

Imagers

The Imager (Guild)

Background:

Translatorium: This school is dedicated to the study and use of mirrors. Many use mirrors to seek knowledge. Some seek power and others have various other reasons for becoming an Imager. The Translatorium is located in the Kingdom of Silvermoor in the town of Ravensburg. It is led by young Visionary by the name of Terisa Morgan.

Imagers are a new type of caster in the sciences of magic, born out of the recent war with the Jidar and Zot. There are only a handful of powerful imagers and already they are stuff of story, moving objects and people quickly across vast distances.

The Elders run the school. These are the 3 most senior members of the Translatorium. The Elders teach the Visionaries and 1 personal student they choose.

Characteristics:

The Imagers are a haughty bunch and rightfully so. Their new magic is starting to become an issue among the powerful. The elves have started their own imagers in their home lands.

The Legends and Facts of Mirrors

Mirrors to most people are just glass painted on one side that when looking into the un-painted side you can see the reflection of yourself. However, to those who study the magical arts they are much more.

These devices are specially crafted and enchanted. Only a very few can craft curved glass into a mirror and fewer still can manipulate flat glass without going insane.

Mirrors come in two types: Flat & Curved. They each have similar properties and operate nearly the same but the results can be far different.

Mirrors and Undead: You cannot see certain types of undead in mirrors because mirrors capture the light reflected off you and your soul collectively. You cannot see Vampires in mirrors, while ghosts in their semi-corporeal form you can be seen.

Bad Luck: Breaking a mirror with your reflection still in it also fragments small parts of your soul. Your soul regenerates these fragments over the next seven years.

Mirrors and the Newly Dead: Since mirrors can reflect and capture parts of a freed soul. People cover mirrors if a dead body is in the room. This is to prevent the capture of soul their soul fragments and thus preventing them from going to their rest.

The True Face: Some say that mirrors show your true face.

Path Requirements & Benefits

Path Rank	Requirements	Study Time	gc
Adept	Literate, 8 mana, Spell Craft 8+	1 Year	200
Crafter of Reflections	Enchant Mirrors capability, Employment (Craft Mirror) 10+	1 Month	1,000
Overseer of Echoes	Employment (Craft Mirror) 25+	3 Months	2,500
Master Imager	Craft a curved mirror for your work	1 Year	5,000
Visionary	Craft a flat mirror for your work	2 Years	10,000

You can substitute 1 CP for each month of time reduction in the study time.

Adept

Adepts spend their time learning how to craft flat and curved mirrors. They also learn the capability *Enchant Mirrors*. When they achieve an Employment (Craft Mirror) 10+ they become a Crafter of Reflections.

Crafter of Reflections

Crafters of Reflections are the rank & file of the constructing of mirrors. They are also sent out to 2 locations per year and spend a week in each place. They come back after each and begin to create a mirror to the location. All expenses paid.

Overseer of Echoes

Overseer of Echoes provide several services that bring money to the school. His services are available for legal and other matters of record. He charges 100 gc for his services. He uses these three abilities:

Echo: Because a mirror sees beyond the visible it maintains some memory of what has passed before it. Placing a cover over a mirror pauses this. The duration is a number of minutes = to the craft SC that constructed the mirror. The Crafter of Reflections has the ability to touch any mirror and replay the past.

True Face: You can add this ability to a mirror you are enchanting. When True Face shows the reflection of a person, it shows them more beautiful or ugly according to the average of their Morality numbers, from their Personality Profile. Higher numbers are better looking. The average is 7. The mana cost is 300.

Reflections of Life: This allows the overseer to enchant a mirror to show how the Karmic balance has progressed since birth. Again, better-looking means your Karma has improved while looking worse is the reverse. The mana cost is 450.

Master Imager

The Master Imager gains the ability to safely, enchant curved mirrors.

Curved Mirrors: Curved mirrors are the easiest to create. With these mirrors, the enchanter visualizes a location they have been to and cause the mirror to focus on that location. They then can then see and hear what is going on at that location. Once visualized the location the mirror can scry is set to that location forever.

