

# THE ARCANE PROFESSIONS

# WIZARD

## KNOWLEDGE SKILLS

Build Cost	Knowledge Name	Knowledge Description	Duration	Prerequisites
1	Small Weapon	This ability will allow the user to wield a dagger or other small weapons.	Constant	None
2	Literacy	This skill grants a character the ability to read and write the common language.	Constant	None
3	Staff	This skill will allow the user the ability to wield a staff.	Constant	None
4	Teach	This ability will allow a person to teach any skill that they know for any profession for which they satisfy the prerequisites to teach. Advanced skills and lists as well as hidden skills and hidden sub-lists cannot be taught by player characters. A character cannot teach a profession until she has an advanced list in that profession and cannot teach a sub-profession until she knows at least 15 build worth of skills from that sub- profession.	Constant	5th Circle Wizard Spell
3	Utilize Component	This ability allows a character to recognize, harvest, dissect, and use components. The most common components can be used by characters for mana and vigor. Other components may have different effects as described by the component. Characters with this knowledge may also harvest raw components located in-game and grants the knowledge required to dissect components from different creatures. Harvesting and dissecting a component takes 1 minute. For mana and vigor components this will harvest 2 points per minute. A single character may only harvest a maximum of 10 points from a single component node each hour. Components can be traded between players, however all components wither and die at the end of the weekend.	Constant	None
1	Caster Essence	The caster may purchase 1 healable essence for 1 build every other level. Starting at level one.	Constant	None
1, 2	Mana	The character may purchase 1 healable Mana at a rate of 1 build per point of Mana. Once a character has reached 40 Mana the cost will increase to 2 build per point of Mana and will increase by 1 build for every 40 Mana thereafter.	Constant	None
1, 2	Vigor	The character may purchase 1 healable Vigor at a rate of 1 build per point of Mana. Once a character has reached 40 Mana the cost will increase to 2 build per point of Mana and will increase by 1 build for every 40 Vigor thereafter.	Constant	None

## WIZARD CANTRIPS

Rank	Build Cost	Casting Cost	Spell Name	Spell Description	Duration	Effect	Target	Prerequisites
Verbal	<i>I Wield The Arcane Astral Power To...</i>							
0	2	0	Touch Magic	This spell allows a Wizard to tell if a target is magical or not. This spell requires touching the object, thus setting off any traps or effects that may be latent and triggered by touch. This spell will not reveal the nature of the magic or how it works, only the presence of a magical aura.	Instant	Instant	Any	Literacy
0	2	0	Grant Light	This prayer allows a Wizard to summon an in-gamelight. The light used may be a glow stick or smallflashlight of any color. This light must remain in the possession of the caster. This spell may also be used to light a room for the duration	30 min	Instant	Any	Literacy
0	2	0	Bestow Wizard's Armor	This spell will grant the target +1 temporary armor. This spell will be the first armor point to be destroyed when in battle and may not be repaired. This armor point may stack with any other armor enhancing effects.	1 hour	Instant	Any	Literacy
0	2	0	Knock	This spell will dispel a Wizard's lock	Instant	Instant	Wizard's Lock	Literacy
0	2	0	Discern Spell	This spell will allow the Wizard to ask for the rank, name, and description of a magical effect they have seen cast in the last 15 seconds. The wizard does not need to hit any target with a spell packet for this spell. This may not work on some rare or unique effects	Instant	Instant	Any	Literacy

## WIZARD SPELLS

Rank	Build Cost	Casting Cost	Spell Name	Spell Description	Duration	Effect	Target	Prerequisites
Verbal	<i>I Wield The Arcane Power To...</i>							
1	2	1 m	Detect Magic	This spell allows a Wizard to tell if a target is magical or not. This spell will not reveal the nature of the magic or how it works, only the presence of a magical aura.	Instant	Instant	Any	Literacy

