

Enchanted Items



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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.

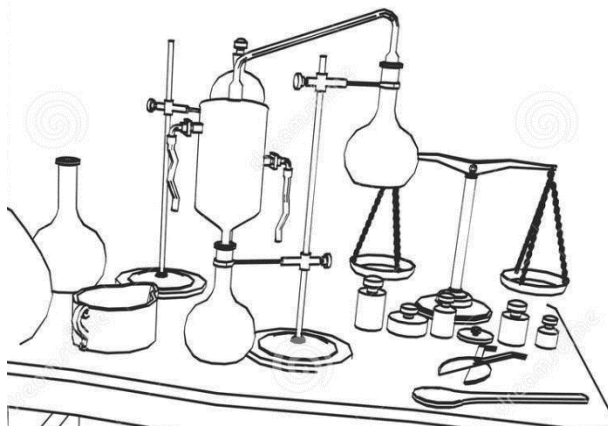
Potions

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. A person can brew four times his or her rank in *Alchemy* minus the rank-requirement of the potion. Therefore, a Rank-1 alchemist can create only 3 potions at a time (4x rank-1 is 4 minus 1). However, a Rank-5 alchemist could create 19 of the same potions simultaneously. Potions that require a third rank, that Rank-5 alchemist could create 17 potions in the same time period, but a Rank-4 could only produce 13 potions and a Rank-3 only 9 potions. Further, an alchemist can work on separate formulae simultaneously at higher ranks. Use the rank as a guideline to the number of concoctions that can be made at the same time.



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-1	25 gold
Bonfire Blend	Alchemy-1	25 gold
Coma Draught	Alchemy-1	100 gold
Extinguishing Foam	Alchemy-1	75 gold
Glowing Vial	Alchemy-1	25 gold
Healing Salve	Alchemy-1	100 gold
Lekhan Oil	Alchemy-1	100 gold
Leverage Potion	Alchemy-1	100 gold
Mana Cake	Alchemy-1	100 gold
Potion of Flowering	Alchemy-1	25 gold
Slow-Fall Draught	Alchemy-1	100 gold
Smelling Salts	Alchemy-1	35 gold
Black Cigar	Alchemy-2	300 gold
Chakra Shuffle	Alchemy-2	300 gold

Dose of Dispatch	Alchemy-2	250 gold
Dust of Discovery	Alchemy-2	300 gold
Elixir of Bravery	Alchemy-2	500 gold
Elixir of Veiling	Alchemy-2	400 gold
Grease of Absorption	Alchemy-2	300 gold
locane Oil	Alchemy-2	500 gold
Oil of Battle	Alchemy-2	300 gold
Oil of Inferno	Alchemy-2	400 gold
Oil of Silvering	Alchemy-2	500 gold
Philter of Melancholic	Alchemy-2	500 gold
Powder of No-Frosting	Alchemy-2	300 gold
Sip of Time	Alchemy-2	300 gold
Sleep Smoke	Alchemy-2	200 gold
Sorcerer's Switch	Alchemy-2	350 gold
Suppository of Decay	Alchemy-2	500 gold
Thick Smoke	Alchemy-2	225 gold
Thieves' Paste	Alchemy-2	250 gold
Violo Admixtus	Alchemy-2	450 gold
Black Nut	Alchemy-3	800 gold
Mental Strand	Alchemy-3	900 gold
Panacea	Alchemy-3	1000 gold
Paralytic Poison	Alchemy-3	800 gold
Potion of Mind-Shielding	Alchemy-3	650 gold
Smoke of Restraint	Alchemy-3	700 gold
Wraith Blend	Alchemy-3	650 gold
Balm of De-Petrification	Alchemy-4	1200 gold
Dreamshade	Alchemy-4	1500 gold
Homunculus	Alchemy-4	1600 gold

Benison

Anointing Spirits

Creation: 6 days

Raw Cost: 5 gold

Ingredients:

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.

Water
Lady Luck Fungus

Holy Water

Creation: 6 days

Raw Cost: 5 gold

Ingredients:

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.

Water
Drops of Frankincense
Rose oils

Invigoration

Creation: 6 days

Raw Cost: 5 gold

Ingredients:

When drinking this holy mixture, the imbibor 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.

