

Chapter Five

Crafting

Crafting skills allow characters to create enduring items of great use to adventurers in the Wildlands. Characters purchase crafting skills in levels. Each level has a cost in Build Points and generates 4 Production Points per day. (A character with 10 levels of a particular crafting skill would have 40 Production Points per day with which to create items.) There is no limit to the number of levels of a crafting skill a character may purchase, although you must find a teacher for every advancement in a level of crafting. Crafted items require a certain number of Production Points, cost a certain amount of money or materials, require a formula, and require a juncture. Characters may find raw materials to take the place of the monetary cost of item creation, and powerful or rare items may require specific rare or expensive components.

Forges and Junctures

Magic gives characters the power to create, and all crafted items are infused with at least a tiny amount of magic. To craft an item, a character must go to a special magical juncture called a forge. A forge channels magic so that it may be used to shape items, a process that is powered by the release of energies contained in precious materials such as silver, ivory, gems, and gold. The channeling process also taxes a character's strength; those new to their craft find that they can only create a few small items or perhaps a single large one, while masters can create marvels. Some forges are controlled by elementals that may require additional gifts in exchange for access to the forge's power.

Formulas

Formulas are another important element of crafting. More than simple instructions, formulas contain magical writings that allow a craftsman to bind himself temporarily to both the power of the forge and the materials he wishes to craft, helping him with the process of shaping an item. Because of the magical nature of formulas, they cannot be copied. The method for creating formulas was lost with the Cataclysm, making the formulas which remain very valuable.

True Elements & Expiration Dates

The very magic that shapes an item often serves to break it down, as the forces which bind the materials gradually reduce them to their simpler, elemental form. The closer an item is to its natural origins, the sooner this breakdown is complete, which makes the simplest of items the shortest-lived. If a character takes particular care to thoroughly work the raw materials (requiring more effort and therefore more Production Points) an item will last longer as the forces of magic must work harder to return the materials to their basic form. (Most Wildlands items have expiration dates, but the lifespan of an item may sometimes be increased by spending additional Production Points when crafting it.) The creation of permanent items requires the use of True Elements: bits of elemental energy in its purest form. They may sometimes be mined or found in

natural settings, and some rare creatures and plants contain traces of them. The elements of earth, air, fire and water are known to appear in these forms and are the most commonly encountered of the True Elements. Scholars have made use of what they term true light and true darkness, but the true nature of these substances is in debate. True Elemental material allows an item to retain more of the elemental essence of the raw material from which it is made, reducing the ability of the magic to break it down.

Portable Labs

A lab is a small, portable workshop that improves a character's ability to craft items. A lab must be carried to a forge, where up to 5 characters may employ it. Labs are somewhat portable, but require a container at least 2 cubic feet in volume (2' x 1' x 1'). A lab doubles a character's Production Points each day, enabling her to craft twice as many items as she could without the lab. A character may not, however, craft an item that she could not make with her normal allotment of Production Points. (If a character had 20 points per day, she could not craft a 32-point item by using a lab; the best she could do is to create two 20-point items.) Each lab is specific to one type of crafting and costs 250 ivory pieces (25 gold). Portable labs are in-play items that can be stolen or destroyed. Labs do not expire.

Types of Labs:

Alchemical Lab
 Armorsmithing Lab
 Potion Creation Lab
 Scroll Creation Lab
 Tinkering Lab
 Weaponsmithing Lab

Labs (any type)

Production Points: Unknown

Cost to Make: Unknown

Market Price: 2500 silver

Labs are inherently permanent, regardless of production type.

Alchemy

Alchemy allows a character to create many different types of alchemical substances and poisons. The magic that goes into alchemy is unstable and fleeting, and these substances typically lose their effectiveness over time. A dose of a True Elemental substance, however, extends the duration of a poison indefinitely. The type of element required depends on the nature of the substance involved, as illustrated by the following table:

Substance type	Element required to make permanent
Acids	True Fire
Contact Poisons	True Earth
Gases	True Air
Ingested	True Water

Oils	True Water
Salves	True Earth
Venoms	True Fire
Warpaints	True Earth

Wildlands has many types of alchemy that do not exist in the core NERO rules. In addition to the core Contact, Gas and Ingested poisons, there are several additional types of alchemical substances available to characters. Full descriptions of these substances follow, but new recipes and substances appear from time to time. Acids do eldritch damage, much like spells. These acids cannot eat through items unless eldritch damage would do so. The packet is thrown and the player calls out “Eldritch Acid,” followed by the damage done by the acid he is throwing. The Poison Shield spell will NOT stop acid attacks and characters cannot resist them with the Resist Poison skill, as they do not have “Poison” in their verbal component. Acids affect even those without metabolisms, such as cursed ones.

Damage Causing Poisons

Damage causing poisons, both ingested and gas, are no longer treated as acidic, due to the introduction of Eldritch Acids. Damage causing poisons only affect creatures with metabolisms. These poisons use the 5-based system, and each poison does damage equal to the spell for which it is named.

Poison	Effect
Cause Light Damage	5 Body
Cause Damage	10 Body
Cause Serious Damage	20 Body
Cause Critical Damage	30 Body
Cause Mortal Damage	40 Body

Warpaints

These contact poisons are applied to a character’s face, and application requires as much time as it takes to apply makeup or face paint. Warpaints can never cover racial makeup to make a character’s race unidentifiable. Once applied, they last until used. Only one warpaint may be active on one character or item at a time. Warpaint must cover an area of at least four square inches.

Components

An alchemist who creates the substances of his trade usually pays for certain materials and powers the forge with precious materials. If the alchemist has certain special components, however, the cost to create a substance can be reduced. Components are not required, but having them reduces the monetary cost. Each formula has a component list indicating which components can be used to create the substance. The components, if included, reduce the cost of creation. Listed below are the common components and the

value by which each type reduces the cost. For a component to be useful in the creation of a substance, it must be listed on that substance's formula. Using a greater amount of a component than is indicated ruins the substance. Some formulas may list different components than is usual. Components can occur naturally, and searching the woods, particularly in the morning, can be profitable. Naturally occurring components will have tags marked with the Wildlands stamp, and some may have an expiration date. Any character can recognize that they are useful, and gather these components.

Component	Value
Backra Shoot	3 silver
Blue Termite	2 silver
Charcoal	1 silver
Diamond Dust	10 silver
Disiata Blossom	5 silver
Dragonfly Wing	2 silver
Fire Rat	3 silver
Fresh Water Sponge	1 silver
Garlic Sprig	1 silver
Ginseng	1 silver
Green Spider	1 silver
Jotanis Tree Sap	3 silver
Mandrake Root	5 silver
Night Crawler	1 silver
Nightshade	5 silver
Owl Feather	3 silver
Petal of a Moon Rose	3 silver
Poppy Flower Seed	1 silver
Purified Paraffin	1 silver
Red-winged Fly	1 silver
Rose Quartz	5 silver
Shadowroot Mushroom	3 silver
Shark Tooth	1 silver
Silver Acorn	4 silver
Silver Drop of Dew	3 silver
Speckled Adder	1 silver
Spider Silk	1 silver
Sulfurous Ash	5 silver
Tears of a Nymph	10 silver
Vershin Crystal	5 silver
White Ivy	2 silver

Wisp of True Fog	10 silver
Witch-hazel	3 silver
Wolverine Sweat	5 silver
Wood burnt by Lightning	2 silver

Oils

Oils are generally applied by spreading the oil all over one's body, or on in-game items. Each application takes one full minute to spread, and only one oil may be active on one character or item at a time. Most oil applications last until used. Some oils have a time limit which starts as soon as the oil is applied.

Ingested Poisons and Water

No ingested poison may be successfully mixed with water, which dilutes it too much to be used. If poison is placed into a glass into which water is later poured, the poison is likewise diluted and useless. Never be afraid to drink water due to poison.

Razor Venoms

These venoms can be applied to Razor Edge Weapons to increase damage for one strike, much like Vorpall Venom. Razor Edge Weapons are special weapons that can hold Razor Venoms. Unfortunately, these weapons are also extremely fragile, and anyone who uses one without the proper skill breaks it. Razor Venoms, once applied, work for the next hit. The damage is added and the Razor Venom is consumed. Razor Venoms can only be used on Razor Edge weapons, and only weapons with a sharp metal edge can be made into Razor Edge weapons. No weapon can have both Razor Venom and Vorpall Venom at the same time.

Salves

A salve is a beneficial contact poison created to be applied directly to another character. A character needs no Alchemy skill to administer these substances. Anyone can apply a salve and it will work, for better or worse, but salves can only be applied to willing or helpless characters.

Staged Poisons

Alchemists can create poisons that take effect if multiple parts, or stages, are separately consumed. All stages of a poison must be consumed in the same day, where a day ends at sunset. Consuming only part of the poison is harmless. A Purify Blood spell has no effect on incomplete stages a character has consumed, but will be effective if cast once all stages are taken and the poisons take effect. Using staged poisons requires a marshal.

Staged Poison with 2 stages:

Production is 150% of cost.

Monetary is 150% of cost.

Staged Poison with 3 stages:

Production is 200% of cost.

Monetary is 200% of cost.

Chained Poisons

Alchemists can also make ingested poisons which cause more than one separate effect when consumed. The victim suffers the effect of each poison, one at a time, and the alchemist must specify the order at the moment of the poison's creation. Each link of the chained poison must be absorbed or resisted separately. There is no time to cast or activate items between the poisons.

Chained Poison with 2 effects:

Production is 200% of combined cost.

Monetary is 200% of combined cost.

Chained Poison with 3 effects:

Production is 300% of combined cost.

Monetary is 300% of combined cost.

Costs for Creation of Substances

Note: The following costs indicate both the number of production points and the number of silver pieces required to create the substance. The column for "PP Cost Event plus 2" refers to the base duration of an alchemical substance. This substance would be goof for the rest of the current event, plus about 6 months, or about 2 events. The alchemist can choose to extend the duration of the substance using the Production Point costs in the column "PP Event Plus 4". This item would last the rest of the current event, plus about 1 year, or about 4 events.

