

## The Wise

These local wise women and men live at the edges of their small communities. After hearing the call of the Magical Realm, a swirling half formed plane of existence that exists in parallel to the Real World, they have dedicated their lives to learning magic and living a magical life. They are often rural, so are commonly given the title "Hedge" Wizard/Witch and operate outside of organised religion and sorcery which are anathema to them. They serve the nearest settlement either happily, seeing it as their duty to use their powers for the good of their community, or begrudgingly to cater for their material needs.

### BECOMING A WISE

Those who have an affinity for magic sense a calling from the magical world, whispers in the hedgerows, and go into the wild into a place of seclusion. They never really return in body or spirit to their former lives, lost in the magical world of symbols and signs. In game terms the character POW must be 14, or greater, and a Battle Casting skill of over 50%. The character must spend five improvement points. Normally becoming a Wise during character generation is only possible if the Referee allows it, since it is a big commitment for the character and something that is best explored in game.

### SPECIAL ABILITIES

The Wise has the following special abilities.

#### *Access to any Battle Magic spell*

With the exception of those Battle Magic spells exclusive to Religions (see Divine Magic page xx) and Hero Cults (see below page xx), they can learn any spell without the need of a teacher. All the Wise needs to do is go into seclusion for one day per magnitude of spell they are learning and contemplate the spell that they want to learn. They then spend the usual improvement point cost and the spell is theirs.

#### *Ignore Limit on Variable Magnitude*

Wises go deeper into the magic than normal characters and can transcend the limit of six magnitude.

#### *Learn more magic spells*

The Wise's may learn up to POW x 2 in magnitude of spells instead of the normal POW's worth.

#### *Create Magical Places*

Wises are able to tune into the streams of magic that flow from the Magical Realm into the Real World, and bring these two parallel planes close enough to one another to create magical places that they can use for their own benefit.

If this is done in haste and under stress, it requires a successful Battle Magic Casting skill test. All magic places have a volume of 20 metre. The magic point cost to create the magic place is explained in its description below.

*Seclusion.* This is a hidden place in the wilderness where the Wise can learn magic undisturbed or simply just disappear. The seclusion has a connection to the real world, but technically exists in the magical realm. It can only be detected by a character using Second Sight. It costs one magic point per day that it exists. For the duration of the seclusion the Wise can not regain the magic points that they have put into its creation. Seclusions can only be used by the Wise or another Wise that they invite into it, due to the special magical understanding that is required to believe that it exists.

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*Sanctuary.* This is a place that gives the wise and those accompanying them protection against enemy magic and magical forces. It costs one magic point per hour, but companions accompanying the Wise may contribute magic points. While in the sanctuary any defensive Battle Magic spells like Counter Magic and Protection cast by the Wise apply to any one in the sanctuary. Unlike a seclusion this has to be a real place, such as a cave or a room in a house, that the Wise then makes a connection with the Magical Realm. Any magic points spent creating the sanctuary do not return until it is dispelled by the Wise who created it.

*Power.* The Wise can create a magic store that they can call upon. At the time of creation the Wise puts in an amount of Magic Points. Other Wises can pull magic points out of the store on an opposed Battle Magic Casting skill test, where the opposing skill is the Battle Magic Casting of the Wise who set up the store originally.

All magic places can be dispelled at will or upon the death of the Wise that created them.

#### *The Ability of to Teach Magic*

The Wise can teach magic they know to other characters, at the rate of one spell during a standard three-month period, during the down time between adventures. The character learning the spell must spend the normal amount of improvement points.

#### *The Ability to Understand Magic*

Using their Battle Magic Casting skill, the character can discern the effects of any type of magic they come across. A standard success tells them the general effects, and a critical tells them the exact nature of the magic, and its source Battle/Divine/Sorcery.

### **COMMONLY KNOWN BATTLE MAGIC SPELLS**

Wises commonly learn the following battle magic spells: Countermagic, Create Charm, Create Magic Point Store, Create Scroll, Dispel Magic, Personal Insight, Second Sight.

### **LIMITS ON WISES**

Wises may never learn Divine Magic or Sorcery since these formal approaches of magic are contrary to the Wises floating and haphazard view how magic works and sever the link that the Wise has with the magical realm