

# Scriptoriums

**Description:** A scriptorium in Uberil is the gathering place of Wizards and masters of the Arcane. They contain vast halls filled with knowledge and spells beyond reason. They are often state owned and regulated.

**Frequency:** Most kingdoms have scriptoriums in their larger cities. They tend to be sparsely spread and it is rare to find more than 2 scriptoriums in a non-wizard governed kingdom. For those kingdoms that are governed by a magistrate of Wizards you will find a minimum of 1 in every village and city, varying in size based on the economy.

**Admission:** All magically inclined pupils and citizens are able to file for admission into a state regulated or privately owned scriptorium free of charge. Once admitted they are required to take a test to gauge magical abilities and knowledge; you cannot fail this test. Once aptitude or knowledge has been ranked you will be assigned a position in the scriptorium.

**Positions:** Positions vary from kingdom to kingdom, but have a few core unchanging characteristics (bar a few odd instances). Scriptoriums will always pay a fixed salary based upon your position, though this pay and position name and value differs between every country. You will be obligated to work a minimum number of hours for the scriptorium or state in exchange for your salary. You must accept a minimum number of requests in order to maintain your position.

**Rewards:** In exchange for your service you will receive the following:

- > Standard to secret information on locations around you; this information varies based on your position and country.
- > Spells and alchemic recipes for a heavily discounted price.
- > Basic potions and items for a heavily discounted price.
- > Respect from the scriptoriums country varying on position.
- > Assistance in the creation of spells.
- > Note: There are rewards not listed here that are extremely high for upper positions. You may be given nobility and land, or a team to assist you.