

# MAGIC SCHOLAR

*Landed*

## BACKGROUND

The late ruler of the Kordi Nation is widely regarded as the first and most influential Magic Scholar to date. Archos Sihala is considered the mother of modern ritualism and magical research, as 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 took to their studies in hopes of better understanding the great mystery of magic's potential, and now studies of ritualism and the creation of magic items can be found across the Known World.

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 of membership to 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

The profession is puzzle-based. 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 working rituals. 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.

## PROGRESSION

Level	Requirement	Time	In-game Benefits
<i>Novice</i>	Create 1 runic sentence per event, over the course of 2 events. Create or undertake 1 ritual within your skill level over the course of each of 2 events	+2 <i>events</i>	Ability to create rituals using commonplace items May experiment with semi-precious items Skills: <i>Craft Basic Ink, Dye Candle, Prepare Rune</i>
<i>Journeyman</i>	Create 2 runic sentences per event, over the course of 2 more events. Create 1 and undertake 1 ritual within your skill level over the course of each of 2 events.	+2 <i>events</i>	Ability to create rituals using semi-precious items May experiment with precious items Skills: <i>Craft Diffuse Ink, Improved Prepare Rune</i>
<i>Master</i>	Create 2 runic sentences per event, over the course of 3 more events. Create 1 ritual and undertake 2 rituals within your skill level over the course of each of 3 events.	+3 <i>events</i>	Ability to create rituals using precious items May experiment with rare items Skills: <i>Craft Imbued Ink, Enhanced Prepare Rune</i>
<i>Grandmaster</i>			Ability to create rituals using rare items Skills: <i>Craft Saturated Ink, Mastered Prepare Rune</i>

## SKILLS

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

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

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

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

**Craft Basic Ink (2)** Allows the crafting of one *Basic Ink*. Basic ink requires the use of *one* of any single magical flower and generates the corresponding colored ink.

**Craft Diffuse Ink (2)** Allows the crafting of one *Diffuse Ink*. Diffuse ink requires the use of *two* of any single magical flower and generates the corresponding colored ink.

**Craft Imbued Ink (2)** Allows the crafting of one *Imbued Ink*. Imbued ink requires the use of *three* of any single magical flower and generates the corresponding colored ink.

**Craft Saturated Ink (2)** Allows the crafting of one *Saturated Ink*. Saturated ink requires the use of *four* of any single magical flower and generates the corresponding colored ink.

**Dye Candle (2)** Allows the crafting of a candle for use in a ritual. The process is carried out at a workbench and consumes one *Ink* of the desired strength and magical flower type. The candle is then marked with one stripe of the corresponding ink color for level of ink strength. Please note: you may only dye candles with dye strengths that you know how to craft.