

MAGIC SCHOLAR

Landed

BACKGROUND

The late ruler of the Kordi Nation, Archos Sihala, is considered the mother of modern ritualism and magical research. Still regarded as the most influential of magic scholars, she drew a significant amount of her power and influence from her great understanding and command of the magical arts. Her most famous accomplishment was the ritual that sealed the Flaming Gate, ending 47 years of conflict between the Ephemeral Realm and Prytania. Since Sihala's first rise to power, and now more than ever, the desire to study and understand the mysterious force granted by the Silver God, has permeated the populace. Many landed citizens have since followed in her footsteps in hopes of better understanding the great mystery of magic's potential.

Over time, rituals have advanced and expanded to include runes, which resulted in the creation of magical items, the likes of which had only been seen from phenomena magic. Magic scholars are expected to study a multitude of different types of items, as any item of significant worth is a possible material for ritual. They must maintain an open mind and look beyond what is obvious in an attempt to further the discovery of new magical effects.

While magic scholars primarily operate independently, The Hall of AlsaSona is a government-sanctioned organization tasked with general oversight of magical research. Its primary function is to compile and categorize the ever-growing pool of magical knowledge as well as encourage the direction of ongoing research. An invitation to become a Magus of The Hall is considered a high honor, although it comes with responsibilities above that of the typical scholar. While magic scholars typically perform their research to their personal preference, The Hall is permitted to intercede on the government's behalf if the research should prove to be dangerous to the greater populace.

MECHANICS

You will need to study the different kinds of in-game items, their associations, and how they might interact with each other in order to succeed in making rituals. As a general rule, *anyone* can perform a ritual, but only magic scholars can create them. Because of the nature of this profession and its potential effect on the game, ongoing cooperation and collaboration with staff is mandatory. Please refer to the Rulebook for additional information about rituals.

The creation of magic items requires you to learn a game-specific alphabet of runes subject to their own rules of grammar and syntax. Successful experiments will produce rechargeable magic items with different effects. Once inscribed, runic sentences are permanent until removed by a trained magic scholar, sabotaged, or dispelled. Specifics about runic items are detailed in the Rulebook. More information about this system is made available once you purchase the profession.

All magical plants contain 2 components: essence and parts. Magic Scholars use the *essence* of plants in their craft. Extraction of plant essence destroys the plant unless otherwise stated. Any plants with black tape have lost their essence and cannot be used by you. Plant essence is considered non-stealable, does not require physical representation, and expires if not used by the end of the event if prepared during game. Essence can be used in the creation of specific candles with greater concentration of essence resulting in more potent candle strength. All candle crafting must be done at an appropriate workstation and takes one minute per plant essence used.

PROGRESSION

Level	Requirement	Time	In-game Benefits
<i>Novice</i>	Create 1 runic sentence per event, over the course of 2 events OR Create or undertake 1 ritual within your skill level per event, for 2 events.	<i>+2 events</i>	Create rituals using base candles of basic strength and one additional material All novice skills unlocked.
<i>Journeyman</i>	Create 2 runic sentences per event, over the course of 2 more events. OR Create 1 and undertake 1 ritual within your skill level per event, for 2 events.	<i>+2 events</i>	Create rituals using base candles of diffuse strength and two additional materials All journeyman skills unlocked.
<i>Master</i>	Create 2 runic sentences per event, over the course of 3 more events. OR Create 1 ritual and undertake 2 rituals within your skill level per event, for 3 events.	<i>+3 events</i>	Create rituals using base candles of imbued strength and three additional materials All master skills unlocked.
<i>Grandmaster</i>			Create rituals using base candles of saturated strength and four additional materials All grandmaster skills unlocked.

SKILLS

Note: Each candle skill listed below is classified as an infinite-use skill, but it requires the indicated amount of materials and roleplay time (1 minute per plant used).

NOVICE

Prepare Rune (2) As a between-game skill, prepare 3 runes of your choice.

Prepare Plant (0) After 1 minute of roleplay, you may expend one magical plant and isolate the essence from that plant. Plant preparation can be performed as part of your BGS. Indicate in your BGS the intended plants you wish to isolate.

Craft Basic Candle (2) Allows the crafting of one *Basic* candle. Basic candles require the essence of *one* of any single magical flower to create the associated candle. Once crafted, mark a blank candle with a single stripe of the appropriate color to indicate its strength.

JOURNEYMAN

Craft Diffuse Candle (2) Allows the crafting of *Diffuse* candles. Diffuse candles require the essence of *two* of the same magical flower to create the associated candle. Mark a blank candle with two stripes of the appropriate color to indicate its strength.

Prepare Rune, Improved (2) *Prerequisite: Prepare rune.* You now prepare 5 runes of your choice.

MASTER

Craft Imbued Candle (2) Allows the crafting of *Imbued* candles. Imbued candles require the essence of *two* of any single magical flowers in combination with either: essence of *one* of any other flower or *one* of any gem. Mark a blank candle with three stripes of the appropriate color to indicate its strength.

Prepare Rune, Enhanced (2) *Prerequisite: Improved prepare rune.* You now prepare 7 runes of your choice.

Advanced Plant Extraction (0) Allows the Magic Scholar to better extract the essence of a plant. A magic scholar may now extract the essence of a plant without destroying the plant. Place a small piece of black tape on the stem of the plant to signify it has been extracted. Any plant with both white and black tape on it is considered expended and can be discarded.

GRANDMASTER

Craft Saturated Candle (2) Allows the crafting of *Saturated* candles. Saturated candles require the essence of *two* of any single magical flowers in combination with either: essence of *two* of any other flowers or *one* of any gem. Mark a blank candle with four stripes of the appropriate color to indicate its strength.

Prepare Rune, Mastered (2) *Prerequisite: Enhanced prepare rune.* You now prepare 9 runes of your choice.