

## Crafters of Magic

### Crafters of Magic (Guild)

**Background:** The Crafter's of Magic are a group of spell casters that focus their skills on creating magic items. The Crafters of Magic have been around over 2,000 years. The Core belief is an accumulation of knowledge in their craft and creating new and unique items. This belief was born from the wars of the gods and the many secrets of magic that were lost to those wars. These events caused this group to catalog their works and to share their information. They have since fortified their magical fortress in Titan's Harbor (**Keep of Crafts**) to defend against magic from other worlds. The current head of the group is Abselem Kaverrask.

**Characteristics:** Many of its members are shop owners who will resell their wears, others just live to create. Experimentation is dangerous and has resulted in many laws in civilized areas on the subject of magic and its creation. During the annual week teaching the crafters teach and learn. The more experienced will pass on tips for creating items and other secrets of the trade.

They also catalog many of the magic items out there in the world. These folks are very good at what they do. They meet annually to 'argue' and debate about which item created over the past year is the most innovative or useful. During this week long event teaching is paramount. They don't want any of their arts to be lost. The group is predominantly good and in fact the Crafters of Magic were responsible for creating many of the Items of Legend for Good, and they were subsequently given to The Church of Light for its part.

### Crafter Requirements and Benefits

Path Rank	Training	gc	Requirements	Benefits
1	2 Months	1,000	Analysis (Magic) of 31+	Infusion Boost Signature
2	1 Months	1,000	Create a Permanency Talisman.	Infusion Boost Spell Craft Cap
3	2 Months	4,000	Must have 35 mana, Create 5 Magic Items*	Infusion Boost Wizard's Art
4	1 Month	8,000	Created 5 more Magic Items*	Infusion Boost Repair Magic Item Ritual
5	2 Months	16,000	Created 5 more Magic Items, ( <i>Not potions or scrolls</i> )	Infusion Boost Craft Supernatural Affects

\* *The magic items cannot be potions or scrolls.*

**Infusion Boost:** You can increase the mana infusion rate of mana into an item you are enchanting by two. Normally you can put 10 or 20 mana per day into an item.

**Spell Craft Cap:** This ability increases your cap in Spell craft from 2x the highest ability score to 3x the highest ability score.

**Signature (Ex):** This is a very basic ability to place a magical signature on any item you create. The signature, your choice, can be hidden or visible. A detect magic will pick this signature up. Removing the signature destroys the item.

**Wizard's Art (Su):** This ability can be used 1 time per item. You can add a Capability into a magic item. The cost is 200 gc per CP cost of the capability.

Ritual of Repair			
<b>Organizations</b>	Crafter of Magic		
<b>Requirement</b>	Falsify (Alteration) 50+		
<b>Activation Time:</b>	None	<b>Cost</b>	gc = to 10 * the original Craft check.
<b>Duration</b>	1 Day, but it is permanent if you have a Permanency Talisman on you during the ritual.		
<b>Effect</b>	This ritual can repair any magic item. You must have all the pieces. It cannot repair artifacts, relics or legacy items.		

**Craft Supernatural Affects (Su):** This allows you to craft items with magical spells to be a non-magical affect. There must be a non-magical way to create the affect whether in nature or via a supernatural way for it to happen. Thus MR is not a factor nor is anti-magic fields and such. *An example would be a dragons breath, it is non-magical so now you can create a staff with dragon breath on it that gets no MR.*