Alchemical Item	Silver Cost to make	PP Cost Event plus 2	PP Cost Event plus 4
Alchemical Solvent	8	6	9
Antidote for Contact Poisons	8	6	9
Antidote for Gas Poisons	24	16	24
Antidote for Ingested Poisons	30	20	30
Berserk	30	20	30
Berserk Gas	57	38	57
Cause Damage, 10	8	6	9
Cause Damage Gas, 10	13	9	13
Cause Damage, 5	3	2	3
Cause Damage Gas, 5	6	4	6
Cause Damage, 20	24	16	24

Cause Damage Gas, 20	36	24	36
Cure Damage Salve, 10	18	12	18
Cure Damage Salve, 5	8	6	9
Cure Damage Salve, 20	48	32	48
Cursed One Healing Salve 5	8	6	9
Death	69	46	69
Dominate	69	46	69
Dominate Gas	114	76	114
Eldritch Acid 5	6	4	6
Eldritch Acid 10	13	9	13
Eldritch Acid 15	24	16	24
Eldritch Acid 20	36	24	36
Eldritch Acid 25	48	32	48
Eldritch Acid 30	60	40	60
Enslavement	114	76	114
Enslavement Antidote	36	24	36
Euphoria	36	24	36
Euphoria Antidote	60	40	60
Feeblemind	30	20	30
Feeblemind Gas	60	40	60
First Aid Salve	3	2	3
Forget-It-Well	96	64	96
Forget-Me-Not	45	32	48
Hallucoid	8	6	9
Instant Death	150	100	150
Intoxicant	3	2	3
Laugh	18	12	18
Liquid Light	3	2	3
Love	18	12	18
Nausea	18	12	18
Oil of Acid Absorption	13	9	13
Oil of Fire Absorption	13	9	13
Oil of Invulnerability	186	124	186
Oil of Maintenance	36	24	36
Oil of Silverbite	45	9	13
Oil of Slipperiness	6	4	6
Oil of Stickiness	8	6	9
Oil of Strengthening	13	9	13
Paralysis	45	30	45

Paralysis Gas	60	40	60
Paranoia	8	6	9
Paranoia Gas	18	12	18
Physical Acid 5	13	9	13
Physical Acid 10	24	16	24
Physical Acid 15	36	24	36
Physical Acid 20	78	52	78
Physical Acid 25	96	64	96
Physical Acid 30	120	80	120
Razor Edge Venom +10	8	6	9
Razor Edge Venom +15	18	12	18
Razor Edge Venom +20	24	16	24
Razor Edge Venom +25	42	28	42
Razor Edge Venom +30	60	40	60
Razor Edge Venom +35	72	48	72
Razor Edge Venom +40	96	64	96
Razor Edge Venom +5	6	4	6
Sleep	45	30	45
Sleep Gas	60	40	60
Slow Death Poison	36	24	36
True Love	36	24	36
Vertigo	30	20	30
Vorpal Venom +2 Damage	6	4	6
Vorpal Venom +4 Damage	13	9	13
Vorpal Venom +6 Damage	30	20	30
Warpaint of Battle Rage +1	13	9	13
Warpaint of Battle Rage +2	45	30	45
Warpaint of Battle Rage +3	69	46	69
Warpaint of Battle Rage +4	114	76	114
Warpaint of Mesmerization	8	6	9
Weakness	8	6	9

Alchemical Solvent

PP Event plus 2: 6

PP Event plus 4: 9

Cost to Make: 8 silver

Market Price: 24 silver

This solvent, covering one square foot per dose, will remove either an Oil of Slipperiness or an Oil of Stickiness. It can also release a victim of a Physical Pin/Bind/Web/Confine. Once used, the entire dosage is consumed.

Antidote for Contact Poisons

PP Event plus 2: 6

PP Event plus 4: 9

Cost to Make: 8 silver

Market Price: 24 silver

Antidotes are used to cure lasting effects, such as from Sleep elixirs, and not from instantaneous effects such as damage. Antidote for Contact Poisons cures effects from any contact substance. True Love has no antidote, while Enslavement and Euphoria need specific antidotes.

Antidote for Gas Poisons

PP Event plus 2: 16

PP Event plus 4: 24

Cost to Make: 24 silver

Market Price: 72 silver

Antidotes are used to cure lasting effects, such as from Sleep gasses, and not from instantaneous effects such as damage. Antidote for Gas Poisons cures any gas substance. Gas Antidote will remove Monster Packet attacks only if the attack included the word "Gas". True Love has no antidote, while Enslavement and Euphoria need specific antidotes.

Antidote for Ingested Poisons

PP Event plus 2: 20

PP Event plus 4: 30

Cost to Make: 30 silver

Market Price: 90 silver

Antidotes are used to cure lasting effects, such as from Sleep elixirs, and not from instantaneous effects such as damage. Antidote for Ingested Poisons cures any ingested poisonous substance. True Love has no antidote, while Enslavement and Euphoria need specific antidotes.

Berserk

PP Event plus 2: 20

PP Event plus 4: 20

Cost to Make: 30 silver

Market Price: 90 silver

This will drive the victim into an insane killing fury, causing the victim to attack all creatures in the vicinity to the best of its ability. It lasts ten minutes.

Berserk Gas

PP Event plus 2: 38

PP Event plus 4: 57

Cost to Make: 57 silver

Market Price: 171 silver

This will drive the victim into an insane killing fury, causing the victim to attack all creatures in the vicinity to the best of its ability. It lasts ten minutes.

Cause Damage Poisons

PP Event plus 2: See below

PP Event plus 4: See below

Cost to Make: See below

Market Price: 3 times cost to make

These alchemical substances are a damaging poison that eats away at most creatures that ingest or come into contact with it. The poison causes Body damage, much like a necromantic spell, and does not damage inanimate objects. A character must have at least level 3 Alchemy to use gas poisons, throwing a packet and calling “Cause Damage Gas Poison,” followed by the damage. The cost to create these poisons depends on their strength. The ingested versions of these poisons do not have the word “Gas” in their descriptions. The poisons must be swallowed to be effective. Willing people may swallow poisons, or unconscious or otherwise helpless characters may be force fed potions by taking a packet and vial with the tag, holding near their mouth, and incanting “forcing potion 1, forcing potion 2, forcing potion 3, (followed by poison description)”. As these are actual poisons, Cursed Ones and undead are unaffected by them. They may not be used to heal damage a Cursed One has taken, but they do not cause damage either.

Poison	Silver Cost to make	PP Cost Event plus 2	PP Cost Event plus 4
Cause Damage, 5	3	2	3
Cause Damage, 10	8	6	8
Cause Damage, 20	24	16	24
Cause Damage Gas, 5	6	4	6
Cause Damage Gas, 10	13	9	13
Cause Damage Gas, 20	36	24	36

Cure Damage Salves

PP Event plus 2: See below

PP Event plus 4: See below

Cost to Make: See below

Market Price: 3 times cost to make

These alchemical substances are a beneficial poison that cures most creatures that come into contact with it. The poison heals Body damage, much like a curative spell, and does not damage inanimate objects. The cost to create these poisons depends on their strength. The poisons must be applied to the body of the target. Willing people may

accept salves, or unconscious or otherwise helpless characters may have salves be forcibly applied. To apply a salve, a character must touch the tag to the character who is down and call out “Cure Damage Salve, (followed by the poison description).” As these are actual poisons, Cursed Ones and undead are unaffected by them. They may not be used to heal damage a Cursed One has taken, but they do not cause damage either.

Poison	Silver Cost to make	PP Cost Event plus 2	PP Cost Event plus 4
Cure Damage Salve, 5	8	6	9
Cure Damage Salve, 10	18	12	18
Cure Damage Salve, 20	48	32	48

Cursed One Healing Salve, 5

PP Event plus 2: 6

PP Event plus 4: 9

Cost to Make: 8 silver

Market Price: 24 silver

To apply this salve, a character must touch the tag to the character who is down and call out “Cursed One Healing Salve, 5.” This salve will immediately heal up to 5 Body Points damage to an injured Cursed One. It has no effect on true undead, and no effect upon living targets.

Death

PP Event plus 2: 46

PP Event plus 4: 69

Cost to Make: 69 silver

Market Price: 207 silver

The victim of this alchemical substance falls unconscious immediately, and is at -1 Body Points. After one minute, the victim is dead, as if have received a Killing Blow. During the one minute, First Aid and all curing have no effect on the victim. When a Death (poison) effect is removed within the one minute, the victim also regains the Body Points lost to the Death effect. An Antidote or a Purify Blood given within that one minute will save the victim, but after the minute has passed, the only thing that will save the person is a Life spell.

Dominate

PP Event plus 2: 46

PP Event plus 4: 69

Cost to Make: 69 silver

Market Price: 207 silver

This alchemical substance will cause the victim to be under the same effects as a Charm spell. The victim will be Charmed to the creature who administered the Dominate poison. It can be resisted by those with Resist Charm ability. It will last one hour.

Dominate Gas

PP Event plus 2: 76

PP Event plus 4: 114

Cost to Make: 114 silver

Market Price: 342 silver

This alchemical substance will cause the victim to be under the same effects as a Charm spell. The victim will be Charmed to the creature who administered the Dominate poison. It can be resisted by those with Resist Charm ability. It will last one hour.

Eldritch Acid

PP Event plus 2: See below

PP Event plus 4: See below

Cost to Make: See below

Market Price: 3 times cost to make

This alchemical substance is a damaging acid that eats away at most creatures it touches. The acid causes eldritch damage, much like a Magic Missile or Lightning Bolt, and does not damage inanimate objects. A character must have at least level 3 Alchemy to use acids, throwing a packet and calling "Eldritch Acid," followed by the damage. The cost to create acids depends on their strength.

