

PDabble Games
Presents

PROFESSIONS & PRESTIGE

A Rather Nifty Supplement for the **MAGESTRY** Live-Action Role-Playing Game

NOTE: This is a work in progress (**last updated October 11, 2009**); more will be added later. The supplemental rules listed here may be subject to change, but they (as written) will remain in official use until such change occurs.

CHAPTER 1: PROFESSIONS

The *Profession* skill on the Miscellaneous skill chart in the *Magestry Player's Rulebook* may not look like much more than a single skill, but in this chapter you will learn about the many options that it opens to your character.

Each profession description is divided into three categories: Apprentice, Journeyman, and Master. Purchasing the Apprentice level of a *Profession* requires teaching and 30 skill points; the Journeyman level costs 60 more skill points; Master costs 90 more skill points. For the Journeyman and Master levels, teaching is recommended and encouraged, but not required.

The following is a complete list of professions that currently exist: Animal Handler, Artist, Bookbinder, Bookkeeper, Bowyer, Brewer, Cartographer, Chandler, Cook, Cooper, Courtesan, Engineer, Entertainer, Farmer, Gatherer, Glassblower, Guide, Healer, Hunter, Inn-Keeper, Jeweler, Leatherworker, Locksmith, Lumberjack, Lutemaker, Mason, Mercenary, Merchant, Messenger, Miner, Mortician, Porter, Potter, Sailor, Scholar, Smith, Spy, Tailor, Teacher, Weaver, Woodworker, and Other Laborer. More professions may be added in the future, but they will not be added by request.

The *Profession* skill by itself provides your character money. An Apprentice earns 3 silver pieces per event, a journeyman earns 10 silver pieces (1 gold crown) per event, and a master earns 20 silver pieces (2 gold crowns) per event. This money represents your character's business between events and will be received at check-in of the next event that character attends. You will only receive one event worth of payment for each game you play.

Your character is allowed hold multiple professions, but he must advance through the ranks in each of them separately, and no matter how many he holds, he will not receive more than 4 gold crowns per event at check-in.

Profession-Based Skills

In addition to money, some professions provide a discount to purchase Profession-Based Skills that are listed later in this document. For purposes of clarity on character cards and in the rulebook, all skills in this document are referred to as Profession-Based Skills regardless of where their descriptions can be found.

All Profession Based Skills are associated with at least one Profession. A character that is an Apprentice, Journeyman, or Master in a profession will be able to purchase the skills associated with that profession and category without explicitly being taught that Profession-Based Skill. It is generally assumed that such a character can learn the skill as part of his professional work.

Profession-Based Skills are also open to be learned and purchased by any character, even if that character does not have the associated profession skill. This always requires teaching, and the skill always costs more than it would for a professional character. However, this will let you create a character that does something as a hobby, or as an amateur, yet does not want or need the burden of being a professional.

Most Profession-Based Skills have a prerequisite that must be purchased first. This applies whether a professional or amateur character is buying the skill.

Teaching and Learning Profession-Based Skills

A professional never needs a teacher for the above skills that are related to his profession. An amateur always needs to be taught how to use a Profession-Based Skill.

The following is a detailed list of Magestry's *Professions* along with their characteristics and any corresponding skills that they can receive discounts for:

Animal Handler

Type: Serviceman

Included Professions: Hostler, Trainer

Apprentice Skills: None

Journeyman Skills: None

Master Skills: None

Artist

Type: Craftsman

Included Professions: Painter, Puppeteer, Sculptor

Apprentice Skills: *Craft Artist Items*

Journeyman Skills: None

Master Skills: *Craft Masterwork Artist Items*

Crafts: Paintings, Drawings, Sculptures, Puppets, Mosaics (no weapons, tools, or food)

Craft Needs: Appropriate Material

Bookbinder

Type: Craftsman

Included Professions: Ink Maker, Paper Maker, Parchment Maker

Apprentice Skills: *Craft Bookbinder Items*

Journeyman Skills: None

Master Skills: *Craft Masterwork Bookbinder Items*

Crafts: Books, Ink, Paper, Parchment

Craft Needs: Leather, Produce or Wood, Alchemical Components

Bookkeeper

Type: Serviceman

Included Professions: Librarian

Apprentice Skills: None

Journeyman Skills: None

Master Skills: None

Bowyer

Type: Craftsman

Included Professions: Fletcher

Apprentice Skills: *Craft Bowyer Items*

Journeyman Skills: None

Master Skills: *Craft Masterwork Bowyer Items*

Crafts: Arrows, Bows

Craft Needs: Lumber, Leather or Meat (Sinew), Metal or Stone

Brewer

Type: Craftsman

Included Professions: Vintner

Apprentice Skills: *Brewing and Winemaking*

Journeyman Skills: *Improved Brewing and Winemaking*

Master Skills: *Great Brewing and Winemaking, Purify Blood*

Crafts: Ale, Wine, Tea

Craft Needs: Produce

Cartographer

Type: Serviceman

Included Professions: None

Apprentice Skills: None

Journeyman Skills: None

Master Skills: None

Chandler

Type: Craftsman

Included Professions: None

Apprentice Skills: *Craft Chandler Items*

Journeyman Skills: None

Master Skills: *Craft Masterwork Chandler Items*

Crafts: Candles

Craft Needs: Wax, Fabric

Cook

Type: Craftsman

Included Professions: Baker

Apprentice Skills: *Craft Cook Items*

Journeyman Skills: None

Master Skills: *Craft Masterwork Cook Items*

Crafts: Food

Craft Needs: Produce, Meat

Cooper

Type: Craftsman

Included Professions: Basketweaver

Apprentice Skills: *Craft Cooper Items*

Journeyman Skills: None

Master Skills: *Craft Masterwork Cooper Items*

Crafts: Barrels, Baskets

Craft Needs: Lumber, Metal

Courtesan

Type: Serviceman

Included Professions: Beggar

Apprentice Skills: None

Journeyman Skills: None

Master Skills: None

Engineer

Type: Craftsman

Included Professions: None

Apprentice Skills: *Craft Machines*

Journeyman Skills: *Craft Improved Machines, Pickless Picking, Repair Machine*

Master Skills: *Craft Great Machines*

Crafts: Machines, Traps (not locks)

Craft Needs: Metal and/or other Appropriate Material

Entertainer

Type: Serviceman

Included Professions: Actor, Fortuneteller, Minstrel, Storyteller

Apprentice Skills: None

Journeyman Skills: None

Master Skills: None

Farmer

Type: Provider and Refiner

Included Professions: Butcher, Herder, Miller

Apprentice Skills: None

Journeyman Skills: None

Master Skills: None

Can Provide: Produce, Meat, Leather, Wax

Gatherer

Type: Provider and Refiner

Included Professions: Herbalist

Apprentice Skills: None

Journeyman Skills: None

Master Skills: None

Can Provide: Produce, Alchemical Components

Glassblower

Type: Provider, Refiner, and Craftsman

Included Professions: None

Apprentice Skills: *Craft Glassblower Items*

Journeyman Skills: None

Master Skills: *Craft Masterwork Glassblower Items*

Can Provide: Glass

Crafts: Bottles, Glasses, Jars, Windows

Craft Needs: Glass, Produce (cork)

Guide

Type: Serviceman

Included Professions: Forester

Apprentice Skills: None

Journeyman Skills: *Improved Wilderness Survival*

Master Skills: None

Healer

Type: Serviceman

Included Professions: None

Apprentice Skills: *Improved First Aid*

Journeyman Skills: *Cure Disease, Purify Blood*

Master Skills: *Autopsy, Great First Aid*

Hunter

Type: Provider and Refiner

Included Professions: Butcher, Fisher, Tanner, Trapper

Apprentice Skills: None

Journeyman Skills: None

Master Skills: None

Can Provide: Meat, Leather

Inn-Keeper

Type: Serviceman

Included Professions: Bartender

Apprentice Skills: None

Journeyman Skills: None

Master Skills: None

Jeweler

Type: Craftsman

Included Professions: Gem-Cutter

Apprentice Skills: *Craft Jeweler Items*

Journeyman Skills: *Gem-Cutting*

Master Skills: *Craft Masterwork Jeweler Items*

Crafts: Jewelry

Craft Needs: Metal, Raw Gems

Leatherworker

Type: Craftsman

Included Professions: None

Apprentice Skills: *Craft Light Armor, Craft Leatherworker Items, Repair Light Armor*

Journeyman Skills: *Improved Repair Light Armor*

Master Skills: *Craft Masterwork Light Armor, Craft Masterwork Leatherworker Items, Great Repair Light Armor*

Crafts: Leather Armor, Boots

Craft Needs: Leather

Locksmith

Type: Craftsman

Included Professions: None

Apprentice Skills: *Craft Locks*

Journeyman Skills: *Craft Improved Locks, Pickless Picking, Repair Lock*

Master Skills: *Craft Great Locks*

Crafts: Locks, Keys

Craft Needs: Steel, Other Metal (tumblers and keys)