Rank	Build Cost	Casting Cost	Spell Name	Spell Description	Duration	Effect	Target	Prerequisite
1	2	1 m	Pin Your Limb	The caster may hold a foot of the caster's choice in place on the ground. The target may still pivot and move, just cannot move that single foot from where it is pinned. If the target receives at least 10 points of damage, a break, or sever limb effect, it will break the pin. In addition, a combined strength of 3 or more will also break the pin effect.	1 Minute	Instant	Any	Literacy
1	2	1m	Bestow Iliam's Defense	This spell will bestow 5 points of temporary armor to the target. These will be the first armor points spent and once spent this effect ends. These points can raise a target above their maximum but cannot be repaired.	6 Hours	Instant	Any	Literacy
1	2	1m	Bestow Spirit Sight	This spell allows the caster to see spirits. Spirits are represented by people wearing red headbands. The caster cannot speak with or hear the spirits with this spell.	30 Minutes	Instant	Any	Literacy
1	2	1m	Stay Your Distance	This spell will push a target 10 feet away from the caster and hold them at that distance. The target may not approach the caster closer than 10 feet, though if the caster approaches the target closer than this the distance is reduced. Once cast, the caster must hold their arm out with an open palm facing the target. If the caster lowers her arm, the effect ends.	5 Minutes	Channeled	Any	Literacy
1	2	1m	Create a Mana/Vigor Bridge	At time of casting mana or vigor must be chosen, they cannot be combined. This spell will transfer any number of mana/vigor points the first target is willing to transfer, and currently has, from their mana/vigor pool to another target. A target may not go over their current maximum pool by means of this spell. The caster can be a target of this spell.	Instant	Channeled	Any Two Willing	Literacy
1	2	1m	Create a Wizard's Lock	This spell creates a rank 1 magical lock on the target gate, door, or container. This lock has no key, though the caster may unlock or lock it freely. It can be picked normally, and if picked the lock is dispelled. This spell will not work on a target that has an in- game lock.	6 Hours	Instant	Any	Literacy
1	2	1m	Summon an Energy Bolt	This spell will inflict 5 points of magic damage on the target.	Instant	Instant	Any	Literacy

Rank	Build Cost	Casting Cost	Spell Name	Spell Description	Duration	Effect	Target	Prerequisites
Verbal	<i>I Wield The Arcane Astral Power To...</i>							
2	3	2m	Bind Your Limbs	This spell binds a target's arms and legs. The target's feet are stuck to the ground, and the target's arms must remain crossed in front of them or at their sides. A target of a bind effect may still speak and invoke latents, but may not fight or cast. If the target receives at least 10 points of damage, break, or sever limb effect, it will break the bind. In addition, a combined strength of 3 or more will also break the bind effect.	1 minute	Instant	Any	Equal number of Rank 1 Wizard Spells
2	3	2m	Summon an Energy Ball	This spell will inflict 10 points of magic damage on the target.	Instant	Instant	Any	Equal number of Rank 1 Wizard Spells
2	3	2m	Discern Truth	This spell will determine if any one statement spoken within the last 15 seconds is true, the statement is chosen by the caster. This spell does not require a packet and is considered to have perfect aim. Either the caster or target may request a marshal.	Instant	Instant	Any	Equal number of Rank 1 Wizard Spells
2	3	2m	Arcane Link	This spell allows a Wizard to temporarily gain the use of a Mystic's spell in which a Mystic has already learned themselves. It takes 1 minute of role play per rank to establish the link. The duration of the link depends on the rank of the Mystic spell, 5th Rank lasts 1 hour, 4th Rank lasts 2 hours, down to 1st Rank which lasts 5 hours. Both the Mystic and the Wizard have full use of the spell. A Mystic may only share one spell at a time in this Manner. The Wizard casts the linked spell off of their own mana pool, using the appropriate Mystic verbal for the spell. A Mystic spell gained in this way may not be put into a "Wizard's Hat."	Varies	Instant	Self	Equal number of Rank 1 Wizard Spells
2	3	2m	Astral Dialect	This spell allows the wizard to communicate with one being that normally cannot speak. The creature does not gain sentience and will act within the confines of its own intelligence.	1 min	Instant	Self	Equal number of Rank 1 Wizard Spells
2	3	2m	Absorb Your Defense	This spell will dispel any latent spell or prayer on the target of the target's choice. If the target does not have any defenses they must let the caster know the spell had no effect. If this spell is successful the Wizard will receive half the mana cost of this spell, rounded down, returned.	Instant	Instant	Any	Equal number of Rank 1 Wizard Spells

