

Enchanted Items



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Designed By Dj Hackney

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Introduction

This text is a more detailed explanation of common to rare items available in the world of Enchanted Realms. As stated in the manual, which can be found at <http://EnchantedRPG.com>, the game system has not been designed to be a "high-magic" system. With the combat system being based at 10% increments for chances to inflict, even a +1-to-hit sword gives a huge advantage, and bonus damage is would be considered devastating.

However, Enchanted Realms is a world of alchemy, sorcery and divine ceremony. Magic is going to exist. It might even be commonplace in certain cases. However, the common items of this world are still created without mass-production methods. A GM could argue that the spirit of effort and creativity is the x-factor in the formulae that bridge the difference between ordinary and magical; therefore, items are slow to make and require handcrafting. All of this establishes a special economy and desire to control propagation.

This document will detail how to create many normal items, such as weapons and armor. It will detail the resources, time and skill required to create them. Then the details for enhancements are also included. Of course, higher skills and sometimes additional materials are required for special or magical items to be created.

As with any economy, supply and demand are the primary factors. It is important not to confuse opportunity with supply nor desire with demand. Supply and demand are factors of what is immediately available and the need and ability to acquire it. Without mass-production, supply of almost everything is low, which drives the price upwards – whether the price is gold or some other function of bargaining. Demand is a bit trickier because of the attempted control of propagation. It may be discouraged or even illegal for certain stations to own or use magical items and potions. The church and social beliefs typically dictate who can be worthy of such items. Remember, this is a world where even non-magical weapons might not be permitted or affordable unless one has obtained a certain station. Magic and alchemy then would tend to be inaccessible by persons of that lowest station, and probably would have some governance for those legitimized.

Of course, all this is on the surface of a society. There are black markets, thieves' guilds, rogue adventurers and other social mechanisms outside the defined guidelines of a government's view of socio-economic norms. Politics and subcultures can be very interesting aspects of a fantasy world filled with coveted magical objects, without those objects even being very powerful. Not that every GM will be or even should be a sociology-scholar, but it is important to understand how the magical economy functions normally, and where the exceptions to the norms occur.

With that in mind, this document is designed for both players and GMs to understand the difficulty and requirements for creating certain enchantments. That said, some gaming groups may prefer to keep the mystery and might consider this a GM-document only. For that reason, like the Bestiary, this text has been separated from the manual.

Further, published material is never a complete list and GMs are encouraged to create additional items to add flavor to his or her own game. However, the understanding of the system and impact of anything new should be carefully considered. As stated above, +1 swords are like introducing a bazooka to a field of sticks and clubs.

Additionally, magic is somewhat like a symbiont. Sometimes, it takes a bit for the enchantment of the item to intermix with the livesong of its possessor; thus, effects are not immediately observed and not necessarily the same for everyone. Perhaps character, interests and personality cause the magic to work faster or better. There are several things this style affords. First, it keeps the mystery and allows things to remain exciting in a low-magic system. Next it means picking up an enemy's sword may not convey the same power it had been observed to give; however, many PCs will take the time to invest and discover what it does for them, but that is more game fun and frustration.

Lastly, this method allows "new abilities" to manifest. After carrying the longsword described above for a few months, the character could swear the sword tugs occasionally. This gets dismissed at first as "guidance assistance" to hit the target, but after a little while, the GM can allow the player to discover, the sword also has a *fly* spell twice per day empowered inside the magic weapon.

A few other thoughts on magical items. Sometimes the GM gives something too powerful too soon. In many games, the answer is steal the item or ruin it completely. However, consider having other conditions control what is normally thought of as static properties of magic device. Consider the "too powerful" realization moment be nothing more than the pinnacle of the conditions for that magic item, and the player character just got the luck of really good timing. However, now that weather-controlling rod can't be used as frequently or at the same intensity because "mercury is no longer in retrograde," "it isn't the longest week of winter," "it is not as near to the ocean as it was before," or whatever.

Finally, the creation of an item does not have to be intentional. This is magic we are talking about. Yes, sometimes a ritual casting of a dozen priests is performed upon a carefully prepared hammer fashioned from orichalcum or mythril to instill divine power into the weapon. This is a deliberate act. But magic is kind of a force of its own and sometimes just picks something and shows up. Or it fills the gap of a horrible occurrence and manifests itself in a dark way surrounding a location. Perhaps, hundreds of innocents drowned in a shipwreck, and the culmination of all the sad souls manifested into some oakum pieces. Now if placed in the mouth, one of these oakum pieces give the ability to breathe underwater for half an hour.

Don't forget the **SWSH** concept: Sometimes Weird Stuff Happens.

Resources and Components

There are many resources that exist in the world. The list below is for items known to be used in the creation and enchanting of magical or spiritually-enhanced devices.

Material	Availability	Value	Description
Fluids			
Water	Abundant	n/a	This is the transparent and nearly colorless substance that is the main constituent of streams, lakes, and oceans, and the fluids of most living organisms.
Alcohol	Common	1 gold per Gallon	This referred to the primary alcohol ethanol, the predominant alcohol in alcoholic beverages. It can occur naturally through fermentation or the aging of fruits and other sugars.
Oil, Olive	Common	1 gold per Gallon	This is the liquid fat obtained from olives and pressed and cooked to produce a yellowish oil.
Iodine Solution	Common	1 gold per quart	This oily solution contains concentrations of iodine.
Quicksilver	Common	1 gold per Pint	Sometimes called hydrargyrum, it is a heavy, silvery, metallic liquid at normal temperatures. It occurs in deposits and quarries of rock and sometimes mines.
Oil, Rose	Common	1 gold per Cup	This is the extract of rose petals collected through a steam distillation.
Oil, Ylang Ylang	Common	1 gold per Cup	This is the extract of flowers from the ylang ylang tree.
Ent-Draught	Unusual	25 gold per ounce	The sap from a duskwood tree.
Red Mercury	Unusual	30 gold per ounce	A far less common and deep red color of quicksilver. It is a flammable liquid, which of course ruins it.
Hides			
Leather	Common	2 gold per square yard	The skin and hide of many different types of animals. All leathers are roughly the same quality and provide similar protection. Leather armors can be made to provide a Defense 6 by a tailor with a rank-2 leather-working skill.
Iron-Skin	Unusual	50 gold per square yard	This hide comes from an iron-cobra or other mystical creatures of similarity. It requires a tailor with a rank-4 leather-working skill to fashion it into usable clothing or barding, but it will convey Defense 7 with the penalties of only light armor.
Dragon Scale	Scarce	750 gold per square yard	The hide of a dragon is unbelievably rare, but it can be worked into armor that provides Defense 8 while still acting as light armor. Skins from only grown or older dragons make viable leather, but of course there is the difficulty of killing one. Of course, the scales must be removed within 6 hours of its death or it becomes useless.
Ores			
Iron	Abundant	1 gold per Pound	This is the metal most common for the fashioning of weapons.
Precious Metals	Common	80 gold weighs 1 Pound	These are metals like copper, silver, gold and platinum. Their availability may be "common" but these become less common as they increase in value. There are probably veins of these metals around every society, at least enough to create a coinage system. Also, these metals are used to fashion jewelry, which can be enchanted in various ways.

Electrum	Common	80 gold per Pound	This naturally-occurring greenish metal is not uncommon to find; however, it exists in less abundance than platinum. It should not be confused with the real-world alloy of gold and silver. It is rare that people have used it as a coin because it has a tendency to smelt well with other metals and the ease of adding lightning-based properties to the final product.
Orichalcum	Unusual	125 gold per Pound	This is a yellowish, light-weight and semi-porous metal, which by itself is brittle and almost powdery; however, it can be mixed with iron to make quality steel. Deposits of orichalcum are rare, but a society with one may be able to produce enhanced and possibly magical weapons.
Meteore	Unusual	500 gold per Pound	This rare blue metal is sometimes called thunder-metal or sky-ore. It is heavy, but offers endurance and tensile strength to the alloys with which it is made. To smelt meteore, metal-working skills, such as armoring or weaponsmith must be at least of rank 4.
Mythril	Unusual	1800 gold per Pound	This light-blue-colored ore mystically grows in unexpected places, but is still rare nonetheless. It has what some describe as an organic factor to its deposits. Perhaps a vein exists at the bottom of an underground lake, but attempts to drain the water is unsuccessful as the mythril vein mysteriously replenishes the aquifer. There have been cases where a treant has grown tusks of mythril, making the small deposits rather difficult. Sometimes a mythril vein runs through lava flows and relocates itself. It is a very supernatural ore with a lack of rules of physics by which it behaves. However, if a metal worker does obtain some, he must have a rank-5 skill to fashion it.
Scarletite	Unusual	2000 gold per Pound	This rare red ore is a component required for forging a flame-blade among other magical devices involving fire.
Algidum	Scarce	4200 gold per Pound	This metal is a very peculiar metal that cannot be forged in fire, but rather requires the rare skill of cold-metallurgy to fashion. It is also the only physical material known to extend into the ethereal plane; therefore, weapons made from algidum can harm a non-corporeal creature, such as a banshee.
Adamantine	Scarce	12000 gold per Pound	The sparse pitch black ore is very heavy; however, with it a Defense 10 heavy plate armor can be fashioned by an armorer with an armoring skill of 5 coupled with certain enchantments. Adamantine is so sparse a material that entire quests have been created just to find some. Despite its amazing power, many find it to be unworthy of its expense in both time and money. But when it is found, <i>everyone</i> is interested.

Plants

Wood	Abundant	1 gold per 10 board foot refined	This is typical wood of one of many types of trees. It is available for construction of buildings or for the fashioning of weapons, such as javelins, spears, and bows and arrows.
Belladonna	Common	1 gold per handbag	Herb, wild or cultivated. This is a common component for potions.
Duskwood	Unusual	2 gold per board foot refined	This is a supernatural wood that absorbs light, creating a semi-darkness, similar to the spell, permitting roughly the visibility of dusk in its area of effect even during midday.
Frankincense	Common	2 gold per handbag	A resin from specific trees used as an ingredient in many concoctions.
Pattran	Common	3 gold per handbag	This plant is associated with removing fear but not restoring spirit

Venus Flora	Common	3 gold per handbag	This is a component for creating potions, often for illusionary effects or transformations.
Jaffray	Common	4 gold per handbag	Transformations is the feature often used for this plant.
Laumspur	Common	4 gold per handbag	Laumspur is a common component for potions of climbing
Maiden's Heart	Common	4 gold per handbag	This is a renowned ingredient for love spells and enhancing stamina.
Stonewood	Unusual	5 gold per board foot refined	This mystic wood has an intense density and strength while retaining the light-weight and buoyancy of normal wood.
Moly	Common	5 gold per handbag	This is a component for creating potions and oils. It is commonly considered to provide protection.
Lady Luck	Common	5 gold per handbag	A wild fungus using in potions to alter probabilities.
Iocane Powder	Common	8 gold per handbag	Poison component.
Lungwort	Rare	10 gold per handbag	May aid in disease prevention
Laishaberries	Rare	12 gold per handbag	Plant associated with altering senses
Maruera	Rare	12 gold per handbag	With Alchemy can create water-based effects

Emulgents

Emulgents are modifying ingredients which can alter the effects of an existing potion, powder or oil. Emulgents can be gathered or purchased but are not always easily found. The great advantage with them is they typically last for a year before spoiling and can be used in the field. However, as a general rule, one must have an *Alchemy* or *Herbology* skill to effectively use emulgents, but even then, the result is not guaranteed. Enhancing an existing compound is treated as an action, if in combat. Success is determined on a d10 and adding the Alchemist's Rank to the roll. A success score is set by the emulgent's availability. For common emulgents, the difficulty is 4 or higher. For unusual, a 6 or higher is needed to succeed. Scores of 8 or better are required when using a rare emulgent. And for the scarce one, a total difficulty score of 10 must be met for success to occur. Thus, if a Rank-2 Alchemist uses a rare emulgent, then an 8 is needed. He would roll a d10 and add +2 (his rank) to the die score to determine success. *Herbology* acts as Rank-1 and does *not* combine cumulatively with the *Alchemy* skill. If the roll fails, the revised elixir remains unchanged.

