



## METAGAMING ORGANIZATION REFERENCE:

# *The Topaz Eye*

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## The Topaz Principals

- I understand that Divination is a tool and a gift that should not be abused.
- I will not deny the right of knowledge to any individual who meets the Guild's requirements.
- I will, to the best of my ability, abide by the laws of the Wizard's Cabal.
- I will not use my powers against King Uther or his vassals.
- I will keep in confidence the results of all castings I make unless I believe that lives would be put in danger if I did
- I will not reveal the name of any who sought my abilities unless I believe that lives would be put in danger if I did
- I will inform the guild of any and all services I provide
- I will serve King Uther, when asked, without request of pay

### Introduction

The Wizards of Blackmoor have long struggled with the task of gaining the trust of the common folk. The arcane warriors were able to earn the trust of the people, but many wizards feel that this is just another expression of the public desire to see every arcane magic user beaten down and arrested for daring to reach for the powers of magic.

In the dead of winter of 1031 eight diviners gathered in The ComeBack Inn and decided that they would try to find common ground with the common man. They set forth to give their services to those who were in need. The Guild of the Topaz Eye was established. It is not technically a branch of the Wizards Cabal, but many of its members and leaders are wizards of the cabal. The founders of The Guild (including a priest of Phelia) hope that if the people can see that magic makes their lives better, they will begin to forgive the past evils of the mage wars.

With this goal in mind they have set forth to establish houses in cities all over the North. This has been slow going, as of now there have only been houses established in Blackmoor and Vestfold. There is much hope among the guild that over the coming year they may expand further.

### Membership

Membership in the Guild of the Topaz Eye is open to any and all legal spell-casters who can cast divination spells (Wizards, Clerics, Druids, and Bards, etc). In order to join the guild, a spellcaster must be able to cast at least 5 divination spells.

To remain in good standing, the member must follow the Topaz Principals (see sidebar). Any

member who violates one of these principles is suspended until the offended party requests their reinstatement. Suspended members may appeal their situation to the guild-leader, who will in rare cases reinstate them. This is normally reserved for situations in which the spell-caster was tricked into breaking one of the Guild's principles, though gross incompetence is considered sufficient reason not to reinstate the spell-caster. In any case, a formal report will be drawn up which includes a detailed explanation of why the charge is being reversed, and a personal apology to the offended party from the guildleader, and the member to be reinstated.

### Benefits of membership:

In exchange for one week of work out of every 4 (one extra TU every 4th module) The Guild provides members with a stable and safe working environment in a major city of the North, and a monthly stipend of 50 GP x their caster level.

Further, members can gain access to special materials (large mirrors, bowls of clear water) and other spell casting components which are not consumed in spell-casting whenever they are near a guild office.

Finally, members may request access to copies of divination spells for the purpose of learning new spells. Wizards gain one additional spell at each level, which must be a divination spell. The Wizard must pay any costs for placing this spell in their focus or Spellbook, just like the other spells gained when they level.



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The above named character has joined the following Metagaming Organization:

The Topaz Eye

Date Joined: \_\_\_\_\_ GM Signature: \_\_\_\_\_

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