Rank	Build Cost	Castin g Cost	Spell Name	Spell Description	Duration	Effect	Target	Prerequisite:
2	3	2m	Bestow an Aura of Defense	This spell places a latent negation effect on the target. It may be invoked in response to any rank 1-3 spell or prayer. This spell will negate that effect, as well as bestowing a new negation effect of the same type every minute for five minutes. If these negations effects are not used when a new one is bestowed or the duration runs out they're lost.	Instant	Invoked	Any	Equal number of Rank 1 Wizard Spells
2	3	2m	Bestow Levitation	This spell allows the wizard to float a few inches above the surface. The wizard will not trip pressure plates or suffer adverse effects from terrain (mud, Lava, etc.) If the wizard casts this spell while falling, they will lower the fall damage by one category. Movement effects are twice as effective while this spell is active. (i.e. Knockback normally sends the target 10 ft, instead the wizard will go 20ft). The target of this spell must hold an arm straight out from their side, as an extended wing, to signify levitating.	1 min	Instant	Any	Equal number of Rank 1 Wizard Spells
Verbal	<i>I Wield The Arcane Astral Power Of Elysium To...</i>							
3	4	3m	Summon an Energy Blast	This spell will inflict 15 points of magic damage on the target.	Instant	Instant	Any	Equal number of Rank 2 Wizard Spells
3	4	3m	Bestow Iliam's Mail	This spell will bestow 10 points of temporary armor to target. These will be the first armor points to be destroyed when in battle and may not be repaired.	6 Hours	Instant	Any	Equal number of Rank 2 Wizard Spells
3	4	3m	Bestow Ward of the Arcanum	This spell places a latent defense on the target that can be invoked any time the target is struck with a physical or magical effect. When invoked, this defense will reactively inflict 10 essence damage on the character that struck the target.	6 Hours	Invoked	Any	Equal number of Rank 2 Wizard Spells

Rank	Build Cost	Casting Cost	Spell Name	Spell Description	Duration	Effect	Target	Prerequisite:
3	4	3m	Summon a Wall of Magic	This spell will create a magical wall up to 10 feet in length where the packet lands, perpendicular to the caster. Passing through the wall, making an attack, or casting a single spell through the wall causes the character doing so to take 10 points of magic damage. This will happen for each spell or attack made through the wall, or every 5 seconds while standing in the wall. To maintain the wall, the caster must aim a flashlight beam on the wall and slowly pivot it to mark the length of the wall.	5 Minutes	Channeled	Wall	Equal number of Rank 2 Wizard Spells
3	4	3m	Dispel Magic	This spell will end the effects and duration of one target spell effect. It will not end imprisonment or sanctuary effects, ritual or sacrament effects, or the effects of power-based spells.	Instant	Instant	Any	Equal number of Rank 2 Wizard Spells
3	4	3m	Empower Seal	This spell will add one charge to an active or expended seal, as long as it is still within the seal's original duration. Instead of the original effect, the seal will deal 20 points of magic damage. The recharge time between charges of the seal is reduced to 30 seconds. This will extend the duration of the seal to 6 hours from this spell's casting time.	6 hours	Instant	Seal	Equal number of Rank 2 Wizard Spells
3	4	3m	Bestow Mana/Vigor Shield	This latent defense will protect a target's mana or vigor pool. The caster must choose whether it will protect mana or vigor at the time of casting. This can be invoked as a reaction to effects that would damage or drain a target's mana or vigor based on the protection granted, and prevents these effects from working on the target for the next minute. In addition, this spell will negate a "Shock Vigor/Mana.	6 hours	Invoked	Any	Equal number of Rank 2 Wizard Spells
3	4	3m	Lance Mana	This spell will drain 1 mana from the target when cast, and heal the Wizard 1 mana. The caster may then maintain this spell by holding their arm out and pointing at the target. Each time the caster repeats the full verbal for this spell, they may drain 1 additional mana, healing themselves 1 additional mana, without needing to strike the target with a new packet. Target must be conscious to be effected by this spell. The Wizard cannot exceed their own mana cap, once at maximum mana any further mana drained from a target is lost. A Wizard may only cast Lance Mana once every 5 minutes, and in no way may this spell be effected by any means of mana efficiency effects.	30 seconds	Instant	Any	Equal number of Rank 2 Wizard Spells

