

## **Professions**

Join the bustling economy of the Keep and start making items for yourself and your fellow adventurers. While each profession has similar methods, they all provide a plethora of useful items and tools in order to augment your journey through Damar. Grab your Needle, Hammer, Knife, or whatever tool you work best with and let those creative juices flow!

### **What's Your Hook?**

Why did you choose to pursue a profession? Was it a family business you wish to continue at the Keep? Was it a chance encounter with a fast talking salesperson that set you on this path? Maybe you just wanted to learn how to better protect yourself? Whatever your reason, studying your profession requires dedication, but the rewards are great.

### **Purchasing Professions**

[Novice: 300XP | Journeyman 400XP | Master 500XP]

### **Available Professions:**

Professions come in three different levels: Novice, Journeyman, and Master. Each level represents a deeper understanding and mastery of your craft.

In addition, players are limited to two different professions. Your choice of Professions are:

**Lapidary:** Primarily focused on using precious metals, gems, and magical components to create items such as Rings, Amulets, and Trinkets.

**Woodworker:** Primarily focused on using wood, plants, and magical components to create items such as Blunt Weapons, Shields, and Wooden Trinkets.

**Tailor:** Primarily focused on using created silks, gems, and plant based components to create items such as Shirts, Capes, and Gloves.

**Metalworker:** Primarily focused on using industrial metals, Gems, and magical components to create items such as Bladed Weapons, Shields, and Metallic Trinkets.

**Leatherworker:** Primarily focused on using leather hides, plants and magical components to create items such as Leather Armor, Accessories, and Pouches.

**Architect:** Primarily focused on using a variety of components to create things that affect your Tent, Cabin, or Sleeping Area.

### **Preserving Components**

Imagine you've spent the day on an adventure and you have a pouch full of plants, magical components, and gems. Instead of keeping these items indefinitely, you may present your findings to the Barkeep. In exchange for the physical items, you receive cards representing your components. These cards are convenient to carry and manage, and turning in the physical items allows the cast to redistribute the items so other players can find and use them.

### **Creating Profession Items:**

All professions create various items by bringing the proper components to the Tavern. When you arrive, you'll submit the required components to the Barkeep. The Barkeep will tell you how long it will take to produce your item. After that time, you may return to get your newly created item.

Due to the complex and taxing nature of making Masterwork Items, a player may only create one Master level item per season.

Don't know what items you can make? Visit the Barkeep for the "Magnus Artificium" or locate it on Discord or LARPortal.

### **Profession Materials:**

Similar to how an Alchemist, Artificer, and Runecarver need components to create their special items, crafters also require components.

Additionally, just like their Crafting Class siblings, profession recipes follow a standard pattern:

**Novice Items** require a Novice profession base and 2 basic crafting components.

**Journeyman Items** require a Journeyman profession base, 3 basic crafting components, and 1 Journeyman crafting component.

**Master Items** require a Master profession base, 5 basic crafting components, and 1 Master crafting component.

### **Profession Components, Materials, and their Traits:**

Each profession has a unique base item that they use in all the recipes at a certain skill level. The following is a list of the base items and their respective professions:

#### **Lapidary:**

Novice: Calderan Copper  
Journeyman: Starlit Silver  
Master: Suntouched Gold

#### **Woodworker:**

Novice: Stonewood  
Journeyman: Heartwood  
Master: Ghostwood

#### **Tailor:**

Novice: Fine Cotton  
Journeyman: Crimson Linen  
Master: Shadow Silk

#### **Metalworker:**

Novice: Cold Iron  
Journeyman: Titan Steel  
Master: Adamantium

#### **Leatherworker:**

Novice: Light Hide  
Journeyman: Thick Hide  
Master: Verdant Hide

#### **Architect:**

Unlike the other 5 professions, Architect will use a plethora of the above base items in their recipes as the recipe dictates. A “Comfy Leather Chair” may require some Thick Hide whereas a “Mobile Forge” may require some Titan Steel.

In addition to the profession base material, each profession generally shares basic and advanced components with two of the Crafting Classes.

#### **Lapidary:**

Uses Gems and Enchanting components.

#### **Woodworker:**

Uses Enchanting and Alchemy components

#### **Tailor:**

Uses Gems and Alchemy components

#### **Metalworker:**

Uses Enchanting components and Gems.

#### **Leatherworker:**

Uses Alchemy and Enchanting components

#### **Architect:**

Just as in the profession base components, Architects will use a wide variety of basic and advanced components of each of the crafting classes as the recipe dictates.

