

PDabble Games

Presents

PROFESSIONS & PRESTIGE

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

This is a work in progress (**last updated May 13, 2017**). 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 *Magistry 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 levels: 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, Bowyer, Brewer, Cartographer, Chandler, Cook, Cooper, 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, Servant, Smith, Spy, Tailor, Teacher, Weaver, Woodworker, and Other Laborer. Certain professions are similar enough to others that they are grouped together as shown by the list below. In such cases, you may, if you wish, consider your character a practitioner of all included professions. More professions may be added in the future, but they will not be added by request.

The *Profession* skill by itself provides your character with 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.

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 *Magistry's Professions* along with their characteristics and any corresponding skills that they can receive discounts for. The professions labeled as provider professions also include a description of the types of things a character of that profession can provide, but only if he has purchased the skill *Provide Material* for that particular profession.

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)

Bookbinder

Type: Craftsman

Included Professions: Ink Maker, Parchment Maker

Apprentice Skills: *Craft Bookbinder Items*

Journeyman Skills: None

Master Skills: *Craft Masterwork Bookbinder Items*

Crafts: Books, Ink, Parchment

Bowyer

Type: Craftsman

Included Professions: Fletcher

Apprentice Skills: *Craft Bowyer Items*

Journeyman Skills: None

Master Skills: *Craft Masterwork Bowyer Items*

Crafts: Arrows, Bows

Brewer

Type: Craftsman

Included Professions: Vintner

Apprentice Skills: *Brewing and Winemaking*

Journeyman Skills: *Improved Brewing and Winemaking*

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

Crafts: Ale, Wine, Tea

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, Specialized Wax

Cook

Type: Craftsman

Included Professions: Baker

Apprentice Skills: *Craft Cook Items*

Journeyman Skills: None

Master Skills: *Craft Masterwork Cook Items*

Crafts: Food

Engineer

Type: Craftsman

Included Professions: None

Apprentice Skills: *Craft Machines*

Journeyman Skills: *Craft Improved Machines*

Master Skills: *Craft Great Machines, Pickless Picking*

Crafts: Traps, Machines (not locks)

Entertainer

Type: Serviceman

Included Professions: Actor, Beggar, Fortuneteller, Minstrel, Storyteller

Apprentice Skills: None

Journeyman Skills: None

Master Skills: *Profound Lesson*

Farmer

Type: Provider and Refiner

Included Professions: Butcher, Herder, Miller

Apprentice Skills: *Provide Common Farmer Items*

Journeyman Skills: *Provide Uncommon Farmer Items*

Master Skills: *Provide Rare Farmer Items*

Can Provide: Grain, Plant Produce, Plant Parts, Meat, Animal Hide, Animal Parts, Animal Produce

Gatherer

Type: Provider and Refiner

Included Professions: Herbalist

Apprentice Skills: *Provide Common Gatherer Items*

Journeyman Skills: *Provide Uncommon Gatherer Items*

Master Skills: *Provide Rare Gatherer Items*

Can Provide: Plant Produce, Plant Parts, Plant-based alchemical components (if the character has the appropriate *Gather Component* skill)

Glassblower

Type: Provider, Refiner, and Craftsman

Included Professions: None

Apprentice Skills: *Craft Glassblower Items, Provide Common Glassblower Items*

Journeyman Skills: *Provide Uncommon Glassblower Items*

Master Skills: *Craft Masterwork Glassblower Items, Provide Rare Glassblower Items*

Can Provide: Glass

Crafts: Bottles, Glasses, Jars, Windows

Guide

Type: Serviceman

Included Professions: Forester

Apprentice Skills: *Improved Wilderness Survival*

Journeyman Skills: None

Master Skills: *Profound Lesson, Wound Dressing*

Healer

Type: Serviceman

Included Professions: None

Apprentice Skills: *Wound Dressing*

Journeyman Skills: *Improved Wound Dressing, Purify Body*

Master Skills: *Autopsy, Great Wound Dressing, Prepare Body*

Hunter

Type: Provider and Refiner

Included Professions: Butcher, Fisher, Tanner, Trapper

Apprentice Skills: *Provide Common Hunter Items*

Journeyman Skills: *Provide Uncommon Hunter Items*

Master Skills: *Provide Rare Hunter Items*

Can Provide: Meat, Animal Hide, Animal Parts, Animal-based alchemical components (if the character has the appropriate *Gather Component* skill)

Inn-Keeper

Type: Serviceman

Included Professions: Bartender

Apprentice Skills: None

Journeyman Skills: *Find Buyer*

Master Skills: *Acquire Uncommon Item, Brewing and Winemaking*

Jeweler

Type: Craftsman

Included Professions: Gem-Cutter

Apprentice Skills: *Craft Jeweler Items*

Journeyman Skills: *Gem-Cutting*

Master Skills: *Craft Masterwork Jeweler Items*

Crafts: Jewelry, Cut Gems

Leatherworker

Type: Craftsman

Included Professions: None

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

Journeyman Skills: *Improved Repair Leather Armor*

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

Crafts: Leather Armor, Boots, Gloves

Locksmith

Type: Craftsman

Included Professions: None

Apprentice Skills: *Craft Locks*

Journeyman Skills: *Craft Improved Locks, Pickless Picking*

Master Skills: *Craft Great Locks*

Crafts: Locks, Keys

Lumberjack

Type: Provider and Refiner

Included Professions: None

Apprentice Skills: *Provide Common Lumberjack Items*

Journeyman Skills: *Provide Uncommon Lumberjack Items*

Master Skills: *Provide Rare Lumberjack Items*

Can Provide: Lumber

Lutemaker

Type: Craftsman

Included Professions: Flute / Drum / Instrument-maker

Apprentice Skills: *Craft Lutemaker Items*

Journeyman Skills: None

Master Skills: *Craft Masterwork Lutemaker Items*

Crafts: Musical Instruments

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

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: *Provide Common Miner Items*

Journeyman Skills: *Provide Uncommon Miner Items*

Master Skills: *Provide Rare Miner Items*

Can Provide: Metal, Stone, Raw Gem

Mortician

Type: Serviceman

Included Professions: Gravedigger

Apprentice Skills: *Prepare Body*

Journeyman Skills: *Autopsy*

Master Skills: *Preserve Body*

Other Laborer

Type: Varies

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

Apprentice Skills: None

Journeyman Skills: None

Master Skills: None

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

Sailor

Type: Serviceman
Included Professions: None
Apprentice Skills: None
Journeyman Skills: None
Master Skills: None

Scholar

Type: Serviceman
Included Professions: Bookkeeper, Librarian, Scribe
Apprentice Skills: *Library Access*
Journeyman Skills: None
Master Skills: None

Servant

Type: Serviceman
Included Professions: Courtesan
Apprentice Skills: None
Journeyman Skills: None
Master Skills: None

Smith

Type: Craftsman
Included Professions: Armorsmith, Blacksmith, Weaponsmith
Apprentice Skills: *Craft Metal Armor, Craft Smith Items, Craft Metal Weapon, Repair Metal Armor*
Journeyman Skills: *Improved Repair Metal Armor, Repair Metal Weapon*
Master Skills: *Craft Masterwork Metal Armor, Craft Masterwork Smith Items, Craft Masterwork Metal Weapon, Great Repair Metal Armor*
Crafts: Armor, Weapons, Shields, Horseshoes

Spy

Type: Serviceman
Included Professions: None
Apprentice Skills: None
Journeyman Skills: *Library Access*
Master Skills: *Pickless Picking*

Tailor

Type: Craftsman
Included Professions: None
Apprentice Skills: *Craft Tailor Items*

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

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

Crafts: Clothing, Leather Armor

Teacher

Type: Serviceman
Included Professions: None
Apprentice Skills: None
Journeyman Skills: *Library Access, Profound Lesson*
Master Skills: None

Weaver

Type: Provider and Refiner
Included Professions: Dyer
Apprentice Skills: *Provide Common Weaver Items*
Journeyman Skills: *Provide Uncommon Weaver Items*
Master Skills: *Provide Rare Weaver Items*
Can Provide: Fabric

Woodworker

Type: Craftsman
Included Professions: Shipwright, Cartwright, Cooper, Basket Weaver
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, Boats, Carts, Buildings, Chests, Barrels, Baskets