Rank	Build Cost	Casting Cost	Spell Name	Spell Description	Duration	Effect	Target	Prerequisite
<i>I Wield The Arcane Astral Power Of Elysium To...</i>								
4	5	4m	Break Your Weapon	This spell will break a target weapon, or weapon of the caster's choice carried by a target character.	Instant	Instant	Any	Equal number of Rank 3 Wizard Spells
4	5	4m	Summon an Energy Storm	This spell will inflict 20 points of magic damage on the target.	Instant	Instant	Any	Equal number of Rank 3 Wizard Spells
4	5	4m	Create an Imprisonment	This spell will encase a target in a field of magic, rendering them completely immune to attacks and effects. On the downside, they are also completely unable to move, including speaking, casting, and fighting. They also may not be picked up or moved in any way. The target is unaware of her surroundings. Active durations and counts are paused while a target is in an imprisonment.	1 Minute	Instant	Any	Equal number of Rank 3 Wizard Spells
4	5	4m	Bestow an Energy Blade	This spell will cause a target weapon to inflict +0 magic damage.	30 Minutes	Instant	Weapon	Equal number of Rank 3 Wizard Spells
4	5	4m	Make You Fumble Tongued	This spell will require the target to repeat the correct verbal for a spell 3 times to cast the spell once normally. Once the wizard has heard the verbal once on a target of fumble tongue they may mimic the spell preemptively, using "Mimic Your Spell," effectively casting the spell before the target.	5 Minute	Instant	Any	Equal number of Rank 3 Wizard Spells
4	5	4m	Bestow a Shimmering Skin	Once invoked this spell will stop any one instance of numerical damage. Furthermore, this spell will bestow 5 points of temporary essence to the target. These will be the first essence points spent and once spent this effect ends. These points can raise a target above their maximum Essence Pool, but cannot be healed. These points may not be used to fuel effects like rituals.	6 hours	Invoked	Any	Equal number of Rank 3 Wizard Spells
4	5	4m	Bestow Astral Sight	This spell allows the caster to see strong auras as well as ley lines of power. The caster can ask what type of aura a creature has (mundane/none, magical, undead, elemental, or demonic are typical). The caster can tell if any object is magical or has a magical effect on it. The caster can also tell if a target has any latent defenses on them and how many, though not what they are. This will also pierce concealment of an item or creature that is concealed by magical means.	15 Minutes	Instant	Any	Equal number of Rank 3 Wizard Spells



