

Chapter 6: Crafting

Items

There are a variety of mundane items in the game world that may be used as one might expect without magic or a special skill.

Crafted Items

If an item is produced by a crafting skill from ingredients using a basic recipe it is called a Crafted Item. Such items normally have a single one time effect and will expire by the start of the next event you attend. A character must have a suitable representation for such an item and may equip up to three such items at a time. Simple items that have no called game effect will not expire. For example, a cold iron hammer will continue to exist from event to event without being sustained.

Similarly some recipes may permit combining previously crafted items to make more powerful items. For example,

Ted the Crafter has made a dose of Armor Polish but can use a more advanced recipe to combine their Common Armor Polish with Robin's Empowerment Potion to make Greater Armor Polish before using it on the Sword of Om.

Changing the items you have equipped can only take place during a Long Rest in an Active Sanctuary. This prevents swapping in additional single use items during combat unless some skill allows you to violate this rule.

Sustainable Items

Rarer among crafted items are those that provide access to additional game effects more than once. Such items are called Sustainable Items and unless they are Sustained, expire after 1-4 events, as indicated on the item.

A character can equip at most three sustainable items at a given time. Changing what sustainable item you have equipped takes a Long Rest in an Active Sanctuary. This prevents swapping in additional items during a combat or a short scenario unless some skill allows you to violate this rule.

Sustainable magic items can remain active for an additional event as long as a Sustain and the appropriate crafted item is used per item effect each event.

Crafting Items used to Sustain items

Sustaining a magical item requires either the use of an Shaper Sustain Item skill or the combination of your personal, racial, or cultural ability to Sustain one item (with a single effect) per event with a suitable crafted item produced by a Crafting skill (be it home-made or acquired from someone else) appropriate to the magic item's form unless the skill states otherwise.

- Weapons require the sharpening/weight stone from a Tinkerer,
- Armor requiring armor polish from an Alchemist,
- Other metallic or stone goods require the light of power formed by an Shaper,
- Soft-goods and natural products requiring a conditioner created by a Potion maker,
- Runic Symbols need to be re-inked, etc..

There may be ways to Sustain these items longer than a single event through various means not yet common knowledge.

Example

To extend an item requires one Sustain for each effect they contain.

A Sword that Granted two uses of "Heal 2" per event would require two Sustain to keep it active after its initial expiration is reached as well as 2 Weapon Preservation Oils made by an Alchemist.

All the effects in an item must be sustained to avoid the item breaking down when its lifetime ends, although not all sustains need to happen at once.

Enhancing Items

Crafting skills and Ingredients can be used to enhance existing items with the right Recipe. Existing items may be merged using the correct Crafting skills and Recipes to have new effects.

Rule changes

If an item is no longer legal after any rules adjustment, as long it's effects are valid they will normally last until its current expiration or one year from the rules change whichever comes first. After that the item becomes inert and can no longer be used. It breaks down into Ingredients for Crafting or Ritual Magic at the next opportunity but never later than the start of the following attended event.

Workshops

Workshops (sometimes styled as laboratories or other similar names) are a physical representation for collections of gear which a crafters needs to product something from raw

ingredients. They are best established in a sanctuary since that lets us all ignore any attribute expenditure for the crafting work. They have a number of attributes such as an ability to store as many live ingredients as necessary just like a storage chest. They may be shared with any other appropriate crafters by mutual agreement.

Ingredients

Ingredients lose potency for use at 6pm, Saturday, of the next event a character attends.

To produce an item, the Crafter must discover the ingredient on the site, and roleplay the act of harvesting the ingredient for at least 30 seconds without being interrupted. Harvesting ingredients from monsters takes as long as a normal search after calling out "Search for Ingredients". Once they have finished their roleplay, they should pick up an object to represent the harvest, and they may punch an index card with the ingredient punch. When collecting ingredients from monsters you will be handed a punched card indicating the ingredient. Recipes need not be collected in order.

Once all the ingredients for a recipe are collected, the Crafter must spend at least 3 minutes roleplaying at their workshop creating the item, uninterrupted by damage or other skill use. Once the item is complete, the Crafter must write the produced effect on the recipe card. They may keep that item for themselves, or they may give it to other adventurers. A suitable representation for the item is required and the card provides the in game instructions for how it is interpreted and used.