Profession-Based Skills Table

The next two pages feature 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 | 15/30 | Merchant (Journeyman) or Inn-Keeper (Master) | None |
| Acquire Rare Item | 20/40 | Merchant (Master) | Acquire Uncommon Item |
| Autopsy | 20/40 | Healer (Master) or Mortician (Journeyman) | None |
| Brewing and Winemaking | 10/20 | Brewer (Apprentice) or Inn-Keeper (Master) | None |
| Brewing and Winemaking, Improved | 15/30 | Brewer (Journeyman) | Brewing and Winemaking |
| Brewing and Winemaking, Great | 35/70 | Brewer (Master) | Improved Brewing and Winemaking |
| Craft Armor, Leather | 5/10 | Leatherworker (Apprentice) or Tailor (Journeyman) | None |
| Craft Armor, Metal | 5/10 | Smith (Apprentice) | None |
| Craft Locks | 10/20 | Locksmith (Apprentice) | None |
| Craft Locks, Improved | 20/40 | Locksmith (Journeyman) | Craft Locks |
| Craft Locks, Great | 35/70 | Locksmith (Master) | Craft Improved Locks |
| Craft Machines | 20/40 | Engineer (Apprentice) | None |
| Craft Machines, Improved | 35/70 | Engineer (Journeyman) | Craft Machines |
| Craft Machines, Great | 50/100 | Engineer (Master) | Craft Improved Machines |
| Craft Weapon, Metal | 5/10 | Smith (Apprentice) | None |
| Craft Weapon, Stone | 5/10 | Mason (Apprentice) | None |
| Craft Weapon, Wooden | 5/10 | Woodworker (Apprentice) | None |
| Craft [Profession] Items | 5/10 | [Profession] (Apprentice) | None |
| Craft Masterwork [Profession] Items | 30/60 | [Profession] (Master) | Craft [Profession] Items |
| Craft Masterwork Armor, Leather | 30/60 | Leatherworker (Master) | Repair Leather Armor |
| Craft Masterwork Armor, Metal | 30/60 | Smith (Master) | Repair Metal Armor |
| Craft Masterwork Weapon, Metal | 30/60 | Smith (Master) | Repair Metal Weapon |
| Craft Masterwork Weapon, Stone | 30/60 | Mason (Master) | Repair Stone Weapon |
| Craft Masterwork Weapon, Wooden | 30/60 | Woodworker (Master) | Repair Wooden Weapon |
| Find Buyer | 20^/40^ | Merchant (Apprentice) or Inn-Keeper (Journeyman) | Appraise |
| Gem-Cutting | 20/40 | Jeweler (Journeyman) | Appraise |
| Library Access | 25/50 | Scholar (Apprentice) or Spy (Journeyman) or Teacher (Journeyman) | Literacy |
| Pickless Picking | 30/60 | Locksmith (Journeyman) or Engineer (Master) or Spy (Master) | None |
| Prepare Body | 20/40 | Mortician (Apprentice) or Healer (Master) | None |
| Preserve Body | 40/80 | Mortician (Master) | Prepare Body |
| Profound Lesson | 10^/20^ | Teacher (Journeyman) or Entertainer (Master) or Guide (Master) | Teach |
| Provide Common [Profession] Material | 10/15 | [Profession] (Apprentice) | None |
| Provide Uncommon [Profession] Material | 15/25 | [Profession] (Journeyman) | Provide Common [Profession] Material |
| Provide Rare [Profession] Material | 20/30 | [Profession] (Master) | Provide Uncommon [Profession] Material |
| Purify Body | 40/80 | Healer (Journeyman) or Brewer (Master) | None |

PROFESSION-BASED SKILLS TABLE, CONTINUED

| Skill Name | Cost | Profession Receiving Discount | Always a Prerequisite |
|--------------------------------|----------------------------------|---|-------------------------------|
| Repair Leather Armor | 10/20 | Leatherworker (Apprentice) or Tailor (Journeyman) | Craft Leather Armor |
| Repair Leather Armor, Improved | 20/40 | Leatherworker (Journeyman) or Tailor (Master) | Repair Leather Armor |
| Repair Leather Armor, Great | 30/60 | Leatherworker (Master) | Improved Repair Leather Armor |
| Repair Metal Armor | 10/20 | Smith (Apprentice) | Craft Metal Armor |
| Repair Metal Armor, Improved | 20/40 | Smith (Journeyman) | Repair Metal Armor |
| Repair Metal Armor, Great | 30/60 | Smith (Master) | Improved Repair Metal Armor |
| Repair Metal Weapon | 10/20 | Smith (Journeyman) | Craft Metal Weapon |
| Repair Stone Weapon | 10/20 | Mason (Journeyman) | Craft Stone Weapon |
| Repair Wooden Weapon | 10/20 | Woodworker (Journeyman) | Craft Wooden Weapon |
| Wilderness Survival, Improved | 10 [^] /20 [^] | Guide (Apprentice) | Wilderness Survival |
| Wound Dressing | 10/20 | Healer (Apprentice) or Guide (Master) | First Aid |
| Wound Dressing, Improved | 20/40 | Healer (Journeyman) | Wound Dressing |
| Wound Dressing, Great | 30/60 | Healer (Master) | Improved Wound Dressing |

A Note on Buying Items Between Games Through the Database

All items available for purchase in the database are listed at 120% of their base market price. Sales tax makes up 10% of the markup. The remaining 10% markup accounts for the profit being made by the NPC merchant that enables characters to buy items between events.

In addition, characters with the *Acquire Uncommon Item* skill reduce that NPC merchant markup to 5%, and characters with the *Acquire Rare Item* skill eliminate that NPC merchant markup entirely. This represents a character's ability to find suppliers directly instead of having to work through someone else.

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: 20 (professional) or 40 (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: 15 (professional) or 30 (amateur)

Prerequisite: None

Professions: Merchant (Journeyman), Inn-Keeper (Master)

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: 20 (professional) or 40 (amateur)

Prerequisite: None

Professions: Mortician (Journeyman), Healer (Master)

Description: Up to 4 times each day, you can examine a corpse and (most likely) determine many of the details of the creature’s death. These details include: time of death, cause of death (e.g. weapon, spell, disease, poison, or natural causes), and whether effects on the body occurred before or after death (including animation.)

An autopsy can be performed at any time, as long as the body is available. An autopsy takes 3 minutes to perform. As the autopsy begins, the creature being examined is subject to the *Detain Spirit* effect, exactly as if it was cast by the spell except that the duration is always 10 minutes. This helps ensure that the body will not fade, even if the spirit wants to leave sooner. The player of the corpse must truthfully give the information that the autopsy is able to reveal. If the player honestly doesn’t know the answer to one of the questions, the autopsy simply can’t reveal it. *Autopsy* only reveals the details listed above unless a GM is present and permits more to be learned.

Brewing and Winemaking

Cost: 10 (professional) or 20 (amateur)

Prerequisite: None

Professions: Brewer (Apprentice), Inn-Keeper (Master)

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: 15 (professional) or 30 (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: 35 (professional) or 70 (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, Leather

Cost: 5 (professional) or 10 (amateur)

Prerequisite: None

Professions: Leatherworker (Apprentice), Tailor (Journeyman)

Description: You can create Leather 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, Metal

Cost: 5 (professional) or 10 (amateur)

Prerequisite: None

Professions: Smith (Apprentice)

Description: You can create Metal 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 20 (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. You can also repair Simple or Common locks.

Craft Locks, Improved

Cost: 20 (professional) or 40 (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, and can repair any item you can create.

Craft Locks, Great

Cost: 35 (professional) or 70 (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 or repair 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: 20 (professional) or 40 (amateur)

Prerequisite: None

Professions: Engineer (Apprentice)

Description: You can create Simple and Common 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 repair Simple and Common Machines and dissect them to determine how they are made.

Craft Machines, Improved

Cost: 35 (professional) or 70 (amateur)

Prerequisite: Craft Machines

Professions: Engineer (Journeyman)

Description: You can create Simple, Common, and Complex traps and machines up to 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 repair Complex Machines and dissect them to determine how they are made.

Craft Machines, Great

Cost: 50 (professional) or 100 (amateur)

Prerequisite: Improved Craft Machines

Professions: Engineer (Master)

Description: You can create all 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 repair Great Machines and dissect them to determine how they are made.

Craft Weapon, Metal

Cost: 5 (professional) or 10 (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 10 (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 10 (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 10 (amateur)

Prerequisite: None

Professions: Apprentice level in appropriate Profession

Description: You can create or repair items that are appropriate to your profession. Each craftsman profession contains a list of the types of things that can be made or repaired with this skill. Note that this generic skill does not allow you to make or repair any items that are covered by skills specifically designed for those items (such as *Craft Machines* or *Repair Metal Weapon*).

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 OOG may also be sold to another player for OOG (real) money.

You must purchase this skill separately for each profession that you would like to be able to craft or repair 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.

Find Buyer

Cost: 20^ (professional) or 40^ (amateur)

Prerequisite: Appraise

Professions: Merchant (Apprentice), Inn-Keeper (Journeyman)

Description: You can travel in the time between events to find buyers for items that you have. The selling price is the current market price of the items you wish to sell. Each purchase of this skill allows you to dedicate one full week (7 days) of travel to sell up to 1 gold worth of items. The character must pay his normal foot travel cost for each day dedicated to finding buyers.

Multiple purchases of this skill allow for multiple weeks to be dedicated to finding buyers, which increases the value of items that can be sold by 1 gold per week. If a character has one or two purchases of this skill, he can sell items of Common availability. If a character has three or four purchases of this skill, he can sell items of Common or Uncommon availability. If a character has five or six (the maximum) purchases of this skill, he can sell items of Common, Uncommon, or Rare availability.

To use the *Find Buyer* skill, you need to email FindBuyer@Magestry.com with your request at least one week before the next event you attend.

Gem-Cutting

Cost: 20 (professional) or 40 (amateur)

Prerequisite: Appraise

Professions: Jeweler (Journeyman)

Description: You can prepare uncut gems with perfect precision so that they are worth their maximum value. The materials and time required to cut a raw gemstone can be determined by the Jeweler's Creation Table.

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

Library Access

Cost: 25 (professional) or 50 (amateur)

Prerequisite: Literacy

Professions: Scholar (Apprentice), Spy (Journeyman), 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 to libraries. Most of Magesta's libraries require a character to have *Library Access* to even get inside the door. Even with this access, a character will have to pay a research fee. Between events, if he spends one day and one silver piece, he can gain a *Knowledge* (the type of knowledge is of his choosing). If he spends five days and five silver pieces, he can gain one *Gather Information* about a specific subject.

