

# Fallen Empires

**Adv. Production Rulebook v1.0**



THIS DOCUMENT IS A CONSTANT WORK, STRIVING TO CREATE THE BEST PRODUCT FOR THE PLAYERS. AS SUCH FROM TIME TO TIME THE RULES WILL BE MODIFIED OR ALTERED IN AN EFFORT TO MAKE THE GAME THE BEST IT CAN BE.

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## Brew Potion

### BLACK WATER

**Creation Time:** 30 Minutes

**Materials:**

- 3 Uncommon Herbs/Residium
- 1 Rare: Motherwort
- 1 Rare Herb: Vileroot

**Description**

This item is a named component and is used in other Advanced Production.

### CLOUDED ELIXIR

**Creation Time:** 30 Minutes

**Materials:**

- 5 Uncommon Herbs/Residium
- 1 Rare Herb: Sweetroot

**Description**

This item is a named component and is used in other Advanced Production.

### DEEP COOLING WATER

**Creation Time:** 30 Minutes

**Materials:**

- 3 Uncommon Herbs/Residium
- 1 Named: Essence of Water

**Description**

This item is a named component and is used in other Advanced Production.

### DILUTING AGENT

**Creation Time:** 30 Minutes

**Materials:**

- 2 Uncommon Herbs/Residium
- 1 Rare Herb: Sage

**Description**

This item is a named component and is used in other Advanced Production.

### EVOCATION POTION

**Creation Time:** 25 Minutes

**Materials:**

- 10 Common Herbs/Residium
- 4 Uncommon Herbs/Residium
- 2 Rare Herbs/Residium

**Description**

This creates a potion of the *Evocation* spell.

### FLASK

**Creation Time:** 25 Minutes

**Materials:**

- 10 Uncommon Herbs/Residium
- 1 Named: Essence of Water
- 1 Clouded Elixir

**Description**

This item is a dormant reagent on its own, but when blended with an advanced potion that normally lasts for 5 minutes or 1 Encounter, it will extend the duration to 1 hour or Module. It takes 1 minute to blend the Flask with the potion, after which the 2 tags must be clipped together, also, once blended, they cannot be separated.

### POTION OF FREE ACTION

**Creation Time:** 15 Minutes

**Materials:**

- 5 Uncommon Herbs/Residium
- 1 Rare Herb: Thyme
- 2 Rare Herbs: Wormwood

**Description**

This potion causes the imbiber's movement to be unhindered. This grants the character the benefits of the skill *Underwater Combat*, and *Immunity to Slow and Difficult Terrain*. This effect lasts for 5 minutes or 1 Encounter.

#### HEROISM POTION

**Creation Time:** 25 Minutes

**Materials:**

- 10 Common Herbs/Residuum
- 4 Uncommon Herbs/Residuum
- 2 Rare Herbs/Residuum

**Description**

This creates a potion of the *Heroism* spell.

#### LIFE POTION

**Creation Time:** 25 Minutes

**Materials:**

- 10 Common Herbs/Residuum
- 4 Uncommon Herbs/Residuum
- 2 Rare Herbs/Residuum

**Description**

This creates a potion of the *Life* spell.

#### METERED DECANTER

**Creation Time:** 30 Minutes

**Materials:**

- 5 Uncommon Herbs/Residuum
- 1 Rare Herb: Whiptail
- 1 Named: Belladonna

**Description**

This item is a named component and is used in other Advanced Production.

#### POTION OF MIGHTY STRENGTH

**Creation Time:** 15 Minutes

**Materials:**

- 4 Uncommon Herbs/Residuum
- 2 Rare Herbs: Red Clover

**Description**

This potion imbues the character with superhuman strength for a brief time. This grants the character +4 *Permanent Strength* for 5 minutes or 1 Encounter.

#### PURIFICATION FILTER

**Creation Time:** 30 Minutes

**Materials:**

- 4 Uncommon Herbs/Residuum
- 1 Rare Herb: Red Clover
- 1 Rare Herb: Whiptail

**Description**

This item is a named component and is used in other Advanced Production.

#### POTION OF RENEWAL (2 ENERGY)

**Creation Time:** 20 Minutes

**Materials:**

- 5 Uncommon Herbs/Residuum
- 1 Rare Herb: Echinacea

**Description**

This potion will restore 2 *Energy* that the character had previously expended. The *Energy* gained can not exceed the character's maximum, and any such points gained that would exceed the maximum are wasted.