There is no limit to the number of crafted items you may carry, but only 3 may be equipped during a long rest.

Each recipe lists the specific types and in some cases exact Ingredient needed but as a general rule the Ingredient requirements are:

<u>Item</u>	<u>Ingredients</u>
mundane	1
Basic	2
Intermediate	3
Advanced	Combination of basic, and/or intermediate recipes
Masterwork	Combination of intermediate and/or advanced recipes

Cooperation

Crafting Advanced or Masterwork items requires two and three Crafters working together to complete the item. The item still takes 5 minutes to craft, but requires all crafters to work

together. Each crafter must roleplay working together for some of the at least 3 minutes but they may also work on a different item while working with other crafters.

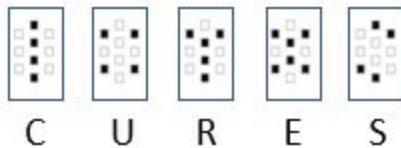
If an Shaper uses their skill, they may double the output of another Crafter aiding in the item creation.

Gathering Ingredients

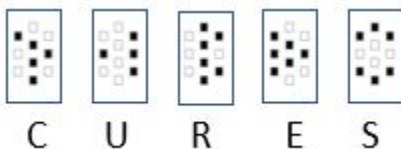
Ingredients will be available at random times depending on their rarity. Events will be divided into 5 time blocks. During these time blocks different mixes of ingredients will be available. The mix of ingredients per time block will vary from event to event. Ingredients will be presented by a colored flag in a resource area with a punch attached to it. Punch an index card after completing your search. The punch cannot be taken from the area. The ingredient type is not an indication of the exact ingredient, but instead a representation of its rarity and potency. For example, a common mineral ingredient could be mica, or quartz, but would use the same punch, but less common minerals like gold or silver would use a different punch from common minerals, but both be rare ingredients. The table below shows how many time blocks each type of ingredient should be available. Thus for example there will be two periods when Exotic Alchemy Ingredients are available, and two when Exotic Potions Ingredients, and two when Exotic Shaping ingredients, and two for Exotic Tinker ingredients. Any of these may be different periods and most probably will be.

<u>Rarity</u>	<u>Time Blocks Available</u>
Common	5
Uncommon	4
Rare	3
Exotic	2
Special	1

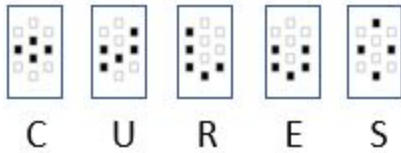
Alchemy Ingredients



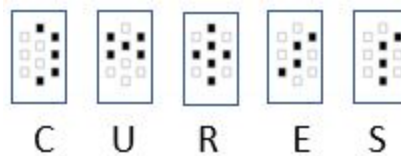
Potion Ingredients



Shaping Ingredients



Tinkering/Rune Projector Ingredients



Storage

All characters may carry 6 ingredients on their person without risking damage to the ingredients. If they have a skill to harvest ingredients they may harvest them from collection sites.

Additionally characters may store ingredients in setting appropriate containers in a stationary location (like a chest or a box in their cabins or tavern). Carrying more than 6 ingredients for more than 5 minutes will cause the ingredients to react to each other and break down, making them unusable.

In addition, for each purchase of a crafting skill a Crafter may carry one extra ingredient and may hold ingredients at their workshop as if it were an appropriate container and may work on one recipes in their hands. Meaning for 1 purchase of the Alchemist skill, you can carry 7 ingredients while out and about, you can make 1 recipe, and store ingredients at your workshop.

Recipes

Items will be made using recipes available in your recipe book. Some recipes will be listed here. Others will be added here as they are discovered over the course of play or discovered by players (as the Undead Alchemy was) and added to their recipe books.

