

Fallen Empires

Adv. Production Rulebook v1.5



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)

Creation Time: 20 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 RENEWAL (5)

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 RENEWAL (5)

Creation Time: 20 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 RENEWAL (10 SPELL SLOTS)

Creation Time: 30 Minutes

Materials:

- 5 Uncommon Herbs/Residium
- 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 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:

- 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 *MagicStaff* 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 3rd 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 *MagicStaff* 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 5th 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 8th 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:

- 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.

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:

- 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.