#### POTION OF RENEWAL (5 ENERGY)

**Creation Time:** 30 Minutes

**Materials:**

- 5 Uncommon Herbs/Residuum
- 2 Rare Herbs: Thyme
- 1 Rare Herb: Vileroot
- 1 Named: Trollsblood

**Description**

This potion will restore 5 *Energy* that the character had previously expended. The *Energy* gained cannot exceed the character's maximum, and any such points gained that would exceed the maximum are wasted.

#### POTION OF REVITALIZE

**Creation Time:** 15 Minutes

**Materials:**

- 2 Uncommon Herbs/Residuum
- 1 Rare Herb: Sage
- 1 Rare Herb: Vileroot

**Description**

This potion will instantly reset the character's *Spell Pool* to full charges. A character can only benefit from this effect once each Encounter.

POTION OF WILD MAGIC, MINOR

**Creation Time:** 10 Minutes

**Materials:**

- 3 Uncommon Herbs/Residium
- 1 Rare Herb: Ashberry

**Description**

This potion temporarily increases the character's *Spell Pool* by 5 for 5 minutes or 1 Encounter.

POTION OF WILD MAGIC, STANDARD

**Creation Time:** 15 Minutes

**Materials:**

- 4 Uncommon Herbs/Residium
- 2 Rare Herbs: Ashberry

**Description**

This potion temporarily increases the character's *Spell Pool* by 10 for 5 minutes or 1 Encounter.

POTION OF WILD MAGIC, MAJOR

**Creation Time:** 20 Minutes

**Materials:**

- 5 Uncommon Herbs/Residium
- 3 Rare Herbs: Ashberry

**Description**

This potion temporarily increases the character's *Spell Pool* by 15 for 5 minutes or 1 Encounter.

## Chemistry

### BONDING COMPOUND

**Creation Time:** 15 Minutes

**Materials:**

- 5 Uncommon Herbs
- 1 Rare Herb: Ashberry
- 1 Named: Trollsblood

**Description**

This chemical takes a full minute to apply to the objects to be affected. It will cover up to 1 sq.ft. on each item. Once applied the pieces must be put together and left undisturbed for 2 full minutes, at the end of which time the items will become as one. They cannot be separated without breaking the item. This can even be used to Rebuild broken items.

### BLADE POISON: NAUSEA

**Creation Time:** 15 Minutes

**Materials:**

- 2 Common Herbs
- 2 Uncommon Herbs
- 1 Rare Herb: Vileroot

**Description**

This blade poison is applied to a weapon; giving the weapon a *Carrier Attack*. It causes the next successful swing by the weapon (a swing which lands or causes a defense to be called), and all unsuccessful swings leading up to it, to have Nausea added as an Effect Carrier to the damage normally called.

### DECANTER

**Creation Time:** 30 Minutes

**Materials:**

- 5 Uncommon Herbs
- 1 Rare Herb: Wormwood
- 2 Named: Essence of Water
- 1 Glowing Bottle

**Description**

This item allows a character to change a chemical into a more basic form in the field. This means a character could take a Vial and turn it into a Salve or Elixir of the same type, this takes 2 minutes of work.

### EPOXY

**Creation Time:** 30 Minutes

**Materials:**

- 3 Uncommon Herbs/Residuum
- 2 Rare Herbs: Motherwort

**Description**

This item is a named component and is used in other Advanced Production.

### FIREDAMP

**Creation Time:** 30 Minutes

**Materials:**

- 3 Uncommon Herbs/Residuum
- 1 Rare Herb: Sweetroot
- 1 Rare Herb: Echinacea

**Description**

This item is a named component and is used in other Advanced Production.

### FLASK FLAME

**Creation Time:** 30 Minutes

**Materials:**

- 3 Uncommon Herbs/Residuum
- 1 Rare Herb: Ashberry
- 1 Rare Herb: Motherwort

**Description**

This item is a named component and is used in other Advanced Production.

### GLOWING BOTTLE

**Creation Time:** 30 Minutes

**Materials:**

- 3 Uncommon Herbs/Residuum
- 1 Named: Essence of Water

**Description**

This item is a named component and is used in other Advanced Production.