Emulgent	Availability	Cost per Dose	Description
Chromis Slime	Rare	400 gold	The final Effect after all other calculations is the exact opposite. Thus, poison can become healing, or flying could hold one to the ground. This is up to the GM's discretion on the specifics per potion/poison.
Drakus Flower	Rare	400 gold	This bright red and pale green flower can be found in both temperate and warm environments. When added to a body-damage-based poison, it converts any body damage to fire-based damage. This still effectively causes body damage, but it changes the basis of the damage for purposes of protections and susceptibilities. Additionally, it causes burns on the skin of the victim.

Dried Ephedra	Unusual	200 gold	Herbalists love this purple, thorny bush to make an additive for healing potions. Adds an extra die to rolls for healing potions, but only those with die rolls. It cannot exceed 5 dice.
Emetic Sap	Common	100 gold	This thick, white wax is often found seeping out of specific trees. When added to a potion, it will create a random delay of the potion's effect by 6d10 seconds.
Fennel Silk	Unusual	200 gold	Often mistaken for a spider's web, this white web like plant grows amongst frigid and dark environments. It is a natural toxin neutralizer, but it may not remove the effects completely. It will reduce 2 dice or rounds of effect, depending on the nature of the poison. This is only effective if mixed into a toxic brew. It could be used to cut the power of a poison used against an enemy or to use before drinking an unknown liquid.
Mandrake	Common	100 gold	This tan root has serrated edges all along its body that often cause injury to those who do not properly know how to handle it. When stripped of its outer skin, the soft tender center can be eaten directly. It is not mixed with other alchemical solutions, but when consumed when it will reduce the effects of poison or disease by half of their normal efficacy for 2d10 hours. This will only effect poisons or diseases that already exist in the body and will not protect against new introductions. Further, if a poison effect is a one-shot damage type, it will not restore those points already taken. However, if the poison has a continuing damage or drain, it will slow the effect.
Wyrmtongue	Scarce	1000 gold	These jagged red petals can be found growing on Wyrmtongue flowers in almost every terrain but the plant itself is quite difficult to find. This emulgent is not used in the field, but rather as a laboratory adjustment. When mixed with other formulas, it can change the success. Effectively it will act as if the alchemist has increased by one rank for the purposes of calculations of requirements and batch limits.

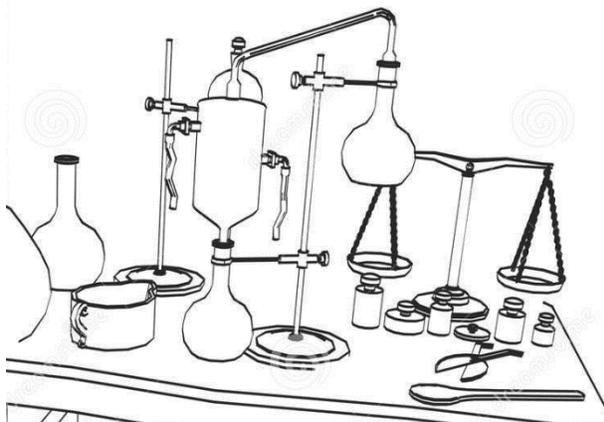
Potions

The following section is a list of potions and their costs and formulae. By no means should one assume this is the only way to create a potion, but it does allow a method to follow should the story of the game begin to follow a gathering-of-ingredients plot. It also serves to better understand the peculiar economy behind more common magic. Of course, not every potion is common magic. Some items may be easily available after a few days waiting period; others may be far more complicated concoctions.

Not all potions are created by *Alchemy*. Some are from Divine skills like *Benison*. However, if a potion is alchemically produced, then a laboratory is required. A GM might even rule that laboratories need to be upgrade to support a certain skill rank, and of course there are costs associated with that as well. As a guideline, a laboratory should cost around 500 gold with a 20-

gold monthly maintenance for each rank of the Alchemy it can produce. Further, that is the cost per “batch” made. If multiple alchemists work together and formulae are made simultaneously, then count the cost per batch and rank possible. Of course, these details could be adjusted by the world-maker.

The time to brew or create an alchemical concoction varies from formula to formula; however, the total number of potions distilled simultaneously is a function of a character’s skill. *This section needs to be updated.*



With all these conditions, one can see the cost economy is not much of the issue as much as the availability. The potion markup is significant compared to cost, but shelf life

prevents stockpiling an inventory. Consequently, most alchemy markets work on a pre-order protocol with a small supply available for immediate purchase.

With extra equipment and special modifications, a GM could allow this magical or alchemical art to become quite complicated. That would be at the prerogative of the GM, but truly the rules and details are not the point. Again, think of these rules as guidelines and averages, not set in stone. Additionally, formulas might have modifications to the batching amounts possible.

Potion	Skill Required	Market Price
Anointing Spirits	Benison	50 gold
Holy Water	Benison	50 gold
Invigoration	Benison	50 gold
Acid Splash	Alchemy	25 gold
Bonfire Blend	Alchemy	25 gold
Coma Draught	Alchemy	100 gold
Cube of Subsistence	Alchemy	75 gold
Extinguishing Foam	Alchemy	75 gold
Glowing Vial	Alchemy	25 gold
Healing Salve	Alchemy	100 gold
Lekhan Oil	Alchemy	100 gold
Leverage Potion	Alchemy	100 gold
Mana Cake	Alchemy	100 gold
Potion of Flowering	Alchemy	25 gold
Slow-Fall Draught	Alchemy	100 gold
Smelling Salts	Alchemy	35 gold
Sun Lotion	Alchemy	60 gold
Black Cigar	Alchemy II	300 gold
Chakra Shuffle	Alchemy II	300 gold
Dose of Dispatch	Alchemy II	250 gold
Dust of Discovery	Alchemy II	300 gold
Elixir of Bravery	Alchemy II	500 gold
Elixir of Veiling	Alchemy II	400 gold
Everbreath	Alchemy II	350 gold
Grease of Absorption	Alchemy II	300 gold
Iocane Oil	Alchemy II	500 gold
Oil of Battle	Alchemy II	300 gold

Oil of Inferno	<i>Alchemy II</i>	400 gold
Oil of Silvering	<i>Alchemy II</i>	500 gold
Philter of Melancholic	<i>Alchemy II</i>	500 gold
Potion of Fortitude	<i>Alchemy II</i>	500 gold
Potion of Gallantry	<i>Alchemy II</i>	250 gold
Powder of No-Frosting	<i>Alchemy II</i>	300 gold
Sip of Time	<i>Alchemy II</i>	300 gold
Sleep Smoke	<i>Alchemy II</i>	200 gold
Solution of Shock	<i>Alchemy II</i>	300 gold
Sorcerer's Switch	<i>Alchemy II</i>	350 gold
Suppository of Decay	<i>Alchemy II</i>	500 gold
Thick Smoke	<i>Alchemy II</i>	225 gold
Thieves' Paste	<i>Alchemy II</i>	250 gold
Twig of Animality	<i>Alchemy II</i>	200 gold
Violo Admixtus	<i>Alchemy II</i>	450 gold
Black Nut	<i>Alchemy III</i>	800 gold
Invisible Paint	<i>Alchemy III</i>	1000 gold
Mental Strand	<i>Alchemy III</i>	900 gold
Muse Medicine	<i>Alchemy III</i>	600 gold
Panacea	<i>Alchemy III</i>	1000 gold
Paralytic Poison	<i>Alchemy III</i>	800 gold
Potion of Mind-Shielding	<i>Alchemy III</i>	650 gold
Potion of Clarity	<i>Alchemy III</i>	500 gold
Smoke of Restraint	<i>Alchemy III</i>	700 gold
Spirits of the Siren	<i>Alchemy III</i>	700 gold
Wolfsbane	<i>Alchemy III</i>	600 gold
Wraith Blend	<i>Alchemy III</i>	650 gold
Balm of De-Petrification	<i>Alchemy IV</i>	1200 gold
Dreamshade	<i>Alchemy IV</i>	1500 gold
Homunculus	<i>Alchemy IV</i>	1600 gold
Nectar of Insects	<i>Alchemy IV</i>	1200 gold
Ablution of Lifesong	<i>Alchemy V</i>	
Marl Golem	<i>Alchemy V</i>	

Benison

Anointing Spirits

Creation: 6 days

Raw Cost: 5 gold

Ingredients:

Water
Lady Luck Fungus

This blessed concoction is designed to be are splashed on a target and allows the recipient to choose one extra dice on any one roll for one instance within the next hour. With Benison, 3 potions can be produced in one setting. Its viability is about one month.

Holy Water

Creation: 6 days

Raw Cost: 5 gold

Ingredients:

Water
Drops of Frankincense
Rose oils

The blessed waters become a holy weapon against feratu. When thrown using range, hurling, or other skill, the number of d10 used are equal to the applicable skills. The Holy Water needs only a 5 or higher to inflict one body point to the unholy creature; however, only one point is all that is inflicted regardless on the number of successes from the dice rolled. Using Benison, 3 potions can be produced during a one-week period. The shelf-life of Holy Water is approximately a month.

Invigoration

Creation: 6 days

Raw Cost: 5 gold

Ingredients:

Water
Diffused Grapes

When drinking this holy mixture, the imbiber rolls a d10. If a score of 3 or higher is made, then one point of Spirit is restored. This cannot be used cumulatively on the same target in the same day. With Benison, 3 points can be produced in the week. The potion will become unusable after one month of its creation.