Pickless Picking

Cost: 30 (professional) or 60 (amateur)

Prerequisite: None

Professions: Engineer (Master), 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: 20 (professional) or 40 (amateur)

Prerequisite: None

Professions: Mortician (Apprentice), Healer (Master)

Description: Up to 4 times each day, 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 spells *Animate Dead* or *Vile Resurrection*. HA! A body that has already been animated can still be properly prepared, but this will not permit it to be resurrected. *Prepare Body* requires three minutes to perform.

Preserve Body

Cost: 40 (professional) or 80 (amateur)

Prerequisite: Prepare Body

Professions: Mortician (Master)

Description: Up to 4 times each day, you can prepare a corpse so that it is perfectly preserved forever. This preservation requires 10 minutes to perform.

If the corpse also has a spirit (most corpses do, as they usually fade when the spirit departs), then once the body has been preserved, it is also considered consecrated, which prevents animation and permits a character to be subject to *Resurrection* even after animation or while in a desecrated area. As the body preservation begins, the creature being preserved is subject to the *Detain Spirit* effect, exactly as if it was cast by a spell.

Profound Lesson

Cost: 10^ (professional) or 20^ (amateur)

Prerequisite: Teach

Professions: Teacher (Journeyman), Entertainer (Master), Guide (Master)

Description: 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. 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.

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.

A student may not benefit from *Profound Lesson* unless he has the appropriate prerequisites to learn the skill, is receiving a Teach Card for the lesson, and has never before earned a Teach Card for the same skill.

A teacher with *Profound Lesson* may make any lesson a profound lesson (provided it meets all requirements described above); however, each player may receive no more than one profound lesson per event.

Provide Common [Profession] Material

Cost: 10 (professional) or 15 (amateur)

Prerequisite: None

Professions: Apprentice in appropriate Profession

Description: For each time he has purchased this skill, a character may spend one in-game day between events to gain 10 copper worth of Common [Profession] Material. This can be saved up between events, and can also be traded for Common material items that this provider profession can provide. Each event, up to 40 copper worth of Common material items can be obtained for each purchase of this skill. This skill can be purchased multiple times with no increase in cost. Below is the full list of materials that each profession can provide:

Provide Material (Farmer)

Grain, Plant Produce, Plant Parts, Meat, Animal Hide, Animal Parts, Animal Produce

Provide Material (Gatherer)

Plant Produce, Plant Parts, Plant-based alchemical components if the character has the appropriate Gather Component skill

Provide Material (Glassblower)

Glass

Provide Material (Hunter)

Meat, Animal Hide, Animal Parts, Animal-based alchemical components if the character has the appropriate Gather Component skill

Provide Material (Lumberjack)

Lumber

Provide Material (Miner)

Metal, Stone, Raw Gem

Provide Material (Weaver)

Fabric

Provide Uncommon [Profession] Material

Cost: 15 (professional) or 25 (amateur)

Prerequisite: Appropriate Provide Common Material skill

Professions: Journeyman in appropriate Profession

Description: For each time he has purchased this skill, a character may spend one in-game day between events to convert 15 copper worth of Common [Profession] Material into 30 copper worth of Uncommon [Profession] Material. You can consider this as refining the materials, purifying them, or spending more time gathering higher quality material. This can be saved up between events, and can also be traded for Uncommon material items that this provider profession can provide. Up to 120 copper worth of Uncommon material items can be obtained for each profession's purchase of this skill per event. This skill can be purchased multiple times with no increase in cost.

As an example, Evad the Dwarf has purchased Provide Common Miner Material and he can spend 1 in-game day between events to gain 10 copper worth of Common Miner Material. Since this can be saved up between events, and since

Evad has used his Provide Common Miner Material skill for two events, say he has 20 copper worth of Common Miner Material. Evad then purchases Provide Uncommon Miner Material. During the next time between events, he spends 1 in-game day using his Provide Uncommon Miner Material skill. This reduces his value of Common Miner Material from 20 copper down to 5, but gives him 30 copper worth of Uncommon Miner Material. He then decides to trade his 30 copper worth of Uncommon Miner Material, and exchanges it for 3x Material: Uncommon Raw Gem. In addition, he then spends one in-game day using his Provide Common Miner Material skill, raising his value of Common Miner Material from 5 copper to 15 copper.

Provide Rare [Profession] Material

Cost: 20 (professional) or 30 (amateur)

Prerequisite: Appropriate Provide Uncommon Material skill

Professions: Master in appropriate Profession

Description: For each time he has purchased this skill, a character may spend two in-game days between events to convert 60 copper worth of Uncommon [Profession] Material into 100 copper worth of Rare [Profession] Material. You can consider this as refining the materials, purifying them, or spending more time gathering higher quality material. This can be saved up between events, and can also be traded for Rare material items that this provider profession can provide. Up to 400 copper worth of Rare material items can be obtained for each profession's purchase of this skill per event. This skill can be purchased multiple times with no increase in cost.

As an example, Farmer Shryber is a Master Farmer, and has the skills 3x Provide Common Farmer Material, 2x Provide Uncommon Farmer Material, and 1x Provide Rare Farmer Material. In the time between events, he spends 3 in-game days using his Provide Common Farmer Material skills. This gives him 30 copper worth of Common Farmer Material. He then uses 2 more in-game days using his Provide Uncommon Farmer Material skills. This uses all of his Common Farmer Material, but gives him 60 copper worth of Uncommon Farmer Material. He then uses 2 more in-game days for his Provide Rare Farmer skill, which uses all of his Uncommon Farmer Material, but gives him 100 copper worth of Rare Farmer Material. He then trades all of that for 1x Material: Rare Meat, and now has something wonderful to serve the Duke when he visits.

Purify Body

Cost: 40 (professional) or 80 (amateur)

Prerequisite: None

Professions: Brewer (Master), Healer (Journeyman)

Description: You have 8 uses (per day) of an ability to create a tonic that will have the effect of both *Remove Disease* and *Neutralize Poison* on its drinker. The Power Level of your tonic is equal to the number of uses of *Purify Body* you spend preparing it (minimum of one, maximum of 3). Preparing your tonic requires one minute for each Power Level. Your tonic must be represented by a real OOG beverage and it must be administered by you or it will not be effective; after preparing it, it will become useless if not consumed within 10 minutes.

Repair Leather Armor

Cost: 10 (professional) or 20 (amateur)

Prerequisite: Craft Leather Armor

Professions: Leatherworker (Apprentice), Tailor (Journeyman)

Description: You can repair damaged Leather Armor at 15 armor points per day, and each armor point takes you 2 minutes to repair. This skill allows the repair of armors listed as both “Light” and “Heavy” in the *Player’s Rulebook* as long as they are mostly made of leather.

Repair Leather Armor, Improved

Cost: 20 (professional) or 40 (amateur)

Prerequisite: Repair Leather Armor

Professions: Leatherworker (Journeyman), Tailor (Master)

Description: You can repair damaged Leather Armor at 30 armor points per day, and each armor point takes you 1 minute to repair.

Repair Leather Armor, Great

Cost: 30 (professional) or 60 (amateur)

Prerequisite: Improved Repair Leather Armor

Professions: Leatherworker (Master)

Description: You can repair damaged Leather Armor at 60 armor points per day, and each armor point takes you 30 seconds to repair.

Repair Metal Armor

Cost: 10 (professional) or 20 (amateur)

Prerequisite: Craft Metal Armor

Professions: Smith (Apprentice)

Description: You can repair damaged Metal Armor at 15 Armor Points per day, and each armor point takes you 2 minutes to repair. This skill allows the repair of armors listed as both “Light” and “Heavy” in the *Player’s Rulebook* as long as they are mostly made of metal.

Repair Metal Armor, Improved

Cost: 20 (professional) or 40 (amateur)

Prerequisite: Repair Metal Armor

Professions: Smith (Journeyman)

Description: You can repair damaged Metal Armor at 30 armor points per day, and each armor point takes you 1 minute to repair.

Repair Metal Armor, Great

Cost: 30 (professional) or 60 (amateur)

Prerequisite: Improved Repair Metal Armor

Professions: Smith (Master)

Description: You can repair damaged Metal Armor at 60 armor points per day, and each armor point takes you 30 seconds to repair.

Repair Weapon, Metal

Cost: 10 (professional) or 20 (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 3 minutes. Repairing a weapon takes 3 minutes, or it can be repaired instantly by a *Mending* spell.

Repair Weapon, Stone

Cost: 10 (professional) or 20 (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 3 minutes. Repairing a weapon takes 3 minutes, or it can be repaired instantly by a *Mending* spell.

Repair Weapon, Wooden

Cost: 10 (professional) or 20 (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 3 minutes. Repairing a weapon takes 3 minutes, or it can be repaired instantly by a *Mending* spell.

Wilderness Survival, Improved

Cost: 10[^] (professional) or 20[^] (amateur)

Prerequisite: Wilderness Survival

Professions: Guide (Apprentice)

Description: With each purchase of this skill, your character can help up to 2 additional friends survive in the wilderness, effectively granting them the skill *Wilderness Survival* as long as you travel with them. Using this skill does not slow your group’s traveling speed.

Wound Dressing

Cost: 10 (professional) or 20 (amateur)

Prerequisite: First Aid

Professions: Healer (Apprentice), Guide (Master)

Description: You are able to dress a person’s wound so as to effectively heal life point damage without using magic. Doing so requires 2 uninterrupted minutes, and at the end of that time 2 Hit Points are restored to the target. This healing can also restore to use one crippled limb.

If a medical bandage item is used to dress the wound, then the time required may be cut in half. However, the medical bandage must be worn by the patient for thirty minutes or the healing will be undone. After that time, the bandage can be removed with no ill effect. Medical bandages are common reusable items, and are available for purchase between events via the Magestry Database. The *Wound Dressing* skill may be used up to 10 times each day (potentially healing up to 20 Hit Points of wounds.)