Alchemist

Item	Recipe	Recipe Name	Description and Call
+m	C	Armor Polish	For sustaining Armor
+m	C	Purify Water	Create <i>Pure Water</i>
+m	C	Ink	Common Quill Ink. Also used in tattoos.
+m	U	Scroll Ink	Ink sufficient for 3 scroll inscriptions.
+m	R	Alcohol	For those that want to be a little tipsy. "Grant Intoxicated". Anyone can resist its effects if they want at any time including immediately. "Purge Intoxicated".
m	E	Red Juice	"Agony". Can mix in drinks. Extract of Poisonous plant
m	E	Blue Juice	"Short Silence. Can mix in drinks. Extract of Poisonous plant
+m	S	Specialty Liquor	For those that want to be as drunk as possible. "Grant Intoxicated". Anyone can resist its effects if they want at any time including immediately. "Purge Intoxicated".
B	CC	Slow Oil	"Short Slow by Poison"
B	CU	Root Gum	"Short Root by Poison"
B	UR	Harm Undead Acid	"3 Damage to Undead". An emulsion of acid and iron filings.
B	CR	Frenzy Oil	"Short Frenzy by Poison". An angry looking mixture.
B	CE	Garlic Oil	"3 Damage to Vampire". You can almost smell it through the bottle.
B	UU	Stinging Venom	"2 Damage by Poison". Hey, don't do that.
I	UUE	Destroy Undead Acid	"Double 4 Damage to Undead". A pungent emulsion of acid and iron filings.
I	CCC	Molotov	"2 Damage by Fire". That didn't sit in the still long enough.
I	CCU	Agony Oil	"Agony by Poison". My skin is on fire!
I	CUU	Weakness Oil	"Short Weakness by Poison". Does anyone else feel faint?
I	UUR	Drain Oil	"Short Drain by Poison". It's just so slimy. I don't want to lift my arms.
I	URR	Trap Undead Acid	"3 Damage and Paralyze to Undead". A pungent emulsion of acid and iron weights.
I	UUU	Scalding Venom	"2 Damage by Poison" for 2 swings on a weapon or "Double 2 Damage by Poison". This is starting to hurt.

A	CCC+CC	Large Molotov	"Double 4 Damage by Fire". Don't strike a spark!
A	UUR+CC	Stun Oil	"Short Stun by Poison". A smell only a skunk could love.
A	UUU+UUU	Scorching Venom	"2 Damage by Poison" for 3 swings on a weapon or "Triple 2 Damage by Poison". Ouch!!!!
A	CER + CC	Fermented Garlic Oil	"3 Damage and Stun to Vampire". There's no denying it. The Garlic is in there.
M	[UUU+UUU] +UUU	Blazing Venom	"2 Damage by Poison" for 4 swings on a weapon or "Triple 3 Damage by Poison". Kill please!!!!
M	[CCC+CC] +[CUU]	Fire Bomb	"Short Agony by Fire and Agony to Self". There is always splash back. (Large Molotov+Weakness Oil)

+Does not require attunement to use

Potion Brewer

Item	Recipe	Recipe Name	Description and Call
+m	C	Conditioner	For sustaining cloth and natural items except armor.
+m	C	Hearty Soup	Create a <i>Nutritious Soup</i> from random organ meats
+m	C	Parchment	Suitable Material for Inscribing 3 Scrolls or creating a single ritual or recording events.
+m	C	Glowing Potion	Creates a liquid that glows. Strong enough to act as a light source.
+m	U	Pain Killers	Cannot Cure Long or Short Agony. Relieves general pain.
+m	R	Cold Compress	Relieves deep aches.
+m	E	Sunrise Potion	"Purge Intoxicated" Can always be Resisted.
+m	S	Burn Cream	Reduce damage from burns if applied immediately. Including sun burns.
m	C	Red Extract	"Heal 1 and Short Frenzy by Medicine"
m	R	Superficial Healing	"Heal 1 by Medicine"
m	U	Band Aid	"Stabilize by Medicine"
B	UU	Healing	"Heal 2 by Medicine"
B	CR	Cleansing Regime	"Cure Poison by Medicine and Short Stun"
I	CUR	Sleep	"Drain to Self" Mickey Finn
I	UUU	Major Healing	"Heal 4 by Medicine"
I	CUU	Stimulant	"Cure Weakness by Medicine"
I	CCC	Caffeine	"Cure Silence by Medicine"
I	CCU	Tranquilizer	"Cure Agony by Medicine"
I	UUR	Heat Pack	"Cure Ice by Medicine"
I	URR	Gammora	"Cure Disease by Medicine"
I	URR	Extract of Youth	"Cure Aging by Medicine"
I	UUR	Ice Pack	"Cure Fire by Medicine"
I	UUR	Lithium	"Cure Madness by Medicine"
I	URE	Adrenaline	"Cure Stun by Medicine"
A	UUU+CUR	5 Hours of Fun	"Purge Drain to Self"
M	[UUU+CUR] +UUU	Greater Healing	"Heal All by Medicine" (Major Healing and 5 Hours of Fun)

