

# Fallen Empires

**Adv. Production Rulebook v1.6**



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:** 15 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:** 15 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:** 15 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.

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### LASK

**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/Residium
- 4 Uncommon Herbs/Residium
- 2 Rare Herbs/Residium

**Description**

This creates a potion of the *Heroism* spell.

### LIFE 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 *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 RENEW MIND, MINOR

**Creation Time:** 15 Minutes

**Materials:**

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

**Description**

This potion will restore up to 5 Levels worth of *Spell Slots* that the character had previously expended. The *Slots* gained cannot exceed the character's maximum, and any such points gained that would exceed the maximum are wasted.

#### POTION OF RENEW MIND, MAJOR

**Creation Time:** 30 Minutes

**Materials:**

- 5 Uncommon Herbs/Residuum
- 2 Rare Herbs: Motherwort
- 1 Rare Herb: Red Clover
- 1 Named: Essence of Water

**Description**

This potion will restore up to 10 Levels worth of *Spell Slots* that the character had previously expended. The *Slots* gained cannot exceed the character's maximum, and any such points gained that would exceed the maximum are wasted.

#### POTION OF RENEW PROWESS, MINOR

**Creation Time:** 15 Minutes

**Materials:**

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

**Description**

This potion will restore up to 2 Levels of *Combat Slots* that the character had previously expended. The *Slots* gained cannot exceed the character's maximum, and any such points gained that would exceed the maximum are wasted.

#### POTION OF RENEW PROWESS, MAJOR

**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 up to 5 Levels *Combat Slots* that the character had previously expended. The *Slots* gained cannot exceed the character's maximum, and any such points gained that would exceed the maximum are wasted.

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 1sq.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:**

- 1 Rare Herb: Wormwood
- 1 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.

### FIRE DAMP

**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 EL512
- 1 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.

### DISTILLER

**Creation Time:** 15 Minutes

**Materials:**

- 3 Uncommon Ore
- 2 Rare Ores: Malachite

**Description**

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

### 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.

### EXOTIC CLIP (+3 Damage)

**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.

### EXOTIC CLIP (+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* Modifier to the attack. These arrows are expended when used.

#### 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 Thermoflake

**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.

#### 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:**

- 1 Basic Scope
- 1 Thermoflake

**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:**

- 1 Gyro-Destabilizer
- 1 Steel Barrel
- 1 New Rocket Boots

**Description**

This Item allows the character to use the *Flee* ability to escape combat once each reset. 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

### CREATE MAJOR SPELL BOOK

**Creation Time:** 10 Minutes

**Materials:**

- 4 Uncommon Residuum
- 1 Rare Residuum: 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.

### EVERLASTING QUILL

**Creation Time:** 30 Minutes

**Materials:**

- 3 Uncommon Residuum
- 1 Rare Residuum: Azure Sand
- 1 Rare Residuum: 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 Residuum
- 1 Rare Residuum: 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 Residuum
- 1 Rare Residuum: 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 5, so long as they have the *Signature Spell Skill*.

### INSCRIBE WAND, GREATER

**Creation Time:** 45 Minutes

**Materials:**

- 5 Uncommon Residuum
- 2 Rare Residuum: Imbued Geode
- 1 Rare Residuum: Luminous Shard
- 1 Rare Residuum: 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 10, so long as they have the *Signature Spell Skill*.

### MASTER STAFF

**Creation Time:** 60 Minutes

**Materials:**

- 20 Uncommon Residuum
- 2 Rare Residuum: Astral Ether
- 1 Rare Residuum: Moonlight Filament
- 2 Rare Residuum: Planer Dust
- 1 Named: Essence of Fire
- 2 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 character's *Spell Pool* by 20, 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 Residuum
- 2 Rare Residuum: 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:**

- 10 Uncommon Residium
- 1 Rare Residium: Azure Sand
- 1 Rare Residium: Darkened Silver
- 1 Named: Ritual Ash
- 1 Rune of the spell to be stored

**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:** 15 Minutes

**Materials:**

- 2 Uncommon Residium
- 1 Rare Residium: Moonlight Filament
- 1 Rune of the spell to be stored

**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
- 1 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 character's *Spell Pool* by 10, 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

### ARMOR PLATING (BLADE BREAKER)

**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 "Natural Aura Shatter", 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.