Eldritch Acid Damage	Silver Cost to make	PP Cost Event plus 2	PP Cost Event plus 4
5 points	6	4	6
10 points	13	9	13
15 points	24	16	24
20 points	36	24	36
25 points	48	32	48
30 points	60	40	60

Enslavement

PP Event plus 2: 76

PP Event plus 4: 114

Cost to Make: 114 silver

Market Price: 342 silver

The victim of this poison will be enslaved to the person administering the poison and will obey absolutely any and all commands given by the person to whom they are enslaved, and will even commit suicide if commanded. Otherwise, it has the same effects as a Charm spell. Enslavement can only be cured by a specific antidote. This effect is also removed if the character resurrects. This effect is stronger than Charm, Shun, Dominate or Fear.

Please note that additional Enslavement effects do not affect a character that is already under an Enslavement effect. This effect is not stackable. However, please also note that Control Undead, Vampire Charm, and Enslavement are three different types of

attacks with three completely different names. These attacks do stack with each other, but the most recent one takes precedence in the case of conflicting orders.

Enslavement Antidote

PP Event plus 2: 24

PP Event plus 4: 36

Cost to Make: 36 silver

Market Price: 108 silver

This antidote is the only thing that will release a victim from the effects of an Enslavement poison.

Euphoria

PP Event plus 2: 24

PP Event plus 4: 36

Cost to Make: 36 silver

Market Price: 108 silver

This elixir is highly addictive. It gives the victim a feeling of euphoria that will last about an hour. Any time the addicted character does not get a dose of Euphoria for a 24 hour period, one Body Point is temporarily deducted from that character's maximum Body Points, and one Body Point of damage is taken. This damage cannot be cured as long as the person is still under the effects of the drug. The cumulative damage will not take place between events. If the victim reaches -1 Body Points, then they will die, needing a resurrection (a Life spell will not work, as their body point total is still -1). The grip of Euphoria can only be broken if the character is given the specific antidote, or by resurrection of the character.

Euphoria Antidote

PP Event plus 2: 40

PP Event plus 4: 60

Cost to Make: 60 silver

Market Price: 180 silver

This antidote is the only thing that will release a victim of Euphoria, restoring the victim's normal Body Point maximum and freeing the victim of the addiction. It will not cure any points lost during the addiction.

Feeblemind

PP Event plus 2: 20

PP Event plus 4: 30

Cost to Make: 30 silver

Market Price: 90 silver

This alchemical substance lowers a character's intelligence to that of an utter idiot for ten minutes. While under its effects, a character cannot use any skills and is so stupid

that he or she is not even aware of the poisoning. An antidote or a Purify Blood will rid the victim of this poison.

Feeblemind Gas

PP Event plus 2: 40

PP Event plus 4: 60

Cost to Make: 60 silver

Market Price: 180 silver

This alchemical substance lowers a character's intelligence to that of an utter idiot for ten minutes. While under its effects, a character cannot use any skills and is so stupid that he or she is not even aware of the poisoning. An antidote or a Purify Blood will rid the victim of this poison.

First Aid Salve

PP Event plus 2: 2

PP Event plus 4: 3

Cost to Make: 3 silver

Market Price: 9 silver

To apply this salve, a character must touch the tag to the character who is down and call out "First Aid Salve." The recipient instantly receives the benefit of a full minute of First Aid.

Forget-It-Well

PP Event plus 2: 64

PP Event plus 4: 96

Cost to Make: 96 silver

Market Price: 288 silver

This poison will cause the victim to forget everything that happened within the last hour and remember a 1 to 10 word phrase in its place. The administrator of this poison must begin with "the phrase is..." and these words do not count toward the ten word maximum. The phrase may be given at any time within the first ten minutes; otherwise it is the same as "you remember nothing."

The victim will be in for some heavy roleplaying. The phrase given to the victim will cause the victim to manufacture memories to match the phrase that make perfect in-game sense. These memories should be totally believable to the victim and others.

For example, the phrase "You were attacked by trolls in the woods" might cause a high level character to make up memories where she was surprised and immediately hit with four Sleep spells while a low level player might imagine a situation where he was overwhelmed by one troll.

Forget-it poisons, like all poisons, may never be used on a creature that is dead.

Forget it poisons can be administered to an unconscious person, as the phrase acts on the subconscious.

It is not possible to administer this elixir to yourself and use a phrase.

These new memories become permanent if not cured within ten minutes by a Purify Blood spell or the appropriate antidote. A Killing Blow within the ten minutes will not reverse the effects of this poison, and neither will resurrection. The memories will remain even after resurrecting.

Forget-Me-Not

PP Event plus 2: 32

PP Event plus 4: 45

Cost to Make: 45 silver

Market Price: 135 silver

This alchemical substance will cause the victim to lose memory of the last 15 minutes. In every other way it acts the same as a Forget-it-Well.

Hallucinoid

PP Event plus 2: 6

PP Event plus 4: 8

Cost to Make: 8 silver

Market Price: 24 silver

This alchemical substance causes the victim to hallucinate. They will see many strange things from their imagination for an hour. The victim will probably be aware that they are under the effects of a poison but will be unable to do much about it. When under its effects, game skills can be used, but the player will most likely use them against imaginary creatures.

Instant Death

PP Event plus 2: 100

PP Event plus 4: 150

Cost to Make: 150 silver

Market Price: 450 silver

This causes death immediately, as a Killing Blow. This elixir does not leave any traceable marks, and cannot be identified as the cause of death. The only thing that will save the victim of this poison is a Life spell given within five minutes.

Intoxicant

PP Event plus 2: 2

PP Event plus 4: 3

Cost to Make: 3 silver

Market Price: 9 silver

This acts as a strong alcoholic drink but has no smell or taste. It will render the victim quite drunk. The effects will last for one hour.

Laugh

PP Event plus 2: 12

PP Event plus 4: 18

Cost to Make: 18 silver

Market Price: 42 silver

This poison will cause the victim to laugh and giggle repeatedly for ten minutes, during which time no game skills can be used, although the victim can speak.

Liquid Light

PP Event plus 2: 2

PP Event plus 4: 3

Cost to Make: 3 silver

Market Price: 9 silver

This substance will allow a light stick or other light phys-rep to be used in-game as per the Light spell. It lasts until the next daybreak. It cannot be applied to a tree or other object to make it glow; it can only be used on a phys rep that gives off light. Please note that Alchemy 3 is required to activate a Liquid Light, but not to hold, or otherwise use one, once it has been activated.

Love

PP Event plus 2: 12

PP Event plus 4: 18

Cost to Make: 18 silver

Market Price: 42 silver

This causes the victim to fall deeply in love with the next member of the appropriate sex seen. This lasts one event. Note that this is not a charm effect and it cannot be resisted by the racial skill Resist Charm, nor can it be removed by Awaken.

Nausea

PP Event plus 2: 12

PP Event plus 4: 18

Cost to Make: 18 silver

Market Price: 42 silver

This elixir will cause the victim to be violently ill for ten minutes, during which time no in-game skills can be used.

Oil of Acid Absorption

PP Event plus 2: 9

PP Event plus 4: 13

Cost to Make: 13 silver

Market Price: 39 silver

This oil allows the character to absorb the next attack with the word "Acid" in its verbal component that strikes him. The player says "Absorb" within two seconds of

being struck to indicate that the attack does not affect him. The oil protects only against a single attack.

Oil of Fire Absorption

PP Event plus 2: 9

PP Event plus 4: 13

Cost to Make: 13 silver

Market Price: 39 silver

This oil allows the character to absorb the next attack with the word “Fire,” “Flame” or “Dragon’s Breath” in its verbal component that strikes her. The player says “Absorb” within two seconds of being struck to indicate that the attack does not affect her. The oil protects only against a single attack.

Oil of Invulnerability

PP Event plus 2: 124

PP Event plus 4: 186

Cost to Make: 186 silver

Market Price: 558 silver

This oil makes the recipient immune to normal weapons for 10 minutes; the player calls “No Effect” to normal weapon hits. The character takes full damage from any character or creature with a melee tag line other than “Normal.”

Oil of Maintenance

PP Event plus 2: 24

PP Event plus 4: 36

Cost to Make: 36 silver

Market Price: 108 silver

When rubbed on a shattered tinkered item, this oil preserves the item’s magic, allowing it to last an additional day. This prevents the item from crumbling at sunset and allows a tinkerer further opportunity to salvage pieces from the item. Each dose works on one item. When applied to a weapon, the duration of the weapon is increased by one event.

Oil of Silverbite

PP Event plus 2: 9

PP Event plus 4: 13

Cost to Make: 45 silver

Market Price: 135 silver

This oil gives a metal weapon a silver edge effective against one opponent. The oil allows any character wielding the weapon to call a melee tag line of “Silver” against the chosen opponent and lasts as long as that opponent is in line of sight.

Oil of Slipperiness

PP Event plus 2: 4

PP Event plus 4: 6

Cost to Make: 6 silver

Market Price: 18 silver

This is a contact oil that will last for one hour once exposed to air. If put on an item, the oil will make it impossible for the item to be picked up. It could also be placed on the ground (if enough were used) to prevent anyone from standing in the area. You would not be able to even crawl out of the area unless you could grab a hold onto something or someone outside of the area to pull free. One dose will cover an object up to one square foot in area. It can be counteracted by an Alchemical Solvent or an Oil of Stickiness. If placed upon the body or clothing of a creature, this substance will protect against one Physical Pin/Bind/Web/Confine attack, after which it will be used up.

Oil of Stickiness

PP Event plus 2: 6

PP Event plus 4: 8

Cost to Make: 8 silver

Market Price: 24 silver

This paste (oil) acts as a glue that lasts for an hour once exposed to air. One dose covers one square foot of a surface. It can be used to stick things to someone so they cannot be removed until the hour runs out. It can also be used to pin people to the ground if enough is available. Note that this paste will have no effect in combat as it takes three seconds to set; thus you cannot put it on your shield or sword to “capture” enemy weapons. If used on an item, it can prevent the item from being disarmed once only, and then it is used up. It can be counteracted by an Alchemical Solvent, an Oil of Slipperiness, or a Release spell. A Killing Blow does not dispel the effects of this substance, although a resurrection will reform a body free from the paste.