### **Optional Upgrades**

When creating a crafted item you may opt to spend gold or XP on additional upgrades at the time the item is crafted. Notify the Barkeep which upgrade you wish to add when turning in the items:

**Permanency:** You may make a crafted item last indefinitely by spending either gold or XP based on the recipe level. Items with Novice Enchants are 10 gold or 500 XP. Items with Journeyman Enchants are 25 gold or 1000 XP. Items with Master Enchants are 50 gold or 1500 XP.

**Soulbinding:** Soulbinding is a process where you attach an item to your character’s spirit, creating a special bond. At the end of an event,

any items that are soulbound to your character must be returned to you. These items are easily identifiable as they have a green sticker with your character's name on them. To Soulbind an item, it costs either 25 gold or 1000 XP. If your character meets a permanent end, you also have the choice to decide who inherits the soulbound item. However, the chosen recipient has the option to accept or refuse it. Also, it's important to note that you cannot gift a soulbound item to a player who has previously had a soulbinding with that same item.

**Permanent Soulbinding:** You may choose to make an item Permanent and Soulbound. You must pay for both as normal.

### **Using Crafted Items**

Crafted items work identically to items enchanted by Artificers. To use a crafted item:

**Attunement:** The item must be attuned to you.

**Roleplay:** Perform any necessary actions or incantations as described by the item card.

**Effect:** Experience the magical effects as outlined by the item card.

See the Attunement information on page X for more information about Attunement and Magic Items.

### **Special Attunements - Cabin Items**

Architects create upgrades to a Cabin, Tent, or other Sleeping Area. These items follow Special Rules

**Attunement:** The item is attuned to your Cabin. You may attune these items at Game-On each day.

**Number:** Each Cabin may have up to 3 Attuned Items. It is recommended to coordinate with your fellow Cabin Members before attuning items.

**Permanency:** Items that are Attuned to your Cabin may not be "Stolen." Once an item is

Attuned, it may not be Unattuned for the remainder of the Event.

### **Unearthing Lost Enchanting Secrets**

In your travels, you might unearth ancient recipes and schematics, long forgotten by the sands of time. Upon submitting these rare finds to the Barkeep, you and all others of your profession gain access to the knowledge on how to create these new Enchants. Your discovery then transcends personal gain, contributing to the collective wisdom and skill of the entire crafting community.

### **Experimentation**

Players who have purchased a Master level Profession may submit an Experiment to the Barkeep once an Event. Submit components and an Experiment form and the Myth staff will review your proposal and determine if the experiment was successful. If it is, the new recipe will be added to the game, available to the entire crafting community.

## **Recipe Examples**

The following is a basic list of craftable Profession Items. When new recipes are discovered, anyone with that Profession may create them. Please see the Barkeep in game or the Profession Book for a full list of currently available recipes.

## **Tailoring**

### **Novice Tailoring:**

#### **Improved Bandages (Attunement):**

Materials: Fine Cotton, Crown of Cantara, Orichalcum

Phys Rep: White Bandages

Requirements: Prerequisite: **First Aid**

Gain: (Permanent) **First Aid** Heals 1 additional Hit Point.

#### **Tourniquet (Single Use):**

Materials: Fine Cotton, Crimson Eye

Phys Rep: White Cloth

Requirements: None

Gain: (Target: Bleed Out, RP: 1 min applying a bandage) Add 5 minutes to Target's Bleed Out timer.

#### **Comfy Slippers (Non-Magical):**

Materials: Fine Cotton, Dedrot's Finger, Citrine

Phys Rep: Slippers that are Comfy

Requirements: None

Gain: While wearing these in your Cabin, your Short Rest is reduced to 10 minutes.

### **Journeyman Tailoring:**

#### **Greater Hand Wraps (Attunement):**

Materials: Crimson Linen, 2x Scandelen's Fiddlehead, 2x Amber

Phys Rep: Blue fabric hand wrap

Requirements: None

Gain: (Short Rest, Self Only) Increase the damage of **Flurry of Blows** to 3 for 1 minute.

#### **Greater Conical Hat (Attunement):**

Materials: Crimson Linen, 2x Myrthfruit, 2x Amethyst

Phys Rep: Pointy hat

Requirements: Wizard or know 3 other spells

Gain: (Short Rest, Packet) "Through Arcane, Damage 4"

### **Master Tailoring:**

#### **Guardian's Cape (Attunement):**

Materials: Shadow Silk, 3x Crown of Cantara, 3x Emerald

Phys Rep: Cape that covers your entire back

Requirements: None

Gain: When you are Bestown Temporary Armor, you gain an Additional 3 Temporary Armor. If you remove this cape, you lose all Bestowed Temporary Armor (Phys Rep Required: Cape)

## **Metalworking**

### **Novice Metalworking:**

#### **Improved Metal Chestpiece (Attunement):**

Materials: Cold Iron, Primordial Bone, Onyx

Phys Rep: Medium or Heavy Armor, Torso Only

Requirements: None

Gain: This armor piece has 1 additional Armor Point

#### **Forge Hammer (Tool):**

Materials: Cold Iron, Glimmerbark, Petrified Wood

Phys Rep: Small Prop Hammer

Requirements: None

Gain: (Permanent) While using this hammer at a Forge, reduce the time for item repair to 30 Seconds.