### 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:**

- 1 Rare Ore

**Description**

This is the largest suit of armor that a character can wear, with a base Armor value of 50 Points. This follows the normal rules for duration and cost when crafting armor.

### 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

**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* Modifier 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:**

- 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*. This follows the normal

rules for duration and cost when crafting weapons.

### 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.

## Forge Item

### MINOR ITEMS

#### ARMOR OF ELUSION

**Materials:**

- Suit of Armor to be enchanted
- 20 Residium
- 2 Touch of Void
- 2 Moldavite

**Description**

This enchants a normal suit of armor with the ability to *Resist Binding* and *Prison* effects twice each reset. Additionally, the armor can be activated to generate the *Freedom* effect once each day at no cost.

#### ARMOR OF EVOCATION

**Materials:**

- Suit of Armor to be enchanted
- 20 Residium
- 2 Basilisk Eye
- 2 Moldavite

**Description**

This enchants a normal suit of armor with the ability to *Resist* effects from the *Path of Evocation* and *Elemental Damage* twice each reset.

#### ARMOR OF MIND

**Materials:**

- Suit of Armor to be enchanted
- 20 Residium
- 2 Leviathan Fang
- 2 Moldavite

**Description**

This enchants a normal suit of armor with the ability to *Resist Sleep*, *Charm* and *Fear* effects twice each reset. Additionally the armor can be activated to grant the wearer *Mind Guard* once each day at no cost.

#### ARMOR OF SHADOWS

**Materials:**

- Suit of Armor to be enchanted
- 20 Residium
- 2 Essence of Death
- 2 Moldavite

**Description**

This enchants a suit of armor with the ability to *Resist: Shadow* effects and damage twice each reset.

#### BAG OF HOLDING I

**Materials:**

- 1 Rune of Secret Box
- 5 Residium
- 1 Dram of Time

**Description**

This formula enchants a bag so that it may carry up to 5 Ghost Tags (tags for items that do not require their rep to be there); this also makes the bag Unshatterable. A bag enchanted with effect can never be placed inside of an item with the same effect.

#### BOOTS OF TRACKLESS STEP

**Materials:**

- 5 Residium
- 1 Phoenix Feather

**Description**

This creates a pair of footwear that when used reduces the chance that the wearer will be tracked; giving any would be tracker a 2 Negative penalty to their Contested Roll.

#### BRACERS OF HEALTH

**Materials:**

- 20 Residium
- 1 Basilisk Eye
- 1 Harpy Bone

**Description**

These enchanted bracers, when worn, increase the characters Maximum Body Points by 3 points.



### CLOAK OF THE WOODLANDS

#### Materials:

- 20 Residium
- 1 Touch of the Void
- 1 Vial of Darkwater
- 1 Banshee Essence

#### Description

Grants the wearer the use of the *Conceal* skill once per reset, so long as they are in natural wooded terrain.

### COLLAPSIBLE ROPE

#### Materials:

- 5 Residium
- 1 Basilisk Eye

#### Description

This formula enchants a 50 foot length of rope so that it can be collapsed down to 6 inches for easy storage. A simple activation can be used to collapse or expand the rope.

### ELEMENTAL AURA WEAPON (FLAVOR)

#### Materials:

- 1 Rune of Blade
- 35 Residium
- 2 Basilisk Eye

#### Description

This enchants a weapon with the elemental property of stone. Five times each reset the weapon can be used to mimic the *Blade* spell granting the wielder +5 <Flavor> damage on a single weapon swing.

### ENCHANT MINOR WAND

#### Materials:

- 15 Residium
- 1 Dram of Time
- 1 Greater Wand

#### Description

This enchants a wand increasing its strength. While wielding the wand the characters Spell Pool is increased by 15.

### EVERTORCH

#### Materials:

- 25 Residium

#### Description

This spell creates a light that will function whenever it is night or the item is in a dark or dimly lit location.

### GOGGLES OF SEEING

#### Materials:

- 20 Residium
- 1 Essence of Death

#### Description

This spell enchants a pair of goggles that improve the wearer's vision. While worn it will grant the wearer +2 Bonus on *Tracking* Contested Rolls.