Oil of Strengthening

PP Event plus 2: 9

PP Event plus 4: 13

Cost to Make: 13 silver

Market Price: 39 silver

This oil is spread on one weapon or suit of armor and allows the item to absorb the next Shatter or Destroy spell that would affect it. The player calls out “Absorb” within two seconds of being struck to indicate that the spell does not affect the weapon or armor. The oil protects only against a single attack.

Paralysis

PP Event plus 2: 30

PP Event plus 4: 45

Cost to Make: 45 silver

Market Price: 135 silver

This poison is identical to a Paralyze spell, except it lasts ten minutes.

Paralysis Gas

PP Event plus 2: 40

PP Event plus 4: 60

Cost to Make: 60 silver

Market Price: 180 silver

This poison is identical to a Paralyze spell, except it lasts ten minutes.

Paranoia

PP Event plus 2: 6

PP Event plus 4: 8

Cost to Make: 8 silver

Market Price: 24 silver

This causes the victim to think that people he or she normally dislikes are out to kill them. It lasts one hour.

Paranoia Gas

PP Event plus 2: 12

PP Event plus 4: 18

Cost to Make: 18 silver

Market Price: 54 silver

This causes the victim to think that people he or she normally dislikes are out to kill them. It lasts one hour.

Physical Acid

PP Event plus 2:

PP Event plus 4:

Cost to Make: silver

Market Price: silver

This alchemical substance is a highly caustic, damaging acid that eats away at most creatures it touches. The acid causes body damage which bypasses the protection of armor, much like necromancy. A character must have at least level 3 Alchemy to use physical acids, throwing a packet and calling “Physical Acid, Body” followed by the damage. (Example: “Physical Acid, 10 Body”) Physical Acids under 20 points of strength affect only live creatures. Physical Acids above 20 points of strength affect items as well, subjecting them to the forces of a *Shatter* effect. (Example: “Physical Acid, 25 Body, Shatter”) The cost to create acids depends on their strength.

Physical Acid Damage	Silver Cost to make	PP Cost Event plus 2	PP Cost Event plus 4
5 points	13	9	13
10 points	24	16	24
15 points	36	24	36

20 points	78	52	78
25 points	96	64	96
30 points	120	80	120

Razor Edge Venom

This substance increases the damage of a Razor Edge Weapon for one swing, acting similar to a Vorpall Venom. The production and monetary cost of Razor Venoms varies, depending on their strength. No weapon can have both Razor Edge Venom and Vorpall Venom.

Razor Venom Strength	Silver Cost	PP Cost Event plus 2	PP Cost Event plus 4
+5 Damage	6	4	6
+10 Damage	9	6	9
+15 Damage	18	12	18
+20 Damage	24	16	24
+25 Damage	42	28	42
+30 Damage	60	40	60
+35 Damage	72	48	72
+40 Damage	96	64	96

Sleep

PP Event plus 2: 30

PP Event plus 4: 45

Cost to Make: 45 silver

Market Price: 135 silver

This poison acts as a Sleep spell.

Sleep Gas

PP Event plus 2: 40

PP Event plus 4: 60

Cost to Make: 40 silver

Market Price: 120 silver

This poison acts as a Sleep spell.

Slow Death Poison

PP Event plus 2: 24

PP Event plus 4: 36

Cost to Make: 36 silver

Market Price: 108 silver

This poison takes half of the victim's maximum body points immediately (round up, minimum one body point), and every 24 hours thereafter until cured, or until the victim dies. These points cannot be restored until the poison is removed by either a Purify Blood or an antidote.

True Love

PP Event plus 2: 24

PP Event plus 4: 36

Cost to Make: 36 silver

Market Price: 108 silver

This Love Potion acts the same as the regular Love Poison except that it cannot be cured. It lasts for one event. This effect disappears upon resurrection of the affected character. Note that this is not a charm effect and it cannot be resisted by the racial skill Resist Charm, nor can it be removed by Awaken.

Vertigo

PP Event plus 2: 20

PP Event plus 4: 30

Cost to Make: 30 silver

Market Price: 90 silver

This poison will cause the victim to lose balance and be unable to remain standing for ten minutes, during which the victim can not use any in-game skills.

Vorpal Venom +2

PP Event plus 2: 4

PP Event plus 4: 6

Cost to Make: 6 silver

Market Price: 18 silver

Vorpal Venom works by a person putting this contact gel on a weapon. This makes the weapon do extra points of damage once for the very next hit. It comes in three variations: +2 Damage, +4 Damage, and +6 Damage

Vorpal Venom +4

PP Event plus 2: 9

PP Event plus 4: 13

Cost to Make: 13 silver

Market Price: 39 silver

Vorpal Venom works by a person putting this contact gel on a weapon. This makes the weapon do extra points of damage once for the very next hit. It comes in three variations: +2 Damage, +4 Damage, and +6 Damage

Vorpal Venom +6

PP Event plus 2: 20

PP Event plus 4: 30

Cost to Make: 30 silver

Market Price: 90 silver

Vorpal Venom works by a person putting this contact gel on a weapon. This makes the weapon do extra points of damage once for the very next hit. It comes in three variations: +2 Damage, +4 Damage, and +6 Damage

Warpaint of Battle Rage

PP Event plus 2: See below

PP Event plus 4: See below

Cost to Make: See below

Market Price: 3 times cost to make

This warpaint gives the wearer the ability to call forth a battle rage and do extra damage against one opponent. The extra damage is similar to a critical attack and does extra damage to one opponent until the opponent goes down or breaks line of sight.

Damage Bonus	Silver Cost	PP Cost Event plus 2	PP Cost Event plus 4
+1 Damage	13	9	13
+2 Damage	45	30	45
+3 Damage	69	46	69
+4 Damage	114	76	114

Warpaint of Mesmerization

PP Event plus 2: 6

PP Event plus 4: 8

Cost to Make: 8 silver

Market Price: 24 silver

This warpaint gives the wearer the ability to mesmerize an opponent. The player throws a packet and calls out "Arcane Mesmerize." If the packet strikes, the struck character becomes mesmerized; she must turn to look at the wearer and can take no action. The wearer must watch the victim and cannot speak, move, or use any game skill. The effect lasts until either character is struck with a weapon or packet, or the wearer speaks, moves or uses a game skill. This is a charm effect and can be resisted as a Charm spell. The wearer must have at least one hand free for this warpaint to work.

Weakness

PP Event plus 2: 6

PP Event plus 4: 8

Cost to Make: 8 silver

Market Price: 24 silver

This poison works as the spell of the same name, but only lasts one hour.

Armorsmithing

This skill allows a character to create and repair suits of leather and metal armor, provided she has enough money or materials and access to a magical forge. It follows all of the basic rules for crafting items, but armor does not expire. The point value of a suit of armor has two parts: standard points and quality points. Standard points determine both the phys-rep required for the suit and the character classes that can wear it. Quality points represent superior workmanship, increasing the protective value of the suit without increasing its bulk or encumbrance. The total value of a suit of armor is the combination of these points. For example, a suit rated at 10+8 would have 10 standard points and 8 quality points (the second number always indicates the quality points), for a total of 18 points of protection. Since the standard point rating of the armor is only 10, the suit need only be represented by a 10-point rep, and any character able to wear 10 points of armor could wear this suit. Quality armor is rare, and most suits will have no quality points. The monetary cost of making armor depends both on its protective value and the strength of the forge being used. At most forges, this cost will be 4 silver per production point.

Armor Points	Production Points
1	1
2	2
3	3
4	4
5	6
6	8
7	10
8	12
9	15
10	18
11	21
12	24
13	28
14	32
15	36
16	40
17	45
18	50
19	55
20	60
21	66
22	72

Fixing Armor

Armor is damaged in combat. Typically, armor points are the first points that vanish in protecting a character's life. When armor takes damage but still has points left at the end of a fight, it is said to be damaged. Refitting damaged armor takes one minute of roleplay, after which the armor returns to its full protective value. Armor that takes damage to its limit (has zero armor left at any time during a combat) is said to have been breached. Refitting breached armor is done exactly the same way, with one minute of roleplay. However, at the end of that minute, the armor has been semi-permanently damaged, and its overall protective maximum value has been reduced by 1 point. This point may only be repaired at a forge by a trained armorsmith, as described below.

An armorsmith can use her production points to repair armor at a forge. To perform the repairs, the armorsmith must be of sufficient skill to craft the armor from scratch. If a 14-point suit of armor had been breached several times, any armorsmith wishing to repair it would have to be sufficiently skilled to create a brand new 14-point suit, even if she only wished to partially repair the armor. The repair cost is determined by comparing the monetary and production point costs of the armor in its current state and its value when totally repaired. The armorsmith must spend the difference to make the repairs. If the armorsmith wishes only to partially repair the suit, then the value to which she wishes to repair it is used to determine the amount of production points and money she must spend. When a suit of quality is breached, it loses its quality points before its standard points, and an armorsmith must repair the standard points before the quality points, if any standard points require repair. Fixing quality armor can be difficult. The production point cost of the enhancements contribute to the total value of the armor, and the armorsmith must be able to create the whole thing in order to fix it. Quality points are more costly to fix, in both money and production points. The typical cost to repair a suit of armor at the forge is 2 silver per production point.

Example: Tur the Smith has 80 production points, but has already used 50 today. He wants to fix a 16-point suit of armor that has been breached four times and is currently worth 12 points. To craft the suit from scratch would require 40 points, so Tur can fix it. A 16-point suit requires 40 production points and 160 silver, while a 12-point suit requires 24 production points and 96 silver. Calculating the difference, it would cost Tur 16 production points and 32 silver to fix the armor. Tur also wants to fix a 10+8 suit of shatter-resistant armor. The total cost to make such a suit is $18+36+40=94$ production points. Tur's maximum is 80 points, so he cannot repair the armor at all.

Enhancements

Armor can be enhanced with improved quality or imbued with shatter-resistant properties. All enhancements last until the armor has been completely destroyed, i.e. when all standard points have been breached.

Armor Quality

Production Points: See Below

Monetary Cost: See Below

True Material: See Below

Armor Quality increases the protective value of armor without increasing its encumbrance. This allows a player to wear a lighter phys rep, and it allows classes with a restricted ability to wear armor to get more protection. A suit's quality points can never exceed twice its standard points.