#### **Arcane Shield (Attunement):**

Materials: Cold Iron, Crystalized Aether, Amethyst

Phys Rep: Shield

Requirements: None

Gain: (Short rest) You may "Resist" an Arcane effect that hits this shield.

## Journeyman Metalworking:

### Greater Metal Weapon (Attunement):

Materials: Titan Steel, 2x Cursed Blood, 2x Ruby

Phys Rep: Bladed Weapon

Requirements: None

Gain: (Short Rest) You may add 4 Damage to a called weapon attack that deals Damage and that lacks the Crit Keyword

### Sealed Sword (Attunement):

Materials: Titan Steel, 2x Ectoplasm, 2x Onyx

Phys Rep: Bladed Weapon

Requirements: None

Gain: Bestows granted to the weapon last until the end of the event or until used.

## Master Metalworking:

### Chestpiece of False Death (Attunement)

Materials: Adamantium, 3x Cursed Blood, 3x Orichalcum

Phys Rep: Medium or Heavy Armor, Torso Only

Requirements: Gravewalker or Paladin

Gain: (Long Rest) If you are targeted by an Execute you "Resist" then "Heal 5"

## Lapidary

### Novice Lapidary:

#### Spectacles of Reading (Attunement):

Materials: Copper, Sentient Brain, Citrine

Phys Rep: Glasses

Requirements: None

Gain: While wearing this item you can gain **Literacy** skill

#### Heavy Bedazzled Rock (Magical):

Materials: Copper, Permafrost Icicle, Emerald

Phys Rep: Small Decorated Rock or Prop Rock with a Red Sticker with the number 2 on it.

Requirements: None

Gain: This fist sized rock when placed on an inanimate object requires a strength of 2 to initially pick up.

### Pendant of Faint Echos (Attunement):

Materials: Copper, Griffin Feather, Diamond

Phys Rep: Necklace

Requirements: None

Gain: (Short Rest) Burst 2, any open skill delivered via Weapon or Packet

## Journeyman Lapidary:

### Symbol of Faith (Attunement):

Materials: Starlit Silver, 2x Celestial Pearl, 2x Orichalcum

Phys Rep: Holy Symbol of your God

Requirements: Paladin Only

Gain: You may have 1 additional benefactor

### Ring of Greater Magic Missile (Attunement):

Materials: Starlit Silver, 2x Crystalized Aether, 2x Amethyst

Phys Rep: Ring

Requirements: Prerequisite: **Magic Missile**

Gain: (Short Rest, Self Only) Increase the damage of Magic Missile to 3 for 1 minute.

## Master Lapidary:

### Skeleton Key (Attunement):

Materials: Suntouched Gold, 3x Primordial Bone, 2x Sapphire

Phys Rep: Bone Themed Key with a Blue Gem on it.

Requirements: None

Gain: This key opens any non-magical in game lock. You may also pick any non-magical lock you come across

## Woodworking

### Novice Woodworking:

#### Regrowing Weapon (Attunement):

Materials: Stonewood, Chokecherry, Glimmerbark

Phys Rep: Bludgeoning Weapon

Requirements: None

Gain: (Self Only, RP: One minute touching weapon to tree) "Cure Shatter"

**Natural Weapon (Attunement):**

Materials: Stonewood, Sunburst, Glimmerbark

Phys Rep: Bludgeoning Weapon

Requirements: None

Gain: (Short Rest) "Nature Damage 3"

**Water Resist Shield (Attunement):**

Materials: Stonewood, Chokecherry, Permafrost  
Icicle

Phys Rep: Shield

Requirements: None

Gain: (Short rest) You may "Resist" a Water effect that hits this shield

**Journeyman Woodworking:****Anti-Magic Shield (Attunement):**

Materials: Heartwood, 2x Ectoplasm, 2x  
Dedrot's Finger

Phys Rep: Cloth Covering on your shield with a  
Large Purple X

Requirements: None

Gain: This shield "Resists" all "Through" effects that hit it. Any damage or effects that hit this shield without the Through Keyword damage or effect you as if you did not block the attack. This item cannot be enchanted or be bestowed any effects.