Alchemy Rank 1

Acid Splash

Creation: 3 days

Raw Cost: 5 gold

Ingredients:

Undefined

This is a glass globe filled with an acidic solution. It can be thrown at a target from up to 20 feet, where upon the globe will burst and release the acid as a 1d10 attack against the victim's defense to inflict body damage. The globe will remain potent for 1 month after its creation.

Bonfire Blend

Creation: 3 days

Raw Cost: 5 gold

Ingredients:

Undefined

This mixture can be poured on a bundle of leaves and sticks, prepared for a campfire to start a small fire within 4d10 seconds. If it is poured or impacts something not combustible, it will ignite only 10% of the time. Therefore, it can technically be thrown to inflict a Body point of fire damage, but it must be a perfect throw, scoring a perfect "10" on the d10 attack and still will not take effect for the 4d10 seconds after impact. Thus, it is an ineffective weapon. The shelf life for this liquid is a short 18 days.

Coma Draught

Creation: 6 days

Raw Cost: 10 gold

Ingredients:

Undefined

This potion remains potent for three months. When imbibed, one sleeps twice as effectively for four hours, heals and recovers as if eight hours had passed. However, it is very difficult to wake someone under its effects and requires inflicting a point of Body damage to do so during the sleep. There is a psychological component to this, requiring the imbiber to know and understand what will happen for the effects to manifest; therefore, it cannot be used on unwilling or unsuspecting victims.

Cube of Subsistence

Creation: 4 days

Raw Cost: 7 gold

Ingredients:

Undefined

This is a small sugar cube. When consumed, it allows recipient to go without food, water, and sleep for 48 hours. However, the body must recover from the subsistence effect before consuming another one. If a person consumes a second one within a week's span, receives no effect and makes a Comparative Difficulty check with his or her current Body score against 2d10 or lose one point of body. If continued to attempt there is a 1% chance per invalid consumption of the body-point-loss to be permanent. However, this is also known as a potion drug of abuse for recreation in social circles that can afford it.

Extinguishing Foam

Creation: 6 days

Raw Cost: 7 gold

Ingredients:

Undefined

This smoky gas trapped in a vial is valid for 30 days. If released on an action, the gas spreads in a 20-foot radius and extinguishes any non-magical flame. After creation, the gas remains viable for 2 months.

Glowing Vial

Creation: 3 days

Raw Cost: 6 gold

Ingredients:

Undefined

This mixture is basically a glow stick. Shake it up and it produces 15-feet of light for a duration of 4 hours. A glow vial will last in an inert state for nearly six months; however, the biggest problem is a fall or other vigorous activity, such as melee, will have a 7 in 10 chance of "igniting" one.

Healing Salve

Creation: 4 days

Raw Cost: 10 gold

Ingredients:

Water
Olive Oil
Moly
Lizard tail

This pasty mud is applied to wounds and instantly restores body points by rolling 2d10. One body point restored for each die score of 5 or higher, meaning up to 2 points may be restored. The downside to this means is the muddy substance only stays useable for about ten days.

Lehhan Oil

Creation: 6 days

Raw Cost: 10 gold

Ingredients:

Olive Oil,
Quicksilver
Belladonna
Locane Powder
Rind of a Sea Sponge

When rubbing this oil on an object or creature, the sounds emanating from the subject are greatly dissipated. While not perfect silence, a person shouting would be at the volume of a whisper. If used to sneak up on someone outside their field of view, this would cause a -2 to the target's Perception roll. Rubbing the oil requires 20 seconds or one combat round. The oil remains viable for about 2 months.

Leverage Potion	Creation: 5 days	Raw Cost: 9 gold	Ingredients: Alcohol Ylang ylang oil Moly Rose Oil
This potion allows the imbiber to act as if he or she has a leverage skill for feats of strength for the following 5 minutes. The shelf-life of the amber liquid is 3 months.			
Mana Cake	Creation: 4 days	Raw Cost: 10 gold	Ingredients: Moly Maiden's Heart Rose Oil Snake Tongue
This thin bread flake is placed on the tongue and absorbed into the system. It allows an additional casting of one spell within 8 hours of consumption. It requires a normal action to consume, and the cake will begin to rot away after about two weeks.			
Potion of Flowering	Creation: 3 days	Raw Cost: 5 gold	Ingredients: Undefined
This simple green solution creates a simple effect to make a flower blossom, a seed pod open, or a leaf bud bloom. It will remain potent for 30 days after the mixture is created.			
Slow-Fall Draught	Creation: 6 days	Raw Cost: 10 gold	Ingredients: Alcohol Iodine Solution Ylang ylang oil Frankincense Venus Flora Butterfly Wings
This potion is consumed and acts similarly to the <i>float</i> spell providing a slow fall up to 50 feet during the next ten minutes. It is not intended to provide long-term protection like the spell, but rather as a safe transport for jumping from heights or short-term protection for climbing something specific. While in the vial and unused, this potion will remain practical for two weeks.			
Smelling Salts	Creation: 6 days	Raw Cost: 4 gold	Ingredients: Ammonium Venus Flora
This mixture is created and dried out into a sealed package. When used on an unconscious creature (body score zero), it will instantly revive the being. This does not affect health, merely causes the recipient to awaken. Further, it will not work on a creature in the negative. One nice thing about smelling salts is they have a much greater longevity than many potions, lasting up to 8 months.			
Sun Lotion	Creation: 6 days	Raw Cost: 6 gold	Ingredients: Undefined
Topical cream which causes skin to glow brightly, emitting light 40 feet in total darkness. The duration of the effect is 10 hours, and the cream's shelf life is 2 months.			
Alchemy Rank 2			
Black Cigar	Creation: 9 days	Raw Cost: 38 gold	Ingredients: Undefined
It requires a specific action to light if performed during combat. However, this is often done inconspicuously as part of a normal social behavior. Twenty seconds after beginning to smoke the cigar, it creates a huge 15-foot radius cloud of smoke and will spread with the smoker. Yet, most importantly, the chemicals of the cigar allow the smoker to see through smoke and fog, causing all others without special sensory abilities to act as though blinded. It will even block darkvision. The duration of the smoke will remain for one minute, or 3 combat-rounds. This rolled product can remain unsmoked for a year and remain effective.			
Chakra Shuffle	Creation: 8 days	Raw Cost: 34 gold	Ingredients: Alcohol Quicksilver Frankincense Ent-Draught
When consumed, this potion will heal from 0 to 2 points of body damage on a 2d10 scoring 3 or higher; however, a d10 is rolled for Mind and Spirit each as well. If the raw score is 8 or higher, then one point of quality is lost for its represented roll. This elixir will last up to 3 months before becoming inert.			
Dose of Dispatch	Creation: 9 days	Raw Cost: 35 gold	Ingredients: Undefined
This liquid is swallowed on an action and allows the guzzler to increase in speed. His or her base movement increases by 6 hexes. Additionally, attack speed increases, allowing 2 additional dice per attack, whether melee or range, but items, spells and divine abilities are not increased. Also, the 5d10 rule cannot be overcome. However, this increased speed does not come with an increased perception to operate with the enhanced velocity, and thus, takes on a penalty of -2 per strike. While sitting in the vial, waiting to be consumed, this mixture remains potent for about 2 months.			

Dust of Discovery	Creation: 9 days	Raw Cost: 32 gold	Ingredients: Undefined
<p>When releasing this dust, it settles on footprints, handprints, remnants of lifesong lingering in the air as an odor of a person. Each life signature appears in a slightly different color and pattern, allowing each to be followed or at least the direction of leaving to be known if the members split up. This very helpful in an isolated location, but as it does not identify precisely race, gender or who the being is, if used in a heavily travelled area it could be virtually worthless. There is enough in one flask to act with the skill of <i>pursuit</i> at rank 1 for 1 mile, once choosing to track a lifesong. If having only Wilderness Lore, combining skill and using the chemical sparingly will allow the user to act as if having a rank-2 <i>pursuit</i> skill. A tracker with <i>pursuit</i>, can act two ranks higher, but may never exceed rank-5. This is a rather volatile and ephemeral substance, lasting only 18 days after its creation.</p>			
Elixir of Bravery	Creation: 12 days	Raw Cost: 51 gold	Ingredients: Alcohol Olive Oil Red Mercury Frankincense Maiden's Heart Moly
<p>This powerful potion causes its imbiber to become immune to fear effects of any kind for the following 12 combat rounds (or 4 minutes). The shelf life for this lilac liquid lasts for around 3 months.</p>			
Elixir of Veiling	Creation: 9 days	Raw Cost: 42 gold	Ingredients: Alcohol Quicksilver Rose Oil Ent-Draught Venus Flora
<p>When consumed, this drink causes the partaker to fall under similar effects of the <i>Veil</i> spell and become effectively invisible. The potion will remain viable for 3 months after its creation.</p>			
Everbreath	Creation: 12 days	Raw Cost: 35 gold	Ingredients: Undefined
<p>This gas is contained in a vial, but when inhaled, the breather can hold his or her breath for 20 minutes. This protects him from alchemical and magical gases and permits travel underwater. The viability of the gas in the vial lasts for 4 months.</p>			
Grease of Absorption	Creation: 6 days	Raw Cost: 32 gold	Ingredients: Quicksilver Jaffray Lady Luck Pig lard
<p>This requires an action (20 seconds) to apply, but once on his or her body, the person does not cast a shadow. This is relatively inert, but when used by someone trained or capable of sneaking and being stealthy, that person throws an additional +1 to the difficulty of Perception. The grease's power has a duration of one hour, and its shelf life is around six months.</p>			
Iocane Oil	Creation: 12 days	Raw Cost: 45 gold	Ingredients: Alcohol Quicksilver Belladonna Iocane Powder
<p>This is the basic poison of the world. It may be consumed or delivered by weapon. It will inflict harm to all three qualities: body, mind and spirit, which is successful based on the individual rolling of a d10 for each. If the victim consumed the poison or is struck by a weapon covered in it, then any score of 6 or higher reduces a point against its target quality. If it is used on a weapon, only the first hit will inflict deliver the poison. Once the oil is unsealed (to place in a drink or coat a weapon), it remains capable of causing damage for the following 5 minutes (15 combat rounds). To place on a weapon, it requires 20 seconds (or 1 round) per weapon. One complete vial is required per weapon tainted. Additionally, to use iocane oil, the deliverer must have either an Alchemy-1 skill or a <i>Foul-Play</i> skill to be able to handle the product without harming himself or herself. The shelf-life of the oil is one year.</p>			