Water
Diffused Grapes

Alchemy Rank 1

Acid Splash

Creation: 3 days

Raw Cost: 5 gold

Ingredients:

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.

Undefined

Bonfire Blend	Creation: 3 days	Raw Cost: 5 gold	Ingredients: Undefined
<p>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.</p>			
Coma Draught	Creation: 6 days	Raw Cost: 10 gold	Ingredients: Undefined
<p>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.</p>			
Extinguishing Foam	Creation: 6 days	Raw Cost: 7 gold	Ingredients: Undefined
<p>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.</p>			
Glowing Vial	Creation: 3 days	Raw Cost: 6 gold	Ingredients: Undefined
<p>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.</p>			
Healing Salve	Creation: 4 days	Raw Cost: 10 gold	Ingredients: Water Olive Oil Moly Lizard tail
<p>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.</p>			
Lehkan Oil	Creation: 6 days	Raw Cost: 10 gold	Ingredients: Olive Oil, Quicksilver Belladonna locane Powder Rind of a Sea Sponge
<p>When rubbing this oil on an object or creature, the sound 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.</p>			
Leverage Potion	Creation: 5 days	Raw Cost: 9 gold	Ingredients: Alcohol Ylang ylang oil Moly Rose Oil
<p>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.</p>			
Mana Cake	Creation: 4 days	Raw Cost: 10 gold	Ingredients: Moly Maiden's Heart Rose Oil Snake Tongue
<p>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.</p>			
Potion of Flowering	Creation: 3 days	Raw Cost: 5 gold	Ingredients: Undefined
<p>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.</p>			

Slow-Fall Draught	Creation: 6 days	Raw Cost: 10 gold	Ingredients:
<p>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.</p>			Alcohol Iodine Solution Ylang ylang oil Frankincense Venus Flora Butterfly Wings

Smelling Salts	Creation: 6 days	Raw Cost: 4 gold	Ingredients:
<p>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.</p>			Ammonium Venus Flora

Alchemy Rank 2

Black Cigar	Creation: 9 days	Raw Cost: 38 gold	Ingredients:
<p>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.</p>			Undefined

Chakra Shuffle	Creation: 8 days	Raw Cost: 34 gold	Ingredients:
<p>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.</p>			Alcohol Quicksilver Frankincense Ent-Draught

Dose of Dispatch	Creation: 9 days	Raw Cost: 35 gold	Ingredients:
<p>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.</p>			Undefined

Dust of Discovery	Creation: 9 days	Raw Cost: 32 gold	Ingredients:
<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>			Undefined

Elixir of Bravery **Creation:** 12 days **Raw Cost:** 51 gold **Ingredients:**
 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.
 Alcohol
 Olive Oil
 Red Mercury
 Frankincense
 Maiden's Heart
 Moly

Elixir of Veiling **Creation:** 9 days **Raw Cost:** 42 gold **Ingredients:**
 When consumed, this drink causes the partaker to fall under similar effects of the *Veil* spell and become effectively invisible. The potion will remain viable for 3 months after its creation.
 Alcohol
 Quicksilver
 Rose Oil
 Ent-Draught
 Venus Flora

Grease of Absorption **Creation:** 6 days **Raw Cost:** 32 gold **Ingredients:**
 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.
 Quicksilver
 Jaffray
 Lady Luck
 Pig lard

Iocane Oil **Creation:** 12 days **Raw Cost:** 45 gold **Ingredients:**
 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 *Foul-Play* skill to be able to handle the product without harming himself or herself. The shelf-life of the oil is one year.
 Alcohol
 Quicksilver
 Belladonna
 Iocane Powder

Oil of Battle **Creation:** 9 days **Raw Cost:** 23 gold **Ingredients:**
 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.
 Iodine Solution
 Quicksilver
 Rose Oil
 Belladonna
 Frankincense
 Lady Luck Fungus

Oil of Inferno **Creation:** 6 days **Raw Cost:** 32 gold **Ingredients:**
 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.
 Alcohol
 Rose Oil
 Red Mercury