Lumberjack

Type: Provider and Refiner

Included Professions: None

Apprentice Skills: None

Journeyman Skills: None

Master Skills: None

Can Provide: Lumber

Lutemaker

Type: Craftsman

Included Professions: Flute-maker, Drum-maker, Instrument-maker

Apprentice Skills: *Craft Lutemaker Items*

Journeyman Skills: None

Master Skills: *Craft Masterwork Lutemaker Items*

Crafts: Musical Instruments

Craft Needs: Appropriate Material

Mason

Type: Craftsman

Included Professions: Stonecarver

Apprentice Skills: *Craft Mason Items, Craft Stone Weapon*

Journeyman Skills: *Repair Stone Weapon*

Master Skills: *Craft Masterwork Mason Items, Craft Masterwork Stone Weapon*

Crafts: Buildings, Stone Weapons

Craft Needs: Stone, Lumber

Mercenary

Type: Serviceman

Included Professions: Assassin

Apprentice Skills: None

Journeyman Skills: None

Master Skills: None

Merchant

Type: Serviceman

Included Professions: Apothecary, Grocer, Peddler

Apprentice Skills: *Find Buyer*

Journeyman Skills: *Acquire Uncommon Item*

Master Skills: *Acquire Rare Item*

Messenger

Type: Serviceman

Included Professions: None

Apprentice Skills: None

Journeyman Skills: None

Master Skills: None

Miner

Type: Provider and Refiner

Included Professions: Smelter, Stonecarver

Apprentice Skills: None

Journeyman Skills: None

Master Skills: None

Can Provide: Common Metals, Gold, Silver, Steel, Stone, Raw Gems, Glass

Mortician

Type: Serviceman

Included Professions: Gravedigger

Apprentice Skills: *Prepare Body*

Journeyman Skills: *Autopsy*

Master Skills: *Preserve Body*

Porter

Type: Serviceman

Included Professions: None

Apprentice Skills: None

Journeyman Skills: None

Master Skills: None

Potter

Type: Craftsman

Included Professions: Sculptor

Apprentice Skills: *Craft Potter Items*

Journeyman Skills: None

Master Skills: *Craft Masterwork Potter Items*

Crafts: Pots and other clay wear

Craft Needs: Stone (clay)

Sailor

Type: Serviceman

Included Professions: None

Apprentice Skills: None

Journeyman Skills: None

Master Skills: None

Scholar

Type: Serviceman

Included Professions: Scribe

Apprentice Skills: *Library Access*

Journeyman Skills: None

Master Skills: None

Smith

Type: Craftsman

Included Professions: Armorsmith, Blacksmith, Weaponsmith

Apprentice Skills: *Craft Heavy Armor, Craft Smith Items, Craft Metal Weapon, Repair Heavy Armor*

Journeyman Skills: *Improved Repair Heavy Armor, Repair Metal Weapon*

Master Skills: *Craft Masterwork Heavy Armor, Craft Masterwork Smith Items, Craft Masterwork Metal Weapon, Great Repair Heavy Armor*

Crafts: Armor, Weapons, Shields, Horseshoes

Craft Needs: Metal

Spy

Type: Serviceman

Included Professions: None

Apprentice Skills: None

Journeyman Skills: None

Master Skills: None

Tailor

Type: Craftsman

Included Professions: None

Apprentice Skills: *Craft Tailor Items*

Journeyman Skills: *Craft Light Armor, Repair Light Armor*

Master Skills: *Craft Masterwork Tailor Items, Improved Repair Light Armor*

Crafts: Clothing, Light Armor

Craft Needs: Fabric, Leather

Teacher

Type: Serviceman

Included Professions: None

Apprentice Skills: None

Journeyman Skills: *Library Access, Improved Teach*

Master Skills: *Profound Lesson*

Weaver

Type: Provider and Refiner

Included Professions: Dyer

Apprentice Skills: None

Journeyman Skills: None

Master Skills: None

Can Provide: Fabric

Woodworker

Type: Craftsman

Included Professions: Shipwright, Cartwright, Weapon-crafter

Apprentice Skills: *Craft Wooden Weapon, Craft Woodworker Items*

Journeyman Skills: *Repair Wooden Weapon*

Master Skills: *Craft Masterwork Wooden Weapon, Craft Masterwork Woodworker Items*

Crafts: Wooden Weapons, Splints, Boats, Carts, Buildings

Craft Needs: Lumber, Metal

Other Laborer

Type: Varies

Separate Professions: Architect, Barber, Gardener, Fortuneteller, Interpreter, Launderer, Lawyer, etc.

Apprentice Skills: None

Journeyman Skills: None

Master Skills: None

The next page features the Profession-Based Skills Table. Here are a few notes to help you understand it.

Cost

The cost before the slash is the cost for a professional (a character that has the indicated level in the profession that is associated with that skill). The cost after the slash is the cost for an amateur (a character that does not have the necessary level or profession that is associated with that skill).

Profession Receiving Discount

This column tells you what profession a character must hold and what level he must be in that profession if he is to be able to purchase the skill at the less expensive cost.

Always a Prerequisite

This column indicates each skill's prerequisite. Both professionals and amateurs are required to have a skill's pre-requisite before it can be learned.

PROFESSION-BASED SKILLS TABLE

Skill Name	Cost	Profession Receiving Discount	Always a Prerequisite
Acquire Uncommon Item	20 / 70	Merchant (Journeyman)	None
Acquire Rare Item	40 / 120	Merchant (Master)	Acquire Uncommon Item
Autopsy	25 / 80	Healer (Master) or Mortician (Journeyman)	None
Brewing and Winemaking	10 / 25	Brewer (Apprentice)	None
Brewing and Winemaking, Improved	20 / 50	Brewer (Journeyman)	Brewing and Winemaking
Brewing and Winemaking, Great	40 / 120	Brewer (Master)	Improved Brewing and Winemaking
Craft Armor, Heavy	5 / 15	Smith (Apprentice)	None
Craft Armor, Light	5 / 15	Leatherworker (Apprentice) or Tailor (Journeyman)	None
Craft Locks	10 / 25	Locksmith (Apprentice)	None
Craft Locks, Improved	20 / 60	Locksmith (Journeyman)	Craft Locks
Craft Locks, Great	40 / 120	Locksmith (Master)	Craft Improved Locks
Craft Machines	10 / 25	Engineer (Apprentice)	None
Craft Machines, Improved	25 / 70	Engineer (Journeyman)	Craft Machines
Craft Machines, Great	40 / 120	Engineer (Master)	Craft Improved Machines
Craft Weapon, Metal	5 / 15	Smith (Apprentice)	None
Craft Weapon, Stone	5 / 15	Mason (Apprentice)	None
Craft Weapon, Wooden	5 / 15	Woodworker (Apprentice)	None
Craft [Profession] Items	5 / 15	[Profession] (Apprentice)	None
Craft Masterwork [Profession] Items	40 / 120	[Profession] (Master)	Craft [Profession] Items
Craft Masterwork Armor, Heavy	30 / 100	Smith (Master)	Repair Heavy Armor
Craft Masterwork Armor, Light	30 / 100	Leatherworker (Master)	Repair Light Armor
Craft Masterwork Weapon, Metal	20 / 80	Smith (Master)	Repair Metal Weapon
Craft Masterwork Weapon, Stone	20 / 80	Mason (Master)	Repair Stone Weapon
Craft Masterwork Weapon, Wooden	20 / 80	Woodworker (Master)	Repair Wooden Weapon
Cure Disease	25 / 80	Healer (Journeyman)	None
Find Buyer	10 / 30	Merchant (Apprentice)	None
First Aid, Improved	20 / 40	Healer (Apprentice)	First Aid
First Aid, Great	40 / 100	Healer (Master)	Improved First Aid
Gem-Cutting	20 / 60	Jeweler (Journeyman)	Appraise
Library Access	20 / 40	Scholar (Apprentice) or Teacher (Journeyman)	Literacy
Pickless Picking	25 / 80	Engineer (Journeyman) or Locksmith (Journeyman)	None
Prepare Body	10 / 25	Mortician (Apprentice)	None
Preserve Body	40 / 120	Mortician (Master)	Prepare Body
Profound Lesson	40 / 120	Teacher (Master)	Teach
Purify Blood	25 / 80	Healer (Journeyman)	None
Repair Heavy Armor	10 / 20	Smith (Apprentice)	Craft Heavy Armor
Repair Heavy Armor, Improved	25 / 70	Smith (Journeyman)	Repair Heavy Armor
Repair Heavy Armor, Great	40 / 100	Smith (Master)	Improved Repair Heavy Armor
Repair Light Armor	10 / 20	Leatherworker (Apprentice) or Tailor (Journeyman)	Craft Light Armor
Repair Light Armor, Improved	25 / 70	Leatherworker (Journeyman) or Tailor (Master)	Repair Light Armor
Repair Light Armor, Great	40 / 100	Leatherworker (Master)	Improved Repair Light Armor
Repair Lock	10 / 40	Locksmith (Journeyman)	Craft Locks
Repair Machine	10 / 40	Engineer (Journeyman)	Craft Machines

PROFESSION-BASED SKILLS TABLE CONTINUED

Skill Name	Cost	Profession Receiving Discount	Always a Prerequisite
Repair Metal Weapon	15 / 45	Smith (Journeyman)	Craft Metal Weapon
Repair Stone Weapon	20 / 50	Mason (Journeyman)	Craft Stone Weapon
Repair Wooden Weapon	20 / 50	Woodworker (Journeyman)	Craft Wooden Weapon
Teach, Improved	20 / 50	Teacher (Journeyman)	Teach
Wilderness Survival, Improved	30 / 80	Guide (Journeyman)	Wilderness Survival

List of Profession Based Skills

The Profession Based Skills, which are named on the tables in the beginning of this document, are listed and described alphabetically from here until the Item Creation Tables at the end of this chapter. It is worth noting that skill names that contain the words “Improved” or “Great” are listed alphabetically as if that word did not exist. For example: Great Brewing and Winemaking is listed as Brewing and Winemaking, Great and can be found in the “b” section.