+Does not require attunement to use

Shaper

Item	Recipe	Recipe Name	Description and Call
+m	C	Light of Power	For sustaining metallic and stone goods that aren't armor.
+m	C	Cleanse Crystal	Prepares it for advance crafting and magics
+m	U	Chalk	Both powdered for climbing and in sticks for writing.
+m	R	Candles	The best way to see at night. Modern scholars agree.
+m	E	Magic Focus	One of many ways to acquire these. In particular, these are commonly available if unique and expensive.
+m	S	Jewelry	Rings, pendants, earrings, gemstones, precious metals, any of that.
B	CC	Simple Fire Rune	<i>Runic</i> "3 Damage by Fire"
B	CU	Simple Ice Rune	<i>Runic</i> "3 Damage by Ice"
B	UR	Simple Nightmare Rune	<i>Runic</i> "3 Damage by Madness"
+B	UU	Ink of Dawn	Component for Shaping and Enchanting
B	RR	Warding Fire Rune	"Shield Fire" on the next skill delivered "by Fire"
B	RE	Greater Air Rune	Substitute "by Storm" on the next skill used.
B	RE	Greater Blood Rune	Substitute "by Blood" on the next skill used.
I	CCC	Freezing Trap Crystal	Create a crystal as the trap source doing "3 Damage by Ice"
I	CCC	Freezing Trap Rune	<i>Runic</i> "3 Damage by Ice"
I	CUR	Nightmare's Kiss	<i>Runic</i> "Agony by Madness"
A	UU+E	Trap Spell Source	Prepares a scroll as a trap's damage source (Magic Focus + Ink of Dawn)
A	RRR+UU	Runic Pair	<i>Runic</i> An inscription created with a skill labeled as <i>Runic</i> made with this ink will have its effect twice before fading, not just once.
+A	ERR+UU	Powerful Ink	Component for Shaping and Enchanting
A	CCC+CU	Enhanced Freezing Trap Rune	<i>Runic</i> "5 Damage by Ice" (Freezing Trap Rune+Simple Ice Rune)
+A	CCC+CU	Trap Enhancing Ink	An inscription created with a skill labeled as <i>Runic</i> made with this ink will have its effect twice before fading, not just once.

