

# 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 1, 2007**); 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 a discount 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, Storyteller, Minstrel

**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 there may also be out-of-game selling prices, and sometimes 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:** None

**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 or Weapon*. 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 or Weapon*. 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 or Weapon*. 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 or Weapon*. 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 or Weapon*. 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 or Weapon*. 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 wooden 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 or Weapon*. 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 or Weapon*. 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 or Weapon*. 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 or Weapon*. 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
100 Square Inches of Wooden Shield	1 Pound of Ironwood	½ Day	2 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

# CHAPTER 2: PRESTIGE

Chapter 12 of the *Magistry 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	Bow, Fighting 4, Nature 5
7	<i>Fatal Crit</i> , Dismissal, Elemental Blast	<i>Extra Casting (Elemental Bolt)</i>	70	2 Grade 6 slots
8	Blind, <i>Improved Dodge</i> , Magic Bonds	<i>Weapon Specialization (Bow)</i>	80	2 Grade 7 slots
9	Elemental Flare, Finger of Death, <i>Magical Riposte</i>	<i>Evasion</i>	90	2 Grade 8 slots
10	Bow of Elemental Smiting, Circle of Protection, <i>Great Dodge</i>	<i>Improved 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.

#### 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:** ElAr10 (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 Arrows* 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 Arrow*; the archer may choose to fire a normal arrow or elementally enchanted arrow if he wishes.

#### 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:** ElAr7

**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>Improved Parry</i> , Magic Silver Weapon, <i>Stamina</i>	<i>Improved Sworn Enemy (Lycanthropes)</i> , <i>Toughness</i>	60	Fighting 5, Nature 3, Spiritualism 2, <i>Sworn Enemy (Lycanthropes)</i>
7	<i>Crit 6</i> , Halt Transformation, Silver Flare	<i>Damage Reduction (Lycanthropes)</i>	70	2 Grade 6 slots
8	Heal, Restoration, Silver Storm	<i>Toughness</i>	80	2 Grade 7 slots
9	<i>Crit 9</i> , Protection from Lycanthropes, Purge Lycanthropy	<i>Lycanthropy Immunity</i>	90	2 Grade 8 slots
10	<i>Happy Hour</i> , Mass Halt Transformation, Regeneration	<i>Silver Attack</i> , <i>Toughness</i>	100	2 Grade 9 slots

### Damage Reduction (Lycanthropes)

**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.

**OOG Statement:** "Reduction 1."

### 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.

### Halt Transformation

**School/Grade:** LycH7

**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.”

### 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:** LycH9

**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 a deterring energy and becomes completely immune to all melee attacks made by lycanthropes, magical or otherwise, and even this includes a lycanthrope’s *Terrorize*.

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

### Purge Lycanthropy

**School/Grade:** LycH9

**Base:** Packet or Touch

**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 Attack

**Type:** LycH10 (Baggage)

**Description:** The Lycanthrope Hunter, upon reaching the tenth grade of ability has learned how to make all of his

attacks count against lycanthropes. His attacks have the same effect as a silver weapon against lycanthropes regardless of the weapon he uses.

### Silver Flare

**School/Grade:** LycH7

**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 5 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.”

### Sworn Enemy, Improved

**Type:** LycH6 (Baggage)

**Description:** After years of experience, warrior may develop an even greater animosity toward one type of creature. Instead of gaining a number of uses of the skill *Crit 4* equal to his character level each day against that creature, those attacks are increased to *Crit 6*.

This creature type must be one that the user already has as a *Sworn Enemy*. In the case of Lycanthrope Hunter, this choice is automatically lycanthropes.

# 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	Animate Tools, Identify Item, Mending	<i>Enchant Item or Weapon, Extra Skill (Feat of Strength)</i>	60	<i>Profession (Smith, Master), Great Heavy Armor Repair, Craft Masterwork Metal Weapon, Fighting 2, Magestry 4, One or Two-Handed Warhammer</i>
7	Magestic Weapon, Magic Hammer, <i>Shatter</i>	<i>Extra Casting (Heat or Chill Metal), Improved Animate Tools</i>	70	2 Grade 6 slots
8	Fire Flare, Mass Magic Armor, Shining Armor	<i>Damage Reduction (Fire), Toughness</i>	80	2 Grade 7 slots
9	<i>Crit 9</i> , Magic Cage, Spell Turning	<i>Great Animate Tools, Weapon Specialization (One or Two-Handed Warhammer)</i>	90	2 Grade 8 slots
10	Magic Immunity, Mass Magic Weapon, Normal Weapon Immunity	<i>Forge Magestic Weapon, Toughness</i>	100	2 Grade 9 slots