Oil of Battle	Creation: 9 days	Raw Cost: 23 gold	Ingredients: Iodine Solution Quicksilver Rose Oil Belladonna Frankincense Lady Luck Fungus
This substance is applied to a weapon; after which, the wielder can choose to add one extra d10 on an attack two times within the next 10 rounds. It can only be used on melee-style weapons. Application requires 20 seconds (1 combat round) of preparation. The duration of potency for this oil is roughly 4 months.			
Oil of Inferno	Creation: 6 days	Raw Cost: 32 gold	Ingredients: Alcohol Rose Oil Red Mercury
This oil after applied to a weapon creates a special extra d10 of fire for the next three rounds. It can only be used on melee-style weapons, but fire damage can still be rolled above a 5d10-attack for a potential sixth point of damage. Application requires 20 seconds (1 combat round) of preparation. The duration of potency for this oil is roughly 3 months.			
Oil of Silvering	Creation: 3 days	Raw Cost: 55 gold	Ingredients: Iodine Solution Quicksilver Silver Ore Venus Flora Lady Luck Fungus
This weapon-slick requires a round of preparation, but it endows any melee-style armament to act like a silver (or special ore) weapon for the next 30 rounds (or ten minutes). This means the weapon can strike werewolves, spectre, wraiths or other monsters that require special weapons. However, it will not hit a banshee or a vampire. Shelf life is about one year. Additionally, these potions are becoming far less common since weaponsmiths have learned how to add silver-plating. It is simply not cost-effective if the skill is available because a weapon can be "silvered" for a year at the cost of around 100 gold within a few days, if it fits into the smith's schedule. But the batch rules are easier at 6 potions created for the lowest-capable alchemist created in only 3 days. For a top-notch alchemist, 18 doses could be produced in that time. Thus, if producing "silvering" on a large scale for a temporary need, oils are still a better method. A few alchemists could outfit thirty men-at-arms to hunt a wraith problem in only a week.			
Philter of Melancholic	Creation: 12 days	Raw Cost: 50 gold	Ingredients: Oil, Rose Red Mercury Iocane Powder
This yellow-orange liquid will turn its imbiber angry, but with that fury comes a stronger combat power. For any melee combat, the recipient gains an additional d10. Of course, the five-die rule cannot be overruled. The effect lasts for 3 combat rounds following the quaffing. However, this comes at a cost of 1 point of body which is lost at the moment of drinking. The shelf-life of this solution will last for 6 months.			
Powder of No-Frosting	Creation: 6 days	Raw Cost: 17 gold	Ingredients: Alcohol Oil, Rose Moly
Sprinkling this blue powder over a recipient, the recipient receives a blessing of resistance to cold. A person can be fully naked at zero degrees Fahrenheit. With warm clothes a recipient could withstand exposure to -60 degrees without shelter. Additionally, for the hour of the powder's effect, any cold-based attack is blocked by 1 dice on d10 on a 4 or higher. The shelf-life of this powder is longer than most, persisting for nearly one year.			
Potion of Fortitude	Creation: 6 days	Raw Cost: 102 gold	Ingredients: Alcohol Quicksilver Cyclops Heart
After a week of soaking a cyclops heart in a solution, several potions can be drawn from the mix, the exact number depending on the skill of the alchemist. The resulting potions will give the imbiber the ability to act as if having a <i>Leverage</i> skill and act as if having one Body point higher for all feats of strengths made for the following two hours. The shelf life of the blend is 3 months.			
Potion of Callantry	Creation: 8 days	Raw Cost: 29 gold	Ingredients: Undefined
This potion, when consumed, will add a d10 to combat. It works with any style of fighting; however, it cannot exceed 5d10 rule. The duration of the effect in only 3 minutes (9 rounds).			

Sip of Time	Creation: 9 days	Raw Cost: 30 gold	Ingredients: Undefined
<p>This concoction is much of a crap shoot. Often heroes find this a pointless potion. However, when imbibed, it allows a special initiative over the next three combat rounds. For each round, 2d10 are rolled, if the numbers match, e.g. a five on each die, then rather than going on the rolled score of the initiative, the imbiber takes the first action or on 1 if timing rules are used.</p>			
Sleep Smoke	Creation: 5 days	Raw Cost: 17 gold	Ingredients: Alcohol Olive Oil Belladonna Venus Flora
<p>This is a small gray nugget enclosed in a glass globe. It can be thrown with "close-enough" accuracy up to 20 feet, where upon the globe will burst and release the smoke in a 5-ft diameter or one hex. The smoke will linger in that area for 1 minute (or 3 combat rounds). A creature in that location, capable of being affected by Sleep, will have its Mind score attacked on a d10. A score of 5 or higher inflict a point against Mind. When a victim reaches zero, he or she will become unconscious for 1 round. The smoke will remain potent for about 2 months after creation.</p>			
Solution of Shock	Creation: 8 days	Raw Cost: 32 gold	Ingredients: Undefined
<p>When consumed, the imbiber gains an electrical shock to his or her touch for the following 80 seconds (4 rounds). When touching someone, a d10 of electrical damage is delivered on a die score of 5 or higher. Further, this shock will pass through metal weapons. The potency of this liquid lasts for around 3 months.</p>			
Sorcerer's Switch	Creation: 18 days	Raw Cost: 28 gold	Ingredients: Undefined
<p>This brew will allow any imbiber with sorcery skills to switch the energy type of damage his or her spell does for 6 combat rounds after consuming. Thus, if fire bolts are cast, the sorcery can twist the energy to either frost or lightning. The potion will not permit changing dice or duration, only the energy type. The shelf life for this silvery solution is roughly one year.</p>			
Suppository of Decay	Creation: 15 days	Raw Cost: 55 gold	Ingredients: Ammonia Oil, Ylang Ylang Ent-Draught Moly Heart of a Zombie
<p>When placed within a dead body, it will accelerate decay to the point that the body is gone within 6 hours. Not even bones will remain. The pill has a shelf-life of 6 months.</p>			
Thick Smoke	Creation: 10 days	Raw Cost: 28 gold	Ingredients: Alcohol Olive Oil Iodine Ent-Draught
<p>Encased in a glass globe is this navy-colored liquid can be thrown with "close-enough" accuracy up to 20 feet, where upon the sphere will burst and release the smoke in a 10-ft diameter (or one hex surrounded by six adjacent ones). The smoke will linger in that area for 3 minutes (or 9 combat rounds). All creatures relying on sight, including darkvision, cannot see into, out of, or within that area. The mixture stays potent for 3 months</p>			
Thieves' Paste	Creation: 12 days	Raw Cost: 22 gold	Ingredients: Iodine Solution Quicksilver Belladonna Jaffray
<p>This cream can be spread over a mechanical lock to form a gel into the lock which can be used to unlock the device, but the paste will be ruined and dissolve after its use. It will effectively act like an <i>Open Locks</i> skill at second rank. Should the user of the substance have the skill of <i>Open Locks</i>, then this emulsion bumps the skill by two ranks. Of course, the five-die rule can never be breached. This goop will last three months after it has been made.</p>			
Twig of Animality	Creation: 12 days	Raw Cost: 21 gold	Ingredients: Undefined Brains of a Raven
<p>Soaking a stick in a solution for two weeks results in this unappetizing treat that when chewed up and eaten grants the diner the ability to speak with animals. Animals are not typically very smart and have their own perspective which is often limited to food and survival; however, information about recent passersby, weather or even the location of certain general places can be learned. Communication is possible for ten minutes. An uneaten twig will remain viable for 3 months.</p>			

Violo Admixtus	Creation: 9 days	Raw Cost: 46 gold	Ingredients: Undefined
<p>This is actually two potions kept separated, but when mixed together creates a time-delayed bomb. It grows hotter and hotter until exploding after mixing in a non-exact time, defined by 3d10 seconds (only known to the GM). The explosion will inflict 2d10 damage against defense of those in the 7 hexes – the center and six surrounding. The mixture is good for up to 3 months after creation. If one of the chemicals is expired but the other not, there is a 30% chance of still causing an explosion; however, if both components are invalid, no reaction will occur.</p>			
Alchemy Rank 3			
Black Nut	Creation: 15 days	Raw Cost: 83 gold	Ingredients: Undefined
<p>This infused nut can be consumed to create an effect similar to the Black Cigar. It does require a specific action if eaten during combat. More often, it is consumed prior to an incident, as the devourer can hold the effect for six hours before ingestion overtaking the opportunity to use it. While within the window of prospect, the person can at will and without an action create a one-time 15-foot radius cloud of smoke. Like the black cigar, the consumer can see through smoke and fog, causing all others without special sensory abilities to act as though blinded and blocking even darkvision. The duration of the smoke will remain for one minute, or 3 combat-rounds. The nut can remain uneaten for three months and remain effective. Lastly, if the nut is eaten and not used, the consumer's bowel movements and urination over the next 24 hours will have an interesting result. Inert, but interesting.</p>			
Invisible Paint	Creation: 18 days	Raw Cost: 92 gold	Ingredients: Undefined
<p>This topical solution can be splashed or poured on a subject. After 20 seconds, it will spread and completely cover a human-sized being, which in turn makes them completely invisible for the next 5 minutes (15 rounds). Moreover, there is no emotional component to the effect; therefore, a person unseen by this chemistry can attack and remain invisible. Attacks against an invisible being are at -2 on each die. The effectiveness of the paint remains valid for 2 months after its creation.</p>			
Mental Strand	Creation: 24 days	Raw Cost: 72 gold	Ingredients: Undefined
<p>When this paste is placed on a willing creature's head, it will allow a thought/memory up to one minute to be transferred into itself. Then placing the goop into water within 10 minutes of the transference turns it into a potion when imbibed shares those thoughts and memories. The original person does not lose the original thought. Shelf life of paste is 3 months and of the memory potion is around 2 years.</p>			
Muse Medicine	Creation: 18 days	Raw Cost: 56 gold	Ingredients: Undefined
<p>This odd concoction empowers the consumer the ability to play any musical instrument marvelously for the next 30 minutes. The shelf life of this mix is 2 months.</p>			
Panacea	Creation: 24 days	Raw Cost: 90 gold	Ingredients: Rose Oil Ent-Draught Frankincense Maiden's Heart Moly
<p>An imbibed solution more potent than a healing salve. When consumed Panacea instantly heals the body from 0 to 2 Body points, 0 to 2 Mind points, and 0 to 2 Spirit points. In total 6d10 are rolled, split into the three groups with two dice for each. Any score of 5 or higher restores the appropriate quality. Additionally, if a perfect restoration of all 6 points occurs, then the Panacea will also remove any disease infecting the guzzler. Panacea has a long shelf-life compared to other potions, remaining useable for around 6 months.</p>			
Paralytic Poison	Creation: 18 days	Raw Cost: 45 gold	Ingredients: Quicksilver Iocane Powder Brain of one ghoul
<p>When applied to a blade, requiring 20 seconds, it can deliver to a malady to its victim. The struck creature will have its movement reduced by 2 hexes. The poison can be delivered multiple times and remains potent on the weapon for 10 combat rounds. Its shelf-life lasts for nearly 2 months.</p>			