### NIGHT EYES POWDER

**Creation Time:** 15 Minutes

**Materials:**

- 2 Uncommon Herbs/Residuum
- 2 Rare Herbs: Vileroot
- 1 Rare Herbs: Thyme

**Description**

This chemical is a light powder that is applied to the character's eyelids. Once applied, the character will be able to see in dark conditions without a light source. This does not allow for out of game items like night vision scopes, as this is intended for use in certain in game situations like Modules. This powder will last for 2 hours or until wiped away.

## PETRIFICATION SALVE

**Creation Time:** 15 Minutes**Materials:**

- 3 Uncommon Herbs/Residuum
- 2 Rare Herbs: Motherwort

**Description**

This will remove the effects of *Petrify* from the target, restoring them to the state that they were in when they became *Petrified*. This means that all time for them starts again, and time sensitive things like Bleed Out counts will resume from where they were halted.

## RESIN

**Creation Time:** 30 Minutes**Materials:**

- 3 Uncommon Herbs/Residuum
- 2 Rare Herbs: Whiptail

**Description**

This item is a named component and is used in other Advanced Production.

## SETTING SOLUTION

**Creation Time:** 25 Minutes**Materials:**

- 5 Uncommon Herbs/Residuum
- 3 Rare Herbs: Red Clover
- 2 Rare Herbs: Sage
- 1 Named: Trollsblood

**Description**

This chemical can be applied to a single item up to 8 sq. ft. in surface area. Once applied, the chemical grants the item the *Unshatterable* property until the item expires.

## THERMITE

**Creation Time:** 30 Minutes**Materials:**

- 3 Uncommon Herbs/Residuum
- 1 Rare Herb: Sage
- 1 Named: Belladonna

**Description**

This item is a named component and is used in other Advanced Production.

## UNIVERSAL SOLVENT

**Creation Time:** 10 Minutes**Materials:**

- 2 Uncommon Herbs/Residuum
- 1 Rare Herb: Thyme
- 1 Rare Herbs: Whiptail

**Description**

This chemical will cause up to 3 sq. ft. of an object to become weakened and easier to break. It takes a 10 counted action to apply to a surface, and lowers the Strength required to break the object by 6.

## BLADE POISON: VORPAL +8

**Creation Time:** 25 Minutes**Materials:**

- 5 Uncommon Herbs

**Description**

This Blade Poison is applied to a weapon, and unlike all other Blade Poisons, needs no *Energy* expenditure from *Poison Use* to use once applied to the weapon. It causes the next successful swing by the weapon (a swing which lands or causes a defense to be called), and all unsuccessful swings leading up to it, to have 8 bonus damage applied to the amount of damage normally called.

## Engineering

### BASIC SCOPE

**Creation Time:** 20 Minutes

**Materials:**

- 10 Uncommon Ore
- 2 Rare Ore: Jade
- 1 Rare Ore: Veridium
- 1 Spyglass

**Description**

This item can be attached to a Bow or Crossbow. Once attached, the item will gain +1 damage for the duration of the scope. This effect cannot be stacked with the Honed Advanced Production.

### CLUTCH

**Creation Time:** 15 Minutes

**Materials:**

- 3 Uncommon Ore
- 1 Rare Ore: Veridium

**Description**

This item is a named component and is used in other Advanced Production.

### CRANK LIGHT

**Creation Time:** 10 Minutes

**Materials:**

- 2 Uncommon Ore
- 1 Named: Essence of Stone
- 1 Whirlygig

**Description**

This item will generate a *Light* effect, following the same restrictions as the spell of the same name.

### DEFIBRILLATOR LIGHT 700

**Creation Time:** 45 Minutes

**Materials:**

- 10 Uncommon Ore
- 5 Rare Ore: Quartz
- 1 Named: Shattered Star
- 1 Named: Steel
- 2 EL512
- 2 Gyro Destabilizer

**Description**

This item can generate a "Natural Life" effect once each day. To use the item, the handle must be cranked 20 times then used on the target. This effect will consume 2 Quartz each time it is used. This invention is extremely dangerous, and only skilled engineers with advanced training can use it.

### EL512

**Creation Time:** 15 Minutes

**Materials:**

- 4 Uncommon Ore
- 1 Rare Ore: Tourmaline

**Description**

This item is a named component and is used in other Advanced Production.