### Animate Tools

**School/Grade:** MSmt6

**Base:** Touch (Weapon)

**Detects as Magic:** Yes

**Can be Dispelled:** Yes

**Potable:** Yes

**Duration:** Until Sunrise

**Description:** This spell enchants a set of smithing tools with the repair skills of an Apprentice Smith. These tools will then work on their own, repairing armor at the rate of one armor point every 5 minutes, up to 6 armor points. The tools will stop working if they are moved off of a piece of armor, but the spell will still end at sunrise, regardless of how many armor points were actually repaired.

**Incantation:** “(Spell Prefix) animate these smithing tools.”

### Animate Tools, Improved

**Type:** MSmt7 (Baggage)

**Description:** A character with this skill can make tools animated by *Animate Tools* work at the Journeyman level. They can repair up to 15 armor points per spell at one armor point every 4 minutes and can also mend items.

### Animate Tools, Great

**Type:** MSmt9 (Baggage)

**Description:** A character with this skill can make tools animated by *Animate Tools* work at the Master level. They can repair one armor point every 3 minutes with the only limit being the spell’s duration and they can also mend items. In addition, item creation times for between events are reduced by half due to extended use of enchanted tools between events.

### 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.

### Magestic Weapon

**School/Grade:** MSmt7

**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.

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:** MSmt7

**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 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 Magic 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 “Magestry” and turns them into magic weapons so that they can affect creatures only affected by magic or “Magestry.” This spell does not grant any extra damage for each attack. When swinging a magic weapon you must state “Magic” with each swing, and when using a skill with a magic weapon you must state “Magic (skill)” (Example: “Magic Fatal Crit”).

Since this is not a touch-based weapon spell, the enchantment can be stacked atop other weapon enchantments.

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

## 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	Spell Immunity, <i>Hypnotize Sleep</i> , Identify Item	<i>Anti-Magic Mechanics</i> , <i>Evasion</i>	60	Magestry 2, Thieving 6, <i>Knowledge (The Dimensions)</i>
7	Astral Weapon, <i>Improved Dodge</i> , Open or Close Portal	<i>Avoid Glyph</i> , <i>Extra Casting (Telepathy)</i>	70	2 Grade 6 slots
8	Dismissal, <i>Hypnotize Paralyze</i> , Redirect Portal	<i>Favored Dimension</i> , <i>Knowledge (The Dimensions)</i>	80	2 Grade 7 slots
9	Banishment, <i>Fatal Backstab</i> , <i>Great Mechanics</i>	<i>Dimension Survival</i>	90	2 Grade 8 slots
10	Astral Projection, <i>Battle Finesse</i> , <i>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. NOTE: The use of heavy armor or a shield negates this ability.**OOG Statement:** "Improved Dodge"**Redirect Portal****School/Grade:** PJ8**Base:** None**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	Dispel Magic, Elemental Weapon, Mending	<i>Speak w/Sword, Toughness</i>	60	Fighting 5, Magestry 4, <i>One or Two-Handed Sword, Toughness (x2)</i>
7	<i>Astral Weapon, Crit Paralyze, Improved Parry</i>	<i>Stabilize</i>	70	2 Grade 6 slots
8	Lightning Storm, Magestic Weapon, <i>Shatter</i>	<i>Extra Casting (Magic Weapon)</i>	80	2 Grade 7 slots
9	<i>Fatal Crit, Finger of Death, Vampiric Weapon</i>	<i>Weapon Specialization (One or Two-Handed Sword)</i>	90	2 Grade 8 slots
10	<i>Great Parry, Meld w/Sword, Parry Finesse</i>	<i>Toughness</i>	100	2 Grade 9 slots

### Magestic Weapon

**School/Grade:** MSwS8

**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.

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.”

### Meld with Sword

**School/Grade:** SwS10

**Base:** Touch (Weapon)

**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 creature who wields this sword becomes subject to the “Heroic Effect,” gaining the following benefits: his life points are totally restored and then doubled, 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 “Final Blow” while wielding the sword, he will awaken in exactly one minute 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 skills that the wielder of the blade will be able to use. If the wielder uses this skill, it is considered used for the Sword Speaker. If it is not used, the Sword Speaker still has 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 with full life points at a location selected by a GM.

This spell cannot be scribed into a scroll.

The Heroic benefits from this spell cannot be stacked with any other Heroic Effect.

**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.