OOG Statement: “I have dressed your wounds, X Hit Points are restored.”

Wound Dressing, Improved

Cost: 20 (professional) or 40 (amateur)

Prerequisite: Wound Dressing

Professions: Healer (Journeyman)

Description: This skill is just like *Wound Dressing*, except that it takes you 1 minute to heal up to 2 Hit Points of wounds for one person, and you may use the skill up to 20 times each day.

Wound Dressing, Great

Cost: 30 (professional) or 60 (amateur)

Prerequisite: Improved Wound Dressing

Professions: Healer (Master)

Description: This skill is just like *Wound Dressing*, except that it takes you 30 seconds to heal up to 2 Hit Points of wounds for one person, and you may use the skill up to 40 times each day.

Item Creation Tables

The following tables indicate how a certain profession creates certain items. Materials must be found or bought in-game or bought out-of-game during the time between events [using the “Buy an Item” button at the bottom of your character sheet in the Magestry Database]. Some rows give methods that create more than one item at a time – that is the smallest batch of items that can be created. This is not an exhaustive list, only a list of items that are currently defined. Additional items will be added in the future.

Bookbinder's Creation Table

| Item | Materials Required | Time Required | Value |
|-------------------------------|---|---------------|-----------|
| Vial of Ink | 1 Charcoal | ½ Day | 2 CP |
| 4 Pieces of Parchment | 4 Material: Common Animal Hide | 1 Day | 2 CP each |
| Leather Bound Book (24 Pages) | 6 Pieces of Parchment + 8 Material: Common Animal Hide | 2 Days | 3 SP |

Bowyer's Creation Table

| Item | Materials Required | Time Required | Value |
|------------------------------|---|---------------|-----------|
| 5 Arrows or 5 Crossbow Bolts | 2 Material: Common Metal + 3 Material: Common Lumber | 1 Day | 2 CP each |
| Bow or Crossbow | 30 Material: Common Lumber + 15 Material: Common Plant Parts | 7 Days | 8 SP |

Chandler's Creation Table

| Item | Materials Required | Time Required | Value |
|-------------|---|---------------|-----------|
| 4 Candles | 2 Material: Common Animal Parts | ½ Day | 1 CP each |
| Molding Wax | 2 Material: Common Animal Parts + 3 Material: Common Plant Parts | 1 Day | 1 SP |
| Sealing Wax | 1 Material: Common Animal Parts + 3 Material: Common Plant Parts | ½ Day | 6 CP |

Engineer's Creation Table

| Item | Materials Required | Time Required | Value |
|------------------|----------------------------|---------------|------------|
| Simple Trap Kit | 2 Material: Common Metal | ½ Day | 4 CP |
| Common Trap Kit | 5 Material: Common Metal | 1 Day | 1 SP |
| Complex Trap Kit | 1 Material: Uncommon Metal | 1 Day | 2 SP |
| Great Trap Kit | 6 Material: Uncommon Metal | 3 Days | 1 GP, 2 SP |

Trap Kits are one-use only (the trap card is removed after being disarmed or triggered) and can be set as below. If a trap remains set at the end of an event, it remains set in the same configuration for the next event, until it reaches its expiration date of one year from the month of purchase.

Needle Trap: 0 damage, bypass armor (needs to be coated with a toxin to do anything significant)

Alarm Trap: Say in a normal voice ‘OOG: Alarm Trap’ once

Blade Trap: 1 damage, does not bypass armor but can be coated with poison

(A common trap does 2 damage, a complex trap does 5 damage, and a great trap does 8 damage.)

Jeweler's Creation Table

| Item | Materials Required | Time Required | Value |
|------------------------------|-----------------------------------|---------------------|------------------------|
| Common Cut Gem(s) | 2 to 10 Material: Common Raw Gem | ½ Day to 2 Days | 4 CP to 2 SP each |
| Uncommon Cut Gem(s) | 2 to 8 Material: Uncommon Raw Gem | 1 Day to 5 Days | 3 SP to 10 SP each |
| Rare Cut Gem(s) | 1 to 4 Material: Rare Raw Gem | 4 Days to 5 Days | 1.5 GP to 5 GP each |
| Small Common Metal Jewelry | 1 Material: Common Metal | ¼ Day | 2 CP |
| Small Uncommon Metal Jewelry | 1 Material: Uncommon Metal | 1 Day | 2 SP |
| Small Rare Metal Jewelry | 1 Material: Rare Metal | 5 Days | 2 GP |
| Large Common Metal Jewelry | 4 Material: Common Metal | 1 Day | 8 CP |
| Large Uncommon Metal Jewelry | 3 Material: Uncommon Metal | 3 Days | 6 SP |
| Large Rare Metal Jewelry | 3 Material: Rare Metal | 15 Days | 6 GP |

Every normal kind of gem can be created via the Gem Cutting skill. Exact details on how much is required in terms of time and materials, and how many gems are produced, will be available in the Magestry Database.

Leatherworker's Creation Table

| Item | Materials Required | Time Required | Value |
|-----------------------|---------------------------------|---------------|------------|
| Boots | 15 Material: Common Animal Hide | 3 Days | 3 SP |
| Hat, Gloves, or Pouch | 5 Material: Common Animal Hide | 1 Day | 1 SP |
| 1 Leather Armor Point | 15 Material: Common Animal Hide | 2 Days | 2 SP, 5 CP |

Locksmith's Creation Table

| Item | Materials Required | Time Required | Value |
|------------------------|--|---------------|------------|
| Simple Lock and 1 Key | 5 Material: Common Metal | 1 Day | 1 SP |
| Common Lock and 1 Key | 20 Material: Common Metal | 4 Day | 4 SP |
| Complex Lock and 1 Key | 40 Material: Common Metal + 10 Material: Uncommon Metal | 6 Day | 2 GP |
| Great Lock and 1 Key | 50 Material: Uncommon Metal + 5 Material: Rare Metal | 15 Day | 13 GP |
| Extra Key | 1 Material: Common Metal + Key to Copy | ¼ Day | 2 CP |
| Key to Lock | 1 Material: Common Metal + 1 Molding Wax + Lock | 1 Day | 2 SP |
| Manacles | 20 Material: Common Metal | 3 Days | 3 SP, 5 CP |
| Thief Tools | 10 Material: Common Metal | 1 Days | 2 SP |

Mason's Creation Table

| Item | Materials Required | Time Required | Value |
|-----------------|---------------------------|---------------|-------|
| Small Stone Box | 20 Material: Common Stone | 4 Days | 4 SP |

Smith's Creation Table

| Item | Materials Required | Time Required | Value |
|-----------------------------------|---------------------------|---------------|------------|
| 20 inches of Metal Weapon | 7 Material: Common Metal | 1 Day | 6 CP each |
| 150 Square Inches of Metal Shield | 7 Material: Common Metal | 1 Day | 4 CP each |
| One-Handed Weapon Head | 8 Material: Common Metal | 1 Day | 1 SP, 3 CP |
| Two-Handed Weapon Head | 9 Material: Common Metal | 2 Day | 1 SP, 8 CP |
| 1 Metal Armor Point | 15 Material: Common Metal | 3 Days | 3 SP |
| Small Metal Box | 20 Material: Common Metal | 3 Days | 3 SP, 5 CP |

*In your database inventory and crafting section, inches of metal weapon will be broken into 10-inch increments, and square inches of metal shield will be broken into 50-square-inch increments.

Tailor's Creation Table

| Item | Materials Required | Time Required | Value |
|-----------------|---|---------------|-------|
| Shirt or Pants | 4 Material: Common Fabric | 1 Day | 8 CP |
| Cloak or Robe | 10 Material: Common Fabric | 2 Days | 2 SP |
| Medical Bandage | 2 Material: Common Fabric + 1 Aloe Leaf | 1 Day | 1 SP |

Woodworker's Creation Table

| Item | Materials Required | Time Required | Value |
|------------------------------------|----------------------------|---------------|------------|
| 20 inches of Wooden Weapon | 5 Material: Common Lumber | 1 Day | 5 CP each |
| 150 Square Inches of Wooden Shield | 7 Material: Common Lumber | 1 Day | 4 CP each |
| One-Handed Weapon Shaft | 7 Material: Common Lumber | 1 Day | 1 SP, 2 CP |
| Two-Handed Weapon Shaft | 8 Material: Common Lumber | 2 Day | 1 SP, 7 CP |
| Two-Handed Polearm Shaft | 13 Material: Common Lumber | 3 Day | 2 SP, 7 CP |
| Small Wooden Box | 15 Material: Common Lumber | 3 Days | 3 SP |

*In your database inventory and crafting section, inches of wooden weapon will be broken into 10-inch increments, and square inches of wooden shield will be broken into 50-square-inch increments.

CHAPTER 2: PRESTIGE

This chapter includes full descriptions for all of Magestry's prestige classes, even the ones that are already listed in the *Magestry Player's Rulebook*. Additional prestige classes will be added to this chapter as they become available.

The Absorber

As a character becomes more powerful and adds more skills to his repertoire, perhaps his only fear is that one day those skills will be turned against him. The Absorber has the ability to give life to that fear and much more. He is like a wandering vacuum bubble in the very fabric of magic that can suck the strength, magic, and even whole skills and spells right out of a creature and use them for his own purposes.