Acquire Rare Item

Cost: 40 (professional) or 120 (amateur)

Prerequisite: Acquire Uncommon Item

Professions: Merchant (Master)

Description: Between games, a player with this skill is able to purchase rare items if they are available. Items labeled as “Very Rare” can’t be acquired with this skill; they may only be acquired through in-game means.

Acquire Uncommon Item

Cost: 20 (professional) or 70 (amateur)

Prerequisite: None

Professions: Merchant (Journeyman)

Description: Between events, almost anyone can purchase common items (clothing, weapons, etc.), but only a player with this skill is able to purchase uncommon items between games. Sometimes, certain uncommon or even common items might not be available.

Autopsy

Cost: 25 (professional) or 80 (amateur)

Prerequisite: None

Professions: Mortician (Journeyman), Healer (Master)

Description: You can examine a corpse and (most likely) determine many of the details of the creature’s death. An autopsy can be performed at any time, as long as the body is available. An autopsy takes 30 minutes to perform and the result will be determined by a Game Master.

This skill also allows a character to detain a spirit inside its dead body for up to one hour. Additional time may be added by the spell *Detain Spirit*, but each casting of the spell will only add 10 minutes. The spirit may choose to leave sooner if its level is higher than the character performing the autopsy.

Brewing and Winemaking

Cost: 10 (professional) or 25 (amateur)

Prerequisite: None

Professions: Brewer (Apprentice)

Description: You can brew simple drinks (including dark ale, light ale, gingered ale, mead, and regular wines) during the time between events for sale in-game.

Brewing and Winemaking, Improved

Cost: 20 (professional) or 50 (amateur)

Prerequisite: Brewing and Winemaking

Professions: Brewer (Journeyman)

Description: You can brew more specialized drinks (including cultural drinks such as Dwarven Ale, Faemin Dew, Drakian Firebrew, Impish Wine, and Elven Wine) during the time between events for sale in-game.

Brewing and Winemaking, Great

Cost: 40 (professional) or 120 (amateur)

Prerequisite: Improved Brewing and Winemaking

Professions: Brewer (Master)

Description: You can brew specialized drinks of great quality (perhaps magical) during the time between events for sale and/or social upheaval in-game. Recipes for these drinks must be acquired through in-game means.

Craft Armor, Heavy

Cost: 5 (professional) or 15 (amateur)

Prerequisite: None

Professions: Smith (Apprentice)

Description: You can create heavy armor as shown on the Item Creation Tables at the end of this chapter. This can be made or bought out-of-game and sold in-game for in-game money (you may also be able to charge out-of-game money).

Craft Armor, Light

Cost: 5 (professional) or 15 (amateur)

Prerequisite: None

Professions: Leatherworker (Apprentice), Tailor (Journeyman)

Description: You can create light armor as shown on the Item Creation Tables at the end of this chapter. This can be made or bought out-of-game and sold in-game for in-game money (you may also be able to charge out-of-game money).

Craft Locks

Cost: 10 (professional) or 25 (amateur)

Prerequisite: None

Professions: Locksmith (Apprentice)

Description: With the proper materials, you can create a Simple (one tumbler) or Common (2 tumblers) quality mechanical lock. You can make any number of keys to a lock that you made.

Craft Locks, Improved

Cost: 20 (professional) or 60 (amateur)

Prerequisite: Craft Locks

Professions: Locksmith (Journeyman)

Description: With the proper materials, you can create a Complex quality (3 tumblers) mechanical lock. You can make any number of keys to a lock that you made.

Also, you can make a key to a mechanical lock that you did not make, assuming you have the skill to create a lock of its level. In addition, you can create manacles and locked boxes or chests with the proper materials.

Craft Locks, Great

Cost: 40 (professional) or 120 (amateur)

Prerequisite: Improved Craft Locks

Professions: Locksmith (Master)

Description: With the proper materials, you can create a Great quality (4 tumblers) mechanical lock; certain materials may even allow you to create a lock of a higher quality (more than 4 tumblers).

You can also make everything noted on the “Locksmith’s Creation Table,” even lock picks. In addition, you can make magic quality items if the proper materials are found and the correct enchantments are cast.

Craft Machines

Cost: 10 (professional) or 25 (amateur)

Prerequisite: None

Professions: Engineer (Apprentice)

Description: You can create traps and machines using a few basic engineering features such as buttons, pulleys, gears, and levers. Commonly crafted items can be found on the Engineer's Item Creation Table. If you wish to craft a machine that is not on that list, you must submit the idea to the staff of Magestry for approval and creation costs. This skill also allows you to dissect Common machines to determine how they are constructed.

Craft Machines, Improved

Cost: 25 (professional) or 70 (amateur)

Prerequisite: Craft Machines

Professions: Engineer (Journeyman)

Description: You can create traps and machines using more advanced engineering features such as clockworks. Commonly crafted items can be found on the Engineer's Item Creation Table. If you wish to craft a machine that is not on that list, you must submit the idea to the staff of Magestry for approval and creation costs. This skill also allows you to dissect complex machines to determine how they are constructed.

Craft Machines, Great

Cost: 40 (professional) or 120 (amateur)

Prerequisite: Improved Craft Machines

Professions: Engineer (Master)

Description: You can create traps and machines using any engineering features allowed by the technology of Magesta, the pinnacle of which would be represented by hydraulic pistons, magnets, and clockwork engines. Commonly crafted items can be found on the Engineer's Item Creation Table. If you wish to craft a machine that is not on that list, you must submit the idea to the staff of Magestry for approval and creation costs. This skill also allows you to dissect great machines to determine how they are constructed.

Craft Weapon, Metal

Cost: 5 (professional) or 15 (amateur)

Prerequisite: None

Professions: Smith (Apprentice)

Description: You can create metal weaponry as shown on the Item Creation Tables at the end of this chapter. This can be made or bought out-of-game and sold in-game for in-game money (you may also be able to charge out-of-game money).

Craft Weapon, Stone

Cost: 5 (professional) or 15 (amateur)

Prerequisite: None

Professions: Mason (Apprentice)

Description: You can create stone weaponry as shown on the Item Creation Tables at the end of this chapter. This can be made or bought out-of-game and sold in-game for in-game money (you may also be able to charge out-of-game money).

Stone weapons usually look like granite. That effect can be achieved by drawing specks of black and gray marker over white duct tape.

Craft Weapon, Wooden

Cost: 5 (professional) or 15 (amateur)

Prerequisite: None

Professions: Woodworker (Apprentice)

Description: You can create wooden weaponry as shown on the Item Creation Tables at the end of this chapter. This can be made or bought out-of-game and sold in-game for in-game money (you may also be able to charge out-of-game money).

Craft [Profession] Items

Cost: 5 (professional) or 15 (amateur)

Prerequisite: None

Professions: Apprentice level in appropriate Profession

Description: You can create items that are appropriate to your craft. Each craftsman profession contains a list of the types of things that can be made with this skill. Note that this generic skill does not allow you to make any armor, weapons, locks, machines, or drinks. The crafting of those items require separate skills that are listed on the Profession-Based Skill Table.

Crafts are represented by items that you make or buy out-of-game. To be able to sell them for in-game money, you have to have paid an in-game creation cost (to make a shirt, your character must have bought the fabric for it). See the Item Creation Charts below.

Any item that you make out-of-game may also be sold to another player for out-of-game (real) money.

You must purchase this skill separately for each profession that you would like to be able to craft items for. (Being able to craft both books and cakes requires your character to have both *Craft Bookbinder Items* and *Craft Cook Items*.) We know that Craft Artist Items can be largely open for interpretation, so we are defining a work of art as something that serves no practical use. This means that an artist can make a clay sculpture but not a clay pot (clay pots are made by potters).

There is no version of this skill for Engineers or Locksmiths. Those two professions have entirely different Craft skills.

Craft Masterwork (Group)

Cost: Varies

Prerequisite: Appropriate Craft Items skill

Professions: Master level in appropriate Profession

Each skill in this group is similar to the basic Craft skill that is a prerequisite for the Craft Masterwork skill. However, this skill allows you to create items that are of magical quality if the proper materials are found and the correct enchantments are cast.