Armor Quality Points	Production Points
1	3
2	6
3	9
4	12
5	18
6	24
7	30
8	36
9	45
10	54
11	63
12	72
13	84
14	96
15	108
16	120
17	135
18	150
19	165
20	180
21	198
22	216

Crafting Quality Armor requires 1 dose of True Earth per point of Quality, which is consumed when the armor is created.

Shatter Resistance

Production Points: 40

Monetary Cost: none

True Material: 4 doses True Earth

This enhancement allows the armor to resist, once per day, the effects of a Destroy spell. This enhancement may be added multiple times to a single suit of armor, with the cost of each individual application adding to the overall cost of the armor.

Create Potions and Scrolls

Create Potion

Typical potions, like alchemical mixtures, lose their potency at the end of the second Wildlands event following the one in which they are made, and each potion is marked with an expiration date. Once this date passes, the substance becomes inert and is no longer useful. If a character uses a dose of True Water during the creation process, however, the life span of the potion is indefinite. One dose of True Water is required for each potion, regardless of the nature of the potion. This substance must be presented at the forge when the potion is created. The monetary cost to create a potion is typically 3 silver per spell level at most forges. The production point cost is 2 Production Points per spell level. To make a potion, you must have the spell pattern burned into memory, and one level of Create Potion for each level of spell within the potion. Like all other crafting abilities in Wildlands, Create Potion requires the use of formulas. All potions are based upon earth magic.

Example: Sylvia has three levels of Create Potion, and a 5th level Earth Pyramid. She has 12 Production Points. She cannot create a Cure Serious Wounds Potion, even though she has enough Production Points (It would cost 8 PP, being a 4th level spell) because she has purchased Create Potion only three times. She can, however, make any spell she knows into a potion, as long as the spell is under third level.

Create Scroll

Typical scrolls in the Wildlands do not expire. No additional elemental material is required to make this happen. The monetary cost to create a scroll is typically 3 silver per spell level at most forges. The production point cost is 2 Production Points per spell level. To make a scroll, you must have the spell pattern burned into memory, and one level of Create Scroll for each level of spell within the scroll. Like all other crafting abilities in Wildlands, Create Scroll requires the use of formulas. All scrolls are based upon celestial magic.

Example: Maria has three levels of Create Scroll, and a 5th level Celestial Pyramid. She has 12 Production Points. She cannot create a Flame Bolt Scroll, even though she has enough Production Points (It would cost 8 PP, being a 4th level spell) because she has purchased Create Scroll only three times. She can, however, make any spell she knows into a scroll, as long as the spell is under third level.

Tinkering

Tinkering is the art of crafting mechanical devices of various sizes and diverse functions. Some of these devices are creations of utility, some are weapons and some are purely recreational in nature. The “science” of the Wildlands is not science as we know it; a tinkerer’s machines are held together and powered by magic. When such an item is destroyed, the magic begins to deteriorate, and the item crumbles into uselessness with the first sunset following the item’s destruction. For some tinkered items, this has little meaning, but some items are large enough or complex enough that a tinkerer can salvage pieces and parts from them, materials that will help him craft other tinkered items in the future. This salvage must be performed before the first sunset after the item is destroyed. Because of the tinkerer’s familiarity with mechanical devices of all kinds, the tinkering arts are also useful in the creation of all manner of traps. This specialized application of tinkering requires additional familiarity on the part of the would-be trapmaker, however, and only those tinkerers who have first studied the art of setting and disarming traps can apply their tinkering skills to these ends. Traps tend to come in two basic types: traps of several general natures that can vary in lethality and traps designed to perform a specific task. Perhaps more than any other crafting skill, tinkering lends itself to experimentation. Though crafting any of the tinkering items in the campaign book requires an appropriate formula, tinkerers may sometimes create small, simple devices to perform specific tasks. The difficulty of working without a formula means that these devices must be very simple and typically require more Production Points than an “official” item of equivalent complexity. Any attempt to use tinkering skill in a non-standard way requires the presence of a marshal. By its nature, most tinkered items are permanent in nature. All tinkered items require 1 level of tinkering to use, unless otherwise indicated in the item description.

Trapmaking

In a departure from the core NERO rules, characters who wish to create traps in the Wildlands must have both the Tinkering and Disarm/Set traps skills. The former provides the character with the production points necessary to craft the trap, and the latter provides the character with the specialized knowledge she needs in order to apply her Tinkering skill in this fashion. In effect, production points generated by the character’s levels of Tinkering skill may be used both to create tinkered items and to create traps, as the character chooses. Please refer to the Rouge’s Appendix for details and rules for traps.

Salvaging

When a tinkered item is destroyed, a Tinkerer can attempt to remove parts and use his or her own magic to preserve them for use in building other devices. Because the parts need to be magically preserved, a tinkerer who wishes to salvage must use Production Points. Otherwise, the magic that sustains the parts is lost. Salvaging requires Salvage Tools, which can be made by tinkerers. These tools come in varying degrees of quality, and better tools allow more complete salvage. Salvage can be taken from approved machines by anyone with the Tinkering skill who spends one minute to do so, but the process must take place at a forge or in the presence of a marshal. The player

then receives tags that represent the salvaged parts, which become components she can use to reduce the monetary cost of tinkering other items. Each item has a salvage value which determines the maximum worth of the parts a Tinkerer can salvage from the item. The production point cost to do this depends on the quality of the tinkerer's Salvage Tools. The base rate for average quality tools is 10 silver of salvage per production point used.

Tinkered Item	PP Cost to make	Silver Cost to make	True Material to make
Bracer Blade	12	25	
Clock	12	30	
Compass	20	50	
Device Launcher	8	15	
Door Bolting System, Average	8	50	
Door Bolting System, Good	16	100	1 Earth
Door Bolting System, Very Good	32	200	2 Earth
Door Bolting System, Excellent	64	400	3 Earth
Flintlock	20	100	1 Fire
Grappling Hook	8	15	
Kite	1	5	
Lock Disengager	Special	Special	
Lock Engager	Special	Special	
Lodestone	20	50	
Magnifying Glass	12	15	
Manacles, Average	8	30	
Manacles, Good	16	60	1 Earth
Manacles, Very Good	32	120	2 Earth
Manacles, Excellent	64	240	3 Earth
Man-catcher	20	40	
Mechanical Grasp	8	20	
Mechanical Symphony	32	100	
Mechanical Torch	4	10	
Musical Instrument, Simple	2	2	
Musical Instrument, Moderate	4	20	
Musical Instrument, Complex	Special	Special	
Music Box	8	30	
Padlock, Average	8	20	
Padlock, Good	16	40	1 Earth
Padlock, Very Good	32	80	2 Earth
Padlock, Excellent	64	160	3 Earth
Pocketwatch	24	50	
Printing Press	80	2500	
Repeating Device Launcher	32	60	1 Air
Eldritch Rocket	12	30	

Flame Rocket	6	15	
Frost Rocket	6	15	
Lightning Rocket	6	15	
Salvage Tools, Average	20	20	
Salvage Tools, Good	40	40	
Salvage Tools, Very Good	80	80	
Salvage Tools, Excellent	160	160	
Snare Trap, Average	8	20	
Snare Trap, Good	16	40	1 Earth
Snare Trap, Very Good	32	80	2 Earth
Snare Trap, Excellent	64	160	3 Earth
Spectacles	4	5	
Spyglass	24	200	
Thieves' Tools	8	15	
Venom Injection	Special	Special	
Wind-up Toy, small	4	5	
Wind-up Toy, large	8	10	
Gadgets	Special	Special	

Bracer Blade

Production Points: 12

Cost to Make: 25 silver

True Material: None

Market Price: 75 silver

Salvage Value: 10 silver

Phys-rep: Any NERO safe arm-guard phys rep, which the player must wear.

This device is a small, very sharp, spring-loaded blade that can be built into a leather or metal arm-guard. A character can use this blade to escape Physical Bind or Physical Web effects, or such physical bonds as ropes. The blade is too small to use in combat, but can be used for other small cutting tasks. A character with Tinkering skill can recognize a bracer blade and its mechanism by examining it for one minute; other characters must be shown the blade's mechanism. Once explained by a tinkerer, the blade is simple to operate and requires no knowledge of tinkering.

Clock

Production Points: 12

Cost to Make: 30 silver

True Material: None

Market Price: 90 silver

Salvage Value: 20 silver

Phys-rep: Any antique looking clock that is larger than 6" on any side. Do not use digital readouts, clocks that have pieces that are obviously modern, bright plastics, logos, speech, or electronic sounds.

Clocks are devices that allow a character to observe the passage of time, and to tell the time of day. It is assumed that any character who can see a clock can use it to tell time.

Compass

Production Points: 20

Cost to Make: 50 silver

True Material: None

Market Price: 150 silver

Salvage Value: 30 silver

Phys-rep: Any antique-looking magnetic compass. Do not use electronic compasses, LCD displays, plastics, or bright colors.

A compass is used to tell approximate direction. It is assumed that any character who can see the compass can tell which way is north. A character must have the skill Read/Write in order to follow even the simplest map, however.

Device Launcher

Production Points: 8

Cost to Make: 15 silver

True Material: None

Market Price: 45 silver

Salvage Value: None

Phys-rep: as per trap, plus yellow packet

This device holds another tinkered device and launches it at the individual tripping the trap, or at the nearest individual within 10 feet. The tinkerer must load the desired device into the launcher, paying all costs associated with that device separately. A device so loaded becomes an irrevocable piece of the launcher and may not be removed, even if the trap is disarmed (in such a case, the disarming character could reset the trap elsewhere, and it would already have its ammunition). A character struck by the device launched from this trap may defend against it normally (i.e. resist its effect, Dodge it, etc.). A device loaded into the launcher should obviously be of an offensive nature, though it might be an interesting joke to launch a wind-up toy at the person who trips the trap. All launched devices automatically hit the intended character unless an appropriate defense is called.

