Sorcerer’s Guild: “The Scorched Page”

**Description:** Due to the scarce nature of Sorcerers, the Guild is very low in membership. That being said, it’s an extremely exclusive guild.

**Guild purpose:** Peddle Influence and find new ways to use their powers.

**Process:**

In order to start the membership process, players must donate 200g. PCs who donate the gold are automatically pledges.

1. Initiate – Pledges must perform a grand spectacle in public and talk their way out of the consequences.
   1. Roll charisma check against DC 10 for “grand spectacle.”
      1. Failing this step costs one day.
   2. Roll persuasion check against DC 10 for “consequences.”
      1. Failing this step costs three days.
   3. Passing both checks costs two days.
2. Novice – Initiate must make a secret political ally.
   1. Roll a persuasion check against DC 14 for making an ally.
      1. Failing this step costs 5 days.
   2. Roll a deception check against DC 15 for being secretive.
      1. Failing this step costs 5 days.
   3. Passing both checks costs 5 days.
3. Apprentice – Novices must be known by the guild or display exemplary sorcerer skills. If nominated to become and apprentice, the Initiate must face a test of strength against a formidable opponent.
   1. Roll a charisma check, persuasion check, performance check, intimidation check, and a deception check and add them together for nomination. DC is 100 – (number of days you’ve been in the guild)
      1. Failing this check takes six days.
      2. Only have to pass this check once.
   2. For the test of strength make a Charisma check DC 17, a wisdom check DC 15, and a constitution check DC 14.
4. Adept – Apprentices must
5. Pledge
6. Initiate
7. Novice
8. Apprentice
9. Adept
10. Master
11. Archon