Potion of Clarity	Creation: 10 days	Raw Cost: 48 gold	Ingredients: Undefined
<p>This potion grants the possibility to detect lies. When something is spoken directly to the imbiber, the GM secretly rolls a d10 for each current point of Spirit the consumer has. If any of the scores are a "10" and what was spoken was a lie, then it will be known to be untrue. This is a passive effect which has a duration of 5 minutes. The potency of the potion in its vial lasts only 1 month.</p>			
Potion of Mind-Shielding	Creation: 12 days	Raw Cost: 32 gold	Ingredients: Olive Oil Quicksilver Venus Flora Lady Luck Fungus Moly
<p>This solution, once quaffed, shields the mind from scrying or being affected by mental attacks. The effects last for 6 hours. Its shelf-life lasts for nearly 2 months.</p>			
Smoke of Restraint	Creation: 15 days	Raw Cost: 62 gold	Ingredients: Undefined
<p>This greenish fluid is encased in a glass globe, which can be hurled with "close-enough" accuracy up to 20 feet, where upon the sphere will burst and release the green smoke in a 5-ft diameter (or one hex), which typically indicates a single target, but the GM may allow exceptions. Within an instant of the impact, the smoke will attack creature(s) in the area by solidifying around them in a greenish goop. This is a d10 roll against the defense of the victim which does no damage but acts as a grappling hold. Those ensnared must make a feat of Strength against the goop at a Material Strength of 3, equal to brass chains. The alchemical hold will last for 3 rounds if the victim fails to or chooses not to escape. The mixture stays potent for 3 months.</p>			
Spirits of the Siren	Creation: 15 days	Raw Cost: 68 gold	Ingredients: Undefined
<p>This pinkish liquid grants a person the ability to act as if having a <i>Charisma III</i> skill. The effects last for one hour. The duration of the shelf-life is 3 months.</p>			
Wolfsbane	Creation: 15 days	Raw Cost: 62 gold	Ingredients: Undefined
<p>This concoction staves off the transformation of lycanthropy and other shape-changing effects. Typically, it is used on victims of werewolves; however, it has been known to be weaponized as a poison to fire at werewolves to reverse their transformation. If striking a changed werewolf, the beast makes a Comparative Difficulty check with its current Body score (5 max) against 3d10 to avoid the effect.</p>			

Wraith Blend	Creation: 12 days	Raw Cost: 42 gold	Ingredients: Alcohol Red Mercury Laishaberries Maiden's Heart Ichor of Wraith
<p>This alchemical solution, rubbed on one's hands, allows the one coated with the solution to touch another living being. When doing so, there is a 5d10 attack on that being's spirit. The attack does no real damage, but if the die scores of 5 or higher are equal or greater than the victim's spirit score, then a part of the lifesong is momentarily siphoned. This translates to a random skill being transferred from the victim to the initiator for 5d10 combat rounds – roughly between 2 and 8 minutes. During that time, the victim cannot use that skill or any skills requiring it; however, the borrower can use it, assuming all requirements to do so are available. After produced, this liquid remains valid for nearly six months.</p>			

Alchemy Rank 4

Balm of De-Petrification	Creation: 24 days	Raw Cost: 100 gold	Ingredients: Alcohol Oil, Ylang Ylang Ent-Draught Maiden's Heart Basilisk Tongue
<p>A cream that can be rubbed on a victim of petrification. One usage can alter one-human-sized being. The shelf-life for the balm is about one month after its creation.</p>			

Dreamshade	Creation: 30 days	Raw Cost: 150 gold	Ingredients: Undefined
<p>This dose allows the one who drinks it to fall into a controlled slumber and travel in a spiritual way to enter the dream of a selected target. Once there, a 10-second message per each point of Mind of the imbiber can be delivered as if it were a real dream. However, in dream-speaking, the memory of the dream is remembered with near perfection.</p>			
Homunculus	Creation: 90 days	Raw Cost: 475 gold	Ingredients: Clay Alcohol Quicksilver Dried Ephedra Ent-Draught Lungwort Blood of Alchemist
<p>Through a very careful process, a small subservient life can be created and aligned with its maker; however, it is not a guaranteed result. Further, the max batch quantity of this formula is one, and only one homunculus can be alive at a time. After speeding the entire time, the success of creating this lifeform is rolled on the number of d10s equal to the score of the alchemist's skill. New life only comes to fruition with a total score of 25 or higher. Karma rules and <i>gambling</i> can be applied to this roll. Additionally, the alchemist can choose the total dice thrown up to the max skill rank. More dice increases the odds of success; however, if even a single raw "1" score remains, after any <i>Next</i> divine powers or similar effects, then the alchemist will lose one point of Body quality permanent. Only one point will be lost, no matter how many "1s" are rolled; further, the loss occurs whether the homunculus comes to life or not.</p>			
Nectar of Insects	Creation: 12 days	Raw Cost: 105 gold	Ingredients: Undefined
<p>This potion, while handy, is not very cost-effective as an actual armor upgrade lasts longer and in some cases may be cheaper. However, for someone wanting to avoid the armor penalties, this potion will harden the skin with a chitinous shell, endowing a natural 6 Defense, which lasts for 4 minutes (12 rounds). It does not enhance with physical armors; however, it will allow a skill like <i>Fluid Motion</i> to increase up to a 7 Defense. The shelf life of this potion is 6 months.</p>			

Alchemy Rank 5

Abolution of Lifesong	Creation: 3 days	Raw Cost: 350 gold	Ingredients: Undefined
<p>This is a fluid which is poured into a specially-created font, which costs 15,000 gold to create and requires a mason with <i>Artistic Sculpting III</i>. A dead body is immersed in the font with the hope of returning life. It can be created quickly, by comparison to other potions, assuming the ingredients are available. Because the waters only stay potent for a single use and then only for one day after its preparation, it is never performed in advance. However, when submerging a dead body in solution, the original person's max body score is used in a Comparison Difficulty check against 5d10. Of course, the maximum dice the dead can use is 5d10, but also for each three days the person has been dead, the maximum his body score can return is one point lower (and also the value used for the Comparison roll). Therefore, if a person with a 6 Body died 6 to 8 days prior to this procedure, then the check would use 4d10 for the person and 5d10 to remain dead. Further, if the person did return to life, his or her new Body max score would be 4. Finally, there is one further risk, the scores of the Mind and Spirit are rolled against 2d10; the combined total dice cannot exceed 5d10. Thus, if the raised person had a Mind score of 2 and a Spirit score of 3, then 5d10 would be rolled against 2d10. If the Mind/Spirit roll is below the sum of the 2d10, then the personality of the raised was not restored properly. The GM will decide the details of this event.</p>			

Marl Golem

Creation: 120 days

Raw Cost: 750 gold

Ingredients:

Clay
Alcohol
Quicksilver
Dried Ephedra
Ent-Draught
Lungwort

Through a very careful process, a living construct can be created and aligned with its maker; however, it is not a guaranteed result. Further, the max batch quantity of this formula is one, and only one golem can be alive at a time. Additional skills required are *Artistic Sculpting II* or better, which must be performed by the alchemist and cannot be hired out. After speeding the entire time, the success of creating this lifeform is rolled on 5d10. New life only comes to fruition with a total score of 30 or higher. The construct will have a Body score of 10 points, can attack at 2d10 and moves a 8 hexes per round.

Non-Laboratory Items

There are a few concoctions that are not made in a lab, per se. These are naturally occurring items which exist in the world, albeit mystical in some cases, that with a little influence can become an alchemical potion, even in the field in some cases. However, to perform such action, one must have a skill in *Alchemy* and the knowledge (like a formula) of how to create such. Below are a few of these mixtures.

Item	Skills Required	Creation	Price
Anzû Feathers	Skinning	6 days	1500 gold
The feathers of an Anzû can be worked into the gryf padding armor to give it lightning resistance, rolling 2d10 against any such attack and ignoring damage on a 6 or higher.			
Cyclops Heart	Skinning	Immediate	100 gold
The heart of a cyclops can be harvested from a corpse within an hour of its demise. It will remain potent for nearly 2 days from its proper extraction. If eaten, it will grant increased strength in such that the consumer will act like he or she has a <i>leverage</i> skill for 4 hours after eating it. Granted, it's gross and may not be worth it.			
Eyeball of the Popobawa	Skinning	Immediate	100 gold
When put in person's mouth, the recipient can see through walls up to ten feet. The effect lasts for 10 to 100 seconds (d10) before shriveling and dissolving. When plucked from a popbawa with a skinning skill, the eyeball can be placed in formaldehyde and kept viable for up to 3 months. Otherwise, they can only give the special sight for 3 days.			
Gargoyle Talons	Skinning / Alchemy-2	1 day	150 gold
With the skinning skill, the talons of a gargoyle can be ground into a powder, which can be dissolved in a pint of quicksilver (cost 1 gold) to produce a muddy substance which if thrown against a stone or metal surface, it acts as an oily slick splatter which will cover a 10-foot by 10-foot area (or 4 hexes). It adds 4 to the difficulty of climbing and cuts movement in half for all who attempt to travel through it. It is nearly undetectable and lasts for 30 minutes after thrown. The muddy goop is viable to use for up to 10 days.			
Harpy Feather	Skinning / Scribing	3 days	50 gold
There is a 10% chance of collecting a pristine feature from a harpy is one has the skinning skill. However, if one is produced, it can be fashioned by a scribe into a quill that can write up to 3 letters of persuasion, which will act as a charmed effect as if the reader was affected by a Rank-3 <i>Charisma</i> skill for influencing them to take an action. All three suggestions can be placed into a single correspondence. The quill will remain viable for up to a year or until the third charm is written.			
Hydra Liver	Skinning	Immediate	200 gold
If extracted and kept from rotting, the liver will grow continuously. It can be eaten and provides enough meat to feed 2 man-sized beings each day. However, the liver must be kept cold or salted each day. Failure to do so gives a 20% cumulative chance of spoiling and becoming rotten, whereby it quits growing and begins to smell. However, after this point, meat harvested from it will poison a creature, lowering its body score by 1 point and no recovery is possible for 24 hours, even if wounded further. Rotten meat is easily identified by smell.			