### MAGIC WEAPON

#### Materials:

- 35 Residium
- 1 Phoenix Talon
- 1 Banshee Essence

#### Description

This spell enchants a normal weapon so that it now has the damage type *Magic* added to its call. This replaces weaker damage types such as *Normal* and *Silver*.

### NIMBLE GLOVES

#### Materials:

- 5 Residium
- 1 Phoenix Feather

#### Description

These enchanted gloves, while worn, will give the character 2 additional Success for Challenged Rolls when using the *Disable* skill.

### RING OF FEATHERFALL

#### Materials:

- 5 Residium
- 1 Phoenix Feather

#### Description

This spell enchants a ring that so long as it is worn that character is constantly under the effects of *Featherfall* and will not take any falling damage.

### RING OF MIND SHIELDING

#### Materials:

- 25 Residium
- 1 Vial of Darkwater

#### Description

This magical ring guards the wearers mind from being intruded. The player is immune to the *Detect Thoughts* ability; additionally each reset the first *Psionic* attack is *Resisted*.

### RING OF SPELL STORING

#### Materials:

- 25 Residium
- 2 Harpy Bone

#### Description

This spell enchants an item so that up to a 3 levels of spells may be stored into to be used at a later time. To store a spell it must be touch cast onto the item and the bearer must announce "Absorbed". The stored spell will remain until the next skill reset and can be used by stating "Active <Spell Name>" and then throwing a packet.

### SPELL GEM

#### Materials:

- 5 Residium
- 1 Dram of Time

#### Description

This enchants a gem to store magical power that can be used at a later time. A newly forged gem will contain 10 levels worth of Spell Slots. When casting spells the caster can choose to use the Slots in the gem, instead of their own. Once all slots are used the gem is destroyed.

## STANDARD ITEMS

### ARMOR OF ELUSION

#### Materials:

- Suit of Armor to be enchanted
- 30 Residium
- 3 Touch of Void
- 3 Moldavite

#### Description

This enchants a normal suit of armor with the ability to *Resist Binding* and *Prison* effects three times each reset. Additionally, the

armor can be activated to generate the *Freedom* effect once each day at no cost.

### ARMOR OF EVOCATION

#### Materials:

- Suit of Armor to be enchanted
- 30 Residium
- 3 Basilisk Eye
- 3 Moldavite

#### Description

This enchants a normal suit of armor with the ability to *Resist* effects from the *Path of Evocation* and *Elemental Damage* three times each reset.

### ARMOR OF MIND

#### Materials:

- Suit of Armor to be enchanted
- 30 Residium
- 3 Leviathan Fang
- 3 Moldavite

#### Description

This enchants a normal suit of armor with the ability to *Resist Sleep, Charm* and *Fear* effects three times each reset. Additionally the armor can be activated to grant the wearer *Mind Guard* once each day at no cost.

### ARMOR OF SHADOWS

#### Materials:

- Suit of Armor to be enchanted
- 30 Residium
- 3 Essence of Death
- 3 Moldavite

#### Description

This enchants a suit of armor with the ability to *Resist: Shadow* effects and damage three times each reset.

### BAG OF HOLDING II

#### Materials:

- 2 Rune of Secret Box
- 15 Residium
- 1 Dram of Time

#### Description

This formula enchants a bag so that it may carry up to 10 Ghost Tags (tags for items that do not require their rep to be there); this also makes the bag Unshatterable. A bag

enchanted with effect can never be placed inside of an item with the same effect.

#### BELT OF CONSTITUTION

##### Materials:

- 20 Residium
- 2 Phoenix Feather

##### Description

This belt increases the characters fortitude and resistance to infections. Once each reset the character can *Resist Toxin* as per the racial skill.

#### BELT OF MIGHT

##### Materials:

- 25 Residium
- 1 Gorgon Horn
- 1 Banshee Essence

##### Description

This belt strengthens the character and gives great boost when exerting force. When performing *Feats of Strength*, their strength is increased by 2.

#### BRACERS OF DEFLECTION

##### Materials:

- 25 Residium
- 1 Essence of Death

##### Description

These enchanted bracers, when worn, increase the characters armor value. The bracers count as 10 points of armor that stacks with other sources, up to the characters maximum value. These points are readjusted with physical armor, and not separately.