Cure Disease

Cost: 25 (professional) or 80 (amateur)

Prerequisite: None

Professions: Healer (Journeyman)

Description: You can remove the disease affecting one creature. This neutralization requires that you combine one properly harvested "Elderberry" and one properly harvested "Garlic Flower" into a drink that must be consumed by the victim. This tonic has the same qualities as a potion of *Remove Disease* except it will become useless if not consumed within 10 minutes. Some diseases may not be curable using this method.

Find Buyer

Cost: 10 (professional) or 30 (amateur)

Prerequisite: None

Professions: Merchant (Apprentice)

Description: You can advertise in the time between events to find a buyer for an item that you have. You can try to sell as many items at a time as you wish, but the Magestry staff sets the in-game selling prices. In some cases, a buyer may not be found at all.

First Aid, Improved

Cost: 20 (professional) or 40 (amateur)

Prerequisite: First Aid

Professions: Healer (Apprentice)

Description: The skill *First Aid* takes you only two minutes to perform.

First Aid, Great

Cost: 40 (professional) or 100 (amateur)

Prerequisite: Improved First Aid

Professions: Healer (Master)

Description: The skill *First Aid* takes you only one minute to perform. In addition, you can mend the broken or crippled (but not otherwise useless [e.g. withered]) limb of a creature. This mending requires one “Splint” and ten minutes to perform.

Splints cannot simply be any old sticks and cloth; they must be of a masterwork quality and purchased in-game or between events.

Gem-Cutting

Cost: 20 (professional) or 60 (amateur)

Prerequisite: Appraise

Professions: Jeweler (Journeyman)

Description: You can prepare uncut gems with perfect precision so that they are worth their maximum value. Cutting one gem, no matter the kind, takes one day’s time.

Uncut gems are represented by green-painted rocks, and their internal colors are usually noted somewhere on them. Only a character with the Appraise skill can identify the type of gem.

Library Access

Cost: 20 (professional) or 40 (amateur)

Prerequisite: Literacy

Professions: Scholar (Apprentice), Teacher (Journeyman)

Description: Even if a character doesn’t possess any of the information gathering skills, he can still acquire information between events by traveling. Libraries can be very useful tools to those who know how to use them. Most of Magesta’s libraries require a character to have *Library Access* to even get inside the door. Many times, he can purchase a one-time access pass for a fee, and some libraries, though few, open their doors to the general public. Even with library access, a character will have to pay a research fee. Between events, if he spends one day and three silver pieces, he can gain a *Knowledge* (the type of knowledge is of his choosing). If he spends one week and one gold piece, he can gain one *Gather Information* about a specific subject. If he spends two weeks and two gold pieces, he can gain a legend as per the skill *Legend Lore*. NOTE: Prices may fluctuate and certain libraries may not have information on certain subjects.

Pickless Picking

Cost: 25 (professional) or 80 (amateur)

Prerequisite: None

Professions: Engineer (Journeyman), Locksmith (Journeyman)

Description: A character with this skill no longer needs Thieves’ Tools to open a lock or disarm a trap. He still, however, must use an appropriate *Mechanics* skill.

Prepare Body

Cost: 10 (professional) or 25 (amateur)

Prerequisite: None

Professions: Mortician (Apprentice)

Description: You can prepare a corpse so that it is respectfully presentable for burial. As a smack to necromancers, properly prepared bodies cannot be animated as undead creatures by the spell *Animate Dead*. HA!

This preparation requires thirty minutes to perform.

Preserve Body

Cost: 40 (professional) or 120 (amateur)

Prerequisite: Prepare Body

Professions: Mortician (Master)

Description: You can prepare a corpse so that it is perfectly preserved forever.

This preservation requires one properly harvested “Pure Magestry” and thirty minutes to perform.

Profound Lesson

Cost: 40 (professional) or 120 (amateur)

Prerequisite: Teach

Professions: Teacher (Master)

Description: Once per day, you can teach a lesson so well that your student will actually receive one use of the skill that was learned. To receive a Profound Lesson, the student must have all of the prerequisites necessary to purchase the skill being taught. Only one student per day may be the focus of this lesson, even if more students are taught at the same time. The student has until the end of the event to use the skill, and if the skill is a flat skill (like *Florentine* or *Appraise*) and not an expendable tower skill, he is able to use this skill for the remainder of the event.

NOTE: If a grade in a certain school of study was the focus of the lesson, the student will only get one use of only one of the skills in that grade.

Purify Blood

Cost: 25 (professional) or 80 (amateur)

Prerequisite: None

Professions: Brewer (Master), Healer (Journeyman)

Description: You can neutralize the poison or alchemical effect in a creature’s body. This neutralization requires that you combine one properly harvested “Blue Mushroom Stalk,” one properly harvested “Garlic Flower,” and one properly harvested “Serpent Tongue” into a drink that must be consumed by the victim. This tonic has the same qualities as a potion of *Neutralize Poison* except it will become useless if not consumed within 10 minutes. Some poisons and alchemical effects may not be neutralized using this method.

Repair Heavy Armor

Cost: 10 (professional) or 20 (amateur)

Prerequisite: Craft Heavy Armor

Professions: Smith (Apprentice)

Description: You can repair damaged heavy armor at 6 armor points per day, and each armor point takes you five minutes to repair.

This skill only allows the repair of armors listed as “Heavy” in the *Player’s Rulebook*.

Repair Heavy Armor, Improved

Cost: 25 (professional) or 70 (amateur)

Prerequisite: Repair Heavy Armor

Professions: Smith (Journeyman)

Description: You can repair damaged heavy armor at 15 armor points per day, and each armor point takes you four minutes to repair.

Repair Heavy Armor, Great

Cost: 40 (professional) or 100 (amateur)

Prerequisite: Improved Repair Heavy Armor

Professions: Smith (Master)

Description: You can repair as many damaged heavy armor points per day as you want, and each armor point takes you three minutes to repair.

Repair Light Armor

Cost: 10 (professional) or 20 (amateur)

Prerequisite: Craft Light Armor

Professions: Leatherworker (Apprentice), Tailor (Journeyman)

Description: You can repair damaged light armor at 6 armor points per day, and each armor point takes you five minutes to repair.

This skill only allows the repair of armors listed as “Light” in the *Player’s Rulebook*.

Repair Light Armor, Improved

Cost: 25 (professional) or 70 (amateur)

Prerequisite: Repair Light Armor

Professions: Leatherworker (Journeyman), Tailor (Master)

Description: You can repair damaged light armor at 15 armor points per day, and each armor point takes you four minutes to repair.

Repair Light Armor, Great

Cost: 40 (professional) or 100 (amateur)

Prerequisite: Improved Repair Light Armor

Professions: Leatherworker (Master)

Description: You can repair as many damaged light armor points per day as you want, and each armor point takes you three minutes to repair.

Repair Lock

Cost: 10 (professional) or 40 (amateur)

Prerequisite: Craft Locks

Professions: Locksmith (Journeyman)

Description: You can repair a broken lock or manacles. This restoration requires the appropriate facilities and at least ten minutes. Repairing a non-magical lock takes 10 minutes or it can be repaired instantly by a *Mending* spell.

Repairing a permanently-enchanted lock requires that a character with the skill Craft Great Locks spend 10 minutes, but he must have extra material to do so. This material must be the same material the item is made of and equal 5% of the item’s weight. This extra material must also be charged with the power of at least one Magestream by a character with the

skill *Enchant Item*. The craftsman does not need the extra material if the broken item itself is charged with the energy of the next Magestream by a character with the skill *Enchant Item*. After that has been done, he can repair it in 10 minutes. The *Mending* spell will do nothing for a permanently-enchanted item.

Repair Machine

Cost: 10 (professional) or 40 (amateur)

Prerequisite: Craft Machines

Professions: Engineer (Journeyman)

Description: You can repair a broken trap or machine. This restoration requires the appropriate facilities and at least ten minutes. Repairing a non-magical machine takes 10 minutes or it can be repaired instantly by a *Mending* spell.

Repairing a permanently-enchanted machine requires that a character with the skill Craft Great Machines spend 10 minutes, but he must have extra material to do so. This material must be the same material the item is made of and equal 5% of the item’s weight. This extra material must also be charged with the power of at least one Magestream by a character with the skill *Enchant Item*. The craftsman does not need the extra material if the broken item itself is charged with the energy of the next Magestream by a character with the skill *Enchant Item*. After that has been done, he can repair it in 10 minutes. The *Mending* spell will do nothing for a permanently-enchanted item.

Repair Weapon, Metal

Cost: 15 (professional) or 45 (amateur)

Prerequisite: Craft Metal Weapon

Professions: Smith (Journeyman)

Description: You can repair a broken metal weapon. This restoration requires the appropriate facilities (including a real [OOG] fire) and at least ten minutes. Repairing a non-magical metal weapon takes 10 minutes or it can be repaired instantly by a *Mending* spell.