Rank	Build Cost	Casting Cost	Spell Name	Spell Description	Duration	Effect	Target	Prerequisite
4	5	4m	Steal Your Sanctuary	This spell will steal a target sanctuary effect. The character currently in the sanctuary loses all benefits of the sanctuary and the caster of this spell gains those protections and limitations as described by the original sanctuary effect. The caster must hold her arm at a 90-degree angle to maintain this effect. The duration of the sanctuary pulled onto the caster becomes 15 minutes regardless of its original duration.	15 Minutes	Channeled	Sanctuary	Equal number of Rank 3 Wizard Spells
Verbal				<i>I Wield The Arcane Astral Power of Elysium Realm Of The Fey...</i>				
5	6	5 m	Create a Wall of Force	This spell will create a magical wall up to 10 feet in length where the packet lands, perpendicular to the caster. Characters, objects, and effects cannot pass through this wall. This wall will not stop a channeled effect unless it cuts a target off from the effect's caster by closing off a doorway or otherwise preventing the effect from reaching the target. To maintain the wall, the caster must aim a flashlight beam on the wall and slowly pivot it to mark the length of the wall.	5 minutes	Channeled	Wall	Equal number of Rank 4 Wizard Spells
5	6	5m	Bestow Titan Strength	Once invoked, this latent spell will grant the target +1 strength for the next 15 minutes.	6 Hours	Invoked/15 minutes	Any	Equal number of Rank 4 Wizard Spells
5	6	5m	Create a Bridge of Latency	This spell will transfer latent effects from one target to another target. Casting this spell requires 1 full minute during which the caster must touch both willing targets. Any number of latent effects may be transferred between the targets at the end of this minute. Latent effects transferred in this way do not have to obey baptism, or affinity restrictions.	Instant	Channeled	Any 2 Willing	Equal number of Rank 4 Wizard Spells
5	6	5m	Create a Charm of Following	This spell will allow the caster to follow any target teleportation or magical transportation effect she has seen within the last 15 seconds. The caster will go out of game and can follow the character she saw teleport to that effect's destination, and the caster will appear in game at that destination in as long as it took her to cast this spell.	Instant	Instant	Teleportation	Equal number of Rank 4 Wizard Spells
5	6	5 m	Force You to Use Your Defenses	This spell will invoke all latent effects on a target, regardless of the triggers for those effects. The durations of those invoked effects will run normally. If invoked effects have no appropriate target, they are lost.	Instant	Instant	Any	Equal number of Rank 4 Wizard Spells

Rank	Build Cost	Casting Cost	Spell Name	Spell Description	Duration	Effect	Target	Prerequisite:
5	6	5m	Mimic Your Spell	This spell will replicate the effects of any spell the caster has witnessed within the last 15 seconds. The replicated spell has the same effects and duration as the original spell the caster witnessed. The replicated spell must be held in a packet in the caster's hand and can be held for up to 1 minute. It may be cast with no verbal or additional cost any time during this minute. If it is not cast in this time, the effect is lost. A spell or prayer that is mimicked may not be stored in a Wizard's Hat.	1 minute	Instant	Self	Equal number of Rank 4 Wizard Spells
5	6	5m	Spell Lock	The target of this spell may only cast any spell they know or are able to cast through any means one time during the duration. Any attempt to cast the same spell a second time will fail. This is a mind effect	5 Minutes	Instant	Self	Equal number of Rank 4 Wizard Spells
5	6	5m	Invisibility	Upon casting this spell the wizard will make a target turn invisible. While invisible the target is unable to be seen but can still be heard. The target must be conscious and if they fall unconscious for any reason the spell immediately ends. An invisible target can only move at a normal walking pace and is unable to cast or use skills. When the spell ends it takes 5 seconds to phase back. During the 5 seconds the target can be seen but is still unable to cast or use skills. To represent being invisible a target must hold their arm up over their face, open hand, palm outward. A caster may only have one target under the effects of this spell at a time.	5 minutes	Instant	Any	Equal number of Rank 4 Wizard Spells

### RITUALS

Rank	Ritual Name	Build Cost	Casting Cost	Ritual Description	Duration	Effect	Target	Prerequisites
1	Ritual of Entry	3	1m, 1v, 1e	This ritual is cast to hold a doorway open. It will not open the door, only hold it open. No amount of strength can pull the door closed, and standard magical effects to pull the door closed will fail. If the door is closed when this ritual is cast and opened during the duration, the ritual will then take effect for the remaining duration.	1 Hour	Instant	Doorway	Literacy
1	Wizard's Hat	3	1m, 1v, 1e	This ritual allows the wizard to cast three different spells that they know into the hat which will hold these spells for 6 hours. The wizard can replace spells expended for the duration of the ritual. The wizard can then cast these spells at any time with no verbal. Once cast the charge of that spell is expended. Only the wizard may cast from the hat. The hat must be a separate piece of clothing, not a hood or cloak.	6 Hours	Instant	Wizard's Hat	Literacy