#### CLOAK OF THE RAY

##### Materials:

- 15 Residium
- 2 Leviathan Fang
- 1 Vial of Darkwater

##### Description

This cloak is created from a grey-blue cloth and when worn looks similar to a large manta ray. When worn the character is treated as though they had the skill *Underwater Combat*.

#### CLOAK OF THE WOODLANDS

##### Materials:

- 20 Residium
- 2 Touch of the Void
- 1 Vial of Darkwater
- 1 Banshee Essence

##### Description

This creates a cloak that allows the character to vanish into the wilds. This item grants the wearer the use of the *Conceal* skill once per reset, so long as they are in a natural wooded terrain. If the character already has the *Conceal* skill this item instead reduces the count to enter *Hide* from a 5 count to a 3 count.

#### CREATE IRON GOLEM

##### Materials:

- 20 Uncommon Ore
- 3 Gorgon Horn
- 5 Moldivite

##### Description

This creates a Golem made of iron that will be under the creator's voice control, or that can be programmed with up to 25 words of instructions. The golem will last for 1 year or until it is destroyed. The rep for the golem must be provided by players, NPCs will not be available for player golem reps.

#### ELEMENTAL AURA WEAPON (FLAVOR)

##### Materials:

- 3 Rune of Blade
- 40 Residium
- 1 Phoenix Talon
- 3 Basilisk Eye

##### Description

This enchants a weapon with the elemental property of fire granting the wielder +0 <Flavor> damage on all attack made with the weapon.

#### ENCHANT STANDARD WAND

##### Materials:

- 15 Residium
- 1 Dram of Time
- 1 Leviathan Fang
- 1 Greater Wand

##### Description

This enchants a wand increasing its strength. While wielding the wand the characters Spell Pool is increased by 20.

#### HAT OF DISGUISE

##### Materials:

- 20 Residium
- 1 Harpy Bone
- 1 Banshee Essence

##### Description

This ordinary looking headgear makes it far easier to hide your actual appearance. First this item allows the character to use the *Disguise* skill once each reset; Second once each reset it allows the wearer to give a false answer to the out of game question "What do I See?".

#### HEADBAND OF CONCENTRATION

##### Materials:

- 15 Residium
- 2 Dram of Time
- 1 Gorgon Horn

##### Description

This enchanted headband is often a pendant put could be worked into a more traditional helm. When wore it lowers the time to perform Counted Actions, which require concentration, by up to 1 minute, to a minimum of 1 minute.

#### MAGIC WEAPON

##### Materials:

- 40 Residium
- 3 Phoenix Talon
- 2 Banshee Essence

##### Description

This spell enchants a normal weapon so that its base damage is increased by 1 point and it now has the damage type *Magic* added to its call. This replaces weaker damage types such as *Normal* and *Silver*.

#### RING OF RESISTANCE

##### Materials:

- 30 Residium
- 3 Basilisk Eye
- 2 Moldavite

##### Description

This spell creates a ring that protects the wearer against the designated flavor. While the ring is worn the character will take half damage, rounded up, from any damage dealing attack with the <Flavor> flavor.

#### RING OF REFRACTING FORCE

##### Materials:

- 20 Residium
- 1 Touch of the Void
- 1 Gorgon Horn
- 1 Phoenix Feather

##### Description

This magic ring, while worn, will allow the wearer to ward off harmful magic. Once each reset the character can use the *Spell Turning* skill without having to pay any cost.

#### RING OF SPELL STORING

##### Materials:

- 30 Residium
- 1 Leviathan Fang
- 2 Harpy Bone

##### Description

This spell enchants an item so that up to a 6 levels of spells may be stored into to be used at a later time. To store a spell it must be touch cast onto the item and the bearer must announce "Absorbed". The stored spell will remain until the next skill reset and can be used by stating "Active <Spell Name>" and then throwing a packet.

#### RING OF WIZARDRY I

##### Materials:

- 25 Residium
- 2 Essence of Death
- 1 Moldavite

##### Description

This very powerfully enchanted ring allows the character to retain 2 spells, up to 5th level, that they have cast.