### FLINTLOCK AMMO

**Creation Time:** 5 Minutes

**Materials:**

- 1 Uncommon Ore

**Description**

This item is loaded into a Flintlock Pistol on a 60 counted action, and when fired has a call of "10 Pierce".

### FLINTLOCK PISTOL

**Creation Time:** 60 Minutes

**Materials:**

- 10 Uncommon Ore
- 3 Rare Ore: Thormium
- 1 EL512
- 1 Flintlock Striker
- 1 Steel Barrel

**Description**

This item is a single shot musket style ranged weapon. This can be repped by a Nerf style gun that fires large darts. This item requires *Engineering* rank 4 to use.

#### FLINTLOCK STRIKER

**Creation Time:** 15 Minutes

**Materials:**

- 2 Uncommon Ore
- 1 Rare Ore: Malachite

**Description**

This item is a somewhat complex triggering mechanism that causes a hammer to hit a striking mount, creating a large spark strong enough to start a fire, provided there is a reasonably flammable material next to it.

#### GYRO-DESTABILIZER

**Creation Time:** 15 Minutes

**Materials:**

- 4 Uncommon Ore
- 1 Rare Ore: Thormium

**Description**

This item is a named component and is used in other Advanced Production.

#### HAMMER SHOT

**Creation Time:** 20 Minutes

**Materials:**

- 10 Uncommon Ore
- 1 Servo Piston
- 1 ThermoFlange

**Description**

This add-on can only be used to modify a gun weapon and will increase the base damage of a Cannon to 4 damage.

#### HEAVY LOAD

**Creation Time:** 15 Minutes

**Materials:**

- 3 Uncommon Ore
- 1 Rare Ore: Onyx

**Description**

This clip holds 10 shots of special ammo that grants +3 *Temporary Damage*. This ammo is expended when used.

#### HIGH CALIBER

**Creation Time:** 20 Minutes

**Materials:**

- 10 Uncommon Ore
- 1 Named: Shattered Star
- 1 Servo Piston
- 1 High Fusion Cell

**Description**

This add-on can only be used to modify a Gun weapon, which will increase the base damage of a Pistol or Cannon by an additional 1 point, and can be stacked with other add-ons.

#### HIGH FUSION CELL

**Creation Time:** 15 Minutes

**Materials:**

- 10 Uncommon Ore
- 1 Rare Ore: Jade

**Description**

This item is a named component and is used in other Advanced Production.

#### IMPROVED CAPACITY

**Creation Time:** 20 Minutes

**Materials:**

- 5 Uncommon Ore
- 2 Clutch
- 1 Phase Decoupler

**Description**

This add-on can only be used to modify a Gun weapon, which will increase the Max Load of a Gun by an additional 3 shots.

#### IMPROVED SCOPE

**Creation Time:** 30 Minutes

**Materials:**

- 10 Uncommon Ore
- 3 Rare Ore: Tourmaline
- 1 Named: Shattered Star
- 2 Named: Steel
- 1 Basic Scope
- 1 ThermoFlange

**Description**

This add-on can only be attached to a Bow, Crossbow, or Gun. Once attached, the item will gain +1 damage for the duration of the scope; in addition to the damage bonus, this



item also allows a Ranger to generate the *Hunters Mark* effect twice each reset.

#### PHASE DECOUPLER

**Creation Time:** 15 Minutes

**Materials:**

- 10 Uncommon Ore
- 1 Rare Ore: Malachite

**Description**

This item is a named component and is used in other Advanced Production.

#### ROCKET BOOTS

**Creation Time:** 25 Minutes

**Materials:**

- 8 Uncommon Ore
- 3 Rare Ore: Charstone
- 1 Rare Ore: Tourmaline
- 1 Named: Steel

**Description**

This Item allows the character to use the *Flee* ability to escape combat twice ever. As these boots are tricky to master, the user suffers 10 points of fire damage when activated, however, the damage can be avoided if the character has *Engineering* rank 4.

#### ROCKET BOOTS EXTREME

**Creation Time:** 35 Minutes

**Materials:**

- 2 Rare Ore: Mercury
- 1 Gyro-Destabilizer
- 2 Steel Barrel
- 1 New Rocket Boots

**Description**

This Item allows the character to use the *Flee* ability to escape combat once each day. As these boots are tricky to master, the user suffers 10 points of fire damage when activated, however, the damage can be avoided if the character has *Engineering* rank 3.