Repairing a permanently-enchanted metal weapon requires that a character with the skill Craft Masterwork Metal Weapon spend 10 minutes, but he must have extra material to do so. This material must be the same material the item is made of and equal 5% of the item’s weight. This extra material must also be charged with the power of at least one Magestream by a character with the skill *Enchant Item*. The craftsman does not need the extra material if the broken item itself is charged with the energy of the next Magestream by a character with the skill *Enchant Item*. After that has been done, he can repair it in 10 minutes. The *Mending* spell will do nothing for a permanently-enchanted item.

Repair Weapon, Stone

Cost: 20 (professional) or 50 (amateur)

Prerequisite: Craft Stone Weapon

Professions: Mason (Journeyman)

Description: You can repair a broken stone weapon. This restoration requires the appropriate facilities and at least ten minutes. Repairing a non-magical stone weapon takes 10 minutes or it can be repaired instantly by a *Mending* spell.

Repairing a permanently-enchanted stone weapon requires that a character with the skill Craft Masterwork Stone Weapon spend 10 minutes, but he must have extra material to do so. This material must be the same material the item is made of

and equal 5% of the item's weight. This extra material must also be charged with the power of at least one Magestream by a character with the skill *Enchant Item*. The craftsman does not need the extra material if the broken item itself is charged with the energy of the next Magestream by a character with the skill *Enchant Item*. After that has been done, he can repair it in 10 minutes. The *Mending* spell will do nothing for a permanently-enchanted item.

Repair Weapon, Wooden

Cost: 20 (professional) or 50 (amateur)

Prerequisite: Craft Wooden Weapon

Professions: Woodworker (Journeyman)

Description: You can repair a broken wooden weapon. This restoration requires the appropriate facilities and at least ten minutes. Repairing a non-magical wooden weapon takes 10 minutes or it can be repaired instantly by a *Mending* spell.

Repairing a permanently-enchanted wooden weapon requires that a character with the skill Craft Masterwork Wooden Weapon spend 10 minutes, but he must have extra material to do so. This material must be the same material the item is made of and equal 5% of the item's weight. This extra material must also be charged with the power of at least one Magestream by a character with the skill *Enchant Item*. The craftsman does not need the extra material if the broken item itself is charged with the energy of the next Magestream by a character with the skill *Enchant Item*. After that has been done, he can repair it in 10 minutes. The *Mending* spell will do nothing for a permanently-enchanted item.

Teach, Improved

Cost: 20 (professional) or 50 (amateur)

Prerequisite: Teach

Professions: Teacher (Journeyman)

Description: The character has an unlimited use of the skill *Teach*. The player must still fill out Teach Cards when teaching lessons, but he can get as many cards as he needs.

Wilderness Survival, Improved

Cost: 30 (professional) or 80 (amateur)

Prerequisite: Wilderness Survival

Professions: Guide (Journeyman)

Description: With this skill, your character can help friends survive in the wilderness, effectively granting them the skill *Wilderness Survival* as long as you travel with them. The number of other people you can help is equal to your character level. Using this skill does not slow your group's traveling speed.

Item Creation Tables

The following tables indicate how a character of a certain profession will create certain items. It shows the materials required to make the item(s), the time required to make the item(s), and the value of the item(s). Materials must be found or bought in-game or bought out-of-game in the time between events. Every area on Magesta has a certain amount of each kind of material available for purchase between events. If the area runs out, a craftsman will have to travel to or order from a different area on the map (both of which will cost extra money).

Bowyer's Creation Table

<u>Item</u>	<u>Materials Required</u>	<u>Time Required</u>	<u>Value</u>
10 Arrow Heads or 1 Spear Head	1 Pound of Steel	1 Day	2 SP
Wooden Staff or Shaft (10 Arrow Shafts)	Any Wood (Free)	1 Day	2 SP
Bow/Crossbow	1 Length of Yew + 1 Bow String	10 Days	3 GP

Jeweler's Creation Table

<u>Item</u>	<u>Materials Required</u>	<u>Time Required</u>	<u>Value</u>
Necklace, Ring, Bracelet, Anklet, Earrings, or Broach	1 Ounce Any Metal	1 Day	2.5 SP (Brass)
Amulet, Circlet, or Crown	3 Ounces Any Metal	2 Days	7.5 SP (Brass)

Locksmith's Creation Table

<u>Item</u>	<u>Materials Required</u>	<u>Time Required</u>	<u>Value</u>
Simple Lock and Key	4 Ounces Any Metal and One Simple Tumbler Set	1 Day	5 SP
Common Lock and Key	7 Ounces Any Metal and One Common Tumbler Set	3 Days	15 SP
Complex Lock and Key	10 Ounces Any Metal and One Complex Tumbler Set	10 Days	5 GP
Great Lock and Key	13 Ounces Any Metal and One Great Tumbler Set	30 Days	15 GP
Extra Key	1 Ounce Any Metal and Key	½ Day	5 CP
Key (to Lock Someone Else Made)	1 Ounce Any Metal and 1 Stick Molding Wax	1 Day	5 CP
Manacles	1 Pound of Steel and One Simple Tumbler Set	3 Days	1 GP
Thief Tools	5 Ounces Any Metal	2 Days	5 SP

Smith's Creation Table

<u>Item</u>	<u>Materials Required</u>	<u>Time Required</u>	<u>Value</u>
10 inches of Metal Weapon	1 Pound of Steel	½ Day	1.5 SP
One-Handed Weapon Head	4 Pounds of Steel	1 Day	4 SP
Two-Handed Weapon Head	6 Pounds of Steel	1 Day	6 SP
One Heavy Armor Point	5 Pounds of Steel	3 Days/AP	1 GP
100 Square Inches of Steel Shield	2 Pound of Steel	½ Day	4 SP

Tailor's Creation Table

<u>Item</u>	<u>Materials Required</u>	<u>Time Required</u>	<u>Value</u>
Shirt or Pants	2 Yards of Material	1 Day	1 SP (Wool)
Cloak or Robe	5 Yards of Material	2 Days	3 SP (Wool)
Boots	4 Pounds of Leather	4 Days	1 GP
Hat or Gloves	2 Pounds of Leather	1 Day	4 SP
One Light Armor Point	3 Pounds of Leather, Hide, Fur, or Padding	1 Day/AP	5 SP

Woodworker's Creation Table

<u>Item</u>	<u>Materials Required</u>	<u>Time Required</u>	<u>Value</u>
10 inches of Wooden Weapon	2 Pounds of Lumber	½ Day	1.5 SP
100 Square Inches of Wooden Shield	1 Pound of Ironwood	½ Day	2 SP

CHAPTER 2: PRESTIGE

Chapter 12 of the *Magestry Player's Rulebook* introduces the original 10 prestige classes. Herein are a few extras that are also available to you. Stay tuned, more will be added later.

The Elemental Archer

If you think that archers are not scary, especially if you are holding a shield, the Elemental Archer would have you think again.

An Elemental Archer casts his spells by the power of Nature.

Spell Prefix: "By the power of Nature, I . . ."

Elemental Archer Skills/Spells Table

Grade	Tower Skills	Baggage Skills	Cost	Prerequisite
6	Bow of the Elements, Elemental Ball, <i>Shatter</i>	<i>Arrow Casting</i>	60	<i>Bow</i> , Fighting 4, <i>Mental Focus</i> , Nature 5
7	<i>Fatal Crit</i> , Dismissal, Freeze Paralyze	<i>Extra Casting (Elemental Bolt)</i>	70	2 Grade 6 slots
8	Blind, Elemental Blast, Elemental Flare	<i>Improved Bow of the Elements</i>	80	2 Grade 7 slots
9	Elemental Immunity, Finger of Death, <i>Magical Riposte</i>	<i>Extra Skill (Crit 5)</i>	90	2 Grade 8 slots
10	Bow of Elemental Smiting, Circle of Protection, Destroy Elemental	<i>Great Bow of the Elements</i>	100	2 Grade 9 slots

Every attack that an Elemental Archer makes using a skill or spell from this chart must be made with a bow. Not a crossbow. For any spell that is packet-based, the archer's arrow is considered, for all purposes of the rules, a spell packet. Once the arrow has been fired and the spell spent, that arrow becomes a regular arrow once again and is treated as such.

Arrow Casting

Type: ElAr6 (Baggage)

Duration: Unlimited

Description: The Elemental Archer can cast any packet-based spell he has access to by substituting an arrow for a spell packet. An arrow that takes the place of a spell packet does not deal a point of damage in addition to the spell effect. Arrows fired in this way may be collected and reused.

Bow of the Elements

School/Grade: ElAr6

Base: Touch (Weapon)

Detects as Magic: Yes

Can be Dispelled: Yes

Potable: Yes

Duration: One Hour

Description: The Elemental Archer enchants his bow with elemental magic that allows him to choose which of the four elemental energies each of his arrows will be enchanted with. With each arrow, only one elemental energy type can be chosen, but this type can be changed with each new arrow.

Incantation: "(Spell Prefix) enchant this bow with elemental energy."

Bow of the Elements, Improved

Type: ElAr8 (Baggage)

Duration: Unlimited

Description: This skill has two effects. Firstly, it allows any bow the Elemental Archer wields to always be under the effect

of the spell *Bow of the Elements*. This is a magical ability that can be dropped and raised at will. As a magical ability, it cannot be used within a dampening field or if the archer is subject to the spell *Dampen Caster*.