A player who is absorbing a spell, technique, or some other effect, must state, "Absorb" so that other players know what happened. He must do this because absorbing any type of energy is (in-game) a very visible effect. Absorption spells that a caster wears for defense are affected in combat before any type of Armor Points or Hit Points.

An Absorber casts his spells by the power of Magestry.

Spell Prefix: "By the power of Magestry,"

Prerequisite Skills: Fighting 2, Magestry 3, Nature 2, Psionics 2, Spiritualism 2, Stealth 2

Absorber Skills Table

| Grd | Tower Skills | Baggage Skills |
|-----|--|-------------------------------------|
| 6 | Absorb Damage, Absorb Magic, Life Drain 4 | Draw from Nature |
| 7 | Drain Resistance, Feeblemind, Armor of Absorption | Absorb Excess, Stack Spells |
| 8 | Absorb Skill, Dampen Magic, Vampiric Hands | Skill Specialization (Life Drain 2) |
| 9 | Absorb Effect, Drain Skill, Protection of Absorption | Bottle Absorbed Ability |
| 10 | Absorb Life Force, Absorb Weapon Enchantment, Circle of Absorption | Improved Absorb Excess |

Order of Absorption: *Armor of Absorption* is always on the outside of everything, followed by *Absorb Skill*, and then *Absorb Damage* and *Absorb Magic* are underneath that.

Absorb Damage

School: Abs6

Base: Touch (Life)

Target: Self-Only

Duration: Until Used

Description: *Absorb Damage* grants the caster 4 temporary Hit Points that, when damaged, each convert to one use of *Feat of Strength* that the absorber stores for later use (no more than 8 Feats of Strength may be stored at once). When Hit Points granted by *Absorb Damage* are struck by an attack that deals numeric damage, the caster must state, "Absorb."

Incantation: "[Spell Prefix] I weave myself a cloak of damage absorption."

Absorb Effect

School: Abs9

Base: Touch (Instant)

Target: Other Only

Duration: Instantaneous

Description: *Absorb Effect* dispels (Dispel effect) one effect that a willing or helpless target is under the effect of [with a duration longer than Instantaneous and shorter than permanent] and puts the absorber under the effect, provided the Power Level of *Absorb Effect* meets or beats the Power Level of the effect. If the absorber knows that a certain effect is present, whether by witnessing it, being told, or by using *Diagnose* or *Identify*, he may specifically choose to absorb it. If not, he gets the last effect used on the target at the specified Power Level. If there is no effect at that Power Level, he absorbs the last effect used on the target at the next lowest Power Level. If there is no effect at all, the result is "No Effect." The effect taken by the absorber is considered to be the same Base Mode, Effect Type, and Power Level that it was for the original target; and the duration of the effect restarts. *Absorb Effect* may not be used on any Heroic Effect or any effect that is only useable once per day. It also will not absorb a creature trait (such as a troll's ability to regenerate). Also, *Absorb Effect* will skip over effects that the absorber is an invalid target for (such as *Control Undead* if he is not an undead creature), including area of effect spells (like *Circle of Protection* and *Dampening Field*) and spells with targets of "Other Only."

Incantation: "[Spell Prefix] I dispel your [name effect] and absorb it."

Absorb Excess

School: Abs7(b)

Description: *Absorb Excess* allows an absorber to gain energy from any releasable Missile or Gesture-Based spell that he affects another creature with that has a duration between one and 10 minutes. If he releases the effect of his spell at any time before it expires, he will gain an additional use of any Grade 1 skill (with a duration of 10 minutes or less), but that skill must be used within 10 minutes or it will vanish. *Absorb Excess* may not be used with any Cantrip or any skill gained from *Skill Specialization* or from *Absorb Excess*.

Absorb Excess, Improved

School: Abs10(b)

Description: *Improved Absorb Excess* is just like *Absorb Excess* except the excess skill that you get out of it may be of any grade, as long as that grade is lower than the grade of the spell you took the excess from, and it must be a skill that you have in your repertoire.

Absorb Life Force

School: Abs10

Base: Gesture

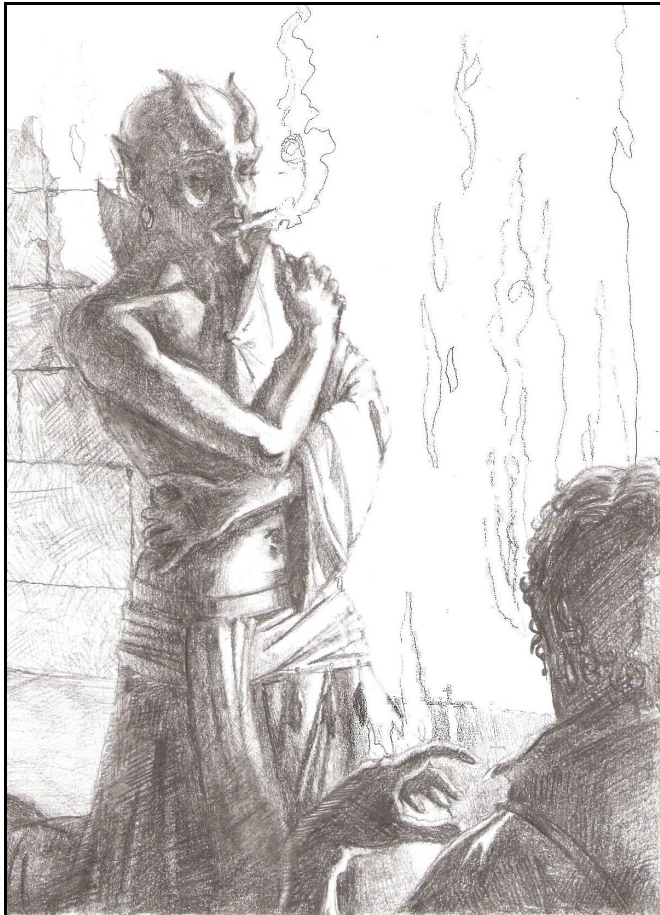
Target: One Creature

Duration: Instantaneous

Description: *Absorb Life Force* will absorb a creature's entire life force, thereby killing it as per the Death/Destroy effect. All of the creature's Hit Points are drained and it is considered to have been dealt a Final Blow. In draining away the creature's life force, the caster is subject to a *Heal* spell at Power Level 2 and he immediately begins benefiting from *Healing Hands* at Power Level 3.

Absorb Life Force will have the same effect on undead creatures as it has on living ones, and the life force from an undead creature will grant the absorber the same bonus.

Incantation: "[Spell Prefix] I absorb your life force and destroy you, Essence 3."



Graham Sternberg

Absorb Magic

School: Abs6

Base: Touch (Spell Protection)

Target: Self-Only

Duration: Until Used

Description: *Absorb Magic* grants 2 Passive Resistance Levels (3 if empowered to Power Level 3) against any kind of magical effect (Gesture-Based effects of Power Zero may not be stopped). For each of these Resistance Levels that are used (say "Absorb"), the absorber gains the ability to add 2 damage to a future numeric damage spell or +1 damage to a *Life Drain* attack. No more than 4 damage may be added to a single attack in this way, and increasing the damage will not increase the Power Level. These bonuses are considered Touch-Based Enhancements and will vanish at sunrise if unused.

Incantation: "[Spell Prefix] I weave myself a cloak of magic absorption."

Absorb Skill

School: Abs8

Base: Touch (Shielding)

Target: Self-Only

Duration: Until Used

Description: *Absorb Skill* will absorb the first skill of Power Level 2 that reaches you and is not stopped by an Active Resistance ability (so long as it's Weapon, Missile, Gesture, or Gaze Based). You do not suffer the effect of the skill (say "Absorb") and you gain the skill as a Bestowment, meaning it occupies your Bestowment Slot and will last until used (it does not vanish at sunrise). If you empower *Absorb Skill* to Power Level 3, it will have the same effect, but for the first Power 3 skill instead of the first Power 2 skill.

Incantation: "[Spell Prefix] I absorb the next effect that targets me."

Absorb Weapon Enchantment

School: Abs10

Base: Gesture

Target: One Weapon, Self-Only

Duration: Until Sunrise

Description: *Absorb Weapon Enchantment* dispels one Energy Type from one enchanted weapon and gives its ability to the caster as a Touch-Based Enhancement until sunrise. The caster can call back that magic at any time to give the absorbed Energy Type to any attack made with a weapon he wields. *Dispel Magic* dampens his ability to use the enchantment for 5 minutes, as does any dampening effect for as long as it lasts.

Absorb Weapon Enchantment will dispel the enchantment from a permanently enchanted weapon until sunrise unless that weapon is Magestic or its effect card says otherwise. Special abilities cannot be absorbed from weapons, only Energy Types.

Absorb Weapon Enchantment is only usable once per day.

Incantation: "[Spell Prefix] I absorb the enchantment from this/your [name weapon], Essence 4."

Armor of Absorption

School: Abs7

Base: Touch (Armor)

Target: Self-Only

Duration: Until Used

Description: *Armor of Absorption* grants the caster 4 temporary Armor Points. As each point is damaged, the absorber calls "No Effect" and gains the use of one skill grade worth of skills. He may use these skill grades for different skill uses, or use up to 4 grades for the same skill use, but he may only use skills that he has in his repertoire. These skill grades are gained as Touch-Based Enhancements of Power Level 1, meaning they can be dispelled by *Dispel Magic* and will vanish at sunrise if unused.

Incantation: "[Spell Prefix] I forge myself armor of absorption."