## SHIFTERS VESTMENTS

### Materials:

- 15 Residium
- 2 Harpy Bone

### Description

This vestment increases the character natural armor, by 10 points, while they are *Shapechanged*.

## WINGED BOOTS

### Materials:

- 20 Residium
- 2 Phoenix Feather
- 1 Phoenix Talon

### Description

These supple boots can sprout small but powerful wings upon command. Once each day the wearer can use the *Fly* ability, and it will last for up to 10 minutes.

## MAJOR ITEMS

## ARMOR OF ELUSION

### Materials:

- Suit of Armor to be enchanted
- 20 Uncommon Residium
- 4 Touch of Void
- 4 Moldavite

### Description

This enchants a normal suit of armor with the ability to *Resist Binding* and *Prison* effects four times each reset. Additionally, the armor can be activated to generate the *Freedom* effect once each day at no cost.

## ARMOR OF EVOCATION

### Materials:

- Suit of Armor to be enchanted
- 20 Uncommon Residium
- 5 Basilisk Eye
- 5 Moldavite

### Description

This enchants a normal suit of armor with the ability to *Resist* effects from the *Path of Evocation* and *Elemental Damage* four times each reset.

## ARMOR OF MIND

### Materials:

- Suit of Armor to be enchanted
- 20 Uncommon Residium
- 4 Leviathan Fang
- 4 Moldavite

### Description

This enchants a normal suit of armor with the ability to *Resist Sleep*, *Charm* and *Fear* effects four times each reset. Additionally the armor can be activated to grant the wearer *Mind Guard* once each day at no cost.

## ARMOR OF SHADOWS

### Materials:

- Suit of Armor to be enchanted
- 20 Uncommon Residium
- 4 Essence of Death
- 4 Moldavite

### Description

This enchants a suit of armor with the ability to *Resist: Shadow* effects and damage four times each reset.

## BAG OF HOLDING III

### Materials:

- 3 Rune of Secret Box
- 5 Uncommon Residium
- 2 Dram of Time

### Description

This formula enchants a bag so that it may carry up to 20 Ghost Tags (tags for items that do not require their rep to be there); this also makes the bag Unshatterable. A bag enchanted with effect can never be placed inside of an item with the same effect.

## BELT OF MIGHT

### Materials:

- 10 Uncommon Residium
- 1 Gorgon Horn
- 2 Banshee Essence

### Description

This belt strengthens the character and gives great boost when exerting force. When performing *Feats of Strength*, their strength is increased by 4.

### BOOTS OF STRIDING

#### Materials:

- 10 Uncommon Residium
- 1 Phoenix Feather
- 3 Leviathan Fangs

#### Description

These boots have very bizarre soles that on land leave a unique print, however their real power shows up on water. These boots allow the wearer to move across the surface of water, as though it was solid ground, so long as they remaining moving.

### BRACERS OF DEFLECTION

#### Materials:

- 5 Uncommon Residium
- 3 Essence of Death
- 1 Vial of Darkwater

#### Description

These enchanted bracers, when worn, increase the characters armor value. The bracers count as 20 points of armor that stacks with other sources, up to the characters maximum value. These points are readjusted with physical armor, and not separately.

### CINCTURE OF LIGHT

#### Materials:

- 5 Uncommon Residium
- 2 Essence of Death
- 2 Banshee Essence

#### Description

This enchanted belt is often made of simple leather or even woven cord. While it is worn it will grant the character 1 addition use of Lay on Hands each reset.

### CLOAK OF THE SPIDER

#### Materials:

- 12 Uncommon Residium
- 2 Vial of Darkwater
- 2 Gorgon Horn

#### Description

This enchanted cloak slightly moves around on its own while being worn. The wearer of the cloak gains the following abilities; they can use the ability "*Natural Web*" twice each reset, and can walk on webbing treating it as natural terrain.

### CREATE PURE WATER

#### Materials:

- 10 Uncommon Residium
- 1 Vial of Darkwater
- 1 Essence of Death
- 1 Dram of Time
- 1 Touch of Void
- 1 Banshee Essence

#### Description

This spell creates a powerful tonic that has to be combined with a few final ingredients in a ritual to create a life well; most importantly the final step of this spell can only be performed at certain locations where the River is strong enough to form a well. Once all is said and done this will create a Life Well that can be used for resurrections.