Secondly, if the elemental archer casts *Bow of the Elements*, he can fire unlimited *Elemental Missiles* for the spell's duration. With each arrow, only one elemental energy type can be chosen, but this type can be changed with each new arrow. *Improved Bow of the Elements* does not force every shot made within the hour's duration to be an *Elemental Missile*; the archer may choose to fire a normal arrow or elementally enchanted arrow if he wishes.

Bow of the Elements, Great

Type: ElAr10 (Baggage)

Duration: Unlimited

Description: This is just like *Improved Bow of the Elements* except that it allows any arrow fired from the archer's bow to be a regular arrow, enchanted arrow, or *Elemental Missile*. If *Bow of the Elements* is cast, it gives the archer unlimited *Elemental Arrows* for the hour.

Bow of Elemental Smiting

School/Grade: ElAr10

Base: Touch (Weapon)

Detects as Magic: Yes

Can be Dispelled: Yes

Potable: Yes

Duration: 10 Minutes

Description: Each arrow fired from a bow under the effect of this spell can take the form of either an *Elemental Ball* or a *Crit 7*. If *Crit 7* is chosen, the archer may choose for the arrow to be enchanted with one of the four elemental energies: fire, ice, acid, or lightning. With each arrow, only one elemental energy type can be chosen, but this type can be changed with each new arrow.

While *Bow of Smiting* is in effect, the archer may opt not to fire *Elemental Ball* or *Crit 7* if he wishes to fire something else that he has available. Firing any other skill or spell, however, requires the spending of a skill slot as normal.

Incantation: “(Spell Prefix) enchant this bow with elemental smiting.”

Elemental Blast

School/Grade: ElAr8

Base: Packet

Detects as Magic: No

Can be Dispelled: No

Potable: No

Duration: Instantaneous

Description: A blast of elemental energy bursts forth, causing 9 points of damage to its target. *Elemental Blast* can deal any

one (but only one) of the following types of elemental energy damage: fire, ice, acid, or lightning.

Incantation: “Fire/Ice/Acid/Lightning Blast, Damage 9.”

Magical Riposte

Type: ElAr9

Duration: Instantaneous

Description: This skill allows an Elemental Archer to absorb one packet-based spell that is thrown at him and fire it back at the caster or another creature. To absorb the spell, the archer must have use of both of his hands and have an arrow knocked and ready to fire. Once the spell is absorbed, the archer may fire it at any creature he wishes (provided that creature is far enough away), but he may not move his feet between the time of absorbing and the time of firing or the spell will be lost. The spell that is being returned must be cast by firing an arrow and it must be cast using exactly the same incantation.

Since the arrow is technically the thing doing the absorbing, this skill may be used even if the archer is under the effects of a spell protection. However, *Magical Riposte* cannot be used unless the packet-based spell makes contact with the archer or something he is holding.

OOG Statement: “Absorb, [Exact Same Incantation]”

The Lycanthrope Hunter

There are few influences hanging in the Magestic evening air more terrifying than lycanthropy. At any moment, a raging form of rigid fur, powerful claws, and tearing teeth could ambush you from the shadows, or a were-creature could manifest right behind you in your own cabin, the figure of a friend you never expected to harm you. The Lycanthrope Hunter is one who has vowed to remove this fear from the minds of his fellows, or a former lycanthrope who stalks the night with a vengeance. He trains in magics and skills that make him most equipped to handle lycanthrope attacks and purge the disease from the land. He is strong, bold, and can take one hell of a beating.

A Lycanthrope Hunter casts his spells by the power of Nature.

Spell Prefix: “By the power of Nature, I . . .”

Lycanthrope Hunter Skills/Spells Table

Grade	Tower Skills	Baggage Skills	Cost	Prerequisite
6	<i>Crit 5, Magic Silver Weapon, Stamina</i>	<i>Sworn Enemy (Lycanthropes), Toughness</i>	60	Fighting 5, <i>Natural Armor</i> , Nature 3, Spiritualism 2
7	<i>Improved Parry, Protection from Lycanthropes, Remove Curse</i>	<i>Lycanthrope Resistance</i>	70	2 Grade 6 slots
8	<i>Halt Transformation, Silver Flare, Silver Storm</i>	<i>Extra Skill (Feat of Strength), Toughness</i>	80	2 Grade 7 slots
9	<i>Fatal Crit, Heal, Purge Lycanthropy</i>	<i>Lycanthropy Immunity</i>	90	2 Grade 8 slots
10	<i>Defensive Stance, Lycanthropic Form, Mass Halt Transformation</i>	<i>Kaybin’s Fury, Toughness</i>	100	2 Grade 9 slots

Halt Transformation

School/Grade: LychH8

Base: Level

Detects as Magic: Yes

Can be Dispelled: No

Potable: Yes

Duration: 10 minutes

Description: This spell will force a shape-changer back into its natural form and keep it from changing its form for 10 minutes. If the creature was in its natural form when the spell was cast, it will still not be able to transform for ten minutes.

This spell will also affect anyone using the *Elemental Form* spell.

Incantation: “(Spell Prefix) halt your transformation for 10 minutes, Level X.”

Halt Transformation, Mass

School/Grade: Lych10
Base: Mass-Effect (Level)
Detects as Magic: Yes
Can be Dispelled: No
Potable: No
Duration: 10 minutes

Description: This spell will force all shape-changers in the area back into their natural forms and keep them from changing forms for 10 minutes. If any of the creatures were in their natural form when the spell was cast, they will still not be able to transform for ten minutes.

This spell will also affect anyone using *Elemental Form spell*.

Incantation: “(Spell Prefix) halt all transformations within the sound of my voice for 10 minutes, Level X.”

Kaybin’s Fury: This ability makes all of the lycanthrope hunter’s attacks deal silver damage. In addition, for every *Terrorize* that a lycanthrope uses against the hunter, the hunter gets one free use of *Berserker Rage* against that creature upon reaching OLP. Multiple *Terrorizes* will result in a chain use of *Berserker Rage* until either the lycanthrope is dead or the hunter runs out of rages. During these rages, the hunter must ignore all other attackers and focus on the lycanthrope that terrorized him (glaring at it with smoldering intensity). Once that lycanthrope falls to the ground and stops moving, the hunter must also fall unconscious within 10 seconds (enough time to Final Blow up to 3 creatures).

Lycanthropic Form: This spell transforms a lycanthrope hunter into a lycanthrope for one hour. He gains +8 temp LP and +4 natural AP, he gains +1 damage to all attacks, he is subject to *Regeneration* (considered non-magical), he gains Damage Reduction 4 against normal weapons, he is immune to *Fear*, and he gains a number of uses of *Terrorize* equal to the Casting Level. While in this form, he cannot regenerate damage dealt by silver weapons (or spells that deal silver damage). He cannot speak to or understand a person unless that person casts *Translate* or *Telepathy* on him. He cannot cast spells or use any Hypnotize skills. This spell can only be used once per day.

Lycanthrope Resistance

Type: Lych7 (Baggage)
Description: This skill gives a character Damage Reduction 1 against all unarmed attacks of lycanthropes. Example: If he is hit with a Crit 3 from the unarmed attack of a werewolf he will reduce one of those damage points and only receive two points of damage.

In addition, this skill allows a lycanthrope hunter to continue fighting lycanthropes even if he is affected by one of their *Terrorize* abilities.

OOG Statement: “Reduction 1” or “No Effect”

Lycanthropy Immunity

Type: Lych9 (Baggage)
Description: Upon achieving the ninth grade of ability, a Lycanthrope Hunter cannot contract lycanthropy by any means unless otherwise noted.

Magic Silver Weapon

School/Grade: Lych6
Base: Touch (Weapon)
Detects as Magic: Yes
Can be Dispelled: Yes
Potable: Yes
Duration: 10 Minutes

Description: This spell enchants one normal weapon as “magic silver” and turns it into a magically silver weapon so that it can affect creatures only affected by magic or silver. This spell does not grant any extra damage for each attack. When swinging a magic silver weapon you must state “Magic Silver” with each swing, and when using a skill with a magic weapon you must state “Magic Silver (skill)” (Example: “Magic Silver Cripple”).

Incantation: “(Spell Prefix) enchant this weapon with magic silver.”

Protection From Lycanthropes

School/Grade: Lych7
Base: Touch (Shielding)
Detects as Magic: Yes
Can be Dispelled: Yes
Potable: Yes
Duration: 10 Minutes

Description: The recipient of this spell is surrounded with energy grants him Damage Reduction 4 against all weapon attacks made by all lycanthropes and immunity to their *Terrorize* abilities.

This spell does not grant protection from weapon skills such as *Stun*, *Crit Paralyze*, or *Shatter*.

When struck by a lycanthrope, the target of *Protection from Lycanthropes* should use the OOG statement, “Lycanthrope Reduction 4” to inform his opponent that he has an ability that protects him from the lycanthrope creature type. Once all of the target’s opponents are aware of the ability, he will no longer need to repeat the OOG statement. If targeted by a lycanthrope’s *Terrorize*, the target should say “No Effect.”