Oil of Silvering	Creation: 3 days	Raw Cost: 55 gold	Ingredients: Iodine Solution Quicksilver Silver Ore Venus Flora Lady Luck Fungus
<p>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.</p>			
Philter of Melancholic	Creation: 12 days	Raw Cost: 50 gold	Ingredients: Oil, Rose Red Mercury Iocane Powder
<p>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.</p>			
Powder of No-Frosting	Creation: 6 days	Raw Cost: 17 gold	Ingredients: Alcohol Oil, Rose Moly
<p>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.</p>			
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>			
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
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			
Thieves' Paste	Creation: 12 days	Raw Cost: 22 gold	Ingredients: Iodine Solution Quicksilver Belladonna Jaffray
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.			
Uolo Admixtus	Creation: 9 days	Raw Cost: 46 gold	Ingredients: Undefined
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 (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.			
Alchemy Rank 3			
Black Nut	Creation: 15 days	Raw Cost: 83 gold	Ingredients: Undefined
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.			
Mental Strand	Creation: 24 days	Raw Cost: 72 gold	Ingredients: Undefined
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.			
Panacea	Creation: 24 days	Raw Cost: 90 gold	Ingredients: Rose Oil Ent-Draught Frankincense Maiden's Heart Moly
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.			

Paralytic Poison	Creation: 18 days	Raw Cost: 45 gold	Ingredients: Quicksilver Iocane Powder Brain of one ghoul
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.			
Potion of Mind-Shielding	Creation: 12 days	Raw Cost: 32 gold	Ingredients: Olive Oil Quicksilver Venus Flora Lady Luck Fungus Moly
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.			
Smoke of Restraint	Creation: 15 days	Raw Cost: 62 gold	Ingredients: Undefined
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.			
Wraith Blend	Creation: 12 days	Raw Cost: 42 gold	Ingredients: Alcohol Red Mercury Lashaberries Maiden's Heart Ichor of Wraith
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.			

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
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.			
Dreamshade	Creation: 30 days	Raw Cost: 150 gold	Ingredients: Undefined
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.			

Homunculus

Creation: 90 days

Raw Cost: 475 gold

Ingredients:

Clay
Alcohol
Quicksilver
Dried Ephedra
Ent-Draught
Lungwort
Blood of Alchemist

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 *gambling* 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 *Next* 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.

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
Cyclops Heart 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.	Skinning	Immediate	100 gold
Gargoyle Talons 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.	Skinning / Alchemy-2	1 day	150 gold
Harpy Feather There is a 10% chance of collecting a pristine feature from a harpy if 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.	Skinning / Scribing	3 days	50 gold
Hydra Liver 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.	Skinning	Immediate	200 gold
Manticore Wings 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.	Skinning / Leatherworking-3	15 days	250 gold

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

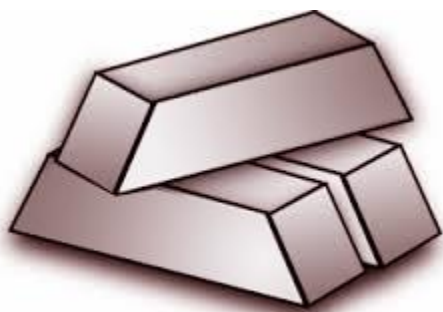
possibilities. The first set of lists are the standard process for making armor and weapons. The ones after describing the options for variants.

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-4	100% Iron-Skin	30% increase	+1	+0.4	+0.1
Dragon Scale	Leatherworking-5	100% Dragon Scale	50% increase	+2	+0.7	+0.1
Duskwood Shield	Armoring-2	100% Duskwood	20% increase	n/a	+0.1	--
Stonewood Shield	Armoring-3	100% Stonewood	30% increase	n/a	+0.3	+0.1
Electrum Alloy	Armoring 1 Rank Higher	60% Electrum for Iron	20% increase	Blocks 1d10 Fire on 7+		
Orichalcum Alloy	Armoring 1 Rank Higher	30% Orichalcum for Iron	30% increase	+0	+0.1	--
Meteore Alloy	Armoring-4	50% Meteore for Iron	40% increase	+1	+0.4	+0.2
Mythril	Armoring-4	100% Mythril for Iron	60% increase	+1	+0.5	--
Scarletite Alloy	Armoring-4	70% Scarletite for Iron	50% increase	Blocks 2d10 Ice on 6+		
Algidum	Cold Metallurgy 1 rank/8 lbs	100% Algidum for Iron	80% increase	Blocks 1d10 Lightning on 4+		
Mythrilchalcum Alloy	Armoring-5	70% Mythril,30% Orichalcum	100% increase	-1 Bulk	+0.1	-0.1
Adamantine	Armoring-5	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-2	50 gold extra for silver	10% increase	Silver Weapon ❶
Electrum Alloy	Weaponsmith-2	60% Electrum for Iron	20% increase	No Bonus, Enchantable
Orichalcum Alloy	Weaponsmith 1 Higher	30% Orichalcum for Iron	30% increase	Weapon of Quality ❷
Meteore Alloy	Weaponsmith -4	50% Meteore for Iron	40% increase	Weapon of Quality
Mythril	Weaponsmith -4	100% Mythril for Iron	60% increase	Weapon of Quality
Scarletite Alloy	Weaponsmith -4	70% Scarletite for Iron	50% increase	Flame Weapon ❸
Algidum	Cold Metallurgy 1 rank/3 lbs	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).