Door Bolting System

Production Points: See below

Cost to Make: See below

True Material: See below

Market Price: 3-5 times cost to make

Salvage Value: See below

Phys-rep: bolt or bar attached to door with short cord or string

This device is permanently built onto a door. It allows the door to be shut and locked and prevents creatures from breaking it down. The system involves strengthening the entire door. Door Bolting Systems have varied strength, as described below:

Average

Production Points: 8

Cost to Make: 50 silver

True Material: None

Market Price: 150 silver

Salvage Value: 15 silver

An endow or a creature with +2 strength can break down a door protected with a system of this quality. The system can be hacked off with a metal weapon, which suffers the effect of a Shatter spell.

Good

Production Points: 16

Cost to Make: 100 silver

True Material: 1 True Earth

Market Price: 500 silver

Salvage Value: 25 silver

A creature with +4 strength can break down a door protected with a system of this quality. The system cannot be hacked off with weapons, and weapons used to try to break it down suffer from the effects of a Shatter spell. It is ruined if it is the target of a Destroy spell.

Very Good

Production Points: 32

Cost to Make: 200 silver

Market Price: 1000 silver

True Material: 2 True Earth

Salvage Value: 50 silver

A creature with +6 strength can break down a door protected with a system of this quality. The system cannot be hacked off with weapons, and weapons used to try to break it down suffer from the effects of a Shatter spell. The door can resist one Destroy spell per day.

Excellent

Production Points: 64

Cost to Make: 400 silver

True Material: 3 True Earth

Market Price: 2000 silver

Salvage Value: 80 silver

A creature with +8 strength can break down a door protected with a system of this quality. The system cannot be hacked off with weapons, and weapons used to try to break it down suffer from the effects of a Shatter spell. The door can resist two Destroy spells per day.

Flintlock

Production Points: 20

Cost to Make: 100 silver

True Material: 1 True Fire

Market Price: 500 silver

Salvage Value: 10 silver

Phys-rep: NERO approved safe boffer pistol

Flintlocks are a rare tinkering device. Few know how to use them and fewer still know how to build them. Please note that all phys reps must be approved by the CC. Flintlocks fire bullets.

Grappling Hook

Production Points: 8

Cost to Make: 15 silver

True Material: None

Market Price: 45 silver

Salvage Value: none

Phys-rep: Any rope up to 50' in length, with a boffer grapple. Do not use bright colors, or any sharp or rigid material for the grapple.

A grappling hook is used to “grab” onto an item from far away. The rope must be attached semi-permanently (at least a knot) to the grapple. The rope is cast off, and if it hits the intended target, the grapple sticks. This device may never be used in combat, may never be thrown at another person, and is reusable if properly recovered. It may be used for such things as crossing a stream, climbing a tree, or climbing from a pit. All uses of this device require the presence of a marshal. When used for climbing or crossing, the end must be secured firmly, and may use a second grapple if desired. A slow crawl with both hands on the ropes at all times. No items may be in your hands at those times.

To construct a grapple phys-rep, use two closed cell foam “crossguards” joined in an X pattern, filled with birdseed, and connected to the rope. Players will not actually be climbing ropes, so they do not have to withstand a weighted load.

Kite

Production Points: 1

Cost to Make: 5 silver

True Material: None

Market Price: 10 silver

Salvage Value: None

Phys-rep: kites built from wood and paper. Do not use plastics, modern logos, or fluorescent colors.

Kites are essentially toys. Anyone can use a kite.

Lock Disengager

Production Points: 4 + 1 per foot of distance

Cost to Make: 10 silver + 1 silver per foot of distance

True Material: None

Market Price: 3 times cost to make

Salvage Value: None

Phys-rep: trigger

When tripped, this device causes a lock to which it is attached to disengage itself, thus opening whatever the lock protects. The further the lock from this device, the more difficult and expensive it is to craft the device. In order to install or move the device, the Tinkerer must have at least one level of Tinkering skill per foot of separation between this device and the lock to which it is attached. The lock must be crafted as a separate device, and may be defeated independently of this device. If the lock to which this device is attached becomes destroyed, this device may be attached to a new lock by proper use of the Disarm/Set Trap skill. A character may not attach this device to a lock which is currently engaged, he must first defeat the target lock.

Lock Engager

Production Points: 4 + 1 per foot of distance

Cost to Make: 10 silver + 1 silver per foot of distance

True Material: None

Market Price: 3 times cost to make

Salvage Value: None

Phys-rep: trigger

When tripped, this device causes a lock to which it is attached to engage itself, thus securing whatever the lock protects. The further the lock from this device, the more difficult and expensive it is to craft the device. In order to install or move the device, the Tinkerer must have at least one level of Tinkering skill per foot of separation between this device and the lock to which it is attached. The lock must be crafted as a separate device, and may be defeated independently of this device. If the lock to which this device is attached becomes destroyed, this device may be attached to a new lock by proper use of the Disarm/Set Trap skill.

Lodestone

Production Points: 20

Cost to Make: 50 silver

True Material: None

Market Price: 150 silver

Salvage Value: None

Phys-rep: small magnet or lodestone. Do not use powered magnetic devices, bright colors, or plastic magnets.

Magnets are small magnets. Anyone may use a magnet.

Magnifying Glass

Production Points: 12

Cost to Make: 15 silver

True Material: None

Market Price: 45 silver

Salvage Value: None

Phys-rep: Any old magnifying glass. Do not use bright colors or plastics.
Anyone may use a magnifying glass.

Manacles

Production Points: See below

Cost to Make: See below

True Material: See below

Market Price: 3-5 times the cost to make

Salvage Value: None

Phys-rep: Any manacles, rope, chain, or cord. Do not use modern handcuffs.

Manacles come in a variety of strengths. The difficulty of escaping depends on their quality. One Padlock may be added to each Manacle if desired. To use manacles, the affected character must hold both hands together as if they were tied while holding the phys-rep in one or both hands. Due to safety reasons, manacles are never allowed to be actually attached to any player.

Average

Production Points: 8

Cost to Make: 30 silver

True Material: None

Market Price: 90 silver

An endow or a creature with +2 strength can break manacles of this quality. They can be hacked off with a metal weapon, which suffers the effect of a Shatter spell.

Good

Production Points: 16

Cost to Make: 60 silver

True Material: 1 True Earth

Market Price: 300 silver

A creature with +4 strength can break manacles of this quality. The manacles cannot be hacked off with weapons, and weapons used to try to break it down suffer from the effects of a Shatter spell. They are ruined if they are the target of a Shatter or Destroy spell.

Very Good

Production Points: 32

Cost to Make: 120 silver

True Material: 2 True Earth

Market Price: 600 silver

A creature with +6 strength can break manacles of this quality. The manacles cannot be hacked off with weapons, and weapons used to try to break it down suffer from the effects of a Shatter spell. They can resist one Shatter or Destroy spell per day.

Excellent

Production Points: 64
Cost to Make: 240 silver
True Material: 3 True Earth
Market Price: 1200 silver

A creature with +8 strength can break manacles of this quality. The manacles cannot be hacked off with weapons, and weapons used to try to break it down suffer from the effects of a Shatter spell. They can resist two Shatter or Destroy spells per day, and they can resist the Slip Bindings skill once per day.

Man-catcher

Production Points: 20
Cost to Make: 40 silver
True Material: None
Market Price: 120 silver
Salvage Value: None
Phys-rep: yellow packet

The device spins a web-like cable around the victim, binding his arms. This effect is the same as a Physical Bind, and anything which would free a character from that effect also frees him from a man-catcher. The character using the device throws a packet and calls "Physical Bind!" Shield Magic does not protect against a man-catcher.

Mechanical Grasp

Production Points: 8
Cost to Make: 20 silver
True Material: None
Market Price: 60 silver
Salvage Value: 10 silver
Phys-rep: A grasping device available at hardware stores. All devices must be approved by the Campaign Committee!

This long, narrow device has a gripping system on one end and a control on the other. It is used to grab items which are out of reach. The mechanical grasp can never be used to manipulate an item in a way that requires a game skill, in combat, or used in any way on any other character.

Mechanical Symphony

Production Points: 32
Cost to Make: 100 silver
True Material: None
Market Price: 300 silver
Salvage Value: 50 silver
Phys-rep: Any mechanical looking gadget which is three feet in every direction and hides a music player of some kind. The music player can be used to play music that is

reasonably in-period. To move the mechanical symphony, a tinkerer must spend one minute taking it apart and one minute putting it back together or the gadget will break and become useless. Do not use music with electric sounding instruments, offensive music, lyrics that use modern terms or technology, electronic displays, bright colors or other modern details, religious music, or music loud enough to be heard outside a player's cabin (unless approved by the Campaign Committee for a specific purpose.)

Anyone can be shown how to operate a Symphony if a tinkerer roleplays the operation of the device. Only tinkerers may move the device without it breaking.

Mechanical Torch

Production Points: 4

Cost to Make: 10 silver

True Material: None

Market Price: 30 silver

Salvage Value: 5 silver

Phys-rep: A light stick or flashlight with diffuse light. Do not use uncovered lights, or direct at the eyes of another player.

A Mechanical Torch is the tinkerer's Light spell. Any character may use one. It is important to note that lights may only be used without a tag for safety reasons. Anyone repeatedly being discourteous with a torch can lose the privilege of using one.

Musical Instrument

Production Points: See below

Cost to Make: See below

True Material: None

Market Price: Three times cost to make

Salvage Value: See below

Phys-rep: An instrument to play music. The instrument must be in period, non-modern, and not electronic.

The cost of an instrument depends on the complexity of the instrument being created. A Tinkerer must have an appropriate Profession skill, or the help of a character with such a skill, to create instruments. Anyone with the appropriate Profession skill may use an instrument.

Simple

Production Points: 2

Cost to Make: 2 silver

Salvage Value: None

Market Price: 6 silver

These instruments are made of wood or common metals with no or few strings and no moving parts.

Moderate

Production Points: 4

Cost to Make: 20 silver
Salvage value: 5 silver
Market Price: 60 silver

These instruments have moving parts or many strings.