Incantation: “(Spell Prefix) protect you (myself) from lycanthropes.”

Purge Lycanthropy

School/Grade: Lych9
Base: Packet or Touch (Instant)
Detects as Magic: No
Can be Dispelled: No
Potable: Yes
Duration: Instantaneous

Description: With this spell, a lycanthrope hunter can instantly and permanently remove lycanthropy from one creature at any time.

Incantation: “(Spell Prefix) purge you of lycanthropy.”

Silver Flare

School/Grade: Lych8
Base: Touch (Shielding)
Detects as Magic: Yes
Can be Dispelled: Yes
Potable: Yes
Duration: 10 Minutes

Description: A magical and invisible silver shield surrounds the caster. The shield damages any creature that successfully

strikes the caster with its melee weapon. The amount of damage the shield does is double the amount of damage that the creature deals.

When struck, the caster must state "Silver Flare, Damage X." Example: A player casts this spell and is then struck by a werewolf who happens to be swinging his vicious claw for a *Crit 5*, the caster states "Silver Flare, Damage 10."

The user of any special effect melee attack, besides dealing a greater amount of damage, (like *Critical Paralyze* or *Fatal Backstab*) receives 2 points of damage from a *Silver Flare*. This spell may not be stacked with any other of the same function (e.g. *Elemental Flare*). NOTE: The caster is still damaged and affected normally by all attacks while within a *Silver Flare*.

Only the caster may be the recipient of this spell.

Incantation: "(Spell Prefix) shield myself with flaring silver."

Silver Storm

School/Grade: Lych8

Base: Packet

Detects as Magic: No

Can be Dispelled: No

Potable: No

Duration: Instantaneous

Description: The caster throws a furious barrage of magical silver bolts. The number of bolts he may throw is equal to his casting level. They can be thrown one at a time, dealing 3 points of damage each, or they can be thrown all at once, inflicting 3 points of damage to anyone hit by one or more of the packets (When they are thrown all at once, it makes no difference how many packets (above one) hit the target: the target still receives 3 points of damage.). This spell cannot be interrupted once the first packet has been thrown. The caster must keep one foot in place while throwing packets or the spell will end.

Incantation: "Silver Storm, Damage 3, Damage 3, Damage 3, etc." or (all at once) "Silver Storm, Damage 3."

The Magestic Smith

Created by Mark Dey and Paul Dabkowski

If a blacksmith practices his craft enough and becomes in tune with his own Essence and the Essence of Magesta, he can become a Magestic smith. Magestic smiths bend the very Essence of Magestry and shape it as if it were his metal. He uses this ability to aid in his smithing, but it has many other practical uses in other fields, namely ass-kicking.

A Magestic Smith casts his spells by the power of Magestry.

Spell Prefix: "By the power of Magestry, I . . ."

Magestic Smith Skills/Spells Table

Grade	Tower Skills	Baggage Skills	Cost	Prerequisite
6	Heat Metal, Identify, Mending	<i>Animate Tools, Enchant Item</i>	60	<i>Great Heavy Armor Repair, Craft Masterwork Metal Weapon, Magestry 4, One or Two-Handed Warhammer</i>
7	Magestic Weapon, <i>Shatter</i> , Shining Armor	<i>Extra Casting (Fire Weapon)</i>	70	2 Grade 6 slots
8	Fire Flare, Magic Hammer, Mass Magic Armor	<i>Damage Reduction (Fire), Improved Animate Tools</i>	80	2 Grade 7 slots
9	<i>Crit 9</i> , Magic Cage, Spell Turning	<i>Smashing Hammer</i>	90	2 Grade 8 slots
10	Mass Fire Weapon, Mass Mending, Normal Weapon Immunity	<i>Forge Magestic Weapon, Great Animate Tools</i>	100	2 Grade 9 slots

Animate Tools: This is a spell-like ability that can be used once per day. If the smith spends 10-minutes repairing something, he can then cast the Animate Tools spell and his tools will continue to work on their own (at Apprentice level) for up to 6 armor points of repairs. After those 6 points are repaired, the spell ends and cannot be cast again that day. If the tools are moved or dispelled before they have repaired 6 points, the smith can restart them using the same method as before. (If tools are left unattended, the smith must leave an OOG note on them to explain they are repairing things and explain that, if someone wants to move or dispel them, he or she should also remove the OOG note. If a smith returns to find his note removed, he must assume that the tools stopped working as soon as he left them.) Also, it will be clarified that, once an item is completely repaired, the animated tools will automatically move to repair the next item as long as that item is in contact with the first.

Animate Tools, Improved: This skill allows a magestic smith's animated tools to repair up to 15 armor points per day (at Journeyman level). In addition, the tools can repair one weapon each day.

Animate Tools, Great: This skill allows a magestic smith's animated tools to repair as many armor points per day as they can (at Master level). In addition, the tools can repair any number of broken weapons. Also, if the smith casts Mending on his tools, they will go to work all at once to repair a number of items equal to his Character Level, provided those items are all within a 10-foot diameter.

Forge Magestic Weapon

Type: MSmt10 (Baggage)

Description: A Magestic Smith who has reached the tenth grade of ability has gained the skill to forge weapons out of the rare metal known as Magestite. A Magestic weapon deals magic (Magestry) damage as well as damage from all four elements combined (fire, ice, acid, lightning). It also cannot be shattered, banished, or disarmed even if the wielder is unconscious or dead.

In addition to making the magestic smith the only person in the world who can even attempt to work with Magestite, this skill also allows the smith to make any [metal] weapon, shield, or piece of armor self-repairable. To do so, he must spend one Pure Magestry per pound of metal used (minimum of one) in the forging of the item, and the creation time is doubled. A self-repairable item has no special function except this: it will be completely and instantly repaired by the Magestream. A self-repairable item (which will be accompanied by an item card) will not detect as magical, nor will it be appraised as any more valuable than a regular item of its kind, but an *Identify* spell will reveal its self-repairable nature. A smith may use this skill to make a permanently magical metal item self-repairable, but instead of Pure Magestry, Powdered Magestone components (Very Rare) must be used.

Magestic Weapon

School/Grade: MSmt7, SwS8

Base: Touch (Weapon)

Detects as Magic: Yes

Can be Dispelled: Yes

Potable: Yes

Duration: 10 Minutes

Description: This spell enchants one normal weapon with Magestic energy and turns it into a Magestic weapon so that it attacks with Magic energy and all four of the Elemental energy types in one attack. This spell does not grant any extra

damage for each attack; however, the weapon cannot be disarmed or banished even if the wielder is unconscious or dead. This weapon cannot be shattered by a normal weapon, but since it is a temporary enchantment and is not a true magestic weapon, it can be shattered by any enchanted weapon. If it is shattered, this spell will be immediately dispelled. One weapon cannot be subject to two temporary enchantments at once unless one of them is from a touch-based spell and the other is from a mass-effect spell.

When swinging a Magestic weapon, you must state “Magestic” with each swing, and when using a skill with a Magestic weapon you must state “Magestic (skill)” (Example: “Magestic Cripple”).

Incantation: “(Spell Prefix) enchant this weapon with Magestic energy.”

Magic Hammer

School/Grade: MSmt8

Base: Packet

Detects as Magic: No

Can be Dispelled: No

Potable: No

Duration: Instantaneous

Description: The caster wields the essence of Magestry as if it were a hammer and strikes it down on his enemy, dealing a mighty 8 points of damage.

Incantation: “Magic Hammer, Damage 8.”

Mass Fire Weapon

School/Grade: MSmt10

Base: Mass-Effect (Automatic)

Detects as Magic: Yes

Can be Dispelled: Yes

Potable: No

Duration: 10 Minutes

Description: The caster enchants all weapons within the sound of his voice with “Fire” as per *Elemental Weapon*.

This spell may be converted to *Mass Magic Weapon* by a character with *Magic Conversion*, but it cannot be used in conjunction with *Transform Spell*.

A single weapon can only be under the effect of a single weapon enchantment at one time. If a weapon in the range of *Mass Fire Weapon* is already enchanted, *Mass Fire Weapon* will have no effect on it.

Incantation: “To all within the sound of my voice: (Spell Prefix) enchant your weapons with fire energy.”

Mass Magic Armor

School/Grade: MSmt8

Base: Mass-Effect (Automatic)

Detects as Magic: Yes

Can be Dispelled: Yes

Potable: No

Duration: Until Used

Description: The caster grants everyone within the sound of his voice 2 magical (Magestry) armor points. These armor points are damaged in combat before any other armor points or life points.

Since this is not a touch-based armor spell, the temporary armor points can be stacked atop others.

Incantation: “(Spell Prefix) armor everyone within the sound of my voice, 2 Armor Points.”

Mass Mending: “To all within the sound of my voice: By the power of Magestry, I repair all mundane weapons and armor up to 6 armor points!” (The word “mundane” is described to mean any item that is not magical, not made of a special metal, and does not have special properties. This means Mass Mending won’t work on silver weapons or weapons with the self-repairing ability.)