A	CCC+CC	Burning Rune	Gain one "4 Damage by Fire" with the weapon inscribed with this rune. (Burning Trap Rune+Simple Fire Rune)
A	RE + UU	Rare Air Rune	<i>Runic</i> "5 Damage by Storm" (Greater Air Rune+Ink of Dawn)
A	EEE+UU	Linked Runes	<i>Runic</i> Two runes delivered as first AND second. Ex: "4 Damage by Ice and Agony by Madness" (Linking Rune+ Ink of Dawn)
+M	C+SEU+UU	Ink of Midnight	Component for Shaping and Enchanting (Light of Power + Glowing Rune + Ink of Dawn)
M	CCC+UU +[C+SEU +UU]	Persistent Trap Crystal	<i>Runic</i> Trap Source Event duration, persistent rune "5 Damage by Ice". (Freezing Trap Rune+Ink of Dawn+Ink of Midnight)
M	[CCC+CU] +CCC	Ice Crystal Trap	Create a crystal as a trap source that will do doing "Paralyze by Ice". (Enhanced Freezing Trap Rune+Freezing Trap Rune).
M	EER+UU +[C+SEU +UU]	Master Fire Trap Rune	<i>Runic Verbal Trap</i> Source that does "9 Damage by Fire" (Burning Trap Rune+Ink of Dawn+Ink of Midnight)
M	EER+UU +[C+SEU +UU]	Master Ice Trap Rune	<i>Runic Verbal Trap</i> Source that does "9 Damage by Ice" (Freezing Trap Rune+Ink of Dawn+Ink of Midnight)
M	EER+UU +[C+SEU +UU]	Master Storm Trap Rune	<i>Runic Verbal Trap</i> Source that does "9 Damage by Storm" (Raging Trap Rune+Ink of Dawn+Ink of Midnight)
M	EER+UU +[C+SEU +UU]	Master Earth Trap Rune	<i>Runic Verbal Trap</i> Source that does "9 Damage by Earth" (Earthen Trap Rune+Ink of Dawn+Ink of Midnight)
M	ERR+UU +CC	Superior Fire Rune	Substitute "by Fire" until your next rest or long rest for any called skills. (Rune Enhancer+Ink of Dawn+ Simple Fire Rune)
M	ERR+UU +CU	Superior Ice Rune	Substitute "by Ice" until your next rest or long rest for any called skills. (Rune Enhancer+Ink of Dawn+ Simple Ice Rune)

+Does not require attunement to use

Rune Projector

Item	Recipe	Recipe Name	Description and Call
B	CU	Extra Charge	The projector deals "5 Damage"
+I	URE	Enhanced Barrel	Regular charges, Inefficient charges, and Extra charge may be used without destroying the projector.
I	CUU	Inefficient Charge	"3 Damage and Slam"
I	CUR	Excessive Charge	"7 Damage" then "Short Stun to Self"
A	URE+CUU	Controlled Charge	"5 Damage and Slam"
A	URE+CC	Reload	You may use this prepared reload to use prepare a rune projector to deliver an attack for "3 Damage" so long as it is not destroyed.
M	[URE+CUE] +CUR	Controlled Detonation	"7 Damage and Slam". The rune projector is not destroyed.

+Does not require attunement to use

Tinkerer

Item	Recipe	Recipe Name	Description and Call
m	C	Sharpening Stone	For sustaining weapons.
m	C	Weights	For sustaining weapons.
m	C	Wax	For sustaining weapons.
m	C	Pen Nib	Creates a pen suitable for scrolls or a needle suited to Tattooing
m	U	Lock Picks	Useful if you need to get to that hard to reach place.
m	R	Lamp Oil	The true best way to see at night. Scholars are wrong.
m	E	Refine Iron	Create Refined Metal for use in other systems
m	S	Mirrors	The finest quality to see yourself.
B	CU	Silver Plating	Any skills with this weapon delivered "by Silver" until your next long rest.
B	CR	Gold Plating	Any skills with this weapon delivered "by Gold" until your next long rest.
B	CE	Platinum Plating	Any skills with this weapon delivered "by Platinum" until your next long rest.
B	EE	Cold Iron Plating	Any skills with this weapon delivered "by Cold Iron" until your next long rest.
B	UU	Armor Repair Kit	"Repair 3 Armor". Must touch the armor.
B	UE	Refine Steel	Create Refined Steel for use in other systems
B	UR	Large Repair Kit	"Repair All Armor". Must touch the armor.
B	RR	Weapon Repair Kit	"Repair Weapon". Must touch the weapon.
B	RS	Create Simple Mechanism	Create a clockwork mechanism for a timed trigger.
B	SS	Precise Whetstone	"2 Damage" for one weapon attack.
B	CU	Protective Weave	"Imbue Protection" gives the wearer 1 protection.
I	CCU	Polishing Whetstone	"4 Damage" for one weapon attack.
I	CUU	Keening Whetstone	"Double 3 Damage" for one weapon attack.
I	UUU+Armor	Ablative Plating	"Reduce to 1 Damage". Must be added to armor.
I	UUR	Weapon Coating Weave	A weave that transfers the effects of a coating to a blade.
I	CUR	Enhanced Clockwork	Build a Damage Trap into a clockwork as a one use attack