A Master Imager, with a thought can turn the mirrors on or off, this is a swift action normally, you have to touch any of the corners of the glass to turn a mirror on or off. They are usually marked. You can leave it on to always showing the location if you wish. You can move from the centered area of the viewing location slightly in any of the three dimension at the location, up to a maximum of a # of feet = to your intelligence score. You can also rotate your view 360 degrees. Mirrors that are off appear as a normal looking mirror.

Any person or objects, which touch the mirror side of the glass, while it is active, will teleport instantly to the location seen in the mirror, no matter the danger. Imagers call this translating. The touch is all that is required there is no Resist Check once you touch the glass. If someone is trying to force you to touch the mirror, you can resist his attempts to make you touch the mirror. Resisting someone is usually an acrobatics or athletics check, sometimes a grapple check. Anyone or thing touching the person, when someone touches the mirror gets affected by the translation as well.

Visionary

Visionaries: Are the only ones who can use flat mirrors and not go insane after doing so.

Flat Mirrors: These mirrors operate exactly as Curved mirrors. There are two additions to flat mirrors. The first is that a Visionary can move the location of the scrying to another location that he has been to. This is a Full round action. The 2nd is that a Visionary can pull willing or unwilling objects, creatures or persons through the mirror to his location. Those who are not visionaries, who attempt to change the location of a flat mirror or summon through a flat mirror go insane. There is no Resist Check. Mirrors that are off appear as a normal looking mirror.

Capabilities

Manipulate Mirror	
Prerequisite:	<i>Visionary</i>
CP Cost	6
While you are standing in front of any imager's mirror, you can completely manipulate and change the locations it views. The duration is a number of minutes = to your command score modifier.	
Sense Focused Mirror	
Prerequisite:	<i>Master Imager</i>
CP Cost	6
You can sense when a mirror is focused on an area you are in, even if the mirror is not being used. The mirror must be on.	
Translate to a Focused Mirror	
Prerequisite:	<i>Visionary</i>
CP Cost	6
You can also use that focused mirror (See Sense Focused Mirror above) you sense focusing on the area, you are in, and translate yourself and anyone who is touching you to the location just in front of that mirror that is focused on the area.	

Crafting Mirrors

Infusion Rate 10

Follow the normal enchantment processes.

1. Clean the item to be enchanted
2. Determine how much mana all the abilities you want will use
3. Put mana in the item daily
4. Craft the spells and perform the rites on the mirror.
5. Perform the *Permanency Rite* with your Permanency Talisman

Cost: The Scry Rite costs 150 gc., you don't need the added mana from this rite for duration. The mirror must then be enchanted with a Teleport (Send Object) effect **25 mana**. There is an additional mana cost to this seed effect of 80 mana for a curved glass mirror and 180 for a flat glass mirror; this is to allow living persons or creatures to be teleported by the mirror. The mirror must activate by touch (Range), and thought controlled (No Vocal or Somatic component). The area of effect is touch. These increase the **mana by 9**. Do not forget the mana for activation time. Mirrors turn on and off by touching the mirror at any of its corners. It is about a 1" area that is safely touchable. They are usually marked. The mirror is on and now takes 2 minutes to focus its self. To teleport via an active mirror, you only need to touch it. The total mana for a curved glass mirror is 114, and the total mana for a flat glass mirror is 194 without taking into account shortening the activation time. The frequency is always at will.

The only way to avoid translation is to not touch the mirrors surface or not touch someone or something that touches the mirrors surface.

Mirror of Translation (Curved Glass) Activate the Scry 2 minutes, and to activate the teleport needs just a touch. Anyone who then touches the mirror will be teleported to the location in the mirror. You can scry and then teleport anywhere on this plane.

The craft Time is 30 days and the cost for that is 7,100 gc. The enchantment takes 286 days, costing 14,250 gc. For a total cost of 21,350 gc. (Mana 2850)

Mirror of Translation (Flat Glass): Activate the Scry 2 minutes, and to activate the teleport needs just a touch. Anyone who then touches the mirror will be teleported to the location in the mirror. You can scry and then teleport anywhere on this plane.

The craft Time is 55 days and the cost for that is 13,350 gc. The enchantment takes 536 days, costing 26,750 gc. For a total cost of 40,100 gc. (Mana 5350)