<sup>rd</sup> level from Group A

of the LoTS available spell list when cast by a League member (when cast on/for the member PC only).

- 15% discount to the cost of arcane spells up to 3<sup>rd</sup> level from Group B of the LoTS available spell list when cast by a League member (when cast on/for the member PC only).
- 10% discount to the cost of arcane spells up to 7<sup>th</sup> level from Group A of the LoTS available spell list when cast by a League member (when cast on/for the member PC only).
- 5% discount to cost of arcane spells up to 5<sup>th</sup> level from Group A of the LoTS available spell list when cast by a League member when cast upon fellow party members.
- Due to ease of access to the special inks and parchments required, an Incanter member may scribe new spells into his spell book at the cost of 75 gp per page instead of the normal 100 gp per page.
- +2 competence bonus to Knowledge (Arcana) skill checks.
- Incanter Members may craft magical items at a gp cost of 5% less than normal, due to easier access to materials and supplies. Members must still expend the same amount of TUs for these activities (See Mystical Marketplace).
- An Incanter may have one Apprentice.

## **Arcanist**

### **Prerequisites:**

- PC must be 11<sup>th</sup> level or higher.
- PC must possess at least seven (7) levels of arcane spellcasting class (Bard, Sorcerer, Wizard or approved variant/Prestige class).
- Ten (10) ranks in Knowledge (Arcana) skill.

- PC must be enrolled as an Incanter for a period of 60 TUs prior to advancement to this rank. The player cannot simply “spend” these TUs by marking them off the log sheet. The PC must have actively participated in adventures whose TUs add up to this requirement, while maintaining his status as an Incanter.

**Annual Cost:** 100 TUs and 500 gp in annual dues

### **Benefits:**

- May scribe three (3) additional spells into his spellbook each year.
- 25% discount to the cost of arcane spells up to 4<sup>th</sup> level from Group A of the LoTS available spell list when cast by a League member (when cast on/for the member PC only).
- 20% discount to the cost of arcane spells up to 4<sup>th</sup> level from Group B of the LoTS available spell list when cast by a League member (when cast on/for the member PC only).
- 15% discount to the cost of arcane spells up to 7<sup>th</sup> level from Group A of the LoTS available spell list when cast by a League member (when cast on/for the member PC only).
- 10% discount to the cost of arcane spells up to 6<sup>th</sup> level from Group B of the LoTS available spell list when cast by a League member (when cast on/for the member PC only).
- 5% discount to cost on arcane spells up to 6<sup>th</sup> level from Group A of the LoTS available spell list when cast by a League member when cast upon fellow party members.
- Due to ease of access to the special inks and parchments required, an Arcanist member may scribe new spells into his spell book at the cost of 75 gp per page instead of the normal 100 gp per page.

- +2 competence bonus to Knowledge (Arcana) skill checks.
- Arcanist Members may craft magical items at a gp cost of 10% less than normal, due to easier access to materials and supplies. Members must still expend the same amount of TUs for these activities (See Mystical Marketplace).
- An Arcanist may have up to two Apprentices.

## **Meta-Org Feats**

### **ARCANE UNDERSTANDING**

Traditionalists have access to the Arcane Understanding feat. This feat allows a wizard to increase the number of spells learned automatically at each new caster level.

**Prerequisites:** Knowledge (Arcana) 5 ranks, Intelligence 16, must prepare arcane spells from a spellbook.

**Benefit:** For each caster level gained, you add a number of spells to your spellbook equal to your Intelligence modifier. This replaces the normal two spells that are learned at each new wizard level (see Normal below). The spells must be ones he is capable of learning.

**Normal:** At each level, the wizard gains two spells of any level he can cast to his spellbook.

**Note:** This feat grants no additional spells for character levels taken before the acquisition of this feat (i.e. it is not retroactive).