I	CCC	Trap Trigger	A mechanical mechanism for traps. Can generate a spark.
I	CCC	Flammable Powder	A fine powder that ignites when blown over flames.
I	URE	Enhanced Weave	"Imbue 2 Protection" gives the wearer 2 protection.
I	URR	Detachable Blade Catcher	"Disarm Weapon" for one weapon attack.
I	RRE +Gas Globes	Trap Gas Source	Can take three identical standard gas globes, or 1 if the Alchemist is working with the Tinker to make a Source that fills a room with this gas when a trap goes off (must use gas as part of the recipe).
I	EEE	Detachable Shield Breaker	"Disarm Shield" for one weapon attack.
I	SSS	Superior Clockwork	Build any movable Trap into a clockwork as a one use attack.
I	UUR	Gas Filter	Prevents gas from flowing through.
A	URE+CU	Enhanced Armor	Armor improved by 1 until your next long rest. Ex: Light Armor goes from 2 Armor to 3 Armor until the next long rest. (Protective Weave + Enhanced Weave).
A	UUR+CCC	Creation Coating	Any skills with this weapon delivered "by Creation" until your next long rest.
A	UUR+CCU	Destruction Coating	Any skills with this weapon delivered "by Destruction" until your next long rest.
A	UUR+UUU	Rebreather	"Resist Poison" to the next poison effect. Must wear a mask. (Ablative Plating + Gas Filter).
A	CCC+CCC	Explosive Trap	Combines an explosive with a suitable container. Just add trigger to make a buzzer trap. (Trap Trigger+Flammable Powder).
A	UUU+EE	Break-away Thieves Tools	"Reduce to 1 Damage" against next Trap (Ablative Plating+Cold Iron Plating)
A	UUU+UE	Reinforced Plating	"Resist Destroy" to the next destroy effect on shield or armor. (Ablative Plating + Refined Steel).
M	[UUU+UE] +UUU	Well Reinforced Shield	"Resist Destroy" to the next 2 destroy effects on shield or armor. (Reinforced Plating + Ablative Plating).

Example

As an alchemist who knows the Basic Recipe to create a crafted item such as Harm Undead Acid you might wish to produce a vial. First you would want to gather an Uncommon Alchemy Ingredient by searching the wilderness areas regularly and since they are even harder to find; you could commission several of the younger players to go hunt for a Rare Alchemy ingredient.

These ingredients would be found in different places around the site. Once you or your hired mercenaries find the ingredient, make the roleplay effort of attempting to harvest the ingredient, then take out an index card and punch it with the punch for that ingredient. Make sure you only have 5 on you when you punch that card, otherwise something on you has to go unstable and you'll need to tear it right away to dispose of it. Better to forage with less on you by using a storage chest or workshop/lab.

After lunch one of the players comes running in. You hand them a small reward, take the punched index card you made and the punched index card they are carrying, and begin to roleplay the crafting process, extracting the essence of the ingredients and mixing and refining it into a dangerous acid, mixed with iron filings. This should look like you're making some concoction through an alchemy process, like mixing liquids, grinding ingredients in a mortar and pestle, etc.

Once done you attach the two index cards together and label the resulting combination "Harm Undead Acid" and "3 Damage to Undead. (An emulsion of acid and iron filings.)" for use as an attack by someone willing to take it as one of their limited stock of attuned crafted items or as a component for a later crafting or magical ritual. You can also stow it away to be used later.

There is no limit to the number of crafted items you can carry, only to the number you attune per long rest.

Once it is attuned you will take a few seconds doing an action that looks like activating the item, perhaps shaking a liquid to prep it as a gas or some other action. After completing that action, throw a packet to represent the item after calling "3 Damage to Undead" if it is an undead monster it will grunt in pain or react to the hit. Otherwise the item is still expended but had no effect. Gas vials are unfortunately fragile when you throw them.

Other than the call, all crafted items will follow a similar process.

B	UR	Harm Undead Acid	"3 Damage to Undead". An emulsion of acid and iron filings.
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Chapter 7 Ritual Magic

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Version: 2.0.6 (Grape) 2019-03-25