Bottle Absorbed Ability

School: Abs9(b)

Description: A skilled Absorber can place any one of his absorbed skills or magical effects inside a *Bottle of Storing*. If he chooses to put absorbed Hit Points or Armor Points in a *Bottle of Storing*, he may put in as many as he has.

Circle of Absorption

School: Abs10

Base: Touch (Enhancement)

Target: One Area

Duration: 10 Minutes

Description: *Circle of Absorption* works exactly like *Circle of Protection* except that the caster can absorb one of the effects that is stopped by the circle. (The caster says “No Effect” to everything that the circle normally stops except for the effect he wants to absorb; to that, he says “Absorb.”) The effect that is absorbed must be Weapon, Missile, Gesture, or Gaze Based. A Gaze Effect will pass through *Circle of Absorption* and affect its target unless it is the thing the caster chooses to absorb. The absorbed skill goes into the absorber’s Bestowment Slot. If he absorbs no other effect before he leaves the *Circle of Absorption* (or it ends), he may choose to put *Heal*, *Healing Hands*, or *Restoration* into his Bestowment Slot at Power Level 3.

Incantation: “[Spell Prefix] I create a circle of absorption.”

Dampen Magic

School: Abs8

Base: Gesture

Target: One Creature

Duration: 5 minutes

Description: *Dampen Magic* covers one target with a web of Anti-Magestry, dampening its ability to cast any magic (other than by the power of Anti-Magestry) and muting any magic that it and its held weapons are already under the effect of that is Power Level 2 or lower. Any magic that was in effect on the target will remain in effect after the Dampen effect is gone (as long as its duration did not expire in the meantime).

Dampen Magic can be ended by *Dispel Magic* if cast at the appropriate Power Level.

Incantation: “[Spell Prefix] I dampen your magic.”

Drain Resistance

School: Abs7

Base: Gesture

Target: One Creature

Duration: Instantaneous, Until Used

Description: By spending your skill slot for *Drain Resistance*, you may cast any Power Level 1 Gesture-Based spell you have in your repertoire at Power Level 2. If the spell is ineffective against the target in any way (other than being countered by a Counter effect), even from “No Effect,” you will gain your choice of the following: 2 Passive Resistance Levels (as per *Improved Spell Resistance*), 4 Temporary Armor Points, or one level of *Spell Resistance* and 2 Armor Points. If, instead, your spell affects the target normally, you will not absorb any Armor Points or levels of *Spell Resistance*; however, you may still benefit from *Absorb Excess* by releasing the spell. If *Drain Resistance* is empowered to Power Level 3, it will allow you to cast any Gesture-Based spell you have access to that is normally Power 1 or 2 at Power 3. If the spell is ineffective (except from a Counter effect), you gain your choice of: 6 Armor Points, 3 levels of *Spell Resistance*, 4 Armor Points and 1 level of *Spell Resistance*, or 2 Armor Points and 2 Levels of *Spell Resistance*.

Incantation: [Incantation of chosen Gesture-Based spell]

Drain Skill

School: Abs9

Base: Touch (Instant)

Target: One Creature

Duration: Instantaneous, Until Used

Description: *Drain Skill* allows the caster to enter the mind of a willing or helpless target to search for a skill to steal (not a skill grade slot). If the creature has access to a certain skill, the caster may drain it (only one use of it) and put it into his own Bestowment Slot. Once the initial incantation is said, *Drain Skill* is spent, even if the caster leaves the creature’s memory without finding what he was looking for. (If one skill is not available, the caster may choose another.) If the target creature is no longer able to use a certain skill that day, that skill is not available to be drained. A paralyzed or unconscious creature may be the target of *Drain Skill*, but dead creatures, stone creatures, and creatures with destroyed minds cannot be subject to it.

Drain Skill cannot drain any Heroic Effect, any skill of Power Level 4 or higher, or any skill that is only usable once per day. Also, it can only be used to drain an expendable (tower) skill; it will not drain baggage, weapon, or flat skills.

Incantation: “[Spell Prefix] I enter your memory and drain one of your skills, Psychic 3. [Name an available skill.]”

Draw from Nature

School: Abs6(b)

Description: *Draw from Nature* allows you to draw upon the life force of the land to heal your wounds. It takes 10 seconds of concentrated, uninterrupted meditation to restore one Hit Point. You may heal up to 8 Hit Points a day using *Draw from Nature*. If you gain it as a baggage skill in an additional class, you gain the ability to heal 8 additional Hit Points each day.

Life Drain 2

School: Abs8 (*Specialization*)

Base: Missile or Weapon

Target: One Creature

Duration: Instantaneous

Description: The caster drains 2 Hit Points from one victim and absorbs it as healing. *Life Drain* can be cast multiple times, and each time it will deal 2 damage to its target. If the caster has full Hit Points, absorbed Hit Points will function as temporary Hit Points. Up to 8 temporary Hit Points may be gained from multiple castings of this spell. (Remember that no more than a total of 8 temporary Hit Points and Armor Points, in any combination, may be held by a character at one time.)

To avoid confusion, *Life Drain* will always give the user its full stated amount, even if the target did not have that many Hit Points left. As long as the target did not say “No Effect” or some variation of “Resist” to your *Life Drain* attack, you know you got the full number of Hit Points out of it. However, the *Life Drain* attack will have no effect on either person if the target is unconscious with zero Hit Points (meaning someone using *Berserker Rage* can still be drained of HP because, even though he technically has zero HP, he is not unconscious).

Life Drain has no effect on undead creatures; however, the caster may choose to spend a *Life Drain* attack to take X Hit Points away from himself and give them to an undead creature in the form of *Inflict Wounds X*.

Incantation: “Life Drain 2, Spirit Zero.” (missile-based)

OOG Statement: “Life Drain 2, Spirit 1.” (weapon-based)

Life Drain 4

School: Abs6

Base: Missile or Weapon

Target: One Creature

Duration: Instantaneous

Description: *Life Drain 4* functions exactly like *Life Drain 1* except that it drains 4 Hit Points from the target and gives 4 Hit Points to the caster rather than draining and giving only one Hit Point; also, it's missile-based version is Power Level 2 instead of 1.

Incantation: "Life Drain 4, Spirit 2." (missile-based)

OOG Statement: "Life Drain 4, Spirit 1." (weapon-based)

Protection of Absorption

School: Abs9

Base: Touch (Shielding)

Target: Self-Only

Duration: 10 Minutes or Until Used

Description: *Protection of Absorption* Provides 12 Active Immunity Levels (say "No Effect") that may be used against any type of effect other than Ingestion-Based; however, it is ineffective against any effect higher than Power Level 3, and any unused Immunity Levels will vanish after 10 minutes. (Stopping a Power Level Zero effect requires one Immunity Level.) Even though the absorber calls "No Effect" for these Active Immunity Levels, he is actually absorbing energy. For each Immunity Level spent, he gains +1 damage to a future Weapon-Based or Missile-Based attack. If combined with a skill, it must be a skill that deals numeric damage (increasing a *Life Drain* attack by one requires +2 damage). No more than 4 damage may be added to a single attack in this way, and increasing the damage will not increase the Power Level.

While *Protection of Absorption* lasts, the user also says "No Effect" to all Flare effects that deal numeric damage. Doing so does not spend any Immunity Levels, but it also does not gain him any bonuses.

Incantation: "[Spell Prefix] I weave myself a cloak of protection, Essence 3."

The Elemental Archer

(Update Coming Soon)

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, . . ."

Prerequisite Skills: Bow, Fighting 4, Mental Focus, Nature 5

Elemental Archer Skills Table

| Grd | Tower Skills | Baggage Skills |
|-----|---|--------------------------------|
| 6 | Bow of the Elements, Elemental Ball, Shatter | Arrow Casting |
| 7 | Fatal Crit, Dismissal, Freeze Paralyze | Extra Casting (Elemental Bolt) |
| 8 | Blind, Elemental Blast, Elemental Flare | Improved Bow of the Elements |
| 9 | Finger of Death, Magical Riposte, Protection from Elements | Skill Specialization (Crit 5) |
| 10 | Bow of Elemental Smiting, Circle of Protection, Destroy Elemental | Great Bow of the Elements |

Every attack that an Elemental Archer makes using a skill or spell from this chart must be made with a bow. For any spell that is Missile-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 Missile-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] I enchant this bow with elemental energy, Essence 2."

Bow of the Elements, Improved

Type: ElAr8 (Baggage)

Duration: Unlimited

Description: *Improved Bow of the Elements* has two effects. Firstly, it allows any bow the 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 Magic* (*Dispel Magic* will result in "No Effect" unless some other magic the archer is under the effect of is affected by it).

Secondly, if the elemental archer casts *Bow of the Elements*, he can fire unlimited *Elemental Missiles* (at Power Level 2) 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* (at Power Level 2) 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] I 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 missile-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 at least 15 feet away). 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 missile-based spell makes contact with the archer or something he is holding.

OOG Statement: "Absorb, [Exact Same Incantation]"

The Lycanthrope Hunter

(Update Coming Soon)

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, . . ."

Prerequisite Skills: Fighting 5, *Natural Armor*, Nature 3, Spiritualism 2

Lycanthrope Hunter Skills Table

| Grd | Tower Skills | Baggage Skills |
|-----|---|--|
| 6 | Crit 5, Magic Silver Weapon, Stamina | Sworn Enemy (Lycanthropes), Toughness |
| 7 | Improved Parry, Protection from Lycanthropes, Remove Curse | Lycanthrope Resistance |
| 8 | Halt Transformation, Silver Flare, Silver Storm | Skill Specialization (Feat of Strength), Toughness |
| 9 | Fatal Crit, Heal, Purge Lycanthropy | Lycanthropy Immunity |
| 10 | Defensive Stance, Lycanthropic Form, Mass Halt Transformation | Kaybin's Fury, Toughness |

Halt Transformation

School/Grade: Lych8

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] I halt your transformation for 10 minutes, Level X.”