## Apprenticeships

Traditionalists may retain up to two Apprentices. An Apprentice may only be an Apprentice to one Master. Apprentices have no bearing on the number of cohorts the Master may have. Both the Master and any Apprentices must be player characters and League members. The Master and Apprentice must be separated by five levels of arcane caster levels. If reduced to less than five levels, the apprenticeship is terminated. The Master may terminate the apprenticeship at any time. The Apprentice may not.

While under apprenticeship, the Apprentice gains one spell of their choice, from the Master's spellbooks, each time they level as an arcane spellcaster. The spell must be one that they are able to cast.

While under apprenticeship, the Apprentice gains a +5 circumstance bonus to Diplomacy checks when trying to gather information from League members.

While under apprenticeship, the Apprentice gains a +2 circumstance bonus to his Spellcraft checks.

The Master is entitled to a 25% reduction in TUs spent on spell research and item creation. These saving of TUs are assessed to and paid by the Apprentice, provided they have enough TUs remaining in the year. Should the Apprentice not have enough TUs remaining, the Master must spend the needed TUs.

## Rules of Conduct

The League of Thaumaturgical Studies holds its members to a certain standard of acceptable behavior, and seeks to ensure that its enrollees always behave always in a manner that reflects well on both the League and Amthydor as a whole. A PC who initiates or participates in activities that bring direct harm to the city Amthydor or its

citizens may be expelled from the League with loss of all benefits and without compensation. Reports of questionable conduct should be directed to the LoTS Coordinator at: [lsj-lots@theshiningjewel.com](mailto:lsj-lots@theshiningjewel.com) for determination.

## Having NPC's Cast Spells at the League

Adventuring is a hazardous occupation, and there will likely come a time when you, or one of your traveling companions, will need to have a spell cast that is beyond the scope and/or ability of yourself or others of your group. For arcane based spells, you will most likely search out the League of Thaumaturgical Studies.

When you request spell casting from the League, you will be asked for a donation (unless you have a certificate or a module says otherwise). This donation is non-negotiable, and was established to recompense the members of the League for their services. The cost for spells cast by NPCs is provided in Core Rulebook II. For reference, the equation used to determine the base cost of the spellcasting is:

*[10 gp \* spell level \* caster level] + material component cost + 10% cost of focus component*

For 0-level spells, the spell level is considered ½. The material and/or focus component costs are charged if the spell requires a component with a cost of 5 gp or greater. In the case of spells that are available to multiple classes of arcane caster at different levels, unless otherwise specified the priority for determining the class of the caster is: wizard/sorcerer and bard. Spells are assumed to be cast at the lowest level possible unless otherwise noted. NPC's who are not members of the League of Thaumaturgical Studies may, of course, charge you less or more for a given spell, and may possibly be negotiated with. However, many guilds and independent arcane practitioners follow the above equation as a general guideline.

For the purpose of determining the amount of any member discount, if available, spells are divided into the following groups:

**Group A Spells** – *Analyze Dweomer, Break Enchantment, Cure Critical Wounds, Cure Light Wounds, Cure Moderate Wounds, Cure Serious Wounds, Delay Poison, Detect Magic, Detect Poison, Discern Location, Discern Value, Dispel Magic, Endure Elements, Find the Path, Gentle Repose, Greater Dispel Magic, Heroes' Feast, Identify, Legend Lore, Locate Creature, Locate Object, Mass Cure Light Wounds, Mass Cure Moderate Wounds, Neutralize Poison, Read Magic, Remove Curse, Speak With Animals, Speak With Plants, Stone to Flesh and Tongues.*

**Group B Spells** – All available spells not in Group A or Group C.

**Group C Spells [No discount available]** – *Limited Wish, Soul Bind, Wish*

NPCs will not cast *imbue with spell ability* or any spells with the *Evil* descriptor for PCs.

Certs which offer free spells each scenario do not include material component costs in excess of 1gp. The cost of such components is the responsibility of the PC.

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