

The Mage with the UV Pen

Apparently crime is rife in Anvil. Unsurprising given all the right people who congregate there during the summits. A magician with the right set of skills and some entrepreneurial drive could make some money – and maybe help support the rule of Law a little bit in the process.

This is a straightforward pick-up-and-play role for one or two crew. The magician role needs someone who understands the magic system, and has reviewed the rituals they can cast. I've included a secondary file that contains details of the rituals the magician can perform, designed to be printed out and used as IC reference in the field.

Getting Started – the Magician

- **Pick a nation** - ideally one that is mercantile in nature. I would suggest the League, Varushka, or Urizen. With a little work, we could also make this work for an Imperial orc although in this case I'd suggest making sure to send this out with an Imperial orc bodyguard. You could also be Brass Coast, but if you do it will influence how you can sell your skills because you will set a price and then refuse to bargain.
- **Pick an appropriate name!** It'd be really useful if this information along with nation and whether you were lineaged is in the debrief.
- You may be **lineaged** if you want, but I suggest you avoid briar or merrow.
- Check out the **Five Things** for your nation, and pick at least one of them to play up especially. If you have Lineage do the same with one of your roleplaying traits.
- You should make sure you understand the **goals** of the role
- You should also familiarise yourself with your **spells and rituals**. Summaries are listed below, but you can also find extra detail and flavour by checking out the main wiki. Please don't take this role if you aren't familiar with how our magic system works.
- Finally, it is worth looking over the **Golden Pyramid** order summary.

Getting Started – the Bodyguard (optional)

- **Pick a nation** - ideally one that is a bit mercantile in nature. You don't need to be from the same nation as the magician. I would suggest the League, the Brass Coast, Varushka, or Urizen, or Imperial Orc.
- **Pick an appropriate name!** It'd be really useful if this information along with nation and whether you were lineaged is in the debrief.
- You may be **lineaged** if you want, but I suggest you avoid briar or merrow.
- Check out the **Five Things** for your nation, and pick at least one of them to play up especially. If you have Lineage do the same with one of your roleplaying traits.
- You should make sure you understand the **goals** of the role
- Work with the magician to come up with a quick explanation for your relationship. The magician might be paying you, or you might have a debt to them or their group. If you are both Urizen, you might be from the same spire. If you're both Imperial Orcs you're probably from the same warband.

The Magician

You are a member of the Golden Pyramid conclave order. You're a staunch believer that magic is a skill, and that you should be recompensed for using that skill.

Abilities

Magician: You have the [magician](#) skill; this gives you 4 mana and the ability to cast [operate portal](#), [detect magic](#), and the all important [create bond](#). You may want to work out some basic vocals and roleplaying to support casting create bond especially.

Ritual magician: You are also a ritual magician, with Autumn Lore 3.

Rituals: The most important ritual you have is [Mark of Ownership](#) (Autumn/2). You can also perform [Hand of the Maker](#) (Autumn/2; identifies the crafter of an item); [Ties that Bind](#) (Autumn/4; Determines who is bonded to an item); [Call Winged Messenger](#) (Autumn/6; Sends a magical letter); and [Arcane Mark](#) (Autumn/2; Marks a magician as a member of an imperial order).

Roleplaying

You're honest, but you expect a fair day's wage

To stress again please do not sell your product for less than 30 rings a mana crystal (unless the PC provides the crystal mana), plus 6 rings for your skill. If you are unable to sell the product at that price, go somewhere else. If you sell nothing it means that despite our best efforts the PCs still don't care about getting crafted items back and that's a different issue.

Equipment

Smart clothes for your nation

Some change - maybe 20 or at most 30 rings. This is for giving change - don't spend more than 4 or 5 rings while on the field - you're here to make money

eight crystal mana

A potion of Mageblood (restores 2 personal mana when drunk)

Magic Summary

Create Bond (spell): Bonds someone to a crafted item so they can use its abilities. Any magician or artisan can do this, but remind people that if the item is stolen they can take the person who bonded it to an autumn ritualist to find out who is bonded to the item *now*.

Mark of Ownership is an *indelible* proof someone was bonded to that item. A magistrate can use detect magic to read that mark and prove it belonged to you at some point. It lasts as long as the item does - and any one who has an artifact should absolutely invest in this ritual *right now*

Hand of the Maker is a simple way to tell who made a magic item. it can lead back to the artisan who made it - which means that a militiaman can ask that crafter if he has any idea how the item came to be in the possession of a criminal. That's evidence, right there.