Halt Transformation, Mass

School/Grade: LychH10

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] I 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 +4 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: LychH7 (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: LychH9 (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: LychH6

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] I enchant this weapon with magic silver.”

Protection From Lycanthropes

School/Grade: LychH7

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] I protect you (myself) from lycanthropes.”

Purge Lycanthropy

School/Grade: LychH9

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] I 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 clasp 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] I 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

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, . . .”

Prerequisite Skills: Great Metal Armor Repair, Craft Masterwork Metal Weapon, Magestry 4, One or Two-Handed Warhammer

Magestic Smith Skills Table

| Grd | Tower Skills | Baggage Skills |
|-----|---|--|
| 6 | Identify, Magestic Weapon, Mending | Animate Tools, Enchant Item |
| 7 | Improved Spell Resistance, Shatter, Shining Armor | Skill Specialization (Fire Weapon / Heat Weapon) |
| 8 | Fire Flare, Essence Hammer, Mass Magic Armor | Damage Reduction (Fire), Improved Animate Tools |
| 9 | Crit 9, Magic Cage, Protection from Magic | Smashing Hammer |
| 10 | Magestic Enchanting, Mass Mending, Normal Weapon Immunity | Great Animate Tools, Magestic Hammering |

Animate Tools: This is a spell-like ability that can be used once per day. If the smith spends at least 3 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 10 armor points of repairs. 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, 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. Once the tools have repaired the maximum amount of things they are able to or they run out of things to repair, the spell ends and cannot be cast again that day.

Animate Tools, Improved: The magestic smith can now animate his tools after only 2 minutes of work and, once started, they can repair up to 25 armor points per day (at Journeyman level). In addition, the tools can repair one weapon each day.

Animate Tools, Great: The magestic smith can now animate his tools after only one minute of work and, once started, they can repair as many armor points as are laid before them (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.

Essence Hammer

School/Grade: MSmt8

Base: Packet

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: “(Essence Hammer,) Damage 8, Essence 2.”

Magestic Enchanting: For one hour the user may cast an unlimited number of weapon enchantments of either Fire, Ice, Lightning, Acid, or Essence. These enchantments may be cast as Touch-Based spells, or they may be quickly cast by striking the weapon with the smith's warhammer. If delivered in this way the incantation becomes “[Energy] Weapon, Essence 2.”

Magestic Hammering

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 can carry the Essence (Magestry) Effect Type, as well as the Effect Types of any of the four elemental energies (fire, ice, acid, and lightning). A magestic weapon also cannot be shattered or disarmed except by another true magestic weapon.

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. To forge a silver sword that is self-repairable, Pure Water must be used in addition to Pure Magestry; one Pure Water component per pound of metal.

In addition to all this, the Magestic Smith's warhammer is permanently enchanted with the spell Magestic Weapon (Essence Power Level 2), but only while he is holding it.

Magestic Weapon

School/Grade: MSmt6

Base: Touch (Weapon)

Duration: 10 Minutes

Description: *Magestic Weapon* enchants one normal weapon with Magestic energy and turns it into a Magestic weapon so that any attack made with it may have any one of 7 Effect Types: Body, Essence, Fire, Ice, Acid, Lightning, or Magestic.

The weapon also becomes immune (“No Effect”) to any *Shatter* or *Disarm* of Power Level 2 or lower.

Incantation: “[Spell Prefix] I enchant this weapon with Magestic energy.”

Mass Magic Armor

School/Grade: MSmt8

Base: Mass-Effect (Automatic)

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. Any of the 5 targeting areas may be used for this spell.

Incantation: To all within [targeting area], “By the power of Magestry, I grant you magic armor, 2 Armor Points, Essence Zero.”

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: Provides 8 uses of “Smash 2, Body Zero.” It also allows Essence Hammer to instead be cast as a weapon-based spell as, “Smash 8, Essence Zero.” None of these smashes can be stacked, empowered by *Feat of Strength*, nor can multiple castings of *Essence Hammer* be used to make a Smash attack greater than 8.

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 in most dimensions).

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

Spell Prefix: "By the power of The Dimensions, . . ."

Prerequisite Skills: Magestry 2, Stealth 6, Wilderness Survival

Portaljacker Skills Table

| Grd | Tower Skills | Baggage Skills |
|-----|--|---|
| 6 | Astral Blade, Blink, Complex Mechanics | Anti-Magic Mechanics, Evasion |
| 7 | Backstab Blind, Counterspell, Survival Flight | Blinking, Dimension Survival, Glyph Awareness |
| 8 | Detainment, Dismissal, Open or Close Portal | Anti-Magic Escape, Astral Empowerment, Astral Mechanics |
| 9 | Dimensional Blinking, Hypnotize Feeblemind, Mass Confuse | Dimension Specialization, Redirect Portal |
| 10 | Backstab Banish, Battle Finesse, Contingency Banishment | Curiosity, Improved Evasion |

Astral Blade

School: PJ6

Description: *Astral Blade* can be used as either the spell *Astral Weapon* or as the technique *Astral Attack* (just like *Magic Attack* except it grants the Astral Effect Type instead of Essence), whichever the user desires, but he must choose only one at the time of use.

Astral Mechanics

School: PJ8 (Baggage)

Description: *Astral Mechanics* allows you to turn any use of *Complex Mechanics* into *Great Mechanics* by instead spending a Grade 8 skill slot in the same school.

Additionally, *Astral Mechanics* allows you to turn any *Mechanics* skill, except *Simple Mechanics*, into a *Dispel Magic* of the same Power Level. (Example: *Common Mechanics* could instead be used as a Power Level 1 *Dispel Magic*.)

Backstab Banish: Call "Backstab Banish, Astral 3."

Backstab Blindness: Call "Backstab Blind, Body 3."

Blinking: Allows you to use *Blink* as a technique instead of a spell, but doing so requires spending a skill slot one grade higher than normal.

Curiosity: Allows you one free casting of *Identify* (Power Level 2) on any item you discover or steal. This item cannot have been given to you willingly, and you must have had every intention of keeping it for yourself at the time you acquired it.

Dimension Specialization: This skill represents your character's knowledge of a dimension or realm. Based on the dimension or realm you choose to specialize in, the staff will assign you a skill that is added to your Specialization Pool.

Dimensional Survival: In addition to its normal function, *Dimensional Survival* gives a Portaljacker selective immunity ("No Effect") to any Banish Effect lower than Power Level 3 that makes it past his defenses. That is, he may allow it to affect him if he wishes (unless he has Passive Resistance that stops it).

Improved Evasion: Allows the user to treat missile-based effects that deal numeric damage as one power level lower, to a minimum of power level of one. Also, upon gaining this skill, Evade becomes a Cantrip option.

Redirect Portal

School/Grade: PJ9 (Baggage)

Uses: Between Events or with GM Permission

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. 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] I redirect this portal to (name location)."

The Sword Speaker

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 they 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, . . ."

Prerequisite Skills: Fighting 5, Magestry 4, Two-Handed Sword, Weapon Readiness

Sword Speaker Skills Table

| Grd | Tower Skills | Baggage Skills |
|-----|---|---------------------------------------|
| 6 | Combat Instinct, Crit Weakness, Magic Attack | Speak with Sword |
| 7 | Piercing Storm, Shatter, Technique Storm | Skill Specialization (Parry) |
| 8 | Combat Maneuvers, Crit Paralyze, Honorable Duel | Improved Speak with Sword |
| 9 | Blade Barrier, Fatal Crit, Vampiric Blade | Skill Specialization (Enchant Weapon) |
| 10 | Meld with Sword, Parry Finesse, Riposte | Great Speak with Sword, Sword Singing |

Blade Barrier

School: SwS9

Duration: 10 Minutes

Description: *Blade Barrier* works exactly like *Circle of Protection* except for the following differences:

1. It is a technique instead of a spell, so it may be initiated even when dampened, however *Dispel Magic* of Power Level 3 or higher will still disrupt it and end it.
2. The circle must be marked by at least 3 people (and one must be the skill user) standing with their backs to the center of the circle and each holding at least one weapon out in front of them. Though they still may not attack without being expelled from the circle.
3. No one, not even the creator of the circle, may cast spells out of it or send missile-based attacks out of it.
4. Gaze Effects cannot bypass the circle ("No Effect").
5. The circle takes at least 10 seconds to prepare before it is activated. During this time, you may roleplay preparation of the circle in any way you see fit.

OOG Statement: "Blade Barrier Activated"

Enchant Weapon

School: SwS9 (Baggage)

Base: Touch (Weapon)

Target: One Weapon

Duration: 10 Minutes

Description: *Enchant Weapon* enchants one weapon with one type of energy, allowing any attack made with it to carry that Effect Type. For *Enchant Weapon*, a sword speaker may choose any Energy Type that he is able to produce through his *Magic Attack* ability.

If a weapon under the effect of *Enchant Weapon* is shattered it will be immediately dispelled.

Incantation: "[Spell Prefix] I enchant this weapon with [Energy Type] energy."

Honorable Duel

School: SwS8

Duration: 10 Minutes or One Duel

Description: *Honorable Duel* is a technique that allows you focus on a single enemy while limiting the interruption of others. Once you have chosen the focus of your duel, you gain 4 Active Immunity Levels ("No Effect") that may be used against any type of attack from anyone who is not your focus. Additionally, any person who is not your focus who successfully attacks you with a melee weapon will be subject to a "Withhold Flare."