**Lava Striker (Attunement):**

Materials: Heartwood, 2x Deva Heart, 2x  
Scanelen's Fiddlehead

Phys Rep: Bludgeoning Weapon

Requirements: None

Gain: (Short Rest, Bestow: Weapon) "Bestow: Burst 2, Fire Snare."

**Master Woodworking:****Superior Mini Totem (Attunement):**

Materials: Ghostwood, 3x Dedrot's Finger, 3x  
Glimmerbark

Phys Rep: Small Wood or Bone Carving

Requirements: None

Gain: (Permanent, Self Only) Increase the damage of Shillelagh to 2; (Short Rest, Self

Only) Increase the damage of Shillelagh to 4 for 1 minute.

**Leatherworking****Novice Leatherworking:****Concealed Coin Purse (Single Use):**

Materials: Light Hide, Dream Tendril, Sentient  
Brain

Phys Rep: Leather pouch

Requirements: None

Gain: Pouch for coin only. When searched, you may declare: "You find nothing" on the contents of the pouch.

**Improved Leather Chestpiece (Attunement):**

Materials: Light Hide, Dedrot's Finger,  
Primordial Bone

Phys Rep: Light or Medium Armor, Torso Only

Requirements: None

Gain: This armor piece has 1 additional Armor Point

**Self repair Chestpiece (Attunement):**

Materials: Light Hide, Sunburst, Ectoplasm

Phys Rep: Light or Medium Armor, Torso Only

Requirements: None

Gain: While out of combat this armor Heals 1 Armor Point every 5 minutes.

**Journeyman Leatherworking:****Belt of Gnome Strength (Attunement):**

Materials: Thick Hide, 2x Primordial Bone, 2x  
Twilight Dahlia

Phys Rep: Belt

Requirements: None

Gain: Increase your lifting capacity by 2.

**Magic Snaring Gloves (Attunement):**

Materials: Thick Hide, 2x Crystalized Aether,  
2x Myrthfruit

Phys Rep: Leather Gloves

Requirements: None

Gain: You may attempt to catch packets out of the air, If you catch it "Resist" the effects, if

you touch it but fail to catch it affects you as normal.

### Master Leatherworking:

#### Red Dragon Chestpiece (Attunement):

Materials: Veradent Hide, 3x Daeva Tainted Heart, 3x Scandelen's Fiddlehead

Phys Rep: Red Leather, Light or Medium Torso Armor

Requirements: None

Gain: "No Effect" Fire, When hit by Fire you may add that trait to your next called weapon attack.

### Architect

#### Novice Architect:

#### Forge (Cabin Attunement):

Materials: Cold Iron, Ruby, Petrified Wood

Phys Rep: Prop Heat Source and Working Surface

Requirements: None

Gain: This cabin functions as a forge.

#### Banner (Cabin Attunement):

Materials: Fine Cotton, Highland Aster, Petrified Wood

Phys Rep: Minimum 1' x 1' Cloth with an insignia on it.

Requirements: None

Gain: Short rests in this cabin (Bestow: Temporary Armor) "Bestow: 1 Temporary Armor." Residents increase the Temporary armor to 2.

#### Healing station (Cabin Attunement):

Materials: Stonewood, Sapphire, Highland Aster

Phys Rep: Small Table With Healing Props

Requirements: None

Gain: (Permanent) Short Rests in this cabin Heal 1 Hit Point. Residents increase the Hit Points to 2.

### Journeyman Architect:

#### Greater Layline Cipher (Cabin Attunement):

Materials: Starlit Silver, 2x Amethyst, 2x Permafrost Icicle

Phys Rep: White or Blue Post with a Purple on Top

Requirements: None

Gain: Short Rests in this cabin (Bestow: Utility) One use of (Packet) "Through Arcane, Damage 2." Residents increase the Damage to 3.

#### Elder's Chair (Cabin Attunement):

Materials: Hearthwood, 2x Dedrot's Finger, 2x Cursed Blood

Phys Rep: Rocking Chair

Requirements: None

Gain: While sitting in this chair and shaking your fist at a target, Gain: (Permanent, Voice) "To [Target], Disengage 3 paces."

### Master Architect:

#### Comfiest Chair (Cabin Attunement):

Materials: Shadowsilk, 3x Griffin Feather, 3x Dream Tendril

Phys Rep: Period Chair or covered Non-period chair

Requirements: None

Gain: Chair inside or in area (10 paces) of cabin, Residents can sit in it for 5 minutes to short rest. Once per event after 30 minutes you may restore one long rest skill. Once placed requires strength 6 to move.