

THE ENCHANTING WITCH

CLASSIFICATION: Mage

INSPIRATION: Original (with hints of *The Witcher*)

A clever and powerful Caster who provides mysterious medicines and spells under a cloak of secrecy.

RECOMMENDED ATTRIBUTES:

Strength	0	Agility	1	Influence	3
Wits	1	Arcane	3	Luck	1

The Enchanting Witch is a pure Mage class inspired by traditional witch folklore while taking some aspects of witches from *The Witcher* series. This class operates as a dynamic Mage that wields many technical abilities such as potion crafting and Weapon Enchantments in addition to a variety of status-inducing Spells. This Mage class focuses on their vast utility instead of Harm.

Witches existed long before the Day of Beasts, and even before much of recorded history. In truth, Witches have existed for as long as casting magic has. In the past, Magic was both vastly misunderstood and rare. Those that wielded it were shunned and cast out of society as exiles and undesirables. Over the centuries covens, cults, and secret orders of Witches formed in order to protect one another. In truth, no one but the Witches themselves know how deep their secrets go.

After the Day of Beasts, opinions started to change. The public began to see them as powerful and knowledgeable tools to be used against Monsters. Though distrust remains due to the mystery that surrounds their arcane arts and illusions, they are begrudgingly accepted by the world.

The Enchanting Witch is an expert on creating potions and tinctures with various

mystical effects. Through the use of their Magical Domain skill, they can create wildly powerful or bizarre potions made with even more bizarre ingredients. Players can create whatever potions they wish but the exact effects and ingredients are up to the GM. Some examples of potions are

- **Truth Serum:** Those who ingest the tonic cannot tell a lie for half a day's time. This potion requires a sample of the subject's blood, two frogs' eyes, half a cup of goat's blood, and three rotten eggs.
- **Love Serum:** Those who both drink exactly half the tonic will fall madly in love with one another for a week's time. This potion requires samples of each subject's blood, the heart of a bear, and two pounds worth of goblin genitalia.
- **Beauty Serum:** Those who drink the tonic will become the embodiment of beauty for a week's time. This potion requires four uncracked harpy eggs, a gallon of cow spit, a pound of ash of scorched roses, and a spoonful of sugar.



PLAY THIS CLASS IF YOU...

- ...like creating wild magical concoctions.
- ...like the idea of having your own magical home.
- ...are drawn to experimental magic.
- ...would like to spread your unique gifts with the world.

THE MAGUS

CLASSIFICATION: Mage

INSPIRATION: *Lord of the Rings*

A scholarly and wise mage studies the world and the workings of magic. Through mentorship and tutelage, they have become the intersection of magic and science.

RECOMMENDED ATTRIBUTES:

Strength	0	Agility	0	Influence	2
Wits	3	Arcane	3	Luck	1

The Magus is a Mage class that is heavily inspired by *Lord of the Rings*. The Magus is as pure and simple of a mage as you can get, with only light protection in exchange for powerful magical capabilities and the ability to obtain the highest Arcane attribute in the game. The Magus can deal high damage or act as strong support depending on how they interact with the innate Magic system.

After the Day of the Beasts, mastering Magic became a top priority for the kingdoms. Governments all over the Gradina started appealing to shamans, elders, saints, oracles, and researchers in an attempt to understand the world around them. Those that had long wished to understand the arcane now had enough widespread interest and acceptance to formally pursue it. The Magus is the result of these concentrated studies.

Whether by royal decree or scholarly interest, the study of Magic rose up across Gradina. Over time academies and research societies emerged around scholars of Magic. Standardized practices of peer review and classification systems grew out of a need to rapidly share and evaluate information. One example of a practice that gained widespread adoption was that of color-coded robes. Given Magi are not centralized to any one kingdom or place, they needed a way to easily identify each other and their area of study in the field. Now, a Magi from Sydira can instantly recognize one from Tress by the saturated colors of their clothing.

As a Player, a kind of academic and studious play is encouraged. Magi's interest in Magic is more scientific than it is mystical. They treat other Magi as fellow researchers advancing the field in their way. Ultimately, the Magus wishes to unlock the secrets of magic, its origins, and the benefits of using it.

For GMs, it's important to note that the common people hold a deep distrust towards spellcasters and Magi. Acceptance of them is tenuous at best. Many view them as having an air of superiority. As such, a general distaste for this perceived snobbiness can be felt by most common folk.



PLAY THIS CLASS IF YOU...

- ...like playing very intelligent characters.
- ...like pursuing magical anomalies and mysteries.
- ...enjoy a diversity of gimmicks and tricks at your disposal.
- ...like finding new ways to utilize the magic at your disposal.