Manticore Wings	Skinning / Leatherworking-3	15 days	250 gold
When using a skinning skill to extract these wings, they can then be crafted into a feathery cloak. When worn by an animal trainer, the cloak will act as if he or she has an animal whispering skill.			
Moon Spider Eye	Skinning	Immediate	100 gold
One with skinning has a 10% chance of extracting an eye from a spider less than 30 minutes dead. If successful, the possessor of the eye can perform a <i>shift</i> as an action. However, once it is used, the eye disappears. Further, if the possessor does not know of the eye's power, then there is a chance it could be activated without realizing it. The eye will rot after 3 days.			
Nagidna Eyes	Skinning	Immediate	0 gold
If the skinning and extraction of a nagidna's eyes is performed and then both eyes are consumed within 5 minutes of the creature's death, it will act like a healing of body points on 3d10. Each die score of 3 or higher will restore 1 body point. Moreover, the healing can actually "supercharge" the consumer and exceed the body maximum. Once "supercharged" however, no more healing can be taken on.			
Nightmare Hoof	Skinning	Immediate	500 gold
The harvesting of a hoof must begin within one hour of the beast's death, but when in possession of one, it acts as a very powerful luck charm. Any person with a <i>gambling</i> skill will act as one rank higher. This even allows the mathematical adjustments to "rank 6" so long as only 5d10 are ever thrown for an outcome. Further, the GM should occasionally and at his discretion, give the possessor (regardless of skill) an extra point on a relevant roll; however, the GM must be careful that this luck isn't increased by more than approximately 1% to 2% of all rolls. Lastly, there is an odd curse to the hoof. If lost, sold or even given away, that person suffers a -1 to every die roll for the next 48 hours. This includes the skinner extracting it and giving it to a party member.			
Rakshasa Blood	Skinning	Immediate	1500 gold
One vial of blood can be extracted from a dead rakshasa, so long as the process begins within an hour after its death. The blood can be "planted" on the next full moon to grow vile and monstrous servants. The growth requires 20 days. If planted on the smaller moon, then 2 minotaur can be grown. If planted under the larger full moon, then 2 trolls are grown. These servants are fully under the command of the one who plants them under the moon.			
Strix Eggs	Alchemy-1 / Foul-Play	6 days	20 gold
Strix eggs are illegal in most places, but there are some who like to eat them, but most criminals keep them to hatch and create a colony of domesticated beasts. A single egg might sell for 20 gold bits. And if the nest is found, one egg per four strix is the ratio statistically one might exist. After boiling and allowed to rot (about a week), the egg can be broken to produce a five-foot-radius greenish cloud that will keep any natural animal at bay, as well as many primeval beasts. The cloud does no actual damage, but its odor is horrific. The repulsion effect lasts for 1 minute (or 3 rounds), but the stench lingers for hours. If broken without either alchemy or foul-play skills, then there is a chance of deep inhalation that will cause the loss of 1 spirit point and a few wicked hallucinations. Even if the egg is thrown to break, with the skills, residue can remain on the handler to cause the same penalty on a 3 or lower roll of a d10.			
Strix Powder	Alchemy-1	1 day	30 gold
Milking stomach juices from a strix, even freshly dead ones, mixing it with wine and drying it out will produce this odorless powder. When sprinkling this over a person or animal, it makes a strix three times more likely to attack that being over others at random. Obviously, this powder could be used as distraction or even as a ruse upon a betrayed person. It requires a day to dry out, but no lab is required. It can dry in a packet while traveling. One dosage can be created per strix and has a shelf-life of nearly one month.			
Unicorn Horn	Skinning	Immediate	1000 gold
There is only a 25% chance that the horn can be harvested; however, if it is, then it can heal 5 body points per day. After 100 total points healed, the horn becomes useless. Alternatively, if ground into a powder without having used its healing powers, the dust can be used as emulgent, added to any healing potion to triple the batch size and double the shelf-life duration.			

Combat Items

This section denotes weapons and armors of various styles and how they are created. Different products require different skills. Further, adding magic to them requires various methods and

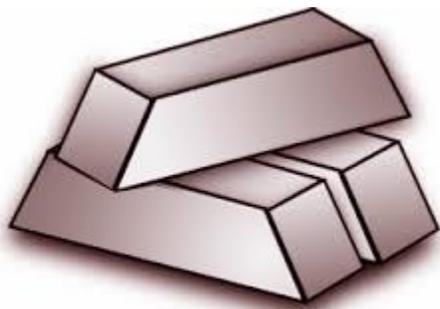
there may not be one specific way to do so. That said, the following will detail some of the possibilities. The first set of lists are the standard process for making armor and weapons. The ones after describing the options for variants.

Item		Skill Required	Material	Time
Skull Cap	0.3	Leatherworking-1	Skull; Leather, ¼ square yard	30 man hours
Leather Helmet	0.4	Leatherworking-1	Leather ½, square yard	70 man hours
Bronze Galea	0.7	Armoring-1	Iron, 2 pounds; Copper 4 pounds	150 man hours
Iron Helmet	1.0	Armoring-2	Iron, 8 pounds	220 man hours
Leather Shirt	0.7	Leatherworking-1	Leather, 2 square yards	200 man hours
Leather Linothorax	1.3	Leatherworking-2	Leather, 1 square yard	260 man hours
Chain Shirt	1.7	Armoring-2	Iron, 5 pounds	350 man hours
Iron Linothorax	2.1	Armoring-2	Iron, 18 pounds	420 man hours
Leather Greaves	0.4	Leatherworking-1	Leather, 1 square yard	80 man hours
Iron Greaves	0.6	Armoring-1	Iron 10 pounds	140 man hours
Wooden Shield	0.6	Armoring-1	Wood, 4 board-feet; Iron 1 pound	80 man hours
Parma Shield	0.8	Armoring-1	Iron, 8 pounds	120 man hours
Scutum Shield	1.4	Armoring-2	Iron, 15 pounds	200 man hours
Chainmail	2.0	Armoring-2	Iron, 20 pounds	500 man hours
Banded Armor	3.0	Armoring-3	Iron, 35 pounds	720 man hours
Platemail	3.2	Armoring-3	Iron, 40 pounds	800 man hours
Arrows		Bowyer-1	Wood, 2 board-feet	20 hours
Axes		Weaponsmith-1	Iron, 8 pounds	100 hours
Balanced Hurler		Weaponsmith-2	Iron, 6 pounds	160 hours
Bows		Bowyer-2	Wood, 6 board-feet	160 hours
Hammer, Mace		Weaponsmith-1	Iron, 8 pounds	120 hours
Poles, Spears		Weaponsmith-1	Wood, 8 board-feet; Iron 2 pounds	80 hours
Swords		Weaponsmith-1	Iron, 10 pounds	200 hours

Materials

The items above are assumed to be made from standard leather or iron smelting. However, the creator of an item may use different materials, which will alter the results and also the time required.

Below is a table for armor adjustments. Using special materials will cause a change in Defense. If the simple armor option is used, then the bonuses are in the Simple column. If piecemealing is used, then Defense and Bulk points are calculated separately. In other words, in simple a light



armor made of dragon scale will increase 2 Defense points, from 6 to 8. However, with individual pieces of a helmet, shirt and greaves made from dragon scale, then the Bulk would increase from 1.5 to 1.8, remaining light armor, but the Defense would increase to 3.6, adding 3 points to the base of 5 – or a Defense of 8. Further, any of the materials or alloys qualify a piece of armor to be a target of a *Consecrate Item* ritual.

Armor Material	Skill Rank	Substitution	Time	Simple	Def	Bulk
Iron-Skin	Leatherworking III	100% Iron-Skin	30% increase	+1	+0.4	+0.1
Dragon Scale	Leatherworking IV	100% Dragon Scale	50% increase	+2	+0.7	+0.1
Duskwood Shield	Armoring II	100% Duskwood	20% increase	n/a	+0.1	--
Stonewood Shield	Armoring III	100% Stonewood	30% increase	n/a	+0.3	+0.1
Electrum Alloy	Armoring II	60% Electrum for Iron	20% increase	Blocks 1d10 Fire on 7+		
Orichalcum Alloy	Armoring II	30% Orichalcum for Iron	30% increase	+0	+0.1	--
Meteore Alloy	Armoring IV	50% Meteore for Iron	40% increase	+1	+0.4	+0.2
Mythril	Armoring IV	100% Mythril for Iron	60% increase	+1	+0.5	--
Scarletite Alloy	Armoring IV	70% Scarletite for Iron	50% increase	Blocks 2d10 Ice on 6+		
Algidum	Cold Metallurgy	100% Algidum for Iron	80% increase	Blocks 1d10 Lightning on 4+		
Mythrilchalcum Alloy	Armoring V	70% Mythril,30% Orichalcum	100% increase	-1 Bulk	+0.1	-0.1
Adamantine	Armoring V	100% Adamantine	100% increase	+2	+0.8	+0.3*

* Adamantine armor of a heavy bulk suffers from -5 on movement for hex and miles per day. Additionally, sorcery attempts in heavy adamantine will fail 50% of the time. Adamantine platemail is the only armor configuration which can reach Defense 10. Even adamantine banded armor only has a Defense of 9.

Weapon Material	Skill Rank	Substitution	Time	Result
Silver Plating	Weaponsmith II	50 gold extra for silver	10% increase	Silver Weapon ❶
Electrum Alloy	Weaponsmith III	60% Electrum for Iron	20% increase	No Bonus, Enchantable
Orichalcum Alloy	Weaponsmith III	30% Orichalcum for Iron	30% increase	Weapon of Quality ❷
Meteore Alloy	Weaponsmith IV	50% Meteore for Iron	40% increase	Weapon of Quality
Mythril	Weaponsmith IV	100% Mythril for Iron	60% increase	Weapon of Quality
Scarletite Alloy	Weaponsmith IV	70% Scarletite for Iron	50% increase	Flame Weapon ❸
Algidum	Cold Metallurgy	100% Algidum for Iron	80% increase	Phase Weapon ❹

❶ A Silvered Weapon is not considered a Weapon of Quality; however, some monsters are immune to normal weapons but silvered ones will inflict harm, such as lycanthropes and wraiths. A normal weapon can be silver-plated for a cost of 50 to 100 gold with the silvering lasting for about one year; the time required is around 2 to 3 days.

❷ A Weapon of Quality is forged with special metals, which allows it to strike many monsters which are unable to be hit by iron weapons. Examples are werewolves, spectre, angels and sprites.

❸ Flame Weapons adds an extra fire point of damage per attack. Thus, if a 1d10 roll is successful, then it delivers 2 points (1 physical, 1 fire). If an attack of 5d10 is made and all five dice hit, the 6 points are inflicted (5 physical, 1 fire). One of every 50 weapons forged from scarletite becomes a flame weapon.

❹ A Phase Weapon is an extremely rare product, forged by cold-metallurgy and made of algidum. It can extend into the ethereal plane and striking even banshees and vampires. One in 100 weapons forged using cold-metallurgy becomes a phase weapon.

Below are prices of non-magical, not enchanted items made from various materials. Of course, items made from the rarer types of materials are not readily available. The prices are set based on the supply-and-demand pressures of materials and the skills required to forge the products. Armors are assumed to have the properties, such as blocking fire or lightning, or their changes in bulk and defense. However, weapons are assumed not to be ones which gain special abilities like the occasional flame or phase weapons. Those weapons will be around 5000 gold higher in price.