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.

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 rank 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 Rank-2 armorer would require 500 hours (or 63 days) to complete a suit of chainmail. However, a Rank-3 armorer would only need 450 hours (or 57 days) to construct the armor. If, however, that Rank-3 armorer 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 Rank-4 armor attempted the same orichalcum chainmail, the 10 percent would apply to the 650 hours, requiring only 585 hours for him. A Rank-5 armor 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 Rank-5 armorer chooses to create a mythrill linothorax with a team of two additional Rank-4 armorers. 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.

Enchantments

Electrum-alloy weapons and Weapons of Quality are capable of being bathed in magical abilities. As detailed by the section of Magic in the main manual, the magic items are sometimes created by people and sometimes created by odd fate. When created by people, these are formulaic methods or ceremonies by priests or sorcerers, employing either Rituals or Screeds. The point is crafting a permanent and specific magical item is very difficult and often costly in ways beyond financial. Below are some examples of what may exist.

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.

Weapon of Grace – 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.

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.

Elf-Slayer – 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.

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.

The Holy Blade – this is a unique relic, who many believe has been removed from the world by the gods after its purpose was fulfilled. Forged by the self-sacrifice of a Ruach Angel, this two-handed blade had a +2 to hit bonus, as well as an extra point of physical damage per attack. Further, twice per day it could blast out a *Turn-Feratu* effect of 2d10. And once per week it could *Remove Disease*. Lastly, the wielder received a *Rest Spirit* effect at the end of each nightfall.

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.

Cloak of the Sky – a long cloak is fashioned of broad overlapping ribbons of color attached at the neck. It bestows immunity from claustrophobia to the wearer. Further, it allows free movement, meaning the wearer cannot be affected by spells such as *gail*, *immobilize* or even *Wrack of Pain*.

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.

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.

Bag of Golden Sand – a near-permanent enchantment, sometimes used by thieves. This bag of sand sounds and feel exactly like a bag of coins. It will last forever, unless the bag is opened, whereby it is revealed that it is merely sand, and the illusion is destroyed.

Endless Scarf – this wool scarf is around 3-feet long and hollow. When worn, it creates a small pocket-dimension of additional space, capable of storing one-cubic foot in volume and about 10 pounds in weight. However, objects placed inside add no weight or burden to the wearer. One item can be removed or placed in the scarf without the use of an action in a single round. Two items can be drawn with the first one being free, but the second on the wearer's action. Lastly, if the Endless Scarf is removed, all the items contained within fall instantly out of it.

Chicken Feathers – these could be either arrows or bolts fired from a bow. When striking a target, they also have a chance of inflicting 1d10 attack on Spirit, successful on a 5 or higher, to inflict fear.

Transient Tools

This section of magical devices is dedicated to small tokens and glyphs which have temporary enchantments and will revert to non-magical items after a certain duration.

Feratu Glyph – a small obsidian skull imbued with the *Turn Feratu* spell, once per day.

Fire Ring – typically a valuable jeweled ring with a glyph suffusion in it with Fire Darts, once per day. Sorcerers can stay at home but still send his magic spell. The power may stop working at any time.

Locket of Location – this piece of jewelry can be attuned to a specific location, but only while residing on that spot. Until being re-attuned, the cameo image inside the locket will always look in the direction of that location.