#### SCATTER LOAD

**Creation Time:** 15 Minutes

**Materials:**

- 5 Uncommon Ore
- 1 Named: Steel

**Description**

This clip holds 10 shots of special ammo that adds the "Critical" Flavor Carrier to its attacks. This ammo is expended when used.

#### SERVO PISTON

**Creation Time:** 15 Minutes

**Materials:**

- 4 Uncommon Ore
- 1 Rare Ore: Thormium

**Description**

This item is a named component and is used in other Advanced Production.

#### SPYGLASS

**Creation Time:** 10 Minutes

**Materials:**

- 2 Uncommon Ore
- 1 Rare Ore: Chalcedony
- 1 Steel Barrel

**Description**

This item will increase overland viewing distance by up to 10 times, limited by terrain. This gives a +5 Success bonus on long distance overland tracking.

#### STEEL BARREL

**Creation Time:** 15 Minutes

**Materials:**

- 2 Uncommon Ore
- 1 Rare Ore: Veridium
- 1 Named: Steel

**Description**

This item is a named component and is used in other Advanced Production.

#### THERMOFLANGE

**Creation Time:** 15 Minutes

**Materials:**

- 5 Uncommon Ore
- 1 Rare Ore: Charstone
- 1 Rare Ore: Onyx

**Description**

This item is a named component and is used in other Advanced Production.

#### TIMEKEEPER

**Creation Time:** 10 Minutes

**Materials:**

- 1 Clutch
- 1 Whirlygig

**Description**

This item allows a player to use a watch in game.

#### WHIRLYGIG

**Creation Time:** 10 Minutes

**Materials:**

- 3 Uncommon Ore
- 1 Rare Ore: Quartz

**Description**

This item is a named component and is used in other Advanced Production.

## Scribe Rune

### EVERLASTING QUILL

**Creation Time:** 30 Minutes

**Materials:**

- 3 Uncommon Residium
- 1 Rare Residium: Azure Sand
- 1 Rare Residium: Crushed Stardust

**Description**

This item is a named component and is used in other Advanced Production.

### GOLD LEAF

**Creation Time:** 30 Minutes

**Materials:**

- 3 Uncommon Residium
- 1 Rare Residium: Mote of Sunlight

**Description**

This item is a named component and is used in other Advanced Production.

### INSCRIBE WAND

**Creation Time:** 30 Minutes

**Materials:**

- 3 Uncommon Residium
- 1 Rare Residium: Planer Dust
- 1 Named: Essence of Wind

**Description**

This production allows the character to craft basic wands, that require a blunt *Short Weapon* Phys-Rep, such as a club or mace. While in hand, this item increases the character's *Spell Pool* by 1 charge, so long as they have the *Signature Spell* Skill.

### INSCRIBE WAND, GREATER

**Creation Time:** 45 Minutes

**Materials:**

- 5 Uncommon Residium
- 2 Rare Residium: Imbued Geode
- 1 Rare Residium: Luminous Shard
- 1 Rare Residium: Mote of Sunlight
- 1 Named: Essence of Fire

**Description**

This production allows the character to craft better wands, that require a blunt *Short Weapon* Phys-Rep, such as a club or mace. While

in hand, this item increases the character's *Spell Pool* by 2 charges, so long as they have the *Signature Spell* Skill.

### MAJOR SPELL BOOK

**Creation Time:** 10 Minutes

**Materials:**

- 4 Uncommon Residium
- 1 Rare Residium: Azure Sand
- 1 Vellum

**Description**

This item can hold up to 36 Spell Pages, and must have minimum dimensions of 4" by 6" and ½" thick.

### MASTER STAFF

**Creation Time:** 60 Minutes

**Materials:**

- 20 Uncommon Residium
- 1 Rare Residium: Astral Ether
- 1 Rare Residium: Moonlight Filament
- 1 Rare Residium: Planer Dust
- 1 Named: Essence of Fire
- 1 Named: Pure Ether
- 2 Silvered Ink
- 1 Staff

**Description**

These staves have had mystic runes inscribed onto them to enhance the wielder's magical prowess. While in hand, this item increases a characters *Spell Pool* by 3 charges, so long as they had already had *Spell Pool* charges. Additionally, twice each reset the character can refresh their *Spell Pool* on a 3 counted action, instead of the normal 3 minute count. This item requires the *Magic Staff* Power to use.