Smashing Hammer: The magestic smith gains a number of uses of Smash 2 each day equal to his Character Level, but they must be made with a hammer (to use with throwing hammer, smith must have thrown weapon skill). Additionally, the magestic smith may spend a *Magic Hammer* spell to deal a Smash 5. None of these smashes can be raised by *Feat of Strength*, nor can multiple castings of *Magic Hammer* be used to make a Smash attack greater than 5.

The Portaljacker

In the earlier years of the Dabbleverse (if such a thing can be measured in time), Hoppers realized that they had the monopoly on inter planar travel; however, so did many others. Before long, sneaky persons would slip, unknown, though open portals, mainly for the purpose of making some quick coin in interdimensional black markets. Later, thieves from all over the multiverse would perfect these methods, and the (more or less) legitimate discipline of portaljacking was born. Today, portaljackers are still at large, though they are difficult to find (which is good for them because portaljacking is illegal across almost the entire Dabbleverse).

A Portaljacker casts his spells by the power of The Dimensions.

Spell Prefix: “By the power of The Dimensions, I . . .”

Portaljacker Skills/Spells Table

Grade	Tower Skills	Baggage Skills	Cost	Prerequisite
6	<i>Backstab 5, Great Escape, Open or Close Portal</i>	<i>Anti-Magic Mechanics, Evasion</i>	60	<i>Knowledge (The Dimensions), Magestry 2, Stealth 6, Wilderness Survival</i>
7	<i>Astral Weapon, Blink, Spell Immunity</i>	<i>Avoid Glyph, Extra Casting (Telepathy)</i>	70	2 Grade 6 slots
8	<i>Dismissal, Backstab Paralyze, Redirect Portal</i>	<i>Anti-Magic Escape, Favored Dimension</i>	80	2 Grade 7 slots
9	<i>Dimensional Blinking, Fatal Backstab, Great Mechanics</i>	<i>Dimension Survival</i>	90	2 Grade 8 slots
10	<i>Banishment, Battle Finesse, Great Dodge</i>	<i>Improved Evasion</i>	100	2 Grade 9 slots

Evasion, Improved

Type: PJ10 (Baggage)

Uses: Unlimited

Description: This skill is just like *Evasion* except that it makes the user completely immune to packet-based numerical damage spells. It will not, however, make him immune to explosions; he will still take half damage from those.

The use of heavy armor or a shield negates this ability.

OOG Statement: “Improved Dodge”

Redirect Portal

School/Grade: PJ8

Base: Automatic

Detects as Magic: No

Can be Dispelled: No

Potable: No

Duration: Instantaneous

Description: The caster can redirect an already existing portal so that its destination is changed, though its starting point remains the same. This spell can only redirect one portal one time each time it is cast. NOTE: This spell will open a portal that is closed, but it will not close open portals or create new ones. Also, a GM must be notified of a portal’s redirection as soon as possible. (Please don’t go out-of-game entirely to deliver the message; as soon as the in-game situation(s) allow is good enough.) In the OOG time before an event that a player attends as a character with this spell, he is allowed to redirect a single portal for the purpose of traveling one round trip. This portal will remain open no longer than a day, and every character using it must submit a travel request in the Magestry Database.

Incantation: “(Spell Prefix) redirect this portal to [name dimension].”

The Sword Speaker

Created by Mark Vadney

Long ago, in the lands across the Great Nevershore, legendary wars raged across the cities and the lowlands. To escape the brutality, thousands of people took to the mountains. Many of these people were soldiers and were forced to hide in solitude; if they were discovered as deserters, they would certainly be executed. One great warrior lived alone in her mountain cave for hundreds of years. Though she thought she would never see battle again, she continued to train and mastered the sword as none other before her had done.

Naturally, living alone for so long brought her near the brink of madness, and she began to speak to her sword as if it were its own soul. Indeed, that was precisely what she was doing when she was discovered by a group of explorers who thought her insanity comically pathetic. However, upon witnessing her skill with her weapon, that opinion was quickly reversed. She could move the blade with such skill and precision that none who witnessed her could find any doubt that the sword was as alive as themselves.

She went on to found an order that still exists today. They are known as the “Sword Speakers,” and it is said that their very swords in fact seek out their next pupils.

The Sword Speaker casts his spells by the power of Magestry.

Spell Prefix: “By the power of Magestry, I . . .”

Sword Speaker Skills/Spells Table

Grade	Tower Skills	Baggage Skills	Cost	Prerequisite
6	<i>Combat Instinct</i> , Elemental Weapon, <i>Magic Attack</i>	<i>Speak w/Sword</i>	60	Fighting 5, Magestry 4, <i>Mental Focus</i> , <i>One or Two-Handed Sword</i>
7	Astral Weapon, <i>Improved Parry</i> , Mending	<i>Extra Casting (Magic Weapon)</i>	70	2 Grade 6 slots
8	<i>Crit Paralyze</i> , Magestic Weapon, <i>Shatter</i>	<i>Toughness</i>	80	2 Grade 7 slots
9	<i>Fatal Crit</i> , <i>Riposte</i> , Vampiric Weapon	<i>Weapon Specialization (One or Two-Handed Sword)</i>	90	2 Grade 8 slots
10	<i>Great Parry</i> , Meld with Sword, <i>Parry Finesse</i>	<i>Sword Singing</i>	100	2 Grade 9 slots

Meld with Sword

School/Grade: SwS10

Base: Touch (Weapon)

Target: Other-Only

Detects as Magic: Yes

Can be Dispelled: No

Potable: No

Duration: One Hour

Description: A Sword Speaker has become so attuned with his sword that he can choose to become one with his sword for up to one hour at a time. When this happens, the sword becomes charged with magical energy and imbues its wielder with certain bonuses.

The Sword Speaker chooses who gains the benefit from wielding the sword he is melded with when he melds with the sword. The character who wields this sword becomes subject to the Heroic Effect, gaining the following benefits: his life points are totally restored and he gains 8 additional temporary life points, any unusable limbs become fixed, he gains 4 Character Levels, he becomes immune to all types of fear, and he acquires 4 uses of the skill *Feat of Strength*. If the wielder is dealt a [regular] Final Blow while wielding the sword, he falls under the effect of *Improved Stabilize* and will awaken in 3 minutes with one life point.

For the duration of this spell, the sword is considered a Magestic Weapon that cannot be disarmed, banished, or shattered by anything other than another *Magestic Weapon*. At the time of casting, the Sword Speaker can also designate one of his weapon skills that the wielder of the blade will be able to use. If the wielder uses this skill, it is not considered used for the Sword Speaker and he will still have use of that skill when this spell ends.

If the sword is somehow removed from the wielder, it will still remain “Magestic” for whoever wields it, but all other bonuses are gone. The Sword Speaker cannot meld any person with his sword other than himself, and he can only meld with *his* sword.

Once the Sword Speaker merges with the sword, his character must go immediately out-of-game and remain so for the remainder of the spell (perhaps to go to Plot Central and NPC). Once the spell expires (and the Sword Speaker may NOT choose to end it early), the Sword Speaker will reappear at a location selected by a GM.

While melded with his sword, he is not aware of anything, but he is subject to *Heal* and *Restoration* (cast at his Character Level). If the sword is shattered while the sword speaker is melded with it, he will die and, at the end of the spell’s one-hour duration, reappear at the feet of the original wielder

(whether that wielder still has the sword or not) and have 30 minutes until he will proceed to Death unless he is resurrected.

Meld with Sword can only be used once per day and cannot be scribed into a scroll or bestowed upon another.

The Heroic benefits from this spell cannot be stacked with any other Heroic Effect and no person can benefit from the Heroic Effect more than once per day.

Incantation: “(Spell Prefix) meld with my sword.” (Feel free to replace “my sword” with the actual name of the sword if it has one, which it should if you are a ‘real’ Sword Speaker.)

Parry Finesse

Type: SwS10

Duration: 10 Minutes

Description: This skill gives a character unlimited uses of the skill *Parry* for 10 minutes.

OOG Statement: “Parry”

Speak with Sword

Type: SwS6(Baggage)

Description: When a Sword Speaker begins his training, he will begin to be able to hear the “voice” of his sword. This skill allows him to cast spells even if his sword is in his hand and his other hand is occupied with something else, but it must be *his* sword.

Sword Singing: If the sword speaker spends 10 minutes in a meditative state while listening to the sounds of his sword and humming or singing in harmony with them, he gains the ability to use the skill *Magic Attack* (with *his* sword) at will for the remainder of the day. Every hour, the sword speaker must spend one minute “re-attuning” himself with his sword in a similar mediation or he will lose this ability. Though *Magic Attack* is not technically magic, the sword speaker will immediately lose this ability if affected by *Dispel Magic* or any dampening effect. If he falls unconscious (for any reason), he will also find himself unable to activate this ability once he regains consciousness. After losing the ability, whether from *Dispel Magic*, dampening, or losing consciousness, the sword speaker can regain it with the regular one-minute re-attunement meditation.