Sorcerer’s Guild: “The Scorched Page”

**Description:** Due to the scarce nature of Sorcerers, the Guild has very low in membership. That being said, it’s an extremely exclusive guild. The inner workings of the Scorched Page are looked upon as “top secret” for their members. The vast majority of the population do not know of the existence of this guild, let alone their purpose or goals. The Scorched Page only reveals themselves to people when it directly benefits them or their purpose.

**Guild purpose:** Peddle Influence and find new ways to use their powers. They often find themselves in minor skirmishes as the “mysterious stranger”; always on the side of the sure winner.

**Process:**

1. Pledge – Pledges are not considered members of the guild. They’re more or less looked at as nuisances. Most Pledges don’t make it to the first member rank, Initiate. In order to become a pledge you must pay 200g and be a sorcerer.
2. Initiate – Pledges must perform a grand spectacle in public and talk their way out of the consequences.
   1. Roll charisma check against DC 12 for “grand spectacle.”
      1. Failing this step costs two day.
   2. Roll persuasion check against DC 13 for “consequences.”
      1. Failing this step costs three days.
   3. Passing both checks costs two days.
   4. Passing this step yields a 10% chance for one of the below complications. If a complication is hit, roll a D8 for the exact penalty from the Initiate Penalty table.
3. Novice – Initiate must make a secret political ally.
   1. Roll a persuasion check against DC 15 for making an ally.
      1. Failing this step costs 5 days.
   2. Roll a deception check against DC 16 for being secretive.
      1. Failing this step costs 5 days.
   3. Passing both checks costs 5 days.
   4. Passing this step yields a 10% chance for one of the below complications. If a complication is hit, roll a D8 for the exact penalty from the Novice Penalty table.
   5. Passing this test gives you a secret political ally.
4. 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.
   3. Passing this step yields a 10% chance for one of the below complications. If a complication is hit, roll a D8 for the exact penalty from the Apprentice Penalty table.
   4. Passing this test gives you access to the network of guild allies. You gain a significant political influence.
5. Adept – Apprentices must use their political influence to gain a substantial political gain for the guild.
   1. Insert something here
   2. Passing this step yields a 10% chance for one of the below complications. If a complication is hit, roll a D8 for the exact penalty from the Adept Penalty table.
6. Master – Adepts must
   1. Insert something here
   2. Passing this step yields a 10% chance for one of the below complications. If a complication is hit, roll a D8 for the exact penalty from the Master Penalty table.
7. Archon – There is only one Archon of the Scorched Page. Archons are elected by the guild.
   1. In order to become the Archon you must succeed in a charisma contest check against your opponent for every member of the guild. Whoever has more votes wins.
   2. Candidates can automatically gain votes without a contest if they have some sort of leverage or favor from a particular member.
   3. Passing this step yields a 10% chance for one of the below complications. If a complication is hit, roll a D8 for the exact penalty from the Archon Penalty table.

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| Level | Description | Penalty |  |
| Initiate (1) | You make an enemy. One of the pledges is jealous of your skill. | Gain an adversary. Pledge Sorcerer |  |
| Initiate (2) | You say the wrong thing in public and a local investigator is on to you. | Gain an adversary. Local Reporter. |  |
| Initiate (3) | The guild is not impressed with your spectacle. | You fail your initiate test. |  |
| Initiate (4),  Novice (1) | You didn’t do too well with your persuasion and you were forced to bribe. | -50g |  |
| Initiate (5), Novice (2) | You try to bribe the wrong person. | 10 days in jail. |  |
| Initiate (6),  Novice (3),  Apprentice (1) | Your test ends up taking a long time. | -10 downtime days. |  |
| Initiate (7) | Your spectacle ends up injuring a powerful noble’s friend. | Gain an adversary. Noble. |  |
| Initiate (8) | You were over confident in your spectacle and it “blew up in your face.” | You have a permanent face scar. |  |
| Novice (4) | Your ally only agreed to your terms if you would do something very dangerous for him. | Dangerous quest. |  |
| Novice (5) | Your ally is a wealthy noble with a large family. In order to help you, you must take one of his daughter’s hand in marriage. |  |  |
| Novice (6), Apprentice (2) | Your boasting is annoying guild members. | Your next trial is more difficult. |  |
| Novice (7), Apprentice (3) | Someone is blackmailing your ally and you are forced to help. | -75g |  |
| Novice (8), Apprentice (4),  Adept (1) | An up-and-comer is eyeing your to hoist himself through the ranks. | Gain an adversary. Guild Pledge. |  |
| Apprentice (5) | Your test of strength nearly killed you. | Severely injured for one month. |  |
| Apprentice (6) | You broke your main weapon in your test of strength. | Main weapon is broken. |  |
| Apprentice (7) | You had to give access to your political ally in order to bride your way to the nomination. | Your ally is less likely to help you. |  |
| Apprentice (8) | A jealous someone has slandered you to your political ally. | Your ally no longer helps you. |  |
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