Ties that Bind is a great divination ritual - if you have your item stolen, leave it a bit and then take the person who bonded it to you to an Autumn coven and find out who is bonded to it now.

Murder! - these rituals can also help catch your murderer if someone is murdered.

Call winged Messenger isn't really any use for catching murderers, but it is a ritual you can sell if you see an opportunity. You will want to know as much information about the target as possible - at the bare minimum the name and the address

The Bodyguard (optional)

You are there to look after the magician, and to support them on the field.

Abilities

Combatant: Because different people have different fighting styles they are comfortable with, I've left this intentionally up to you. Design a standard 8 point character, but please only pick skills from Combat Skills and Heroic Skills category and remember you are a bodyguard – this is not a good time to design a berserker, an assassin, or a moody lone bounty hunter.

Roleplaying

Whatever else you are, you are law-abiding and respect the militia and the magistrates.

You will need to work a little harder to have some fun – people will want to talk to the magician rather than you.

You might like to look up the vigilance virtue, and be a devout follower of the Way – this gives you an opportunity to talk to potential customers about the importance of taking precautions.

You might be an ex-criminal yourself, who can talk at length about how bad thieves, muggers, and murderers are. It's up to you – just come up with a character that supports the Magician and the goals of the plot.

Equipment

Appropriate armour

An appropriate armament loadout

A dose of Elixir vitae (heals all hits when drunk) assuming an appropriate phys-rep can be acquired

Plot Goals

Although this is a pick-up-and-play role, it is still a serious plot. Make sure you are familiar with the goals of the plot and if in doubt ask! The goals here are written with the magician in mind, but if the bodyguard has gone out, then its useful for them to know the role as well.

Main Goal: Insurance sales

Theft is a problem. One way to insure against it is to use the ritual Mark of Ownership which puts an indelible mark on an enchanted item that lasts as long as the item does, marking the person who is bonded to it as the owner.

The mark can be detected by the simple *detect magic* incantation, and clearly indicates that an item is stolen if the militia find it. The players are largely discounting this ritual, but it is cheap and provides evidence to the militia that can be traced back to actual thieves.

You know the ritual, and can perform it in two minutes for one crystal mana.

You are here to make a profit; you have a clear idea of what you think your mana is worth (1.5 crowns or 30 rings). You have added a surcharge of 6 rings on top of that for your skill. If you are not Brass Coast, then you may want to start at a higher price but this (based on what you think your customer has) and bargain, but this is the *bare minimum* you are going to go to.

If the PC provides the mana for you, you'll still charge them 6 rings. You are not in the business of doing stuff for free.

Suggestion

You might especially gather information about people who are able to, or have made, artifacts. Their artifacts are permanent, and so the mark of ownership will likewise be permanent. Plus it will become part of the artifact's history forever - visible to anyone who uses detect magic - so surely that's worth money? If you are not Freeborn, you might up the starting price slightly on the ritual to reflect that people with artifacts are often rich.

Secondary Goal: Vigilant and Law abiding

You're more idealistic than your primary goal might suggest. You believe in law, and in the virtue of Vigilance If you bump into any militia, help them with their inquiries - but expect to be paid for using your magic.

Encourage PCs to think about Mark of Ownership, Hand of the Maker, and Ties that Bind as investigation tools. Even if someone is murdered, anything they can do to help the militia track down and prosecute their killer makes the Empire stronger.

Secondary Goal : Golden Pyramid

The Golden Pyramid is an order of the conclave that has strong views on magicians giving their power for free. If you get into a philosophical discussion, remember to push that idea. You *could* just sell your mana, but at that point you'd be a shopkeeper and not a magician.

While your plan is to sell Mark of Ownership, you can also sell any of the other rituals you possess at the same minimum price (30 rings per crystal mana plus 6 rings for your labour, **absolute minimum**). If someone wants you to bond (or unbind) an item, or detect magic, then charge them 6 rings a pop. You're an entrepreneur. Again, if they can get it cheaper elsewhere, let them.

You might want to brush up on arguments about how people with skills deserve to be paid for using their skills. if someone argues, imagine you are an artist being expected to produce a bunch of fine quality art "for exposure." The people who argue you should help them for free are *literally* un-Prosperous heretics don't be shy about telling them that. If they say they can get it cheaper elsewhere, wish them good luck. No hard feelings, but you are not in the business of being a charity.