# 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.    To represent

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.  Any item with a duration in events is Sustainable unless otherwise marked.

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 explicitly allows you to do so.

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 a Shaper Sustain Item skill or the combination of your personal, racial, or cultural ability to Sustain one item 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 grants 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 crafter needs to produce 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 the start of the next event a character attends. A crafter can sustain one Ingredient per level of skill they have in the appropriate style of crafting at the same cost as sustaining a Magic Item effect for one event.

> *Phi the Crafter knows Shaping 2 and has 6 Exotic Shaping items and wishes to keep them for use in a project on Saturday of the upcoming event.   Phil uses one of their Sustains (from their Shaping skills) and spends a Shaping based Sustain item to preserve two of these Shaping Ingredients.  They discard any other leftover ingredients at the start of the event but can keep these two until the start of the following event if needed.*

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 <u>"Search for Ingredients"</u>. 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:

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

A skilled crafted can usually substitute a more rare ingredient for a more common one if the common ingredient is not available.

## Between Game Crafting

It is expected that crafters will use many of the leftover ingredients off board between events to create durable items or items they plan to bring into play at the start of the next event.    For the other cases a combination of  their lab, crafter storage containers, rituals, and durable ingredients should allow them to preserve a stock of ingredients for later needs.

## Extended Lifetimes

Some crafting Ingredients are tagged like other treasure items and are separately sustainable in addition to the basic sustain option.    Some special crafted objects may affect the ingredient lifetimes.

Certain magic items, crafted containers, and rituals may affect Ingredient lifetimes and some characters are researching creating more durable ingredients.

*For the 2022 and 2023 Seasons Ingredients unused at the end of the event may be dedicated to specific projects and tagged accordingly.  Such projects must be started by 6pm Saturday. This is a workaround until a better solution is developed by in game actions.*

Some crafted items are marked *Sustainable.* These items may be sustained like any other on each event after they are created.  There will be some limit on their use, either # time ever or per unit time..

# Cooperation

Crafting Advanced or Masterwork items requires two and three Crafters working together to complete the item. The item still takes 3 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 a 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 time blocks.  For example we might divide a full weekend event 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.

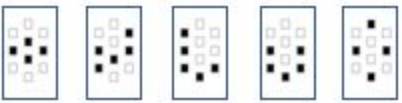| Rarity | Time Blocks Available of Five |
|---|---|
| Common | 5 |
| Uncommon | 4 |
| Rare | 3 |
| Exotic | 2 |
| Special | 1 |

## Alchemy Ingredients
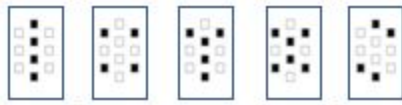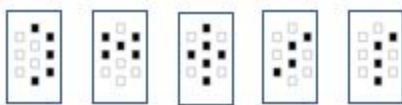
C U R E S

## Potion Ingredients

C U R E S

## Shaping Ingredients

C U R E S

## Tinkering/Rune Projector Ingredients

C U R E S

# 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 recipe 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 *Pure Water* |
| +m | C | Ink | Common Quill Ink. Also used in tattoos. |
| +m | U | Scroll Ink | Ink sufficient for 3 scroll inscriptions. |
| +m | U | Runic Ink | 3 doses of ink  by Advanced Runic Inscription skills |
| +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 | Saraya's 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 | Saraya's 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 | UUR+CC | Windseekers Fire Oil | First attack after applying does "By Fire" |
| A | UUR+CCU | Luminous Oil | First attack after applying does "By Light" |
| 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 *Nutritious Soup* 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 | U | Skin Lotion | 3 does. Used by Advanced Runic Inscription skills |
| +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" |

| Item | Recipe | Recipe Name | Description and Call |
|---|---|---|---|
| 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 | U | Crystal Dust | 3 uses. Used by Advanced Runic Inscription skills |
| +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 | *Runic* "3 Damage by Fire" |
| B | CU | Simple Ice Rune | *Runic* "3 Damage by Ice" |
| B | UR | Simple Nightmare Rune | *Runic* "3 Damage by Madness" |
| +B | UU | Ink of Dawn | Ingredient 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 | *Runic* "3 Damage by Ice" |
| I | CUR | Nightmare's Kiss | *Runic* "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 | *Runic* An inscription created with a skill labeled as *Runic* made with this ink will have its effect twice before fading, not just once. |
| +A | ERR+UU | Powerful Ink | Ingredient for Shaping and Enchanting |
| A | CCC+CU | Enhanced Freezing Trap Rune | *Runic* "5 Damage by Ice" (Freezing Trap Rune+Simple Ice Rune) |

| | | | |
|---|---|---|---|
| +A | CCC+CU | Trap Enhancing Ink | An inscription created with a skill labeled as *Runic* 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 | *Runic* "5 Damage by Storm" (Greater Air Rune+Ink of Dawn) |
| A | EEE+UU | Linked Runes | *Runic* 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 | Ingredient for Shaping and Enchanting (Light of Power + Glowing Rune + Ink of Dawn) |
| M | CCC+UU +[C+SEU +UU] | Persistent Trap Crystal | *Runic* 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 "Paralyze by Ice". (Enhanced Freezing Trap Rune+Freezing Trap Rune). |
| M | EER+UU +[C+SEU +UU] | Master Fire Trap Rune | *Runic Verbal Trap* 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 | *Runic Verbal Trap* 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 | *Runic Verbal Trap* 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 | *Runic Verbal Trap* 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" for another "by X" in any called skill using the item marked with the runel until your next rest or long rest. (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) |
| M | SSS | Durable Shaping Ingredient | A shaping ingredient refined to be usable as any single shaping ingredient which follow the magic item rules and counts as sustained for one event when created. |

+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 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 | U | Rune Carving Tool | Used to carve runes from Advanced Runic Inscription |
| 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 recipes and rituals. |
| 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 recipes and rituals.i |
| 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 a 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). |
| M | EER+UU+[C +SEU+UU] | Master Fire Trap Rune | *Runic Verbal Trap* Source that does "9 Damage by Fire" (Burning Trap Rune+Ink of Dawn+Ink of Midnight) |

**Note: only one Unique Rune can be worn at a time. A second one will become inactive until you take a long rest to perform a Full Refresh**

# 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 Rare ingredients can be 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, roleplay the effort of harvesting the ingredients, 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 ed crafted items or as an ingredient 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 ed 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 has 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. |