### CREATE STEEL GOLEM

#### Materials:

- 30 Uncommon Ore
- 3 Phoenix Talon
- 8 Moldavite

#### Description

This spell creates a Golem made of steel that will be under the creator's voice control, or that can be programmed with up to 25 words of instructions. The golem will last for 1 year or until it is destroyed. The rep for the golem must be provided by players, NPCs will not be available for player golem reps.

### DARKSKULL

#### Materials:

- 3 Uncommon Residium
- 2 Essence of Death
- 2 Harpy Bone

#### Description

This is all that remains of a severed head of a thief or villain. Once enchanted the skull takes on a pitch black aura. So long as it is in a characters possession and on their person they take half damage from *Shadow* flavor and *Inflict Damage*; additionally the vast majority of Shadow property monsters will see them as a similar creature so long as they are not currently engaged in combat.

### ELEMENTAL BRAND WEAPON (FLAVOR)

#### Materials:

- 3 Rune of Summon Weapon
- 20 Uncommon Residium
- 2 Phoenix Talon
- 3 Basilisk Eye
- 2 Moldavite

#### Description

This enchants a weapon with the elemental property of fire granting the wielder +0 <Type> damage on all attack made with the weapon. Additionally once each reset the weapon can be used to deliver a powerful strike; to use this effect the call is “*Arcane 100 <Flavor>*”, this attack is a single swing hit or miss.

### ENCHANT MAJOR WAND

#### Materials:

- 5 Uncommon Residium
- 2 Dram of Time
- 1 Vial of Darkwater
- 1 Greater Wand

#### Description

This enchants a wand increasing its strength. While wielding the wand the characters Spell Pool is increased by 25.

### MAGIC WEAPON

#### Materials:

- 20 Uncommon Residium
- 4 Phoenix Feather
- 3 Banshee Essence

#### Description

This spell enchants a normal weapon so that it now has the damage type *Magic* added to its call and will increase the Base Damage of the weapon by 1 point. This replaces weaker damage types such as *Normal* and *Silver*. Additionally, once each encounter the character can use a *Blade* effect that grants +5 *Temporary Damage*.

### RING OF BLASTING

#### Materials:

- 5 Uncommon Residium
- 1 Touch of Void
- 2 Harpy Bone
- 2 Moldavite

#### Description

This spell enchants a ring so that it allows the wearer to send forth a few bolts of magic each day. To use the effects of the ring the wearer must call “Activate 20 Bane” and then throw a packet. This ring can be activated three times each reset.

### RING OF ELEMENTAL COMMAND

#### Materials:

- 5 Uncommon Residium
- 2 Dram of Time
- 2 Gorgon Horn
- 1 Moldavite

#### Description

This ring is forged from the purest stuff of the Inner Plane, giving great sway among those creatures. The wearer can, twice each reset, use the ability “<Target> Voice Command *Elemental*”.

### RING OF RESISTANCE (FLAVOR)

#### Materials:

- 25 Uncommon Residium
- 3 Touch of Void
- 2 Phoenix Talon
- 2 Basilisk Eye
- 2 Moldavite

#### Description

This spell creates a ring that causes the wearer to take minimal damage (1 point) for a specific flavor of damage <Flavor> rounded down; however they take double damage from the opposed flavor while wearing the ring.

### RING OF WIZARDRY II

#### Materials:

- 15 Uncommon Residium
- 2 Essence of Death
- 2 Phoenix Feather
- 2 Moldavite

#### Description

This very powerfully enchanted ring allows the wearer to cast 2 additional spells

each day of up to 8th Spell Level. The spells must be of a Path the character has and must be of a Spell Level the character has purchased slots for.

#### RING OF SPELL STORING

**Materials:**

- 10 Uncommon Residium
- 2 Leviathan Fang
- 1 Harpy Bone
- 1 Moldavite

**Description**

This spell enchants an item so that up to a 9 levels of spells may be stored into to be used at a later time. To store a spell it must be touch cast onto the item and the bearer must announce "Absorbed". The stored spell will remain until the next skill reset and can be used by stating "Active <Spell Name>" and then throwing a packet.