### PIGMENT REMOVER

**Creation Time:** 30 Minutes

**Materials:**

- 3 Uncommon Residium
- 2 Rare Residium: Planer Dust

**Description**

This item is a named component and is used in other Advanced Production.

### RUNE OF MASTERY (BARRIER)

**Creation Time:** 15 Minutes

**Materials:**

- 10 Uncommon Residium
- 1 Rare Residium: Azure Sand

**Description**

This powerful rune stores a single use skill that can be used by any character for whom the skill is a "Class Skill". They must still meet the skill requirements to active this item.

### RUNE OF MASTERY (QUICKNESS)

**Creation Time:** 15 Minutes

**Materials:**

- 10 Uncommon Residium
- 1 Rare Residium: Azure Sand

**Description**

This powerful rune stores a single use skill that can be used by any character for whom the skill is a "Class Skill". They must still meet the skill requirements to active this item.

### RUNE OF POWER

**Creation Time:** 30 Minutes

**Materials:**

- 3 Uncommon Residium
- 1 Rare Residium: Azure Sand
- 1 Rare Residium: Darkened Silver

**Description**

This powerful rune stores a spell that can be cast by anyone so long as they have an unused *Spell Slot* of the appropriate level; meaning they do need to be able to cast the spell stored normally. Casting spells using this rune consumes the *Spell Slot* from the character. Once activated, the rune will last for up to 1 hour or Module.

### RUNE OF THE NOVICE

**Creation Time:** 20 Minutes

**Materials:**

- 1 Uncommon Residium
- 1 Rare Residium: Moonlight Filament
- 1 Named: Ritual Ash

**Description**

This rune is written such that anyone can use the spell stored within, even those who lack the abilities to cast spells normally. The

difficulty in crafting these runes leaves their power limited and only spells of 3<sup>rd</sup> level and lower can be crafted this way.

### RUNE STAFF

**Creation Time:** 60 Minutes

**Materials:**

- 10 Uncommon Residium
- 1 Rare Residium: Etheric Essence
- 1 Rare Residium: Imbued Geode
- 1 Named: Essence of Wind
- 1 Named: Ritual Ash
- 2 Silvered Ink
- 1 Staff

**Description**

These staves have had mystic runes inscribed onto them to enhance the wielder's magical prowess. While in hand, this item increases a characters *Spell Pool* by 2 charges, so long as they had already had *Spell Pool* charges. Additionally, once each reset the character can refresh their *Spell Pool* on a 3 counted action, instead of the normal 3 minute count. This item requires the *Magic Staff* Power to use.

### RUNESTONE INLAY

**Creation Time:** 30 Minutes

**Materials:**

- 3 Uncommon Residium
- 1 Rare Residium: Azure Sand
- 1 Rare Residium: Darkened Silver

**Description**

This item is a named component and is used in other Advanced Production.

### SILVERED INK

**Creation Time:** 10 Minutes

**Materials:**

- 3 Uncommon Residium
- 1 Rare Residium: Darkened Silver

**Description**

This item is a named component and is used in other Advanced Production.

### SPELL BOOK OF STORING I

**Creation Time:** 20 Minutes

**Materials:**

- 5 Uncommon Residium
- 3 Rare Residium: Azure Sand
- 1 Gold Leaf
- 1 Silvered Ink
- 1 Vellum

**Description**

This process will infuse a spell book with the latent ability to hold a spell that can be used at a later time. Each reset the Spell Book can store 2 spells of up to 5<sup>th</sup> level, which can be cast by any caster holding the book with a few restrictions: the Spell Page for the spell to be stored must be in the book, and the stored spells must be on the character's available spell list in order to cast them from the book. To store a spell, it must be touch cast onto the book and the bearer must announce "Absorbed". The stored spell will remain until the next Skill Reset, and can be used with the call "Activate Magic <Spell Name>" and throwing a packet.

### SPELL BOOK OF STORING II

**Creation Time:** 30 Minutes

**Materials:**

- 10 Uncommon Residium
- 4 Rare Residium: Azure Sand
- 1 Gold Leaf
- 2 Silvered Ink
- 2 Vellum

**Description**

This process will infuse a spell book with the latent ability to hold a spell that can be used at a later time. Each reset the Spell Book can store 2 spells of up to 8<sup>th</sup> level, which can be cast by any caster holding the book with a few restrictions: the Spell Page for the spell to be stored must be in the book, and the stored spells must be on the character's available spell list in order to cast them from the book. To store a spell, it must be touch cast onto the book and the bearer must announce "Absorbed". The stored spell will remain until the next Skill Reset, and can be used with the call "Activate Magic <Spell Name>" and throwing a packet.