Paired Scrolls – these are divinely-linked parchments. They can be initiated from either scroll, where whatever is written on one appears on the other up to 200 alphabet letters. They can remain linked for two years, but one a single mark is made, there is a five-minute window to complete the shared message. If the writing is noticed on the receiving end and time remains, the other side can write a response. However, the 200-letter limit remains intact regardless.

Skeleton Key – a gilded key that has glyph suffusion cast upon it with *Skeleton Key*, once per day; may stop working at any time.

Sun Stone – a silver nugget imbued with the *Torch* spell, once per day

Wooden Spoon – carved with rune for "food," this tool can be used to mix inert organic and semi-organic material (wood, dirt) into edible foodstuff; although it will be mushy and not very palatable.

Recovery Charms

These types of gadgets hold permanent or very-long-lasting powers; however, once such an item is used, there is a waiting period for the item to recharge before its effect can be used again.

Bag of Wind – this is an enchanted bag which holds a *Gale* spell inside of it, and when opened, the effect is released. However, it can only be used once every 6 hours.

Bank Bag – there is a bank in Unicorn Lake that has created one-way deposit bags to a secure vault. They are not common, but wealthy customers can obtain one. Non-living items placed in this bag instantly transport themselves to the vault. There is an assessed charge by the bank for deposits, typically 10% of the deposited value. Items can only be deposited once per day and they cannot be retrieved through the bag.

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.

Bottle of Light – This black metal bottle comes with a small chain attached. When swung overhead the bottle absorbs ambient light. Later, the bottle can be “unstopped” 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.

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.

Crown of Recall – this jeweled circlet is empowered with an effect similar to the *Memory Meld* spell. When placing it on one’s head and two minutes without interruption, the previous memory stored in it is shared and a specific one is placed in it. If the wearer does not choose a memory, then the previous one remains. However, this mental transfer can only take place once per day.

Flying Carpet – while these are not ridiculously rare items, they are not likely to be found in a market on any given day. They come in a variety of sizes with some supporting only one rider and some up to four. In general, the more riders, the slower the carpet flies; however, flying from 4 to 8 hours per day and covering from 24 to 60 miles is the range of this magical creation.

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.

Ring of Morning Dew – the wearer of this ring treats 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.

Shift Ring – a very rare ring of obvious value, which permits the *Shift* spell to be cast three times within 5 minutes. However, after 5 minutes passes from the first manifestation, the ring dissipates and must be fully charged again. Further, it requires wearing the ring for 24 hours to charge.

Valet Figurine – a small totem which can cast a *Squire* spell once every 12 hours.

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.

Diseases

- **Exposure Vector** — This is how the disease is contracted. This can be touch, ingestion, sharing with body fluids, or airborne.
- **Incubation** — How long do one feels fine after being exposed.
- **Contagious** — How contagious the disease is.
- **Severity** — How deadly is the infection.

Disease	Exposure Vector	Incubation	Contagious	Severity
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 1 point 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	1 week	Medium	Medium
Goblin Dog Mange The disease does not inflict damage but infects others with a 24-48-hour itching disease, which makes one break out instantly in a pink rash. Additionally, this rash adds +1 to initiative to its victim the combat round after contact is first made.	Touch	Instant	High	Low
Rat Fever The disease causes weakness and fever which lasts for 3 to 4 days. The victim will require bedrest to recover. If disregarding bedrest, the victim will functionally lose 1 point of body max per day after onset. Max body returns to normal after recovery.	Touch	1-2 days	Mild	Low
Scurvy The sickness causes vomiting and bleeding from the ears. The victim will require 2 weeks of bedrest to recover. If disregarding bedrest, the victim will functionally lose 1 point 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.	Nutrition	3 to 6 months	Zero	Medium
Syphilis Syphilis occurs in three stages. In the first stage one or more usually painless sores at point of contact, the sores will disappear, but the person is still infected. Two to four months after infection the second stage occurs with rashes that may be accompanied by: hair loss, fever, lumps on the genitals and general tiredness. The rashes are very contagious and can last for up to two years. The third stage occurs years after the infection. This stage only occurs in a third of those infected and may involve the heart or brain, causing blindness or a permanent loss of a Mind point.	Sexual Contact	2 weeks	Medium	Medium