Increasing *Honorable Duel* to Power Level 3 will result in 8 Active Immunity Levels rather than 4.

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 meld his own physical form with it. When this happens, the sword becomes charged with magical energy and imbues its wielder with certain bonuses, but only if the sword speaker allows it.

A permitted wielder becomes subject to the Heroic Effect: The Heroic Effect grants the following four things:

1. *Fast Healing:* One Hit Point every 10 seconds. (This will not stop a Final Blow, but it will heal Shadow damage.)
2. Immunity to all Fear effects, no matter the Power Level (say "No Effect").
3. 8 uses of *Feat of Strength* to be used within the hour.
4. One free use of *Improved Stabilize* to be used within the hour (using it does not end the Heroic Effect).

For the duration of *Meld with Sword*, the sword is considered a magestic weapon that cannot be disarmed, banished, or shattered by anything other than a true magestic weapon unless the Power Level of the effect is 4 or greater.

If the sword is passed to a wielder that the sword speaker does not approve of, it will still remain "Magestic" for that wielder, 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, he falls under the effect of *Astral Projection* with the following differences:

1. He may not cast Astral Weapon and therefore does not get the unlimited castings of it.

2. He must stay within 30 feet of the person wielding his sword, and that person must stay in his out-of-game view. If either of these conditions cease to be met, *Meld with Sword* will end.

While melded with his sword, the sword speaker may allow the wielder to use any of his weapon-based skills, but if the wielder uses a skill, it is considered spent for the sword speaker.

If the sword speaker's projection is killed, *Meld with Sword* will end. At the end of the spell, the sword speaker will reform wherever his sword is, and the sword will be in his hand.

If the sword is shattered, *Meld with Sword* will immediately end and the sword speaker will reform at his broken sword and will be dead, having 15 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] I 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.)

Piercing Storm

School: SwS7

Duration: Until Used or One Minute

Description: *Piercing Storm* works just like *Crit Storm* except that, instead of *Crit 3s* of Power Level 1, it deals *Crit 2s* of Power Level Zero.

OOG Statement: “Crit 2, Body 0; Crit 2, Body 0; etc.”

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 (for roleplaying purposes) and is able to mend his sword, should it become shattered, by meditating over it for at least one minute.

Additionally, *Speak with Sword* allows the Sword Speaker to trade the attacks of Essence Energy Type from any use of *Magic Attack* to instead deal attacks of any of the four elemental Energy Types (Fire, Ice, Acid, or Lightning).

Speak with Sword, Improved

Type: SwS8 (Baggage)

Description: *Improved Speak with Sword* allows the Sword Speaker to trade the attacks of Essence Energy Type from any use of *Magic Attack* to instead deal attacks of the Psychic or Spirit Energy Type.

Speak with Sword, Great

Type: SwS10 (Baggage)

Description: *Great Speak with Sword* allows the Sword Speaker to trade the attacks of Essence Energy Type from any

use of *Magic Attack* to instead deal attacks of the Astral or Shadow Energy Type. Alternatively, *Magic Attack* could be used as a *Magestic Attack*.

Sword Singing

Type: SwS10 (Baggage)

Description: If the sword speaker spends 3 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, without having to spend a skill slot, for the remainder of the day. However, Essence is the only energy type that may be chosen for this. Choosing any other energy type still requires spending the appropriate skill slot, and if the wielder does that, the Essence energy vanishes for the duration of the skill.

Additionally, while the sword speaker is attuned to his sword through *Sword Singing*, he may choose to turn any *Fatal Crit* he has access to into a *Crit Death* of the same Power Level; however, if that death attack is successful, the *Sword Singing* attunement will instantly end and another 3-minute meditation will be required to restore it.

Every hour, the sword speaker must spend one minute re-attuning himself with his sword in a similar meditation or he will lose this ability.

Technique Storm

School: SwS7

Duration: Until Used or One Minute

Description: *Technique Storm* works just like *Crit Storm* except that, instead of a number of *Crit 3s*, the user may choose the same number of one of the following (at Power Level 1): *Trip*, *Withhold*, *Stun*, or *Parry*.

If *Technique Storm* is raised to Power Level 3, the user may, instead of gaining 12 uses of one of the skills mentioned in the last paragraph, choose *Disarm*, *Cripple*, or any weapon-based technique in the school of Fighting that he has focused with *Skill Focus*.

Numerical Crits cannot be used with *Technique Storm*.

Vampiric Blade

School: SwS9

Duration: Until Used or 10 Minutes

Description: *Vampiric Blade* is a technique that allows a sword speaker to drain life from his opponents. Up to 24 Hit Points may be drained with one use of *Vampiric Blade*, but no more than 8 Hit Points may be drained with a single attack. Each attack is made at Power Level 1 unless it is empowered in some way.

OOG Statement: “Life Drain X, Body 1.”

The Wood Warden

Long ago, deep in the mountain forests west of Toscandow, the elf lad Emril Celeste made a vow to protect the forest of the Jilmers, great trees of intelligence and power, and he was made the first "Warden of the Wood." The protection of the Jilmers proved to be a more difficult task than anticipated, so Emril found others to aid him in the task. They all became Wardens and saved the Jilmers from the danger that threatened them. With this action, they gained the attention of the Incarnation of Nature. They are now his Agents.

Once that task was complete, the Wardens separated, bringing their knowledge with them across Magesta. Their order is now known as the Wood Wardens, and, in addition to trees and woodlands, they protect all wildlife on Magesta and the spirits therein.

The Wood Warden casts his spells by the power of Nature.

Spell Prefix: "By the power of Nature,"

Prerequisite Skills: Fighting 3, Nature 5, Spiritualism 2, Wild. Surv.

Wood Warden Skills Table

| Grd | Tower Skills | Baggage Skills |
|-----|---|----------------------------------|
| 6 | Combat Instinct, Cure/Inflict Wounds 5, Terrorize | Draw from Nature |
| 7 | Aspect of the Bear, Crit Storm, Elemental Flare | Skill Specialization (Entangle) |
| 8 | Freeze Paralyze, Heal/Harm, Shatter | Animal Empathy, Toughness |
| 9 | Fatal Crit, Improved Stabilize, Mass Entangle | Skill Specialization (Stoneskin) |
| 10 | Aegis of Nature, Nature's Refuge, Regeneration | Entangle Mastery |

Aegis of Nature

School: WdW10

Base: Touch (Armor and Shielding)

Target: Self-Only

Duration: 10 Minutes

Description: *Aegis of Nature* grants its caster *Protection from Elements* against the chosen element, *Elemental Flare* of the chosen element, and 8 temporary Armor Points that regenerate at a rate of one every 10 seconds. Any temporary Hit Points or Armor Points that are gained by the caster while *Aegis of Nature* is in effect become incorporated into the regenerating armor effect.

Armor Points from *Aegis of Nature* are special because, while they can be bypassed by psychic, spiritual, or astral energy, they cannot be bypassed by weapon-based attacks of Power Level Zero, weapon-based Backstab attacks, or Waylay. Also, even a weapon-based attack of PL 2 or 3 will only damage one AP.

Incantation: "[Spell Prefix] I shield myself with an aegis of Fire/Ice/Acid/Lightning."

OOG statement: "No Effect, [Fire/Ice/Acid/Lightning] Flare."

Animal Empathy

School: WdW10(b)

Target: One Creature of Animal Intelligence

Description: A character with this ability has become so attuned with nature that natural woodland animals do not feel threatened by him or wish to harm him.

To let the animal know that he is no threat, the user must cast, "By the power of Nature, we share an empathic bond." This is considered to have no base and cannot be resisted by a natural woodland creature of animal intelligence; it will have no effect on any other type of creature, including lycanthropes and creatures of the like. An affected animal will act calm and non-aggressive,

and even become somewhat empathetic of the caster's emotions, but this effect will end if the animal is attacked.

There is no limit as to how many times this ability can be used per day, but it cannot be used on the same creature more than once per day.

A wood warden is also able to remain calm in the face of animalistic terror, and in addition to its other effect, *Animal Empathy* makes him immune to immune to *Terrorize* from any source (but not other types of *Fear*).

Incantation: "By the power of Nature, we share an empathic bond."



Graham Sternberg

Draw from Nature

School: WdW6(b)

Description: *Draw from Nature* allows you to draw upon the life force of the land to heal your wounds. It takes 10 seconds of concentrated, uninterrupted meditation to restore one Hit Point. You can heal a non-functioning limb if the appropriate amount of consecutive healing is done at once: one limb for 20 seconds, 2 limbs for 30 seconds, 3 limbs for 40 seconds, and 4 limbs for 50 seconds. You may heal up to 8 Hit Points a day using *Draw from Nature*. If you gain it as a baggage skill in an additional class, you gain the ability to heal 8 additional Hit Points each day.

Entangle Mastery

School: WdW9(b)

Description: *Entangle Mastery* makes a character immune to all *Entangle* effects ("No Effect") of Power Level 2 or lower. In addition, he is able to allow any flare from any *Elemental Flare* spell he is wearing (of any element) to instead be an Entangle Flare. Also, in place of its normal function, he can use the spell *Mass Entangle* to swing unlimited weapon-based *Entangle* for 10 minutes. This *Entangle* effect may be used in conjunction with a weapon enchantment, but not with any other weapon-based skill. If the caster wishes to use a different weapon-based spell, he must forfeit the *Entangle* effect for that attack.