Item	Material	Retail Price	Trade-In Price	Maintenance	Defense	Bulk
Light Armor	Leather	150 gold	35 gold	2 gold	6	6
	Iron-Skin	1500 gold	600 gold	30 gold	7	6
	Dragon Scale	3200 gold	1200 gold	65 gold	8	7
Medium Armor	Iron	500 gold	200 gold	9 gold	7	7
	Electrum Alloy	2250 gold	850 gold	45 gold	Blocks Fire	
	Orichalcum Alloy	2800 gold	1100 gold	55 gold	7	7
	Meteore Alloy	5000 gold	2000 gold	100 gold	8	8
	Mythril	7500 gold	3000 gold	150 gold	8	8
	Scarletite Alloy	8000 gold	3200 gold	160 gold	Blocks Ice	
	Algidum	15,000 gold	6000 gold	300 gold	Blocks Lightning	
	Mythrilchalcum	12,000 gold	5000 gold	225 gold	6	7
	Adamantine	32,000 gold	12,000 gold	500 gold	9	8
Heavy Armor	Iron	1000 gold	400 gold	15 gold	8	8
	Electrum Alloy	4000 gold	1500 gold	75 gold	Blocks Fire	
	Orichalcum Alloy	4750 gold	1800 gold	90 gold	8	8
	Meteore Alloy	7500 gold	3000 gold	150 gold	8	8
	Mythril	12,000 gold	4600 gold	240 gold	9	8
	Scarletite Alloy	13,000 gold	5000 gold	260 gold	Blocks Ice	
	Algidum	21,000 gold	8250 gold	425 gold	Blocks Lightning	
	Mythrilchalcum	15,000 gold	6000 gold	300 gold	7	8
	Adamantine	50,000 gold	20,000 gold	800 gold	9	9
Piecemealed Armors						
Greaves	Leather	30 gold	10 gold	None	0.4	0.4
	Iron-Skin	250 gold	90 gold	1 gold	0.8	0.5
	Dragon Scale	750 gold	250 gold	3 gold	1.1	0.6
Helmet	Leather	50 gold	20 gold	None	0.4	0.4
	Iron-Skin	525 gold	200 gold	1 gold	0.8	0.5
	Dragon Scale	1250 gold	500 gold	2 gold	1.1	0.6
	Iron	250 gold	95 gold	2 gold	1.0	1.0
	Electrum Alloy	950 gold	360 gold	16 gold	Blocks Fire	
	Orichalcum Alloy	1125 gold	425 gold	20 gold	1.1	1.0
	Meteore Alloy	2750 gold	1000 gold	55 gold	1.4	1.2
	Mythril	3800 gold	1500 gold	75 gold	1.5	1.0
	Scarletite Alloy	4000 gold	1525 gold	80 gold	Blocks Ice	
	Algidum	9800 gold	3750 gold	190 gold	Blocks Lightning	
	Mythrilchalcum	8500 gold	3200 gold	170 gold	1.1	0.9
	Adamantine	16,000 gold	6200 gold	250 gold	1.8	1.3
Dwarven Hood	Iron	180 gold	100 gold	None	0.6	0.6
	Electrum Alloy	800 gold	375 gold	15 gold	Blocks Fire	
	Meteore Alloy	2500 gold	1100 gold	50 gold	1.0	0.8
	Mythril	3600 gold	1600 gold	70 gold	1.1	0.6
	Scarletite Alloy	3750 gold	1625 gold	75 gold	Blocks Ice	
	Algidum	9000 gold	4800 gold	180 gold	Blocks Lightning	
	Mythrilchalcum	7500 gold	4000 gold	150 gold	0.7	0.5
	Adamantine	13,000 gold	7000 gold	225 gold	1.4	0.9
Shirt	Leather	100 gold	30 gold	2 gold	0.7	0.7
	Iron-Skin	360 gold	150 gold	6 gold	1.1	0.8
	Dragon Scale	800 gold	275 gold	12 gold	1.4	0.8

Parma Shield	Iron	150 gold	60 gold	2 gold	0.8	0.8
	Electrum Alloy	800 gold	320 gold	15 gold	Blocks Fire	
	Orichalcum Alloy	1000 gold	375 gold	20 gold	0.9	0.8
	Mythril	3600 gold	1400 gold	70 gold	1.3	0.8
	Scarletite Alloy	3800 gold	1450 gold	75 gold	Blocks Ice	
	Algidum	9500 gold	3700 gold	180 gold	Blocks Lightning	
	Mythrilchalcum	8250 gold	3150 gold	160 gold	0.9	0.7
Gryf Padding	Hemp, Feathers	125 gold	25 gold	2 gold	1.1	1.1
	Anzû Feathers	1800 gold	600 gold	30 gold	Blocks Lightning	
Linothorax	Leather	275 gold	90 gold	3 gold	1.3	1.3
	Iron-Skin	600 gold	200 gold	10 gold	1.7	1.4
	Dragon Scale	1500 gold	500 gold	22 gold	2.0	1.4
	Iron	500 gold	200 gold	8 gold	2.1	2.1
	Electrum Alloy	2000 gold	800 gold	40 gold	Blocks Fire	
	Orichalcum Alloy	2400 gold	900 gold	48 gold	2.2	2.1
	Meteore Alloy	4500 gold	1700 gold	90 gold	2.5	2.3
	Mythril					
	Scarletite Alloy				Blocks Ice	
	Algidum				Blocks Lightning	
	Mythrilchalcum					
Adamantine						

Axe	Iron	150 gold	60 gold	3 gold
	Silver Plating	220 gold	75 gold	5 gold
	Electrum Alloy	750 gold	275 gold	15 gold
	Orichalcum Alloy	900 gold	320 gold	16 gold
	Meteore Alloy	2000 gold	775 gold	40 gold
	Mythril	2500 gold	1000 gold	50 gold
	Scarletite Alloy	2750 gold	1100 gold	52 gold
	Algidum	8000 gold	3000 gold	160 gold
Bastard Sword	Iron	220 gold	120 gold	5 gold
	Silver Plating			
	Electrum Alloy			
	Orichalcum Alloy			
	Meteore Alloy			
	Mythril			
	Scarletite Alloy			
	Algidum			
Crossbow	150 gold	60 gold	8 gold	
Dagger	50 gold	10 gold	2 gold	
Flail	120 gold	40 gold	3 gold	
Flintlock Musket	250 gold	150 gold	12 gold	
Glaive	90 gold	20 gold	1 gold	
Great Axe	200 gold	100 gold	4 gold	
Hammer	100 gold	35 gold	3 gold	
Long Bow	180 gold	90 gold	6 gold	
Longsword	150 gold	75 gold	3 gold	
Mace	100 gold	35 gold	3 gold	
Net	5 gold	1 gold	none	
Short Bow	160 gold	80 gold	5 gold	
Shortsword	140 gold	70 gold	3 gold	
Spear	50 gold	10 gold	1 gold	
Staff	60 gold	20 gold	1 gold	
War Maul	180 gold	100 gold	3 gold	

Enhanced Skill

If a person has a skill that exceeds the requirement to make a weapon or armor, then the time to create the product can be shortened. For each better skill above the requirement, 10% is removed from the forging duration. Of course, the total product time with regards to materials must be calculated first before figuring the time adjustment.

For example, a craftsman with *Armoring II* would require 500 hours (or 63 days) to complete a suit of chainmail. However, with *Armoring III* he would only need 450 hours (or 57 days) to construct

the armor. If, however, that *Armoring III* smith forges a suit of chainmail out of orichalcum alloy, 14 pounds of iron and 6 pounds of orichalcum would be needed, and the time to create it would be 650 hours (or 82 days), as the normal 500 hours is increased by 30 percent. However, if a metallurgist with *Armoring IV* attempted the same orichalcum chainmail, the 10 percent would apply to the 650 hours, requiring only 585 hours for him. *Armoring V* could accomplish the same in only 520 hours.

Collaboration

Two or three designers can collaborate to create a product. The total production time is calculated from the highest-ranking engineer. From this point, the total time increases by 10% per additional worker for the loss of coordination in communication and teamwork. However, that number is divided by the total number of persons on the project. However, no more than three people can work effectively on a project, and all persons must meet the requirements in skill.

Therefore, a smith with *Armoring V* chooses to create a mythrill linothorax with a team of two additional armorers each with *Armoring IV*. The total production time is 672 hours (420 plus 60%). Then the teamwork delay adds an additional 134 hours for a grand total production time of 806-man hours. With three workers, the project will require 269 hours (or 34 days). Without the help of the two other workers, the chief armor would need 84 days or 47 days with one helper.

Enchantment

Enchanted items can be temporary items placed in an item by a priest, but the creation of more permanent magical items is simply difficult. One must remember this system is not designed to be high magic. Not every attempt to build a magical item will work, and miraculous powers are not just formulas to follow. There is storytelling and a bit of nebulous work with the GM to make it happen. Powerful magic requires four specific things: Form, Function, Forging, and Fuel.

Form

The form is the shape and fashion of the item. This is important because types magic tends to store itself in items which correspond with a particular purpose. Swords gain battle prowess; armors offer defensive magic. There are no Warhammers of Penmanship. The type of object, its craftsmanship, and the materials from which it is made set the groundwork for the end result. If a blade which can rain fire down upon one's enemies is the hopeful outcome, then using ore of Algidum would be a poor choice.

Function

The Form leads to the next step, which is Function. This is the desired result. As stated above, the idea of a sword which showers flames from the sky, then one knows what the end goal is. However, the goal must be stated in a very general way. Stating "a magical blade which casts 2d10 Fire Darts twice per day" is too specific of a goal and will automatically fail. Magic has an emotional cognition to it, for lack of a better description. While it follows magical laws and rules, the free energy of

thaumaturgy which penetrates miraculous creations does not like to appease the greedy, nor does it like to be compelled. Further, magic is attracted to sacrifice; thus, often the more expensive items or those with superior workmanship have greater chances of becoming enchanted.

Based on function, below is a general list of items and what tends to work for enchantment. This is not an inclusive list, but it is designed to give the general concept of how Form and Function work together.

Form	Function
Armor	Defense, Protection
Bag	Containment
Belt	Strength
Boots	Movement
Chimes	Inspiration
Cloak	Sneaking, Hiding
Crown	Appearance, Thought
Helmet	Protection, Thought
Horseshoe	Luck, Speak
Lantern	Detecting, Revealing
Mirror	Appearance, Illusion, Reflection
Rope	Binding, Climbing
Saddle	Riding
Ring	Appearance, Attraction, Fellowship, Identity, Memory
Vessel	Transportation
Weapon	Destruction, Inflicting Damage, Serving Justice

Forging

Because there is a certain degree of appeasing the magicks, this is where the Forging occurs. There is no skill specific for creating an enchanted object. There are many ways, which may or may not be repeatable. The most common way is Consecrate Item Ritual, where a group of priests concentrate on an object and pray to the gods to empower it. However, other ways of attracting thumaturgic energy is possible. For a weapon of revenge, which might inflict extra damage against a particular person, a weapon of high quality could be fashioned, and the name of the villain stained in blood or etched into the metal of the blade. Images of the intended might be burned in the kiln when the weapon was shaped, then buried in a cemetery for a month while mourning and praying. By doing this, the spirits and mentality of magic itself might infest the blade to grant a special empowerment. And it could be performed by someone who is not trained in magical arts. Another example, the fire blade mentioned above, fashioned from Scarletite alloy and forged in a natural lava pit.