### VELLUM

**Creation Time:** 10 Minutes

**Materials:**

- 10 Uncommon Residium

**Description**

This item is a named component and is used in other Advanced Production.

## Smithing

### ARTISAN CRAFTED

**Creation Time:** 60 Minutes

**Materials:**

- 20 Uncommon Ore
- 5 Rare Ore: Quartz
- 4 Rare Ore: Thormium
- 8 Rare Ore: Tourmaline
- 1 Named: Essence of Stone
- 1 Named: Steel
- 1 Suit of Armor

**Description**

This armor is so well crafted. It gives more protection than just armor points. This armor allows the wearer to *Resist* an attack made with a Melee or Ranged weapon 2 times each day.

### BATTLE ARMOR

**Creation Time:** 45 Minutes

**Materials:**

- 4 Common Ore
- 3 Uncommon Ore
- 1 Rare Ore

**Description**

This is the largest suit of armor that a character can wear, with a base Armor value of 50 Points.

### BLADE BREAKER ARMOR PLATING

**Creation Time:** 20 Minutes

**Materials:**

- 4 Uncommon Ore
- 1 Rare Ore: Chalcedony

**Description**

This armor plating adds hooked fins to the armor, taking a 30 counted action to attach. Once attached, the suit of armor can be used to generate a "Aura Natural Shatter Weapon", which can only be called on a melee weapon attack that strikes the character and was not defended with an Active Skill. This effect may be triggered on any one valid attack of the character's choosing, after which the armor plating will become unusable and fall off.

### COLD IRON WEAPON

**Creation Time:** 20 Minutes

**Materials:**

- 4 Uncommon Ore
- 1 Rare Ore: Malachite
- Component cost of the weapon

**Description**

These weapons are unique in that they are resilient toward magic; each day they will naturally *Resist* the first *Shatter* or *Destroy* effect with the *Magic* delivery type. Additionally, it adds the Iron Flavor Carrier to all attacks made with the weapon.

### CRYSTAL FRAMEWORK

**Creation Time:** 15 Minutes

**Materials:**

- 2 Uncommon Ore
- 2 Rare Ore: Chalcedony
- 2 Rare Ore: Onyx

**Description**

This item is a named component and is used in other Advanced Production.

### EXOTIC QUIVER (+3 DAMAGE)

**Creation Time:** 10 Minutes

**Materials:**

- 3 Uncommon Ore
- 1 Rare Ore: Onyx

**Description**

This quiver holds 10 shots of special arrows that grant +3 *Temporary Damage*. These arrows are expended when used.

### EXOTIC QUIVER (+5 DAMAGE)

**Creation Time:** 15 Minutes

**Materials:**

- 5 Uncommon Ore
- 2 Rare Ore: Charstone
- 1 Rare Ore: Malachite

**Description**

This quiver holds 10 shots of special arrows that grant +5 *Temporary Damage*. These arrows are expended when used.

#### EXOTIC QUIVER (CRITICAL)

**Creation Time:** 15 Minutes

**Materials:**

- 5 Uncommon Ore
- 1 Named: Steel

**Description**

This quiver holds 10 shots of special arrows that add the *Critical* Flavor Carrier to the attack. These arrows are expended when used.

#### FAST LINKED

**Creation Time:** 30 Minutes

**Materials:**

- 10 Uncommon Ore
- 2 Rare Ore: Charstone
- 2 Rare Ore: Mercury
- 1 Named: Firefly Trapped in Amber
- 1 Suit of Armor

**Description**

This type of armor is made in such a way that it is far easier to adjust, reducing the time to refit the armor by half, making it now 15 Seconds if the armor is not *Breeched* and 30 seconds if it is *Breeched*. This is a *Temporary Reduction* effect.

#### HONED WEAPON

**Creation Time:** 30 Minutes

**Materials:**

- 10 Uncommon Ore
- 3 Rare Ore: Jade
- 2 Rare Ore: Thormium
- 3 Rare Ore: Veridium
- 1 Named: Firefly Trapped in Amber
- 1 Named: Shattered Star

**Description**

These weapons, while not magical in any way, will add 1 point of damage to all weapon swings. This is added to a weapon that has already been created.