Complex

Production Points: 8+
Cost to Make: 200+ silver
Salvage value: 100 silver
Market Price: 600+ silver

Complex musical instruments like pianos and organs, these instruments are difficult to move. The value of the instrument varies depending on the specifics on its construction.

Music Box

Production Points: 8
Cost to Make: 30 silver
True Material: None
Market Price: 90 silver
Salvage Value: 15 silver
Phys-rep: Any antique looking music box that uses chimes or drums to play music. Jewelry boxes and the like are fine.

These boxes use chimes to play pleasant tunes. Some have small moving figures. Anyone may operate or move a music box.

Padlock

Production Points: See below
Cost to Make: See below
True Material: See below
Market Price: 3-5 times cost to make
Salvage Value: See below
Phys-rep: Any NERO approved padlock. All padlocks must have labeled keys available with a copy kept in the cabin notes at all times. Do not use combination locks.

A padlock is used on a chest or door. The cost of this item and the ease with which it is broken depends on its quality.

Average

Production Points: 8
Cost to Make: 20 silver
True Material: None
Market Price: 60 silver
Salvage Value: None

An endow or a creature with +2 strength can break a lock of this quality. The lock can be hacked off with a metal weapon, which suffers the effect of a Shatter spell.

Good

Production Points: 16

Cost to Make: 40 silver

True Material: 1 True Earth

Market Price: 200 silver

Salvage Value: 5 silver

A creature with +4 strength can break a lock of this quality. The padlock cannot be hacked off with weapons, and weapons used to try to break it down suffer from the effects of a Shatter spell. The lock is ruined if it is the target of a Shatter or Destroy spell.

Very Good

Production Points: 32

Cost to Make: 80 silver

True Material: 2 True Earth

Market Price: 400 silver

Salvage Value: 10 silver

A creature with +6 strength can break a lock of this quality. The padlock cannot be hacked off with weapons, and weapons used to try to break it down suffer from the effects of a Shatter spell. The lock can resist one Shatter or Destroy spell per day.

Excellent

Production Points: 64

Cost to Make: 160 silver

True Material: 3 True Earth

Market Price: 800 silver

Salvage Value: 20 silver

A creature with +8 strength can break a lock of this quality. The padlock cannot be hacked off with weapons, and weapons used to try to break it down suffer from the effects of a Shatter spell. The lock can resist two Shatter or Destroy spells per day.

Pocketwatch

Production Points: 24

Cost to Make: 50 silver

True Material: None

Market Price: 150 silver

Salvage Value: 25 silver

Phys-rep: An antique pocketwatch. Do not use bright colors, plastics, digital readouts, electronic beeps or sounds, or wear a wristwatch.

A pocketwatch is used to keep time. It is assumed that any character that can see the pocketwatch may use it to keep time.

Printing Press

Production Points: 80

Cost to Make: 2500 silver

True Material: None

Market Price: 7500 silver

Salvage Value: 1000 silver

Phys-rep: This gadget is represented by a box or boxes at least 5 feet in each direction. To move the press, a tinkerer must spend one hour taking it apart and one hour putting it back together or the press will break and become useless. Do not use fluorescent papers or inks, modern typefaces, or photographs.

This gadget allows for the easy duplication of printed material. Any duplicated document must be hand written unless a press is available.

Repeating Device Launcher

Production Points: 32

Cost to Make: 60 silver

True Material: 1 Air

Market Price: 300 silver

Salvage Value: 30 silver

Phys-rep: as per trap, plus yellow packet

A larger version of the Device Launcher, this trap can hold up to three other tinkered devices within it. If the trap is set off, it will launch these devices at the nearest character within 10 feet of the trap. The struck character can defend himself from the launched devices, but he must defend against each one individually. In all other ways, this device works as the Device Launcher, listed above.

Rockets

Production Points: See below

Cost to Make: See below

True Material: None

Market Price: 3 times cost to make

Salvage Value: None

Phys-rep: yellow spell packet

A character must have Tinkering skill to use these small rockets (Eldritch Rockets require at least level 3 Tinkering, as they are larger and much more complex). The player throws a packet and makes the appropriate call, as outlined below. Shield Magic does not protect against any form of rocket.

Eldritch Rocket

Production Points: 12

Cost to Make: 30 silver

Market Price: 90 silver

This device contains three small chambers of magically reactive elements which are carefully sealed away from each other. At the time of use, the character decides

whether to activate the rocket for a flame, frost or lightning attack. He throws a packet and calls out “Eldritch <Fire, Ice or Lightning> 5!” to indicate that a struck target suffers 5 points of eldritch damage of the appropriate type. The other two chambers are consumed in the blast, making each eldritch rocket good for only one attack.

Flame Rocket

Production Points: 6

Cost to Make: 15 silver

Market Price: 45 silver

The player throws a packet and calls out “Eldritch Fire, 5” to indicate that a struck target suffers 5 points of eldritch fire damage.

Frost Rocket

Production Points: 6

Cost to Make: 15 silver

Market Price: 45 silver

The player throws a packet and calls out “Eldritch Ice, 5” to indicate that a struck target suffers 5 points of eldritch ice damage.

Lightning Rocket

Production Points: 6

Cost to Make: 15 silver

Market Price: 45 silver

The player throws a packet and calls out “Eldritch Lightning, 5” to indicate that a struck target suffers 5 points of eldritch lightning damage.

Salvage Tools

Production Points: See below

Cost to Make: See below

True Material: None

Market Price: 3 times the cost to make

Salvage Value: None

Phys-rep: simple, small, hand tools, files, pliers, etc.

These tools are necessary to salvage parts from tinkered items. They include a number of useful tools and small magical gadgets used to prevent the magic from fading from the parts too quickly. The cost and effect of the tools depends on the quality.

Average

Production Points: 20

Cost to Make: 20 silver

Market Price: 60 silver

These tools allow a Tinkerer to salvage 10 silver worth of parts for each production point spent on salvage.

Good

Production Points: 40
Cost to Make: 40 silver
Market Price: 120 silver

These tools allow a Tinkerer to salvage 20 silver worth of parts for each production point spent on salvage.

Very Good

Production Points: 80
Cost to Make: 80 silver
Market Price: 240 silver

These tools allow a Tinkerer to salvage 40 silver worth of parts for each production point spent on salvage.

Excellent

Production Points: 160
Cost to Make: 160 silver
Market Price: 480 silver

These tools allow a Tinkerer to salvage 80 silver worth of parts for each production point spent on salvage.

Snare Trap

Production Points: See below
Cost to Make: See below
True Material: See below
Market Price: 3-5 times cost to make
Salvage Value: See below
Phys-rep: trap plus yellow packet

This device is designed to ensnare a leg on the individual who sets it off, tying the person to the place where the trap is set unless he can somehow free himself. A character caught in this device is under the effect of a Physical Pin, as modified by the quality of the device, as listed below. The device makes use of carefully drawn and tempered metal wires, rather than standard hemp ropes, to capture its victim. There is no line of sight for a snare trap, so the duration of the capture is infinite.

Average

Production Points: 8
Cost to Make: 20 silver
True Material: None
Market Price: 60 silver
Salvage Value: None

An endow or a creature with +2 strength can break a snare of this quality. The wires can be hacked off with a metal weapon, which suffers the effect of a Shatter spell.

A Tinkerer with salvage tools of at least Average quality can free an ensnared character by working for 1 minute.

Good

Production Points: 16

Cost to Make: 40 silver

True Material: 1 True Earth

Market Price: 200 silver

Salvage Value: 5 silver

A creature with +4 strength can break a snare of this quality. The snare cannot be hacked off with weapons, and weapons used to try to break it down suffer from the effects of a Shatter spell. A Tinkerer with salvage tools of at least Good quality can free an ensnared character by working for 1 minute.

Very Good

Production Points: 32

Cost to Make: 80 silver

True Material: 2 True Earth

Market Price: 400 silver

Salvage Value: 10 silver

A creature with +6 strength can break a snare of this quality. The snare cannot be hacked off with weapons, and weapons used to try to break it down suffer from the effects of a Shatter spell. The wires can resist one Shatter or Destroy spell per day. A Tinkerer with salvage tools of at least Very Good quality can free an ensnared character by working for 1 minute.

Excellent

Production Points: 64

Cost to Make: 160 silver

True Material: 3 True Earth

Market Price: 800 silver

Salvage Value: 20 silver

A creature with +8 strength can break a snare of this quality. The snare cannot be hacked off with weapons, and weapons used to try to break it down suffer from the effects of a Shatter spell. The wires can resist two Shatter or Destroy spells per day. A Tinkerer with salvage tools of at least Excellent quality can free an ensnared character by working for 1 minute.

Spectacles

Production Points: 4 (No cost for prescription glasses)

Cost to Make: 5 silver (No cost for prescription glasses)

True Material: None

Market Price: 15 silver (No cost for prescription glasses)

Salvage Value: None

Phys-rep: Any old looking glasses with metal rims or prescription glasses. No sun glasses or tinted glasses (unless needed for medical reasons), and no bright plastic frames.

Spectacles may be used by any character.

Spyglass

Production Points: 24

Cost to Make: 200 silver

True Material: None

Market Price: 600 silver

Salvage Value: None

Phys-rep: Any old looking, one eyed telescope with no greater than 5x magnification. Do not use bright plastics, electronic enhancements, or binoculars.

A Spyglass is used to look at faraway objects. Any character may use a spyglass.

Thieves' Tools

Production Points: 8

Cost to Make: 15 silver

True Material: None

Market Price: 45 silver

Salvage Value: None

Phys-rep: small tools including tweezers, scissors, etc.

These tools are required for a rogue to pick a lock or disarm a trap. Thieves' Tools cannot include magnifying glasses, magnets, mechanical grasps, flashlights, or any other item already covered under the Tinkering system. A set will typically have a small pair of scissors, small pliers, tweezers, a small mirror, some string, and so forth.