Most importantly, magical enchantment is drawn to strong emotions and psychic impressions. It is often personal and reactive to circumstances. Alert characters can take advantage of this, using a battle field as part of the ceremony and forging of an item to capture the essence of death, for example. Perhaps the slaying of a powerful demon could transform the weapon issuing the coup de grace to something that detects evil. Such an event might occur without even trying to enchant the blade.

Again, the point of this is the creation of magical items is not a formulaic process performed by stroking for days by a magician thinking about the effects that go into it. Magic has elements of random, entropy and the unexpected in it. The GM should be heavily involved in the process and

details of attempting to create miraculous articles. The results should general correspond to the effort and sacrifice made. If the player is flippant about the process, then it should fail almost every time. But if thought, oblation, honor, sacrifice and/or penance is involved, including an effort to further the story of the game, then the GM should give a fair chance of something beneficial occurring.

Fuel

Finally, there is the requirement of Fuel. The magical energy may store inside the item, but that will not guaranty its regular usage. Additional power is required for this. Every item as a limited amount of magic, which external fuel allows it to be reused. That is not to say that some items have a maximum number of usages or that a cool-down period is required before the object can be used again. These are possible limitations that occur with the item. However, items of continual effect will have some sort of fuel.

It is encouraged to be creative and thematic with this concept. For example, if there were a shield which had a chance to absorb a point of damage from a melee attack as its special ability, then fuel for its usage could be the possessor must consume twice as much food as normal, making his or her monthly maintenance fee increase by 3 gold. Another example might be boots that allow for water-walking require the wearer to move 3 hexes slower for the next 24 hours after using them, even if they are removed. In the above example of the flame sword, the fuel might be that the blade must be dipped in natural lava once per month.

A simple fuel is Karma. If creativity is short, then the GM could require a simple monthly fee of Karma. Permanent magical items would require 10 to 50 points monthly depending on how powerful they were.

Whatever the fuel is, if the expense cannot be paid, then the magical item begins to starve and become less functional. After about of month of non-payment, the object goes into stasis, where some event may be needed make it activate and feed again. If the item stays in stasis for a year or longer, it might lose its magical properties entirely - or require something serious to awaken the magic buried inside.

However, when a magical item is well maintained and give plenty of fuel, it is possible that it may evolve and customize to its owner. The grappling hook that gives bonuses to climbing may "notice" that its possessor is a stealthy type and after a year of regular usage, the hook might suddenly land silent one day. After a few more tries the owner notices her magical hook now has a Quiet Gear effect when used as well. Of course, because the magics became more powerful, the monthly Karma cost would increase from 10 up to 15 points.

The idea of magic is to not have a list of items with specific properties, but rather customize every item, making the magic rarer but also more mysterious. However, game-balance is important; therefore, below are some general effects and how they might manifest in an enchanted object.

Enchantment	Description	Karma as Fuel
Belt of Vigor	A mystic belt, when worn, permits its possessor to act with 5-dice on any Feat of Strength, regardless of the wearer's actual body score.	20 per month

Blindfold of the Ethereal	When worn, one can strike non-corporeal creatures as if they had physical form; the downside is that the wearer cannot see.	1 per usage; 5 monthly
Boots of Freedom	These bestow immunity from claustrophobia to the wearer. Further, they allow free movement, meaning the wearer cannot be affected by spells such as <i>gail</i> , <i>immobilize</i> or even <i>Wrack of Pain</i> .	30 per month
Cheater's Coin	This token will give whatever result the owner wishes. Although it is usually a coin, some forms come in the shape of dice. Very rare version can morph into the designed token of chance.	2 for use; 10 monthly
Grace Weapon	A weapon that permits a +1 bonus to hit for the first die of an attack. If 1d10 is used, then the bonus applies for that die. If 2 or more dice are used on an attack, then the first die only gains the bonus. If spinning moves is used, the dice must be designated to the targets.	20 each month
Grapple of Climbing	This hook grants +4 to roll against the Climbing Difficulty.	10 monthly
Ink Pin	This item looks very much like a standard quill with the exception that it has a needle at the end of it. When piercing any single instrument of writing: a scroll, a book, etc., the quill will steal and hold all the words from it. This can later be transferred to another blank page or book. Magical writings will remain intact, but the whatever the writing it, the time of transference is the same as required to originally pen it. If it is non-magical, one hour per page is required to reconstruct it.	15 per month
Mirror of Light	This covered mirror comes with a small chain attached. When swung overhead the mirror absorbs ambient light. Later, the mirror can be uncovered to allow the light back out again. It can hold up to 2 minutes (or 6 rounds) of light. Further, special properties of light are preserved, such as moonlight can induce lycanthropy.	10 each month
Shield from Hate	This peculiar shield or armor provides a special protection from a particular type of creature; sometimes it is orcs; other times it is feratu; and in some cases, it protects from very specific types such as female voltaic dragons. Whatever the species, when it attacks the enchantment causes a -1 on all die rolls attacking the possessor of the shield.	40 to 50 monthly
Slayer Weapon	A weapon that adds an extra point of damage per single attack, like a flame weapon; however, the additional damage will only be inflicted upon elves, orcs, goblins, zombies or other specific species.	40 each month
Statue Shield	When employing this shield, the possessor may choose to take no actions, no spells, no attacks, no healings, nothing, in exchange for an incredible defense. When becoming fully defensive, the shield conveys an additional 2 points of defense against melee, ranged and even magical attacks. The possessor's defense can never exceed 9; however, it will raise the requirements to hit from 5 to 7 from spells like fire darts, lightning bolts or similar magic.	30 per month
Valet Figurine	A small totem which can cast a Squire spell once every 12 hours.	10 each month
Weapon of Feeding	Such a weapon conveys to its wielder energy from each kill made by it. For each kill made, the wielder does not require sustenance for a week.	1 per feeding; 10 monthly
Weapon of Fortuity	A weapon that conveys a +1 bonus to hit. There do exist very extraordinary versions which imbue +2 to hit. The bonus to hit applies across all dice used in an attack.	30 monthly; 50 for +2 type
Weapon of Luster	A weapon that illuminates with a sun-light glow, extending in a 120-foot radius. It does not convey extra damage and bonuses to hit. The weapon does not have any added heat. Further, it can be sheathed to conceal its brightness.	15 per month
Webbed Gloves of Dew	The wearer of these gloves ring can treat air as if it had the consistency of water. The effected can "fly" by swimming through the air; however, under the effects air is too thick to breath. Even water-breathing spells will not overcome this. Further, other water penalties also apply.	20 each month
Zombie Key	This mystical item can unlock any mechanical lock, but it cannot be removed until the mechanism is returned to its original state and relocked.	10 monthly

Diseases

- **Exposure Vector** — This is how the disease is contracted. This can be touch, ingestion, sharing with body fluids, or airborne.
- **Contagious** — If exposed, modifier to check against Body Difficulty to contract.
- **Duration** — How long the disease runs before recovering
- **Incubation** — Unless specified the effects will appear 5d10 hours after exposure.
- **Severity** — When contracted, the GM rolls d100:
 01-10: Mild, half duration, no death or point loss
 11-85: Normal
 86-98: Fierce, double duration
 99-00: Extreme, triple duration;
 Body Difficulty check for chronic re-infection

Disease	Exposure Vector	Contagious	Duration
Abysal Fever Fever which causes sweat, which is a mild form of unholy water. If others touch the sweat, it causes itching and possible contraction. During infection, Divine Abilities cannot be used. This disease can incubate without symptoms for 1d10 days.	Touch	+15	3d10 days
Ashen Plague Elves are more susceptible than other races. The sickness causes vomiting and bleeding from the ears. The victim will require a week of bedrest to recover. If disregarding bedrest, the victim will functionally lose d6 points of body max per day after onset. Max body returns to normal after recovery. However, if the body reaches zero because of strenuous activity, then there is a 10% chance of death by hemorrhaging.	Airborne	+15 elves, -10 others	2d10 days
Cerebral Pyre Contracted within a few hours of eating or drinking something tainted, this disease reaches the victim's brain, producing horrific pain inside the head. It will cause one to scream and claw at the scalp and face. Fortunately, the effects pass quickly. In the meantime, Sorcery has a 50% failure rate. Combat is at -2 per die roll, and initiative suffer +4 to speed, losing actions over 20. All difficulty checks suffer -1 per die.	Ingestion	+0 (Mind Difficulty)	3d10 hours
Crimson Fever When contracted, this turns the skin to a reddish hue and is associated with aching pains. While sick, movement is halved.	Airborne	+25	2d10 days
Eyesore When infected, one's eyes swell and become covered in a fuzzy mold. After 4d10 hours, the spores burst and spread in the air. Anyone in the immediate area must make a Body Difficulty check against body score or become infected.	Airborne, Touch	+0	4d10 hours
Goblin Dog Mangle The disease does not inflict damage, but it is highly contagious. The itching is contracted within seconds, which makes one break out instantly in a pink rash. Additionally, this rash adds +1 to initiative to its victim during combat while infected.	Touch	+35	4d10 hours
Hangman's Distemper This disease produces a strange bruised ring around the neck, eyes bulge, and breathing is difficult. Coughing up blood is typical. Movement is halved. Sorcery has a 10% failure rate. Combat suffers -1 per attack die, initiative +2, and Difficulty checks suffer -1 on the score per die roll.	Touch	+10	1d10 weeks
Lunar Combustion The incubation period for this disease could be up to a week. It causes a severe sensitivity to moonlight, to which a skin burning, like that of a painful sunburn, occurs. If a moonburn happens, the victim's movement is half of normal.	Touch	+0	1d10 days
Necrotic Rot This fast-acting disease turns the skin dead, causing it to rot and fall off. It's disgusting and smells bad. Every six hours during infection, the diseased must make a 3d10 Comparative Difficulty check using current body score as dice or lose 2d6 body point.	Touch	+20	4d10 hours

Rat Fever	Touch	-10	10d10 hours
The disease causes weakness and fever which lasts for 2 to 3 days. The victim will require bedrest to recover, and only then does the timer for recovery begin. If disregarding bedrest, the victim will functionally lose d4 point of body max per day after onset. Max body returns to normal after recovery.			
Timber Shivers	Airborne, Forests	-15 elves, +0 others	1d10 days
It's not a common infection, but it is usually due to be exposed to forests. It causes twitching and trembling, resulting in the inability to perform delicate tasks. While infected, the victim's combat attacks suffer -1 per each die. Further, there is a 20% chance of losing bladder control in combat or other stressful situations.			
Whistling Obsession	Ingestion	+10 (Spirit Difficulty)	1d10 days
Once sick, the person suffers the inability to stop whistling, even while sleeping or unconscious. Stealthy actions become impossible. Plus, social interactions are likely to become unpleasant.			