#### LARGE SHIELD

**Creation Time:** 30 Minutes

**Materials:**

- 4 Common Ore
- 3 Uncommon Ore
- 1 Rare Ore

**Description**

Large shields can have a maximum area of 610 sq. in, and no dimension greater than 40 inches. While wielding a shield of this size, the character can only touch cast spells, and cannot use *Bombs* or *Vials*.

#### LODESTONE MAGNET

**Creation Time:** 15 Minutes

**Materials:**

- 2 Uncommon Ore
- 1 Rare Ore: Chalcedony

**Description**

This item is a named component and is used in other Advanced Production.

#### MASTER CRAFTED

**Creation Time:** 60 Minutes

**Materials:**

- 10 Uncommon Ore
- 4 Rare Ore: Jade
- 4 Rare Ore: Onyx
- 4 Rare Ore: Tourmaline
- 1 Named: Essence of Stone
- 1 Named: Steel
- 1 Suit of Armor

**Description**

This armor is so finely crafted that it gives more Armor than it would appear to. Master Crafted armor has an Armor value 10 points higher than a normal suit of its type, and these points will exceed class maximum.

#### REINFORCED BIT

**Creation Time:** 30 Minutes

**Materials:**

- 2 Uncommon Ore
- 1 Rare Ore: Malachite

**Description**

This item is a named component and is used in other Advanced Production.

#### REINFORCED CRUCIBLE

**Creation Time:** 30 Minutes

**Materials:**

- 2 Uncommon Ore
- 1 Rare Ore: Onyx

**Description**

This item is a named component and is used in other Advanced Production.

#### RUNE WEAPON

**Creation Time:** 30 Minutes

**Materials:**

- 8 Uncommon Ore
- 2 Rare Ore: Jade
- 1 Rare Ore: Mercury
- 1 Named: Shattered Star
- 1 Runestone Inlay

**Description**

Weapons crafted in this way are covered in runes that unlock magical potential. While in hand, this item increases a characters *Spell Pool* by 2 charges, so long as they had already had *Spell Pool* charges. This is added to a weapon that has already been created.

#### SILVER WEAPON

**Creation Time:** 30 Minutes

**Materials:**

- 2 Uncommon Ore
- 1 Rare Ore: Mercury

**Description**

These weapons have had special materials worked into the surface, giving it a silvery sheen. This adds the "Silver" Flavor Carrier to the weapon's call, replacing the "Normal" Flavor Carrier that base weapons have. This can be added to a weapon that has already been created.

#### STEEL BARREL

**Creation Time:** 15 Minutes

**Materials:**

- 2 Uncommon Ore
- 1 Rare Ore: Veridium
- 1 Named: Steel

**Description**

This item is a named component and is used in other Advanced Production.

#### STEEL

**Creation Time:** 15 Minutes

**Materials:**

- 5 Uncommon Ore
- 1 Rare Ore: Charstone
- 1 Rare Ore: Veridium

**Description**

This item is a named component and is used in other Advanced Production.

#### TEMPER

**Creation Time:** 15 Minutes

**Materials:**

- 1 Rare Ore: Jade

**Description**

Tempers can be added to weapons and armor that have already been created, and it will give them the ability to *Resist Shatter/Destroy* effects a limited number of times. Each time Temper is added to an item it gains 2 of these *Resists*, which are one shots and are marked off when used. An item can have up to 6 total *Resists* at any given time.

#### UNBREAKABLE GLASS

**Creation Time:** 30 Minutes

**Materials:**

- 2 Uncommon Ore
- 1 Rare Ore: Quartz

**Description**

This item is a named component and is used in other Advanced Production.

#### UNSTATTERABLE

**Creation Time:** 40 Minutes

**Materials:**

- 5 Uncommon Ore
- 2 Rare Ore: Thormium per Rank of the base item
- 1 Named: Essence of Stone
- 1 Named: Shattered Star

**Description**

These items are *Immune to Shatter* effects, and *Destroy* effects only give the item the *Broken* status instead of the normal effect. Additionally, these items cannot be broken by a normal Feat of Strength, but can still be broken by a creature with +10 *Permanent Strength*.



Other methods may exist to destroy them. This is added to a weapon or armor that has already been created.