Rank	Ritual Name	Build Cost	Casting Cost	Ritual Description	Duration	Effect	Target	Prerequisites
1	Stone of Resurrection	3	1m, 1v, 1e	The caster of this ritual can enchant a stone, gem, or crystal to allow themselves or another willing participant in the ritual to resurrect at that stone if they die. Each participant requires their own ritual and their own stone. The player must find a marshal to determine the validity of the resurrection	Weekend	Instant	Stone, Gem, or Crystal	Literacy
2	Ritual of the Arcanist	4	2m, 1v, 1e	Allows the target of this ritual to cast all spells using first rank verbal	6 Hours	30 minutes	Any	Literacy
2	Transform Aura	4	2m, 1v, 1e	This ritual will change the aura of the target to detect as either magical, demonic, undead, or mundane for the duration. The type of aura that will be detected must be chosen when the ritual is cast. This does not change any other aspect of the target or their abilities	6 hours	Instant	Any	Literacy
2	Astral Vestment	4	2m, 1v, 1e	This ritual bestows an individual with a spell/prayer soak of 5 against numerical spells and prayers.	6 hours	30 Minutes	Any	Literacy
3	Dissipate Energy	5	3m, 1v, 1e	This ritual places a latent defense on the target. When invoked, the defense will prevent any effects that are returned or redirected from affecting the target. This will work on skills like ripostes and reflections.	6 Hours	Invoked/5 Minutes	Any	Equal number of Rank 2 wizard Rituals
3	Seal of Dampening	5	3m, 1v, 1e	When triggered, this seal will prevent the target from casting any spells or prayers, or from having any latent spell or prayer effects cast upon them.	1 Hour	Instant	Seal	Equal number of Rank 2 wizard Rituals
3	Revitalize Ritual	5	3m, 1v, 1e	This ritual will restore the effects of a ritual or sacrament to its full duration. Additionally, this ritual can refresh the full duration of any ritual or sacrament up to one hour after being dispelled or expiring	Instant	Instant	Ritual	Equal number of Rank 2 wizard Rituals
4	Magical blade	6	4m, 2v, 2e	This ritual will enchant a weapon to inflict magic damage for the duration.	6 Hours	Instant	Weapon	Equal number of Rank 3 wizard Rituals
4	Ward of Magic	6	4m, 2v, 2e	This ritual will create a ward that prevents any spell higher than the 3rd circle from being cast within the area.	6 Hours	Instant	Ward	Equal number of Rank 3 wizard Rituals
4	Banner of the Wizard	6	4m, 2v, 2e	This banner allows any friendly target who is in sight of this banner to inflict magic damage with their weapons if they choose. As with all banners, a Ritualist must aide in the creation of this banner.	30 Minutes	Channeled	Banner	Equal number of Rank 3 wizard Rituals

Rank	Ritual Name	Build Cost	Casting Cost	Ritual Description	Duration	Effect	Target	Prerequisite
5	Magical Beacon	7	5m, 2v, 2e	Upon invoking this ritual, the Wizard has the capacity to negate spells/prayers thrown within their vicinity. The wizard must hold one free hand straight up over their head while channeling this effect and their movement is restricted to a walking pace. The caster may not cast any other spell or they will break this effect. If the wizard is unable to cast the ritual ends. To negate a spell/prayer the wizard must throw a packet at the target of a spell/prayer and call "Counterspell".	6 Hours	Invoked/5 minutes	Self Only	Equal number of Rank 4 wizard Rituals
5	Fey Armor	7	5m, 2v, 2e	This ritual allows the target to take minimal damage from numerical damage of the magic type.	6Hours	Invoked/1 hour	Any	Equal number of Rank 4 wizard Rituals
5	Pouch of Magic	7	5m, 2v, 2e	This ritual will enchant an empty pouch to store rituals that have been successfully cast until a target can be found. The completed ritual is represented with a packet which is placed in the pouch. The ritual duration is paused until the pouch expires and it is lost, or the packet is removed and the ritual is placed onto an appropriate target. No more than one of any casting of the same ritual can be placed in the pouch at a time, and no more than five total rituals can occupy the pouch at once.	6 Hours	Instant	Pouch	Equal number of Rank 4 wizard Rituals