Venom Injection

Production Points: See below

Cost to Make: See below

True Material: None

Market Price: 5 times cost to make

Salvage Value: See below

Phys-rep: weapon

By working with a weaponsmith, a tinkerer can use this device to allow a weapon to store and deliver alchemical substances. A weapon enhanced with this system holds in its pommel one dose of alchemical substance, which can be applied to the weapon's striking surface almost instantly. The wielder says "Venom Injection" to indicate that she has pressed a button to apply the stored substance to the blade. The Venom Injection system can apply the following:

Alchemical Solvent

Oil of Slipperiness

Oil of Silvering

Oil of Strengthening

Vorpal Venom, all types
Razor Edge Venom-all types*

*If the weapon is a Razor Edge Weapon, the wielder can store and use all types of Razor Venoms.

The striking surface of a weapon with Venom Injection can hold a substance while the pommel is full. The substance in the pommel can only be applied when the substance on the blade is consumed. This enhancement costs 30 silver times the base damage of the weapon. The production point cost is 30 points times the base damage of the weapon. The salvage value of the system is 10 silver times the base damage of the weapon. If the weapon is destroyed in any way, including by Shatter or Destroy spell, this enhancement is also destroyed. Once created, a tinkerer may show someone else how to activate the injector, and so any character may use the weapon once created.

Wind Up Toy, Small

Production Points: 4

Cost to Make: 5 silver

True Material: None

Market Price: 15 silver

Salvage Value: None

Phys-rep: A small, approved wind-up toy no larger than a foot in any direction. Do not use electronics, out of period items, remote control toys, fluorescent colors, or bright plastics.

Toys are toys, and anyone may use them.

Wind Up Toy, Large

Production Points: 8

Cost to Make: 10 silver

True Material: None

Market Price: 30 silver

Salvage Value: 5 silver

Phys-rep: Any large, approved wind-up toy no larger than three feet in any direction. Do not use electronics, out of period items, remote control toys, fluorescent colors, or bright plastics.

Toys are toys, and anyone may use them.

Gadgets

Production Points: Special

Cost to Make: Special

True Material: Special

Market Price: Special

Salvage Value: Special

Phys-rep: Special

Gadgets are devices that are not covered specifically anywhere else, and that add to the flavor of the game, drawing from times before the industrial revolution, whose

effects are easily reproduced in-game and require no “holds” to be called. This catch-all category allows a tinkerer to approach the Campaign Committee with an idea for a new gadget. Most new gadgets will be things that work only once or unique items that, for some reason, cannot be reproduced. The following gadgets will never, ever be allowed (not even considered!): Any device or gadget that could endanger another player, sunglasses or any other item that would not visually fit before the year 1900, chain weapons, vibro blades, or any other weapon enhancements, lowlight or thermal goggles, scuba gear, fireworks or any explosive device, firearms, flamethrowers, or any other attack device that would be reusable, mechanical vehicles or any machine that can be ridden, powered armor, force shields, or other protective devices, any device that allows flight, increased movement rate, increased jump distance or allows a character to fall without harm, cameras, tape recorders, VCRs, or other devices that record visual or audio information, bugs, shotgun microphones, or other remote listening or viewing devices, phones, walkie-talkies, telegraphs, or other communication devices, computers, calculators, or other mathematical machines available only after the year 1900.

Weaponsmithing

This skill allows the character to create weapons. Of all crafted items in the Wildlands, weapons are perhaps most susceptible to the destructive forces of the magic used to bind them into their forms, and they have the shortest base duration. A weapon crafted of the simplest materials and with the minimum necessary skill lasts only through the event in which it is made and the following event, but a weaponsmith who applies special care to his project can craft a weapon that will last for much longer, or even permanently. Given that many residents of the Wildlands only feel comfortable with a weapon at their hip, a weaponsmith is typically a highly-sought-after and highly-respected character. Weaponsmithing follows the basic rules for all crafting skills, including requiring a forge and a formula, the ability to use a lab to increase one's production and the use of True Elements to give weapons an indefinite duration. Each weapon has a monetary cost to reflect the cost of materials required to craft the weapon and to power the forge. This cost is based on the weapon's size and complexity, but it is independent of the weapon's duration. Each weapon also has a production point cost. This cost starts at a base value for weapons of the shortest duration and goes up for weapons with longer lifespans, to reflect the added skill needed to craft such a weapon. True materials are only necessary for permanent weapons.

Construction: Formula required to craft weapon

Base Damage: Unmodified damage of the finished weapon

Cost to Make: Cost required of craftsman to produce a finished weapon

Production Event plus 1: Number of Production Points required to craft a weapon that will last for the rest of the current event and until the end of the next Wildlands West event. These weapons may still be shattered or destroyed.

Production Event plus 4: Number of Production Points required to craft a weapon that will last for the rest of the current event and for the next four Wildlands West events. These weapons may still be shattered or destroyed.

Production Event Permanent: Number of Production Points required to craft a weapon that will last permanently, unless it is shattered or destroyed in some fashion.

True Material: Amount of True Materials required to craft a permanent weapon in addition to the Production Point cost.

Arrow / Bolt

Construction: Wood & Metal

Base Damage: 3

Cost to Make: 5 silver

Production Event Plus 1: 3

Production Event Plus 4: 16

Production Event Permanent: 32

True Material: 1 Air, 1 Earth, 1 Water

Production and material costs are given for 12 arrows or bolts. Spent arrows and bolts may be recovered and reused in combat, if found within 5 minutes of being shot.

Bow/Crossbow

Construction: Wood
Base Damage: As arrow
Cost to Make: 10 silver
Production Event Plus 1: 3
Production Event Plus 4: 16
Production Event Permanent: 32
True Material: 1 Air, 1 Earth, 1 Water

Bullets/Thrown Weapons (Crafted)

Construction: Metal
Base Damage: Special
Cost to Make: 10 silver
Production Event Plus 1: 2
Production Event Plus 4: 4
Production Event Permanent: 8
True Material: 1 Earth, 1 Fire

Production and material costs are given for 10 bullets or thrown weapons. Bullets fired from a flintlock may not be recovered for use in combat, while thrown weapons may be immediately recovered and used. However, spent bullets may be salvaged. Each pair of spent bullets is worth 1 silver piece of weapon materials towards a new batch of bullets. When fired from a flintlock, the base damage is “5 Body”. When thrown as a thrown weapon, the base damage is “1 Normal”.

Club, One-Handed

Construction: Wood
Base Damage: 1
Cost to Make: None
Production Event Plus 1: None

Anyone can fashion after 5 minutes in woods. A pure wooden club crafted at a forge follows the rules for one-handed weapon.

Club, Two-Handed

Construction: Wood
Base Damage: 2
Cost to Make: None
Production Event Plus 1: None

Anyone can fashion after 5 minutes in woods. A pure wooden club crafted at a forge follows the rules for two-handed weapon.

Javelin

Construction: Wood & Metal

Base Damage: 3
Cost to Make: 5 silver
Production Event Plus 1: 3
Production Event Plus 4: 16
Production Event Permanent: 32
True Material: 1 Air, 1 Earth, 1 Water

Production and material costs are given for 6 javelins. Javelins may be recovered and reused in combat, if found within 5 minutes of being launched.

One-Handed Weapon

Construction: Wood (club only), Wood & Metal, or Metal
Base Damage: 2
Cost to Make: 20 silver
Production Event Plus 1: 3
Production Event Plus 4: 16
Production Event Permanent: 32
True Material: 2 Earth, 2 Fire

These weapons include one-handed hammers, metal studded clubs, maces, shortswords, longswords, and axes.

Shield

Construction: Wood & Metal
Base Damage: N/A
Cost to Make: 20 silver
Production Event Plus 1: 3
Production Event Plus 4: 16
Production Event Permanent: 32
True Material: 2 Earth, 1 Fire, 1 Water

Small Weapon

Construction: Wood, Wood and Metal, or Metal
Base Damage: 1
Cost to Make: 5 silver
Production Event Plus 1: 1
Production Event Plus 4: 4
Production Event Permanent: 8
True Material: 1 Earth, 1 Fire

These include small clubs, saps, daggers, and hatchets.

Staff

Construction: Wood
Base Damage: 2
Cost to Make: 20 silver

Production Event Plus 1: 3
Production Event Plus 4: 16
Production Event Permanent: 32
True Material: 2 Earth, 2 Fire

Thrown Weapon (Rock)

Construction: Metal
Base Damage: 0
Cost to Make: None
Production Event Plus 1: None

Anyone can fashion a dozen rocks after 5 minutes in woods. Rocks have a base damage of zero. A thrown rock, to do any damage, must be enhanced by the use of a sling, proficiency, vorpal venom, or similar enhancement. Rocks may be recovered and reused after any length of time.

Two-Handed Weapon

Construction: Wood (club only), Wood & Metal, or Metal
Base Damage: 3
Cost to Make: 40 silver
Production Event Plus 1: 5
Production Event Plus 4: 32
Production Event Permanent: 64
True Material: 3 Earth, 3 Fire

These weapons include two-handed varieties of hammers, maces, metal studded clubs, polearms, axes, and two handed swords.

Enhancements

Weapons can be enhanced in many ways, including increasing the damage they cause, making them shatter-resistant or giving them a silver blade. The cost of an enhancement adds to the cost of the weapon being enhanced, and this usually includes True Elemental material in addition to production points. These costs are added in to the weapon's cost at the time of creation, and the smith must be of sufficient skill to craft the item all at once. Enhancements typically cannot be added to a weapon after it has been crafted.

Increase Damage

Production Points: +40
True Material: As weapon x 3

This enhancement increases the base damage of a weapon, through the superior workmanship of the craftsman. Each application increases the base damage of the

weapon by 1. The maximum amount a weapon can be increased is based on the weapon type. This increase in damage is not magical.

Weapon Type	Times Increase Damage may be applied
Blunt, Wood	1
Sharp, Wood and Metal	2
Sharp, Metal Only	3

Razor Edged Weapon

Production Points: +20

True Material: 1 Darkness

This enhancement makes a metal, edged weapon into an incredibly sharp but very fragile Razor Edge Weapon. Only a weapon with a sharp metal edge can be a Razor Edge Weapon. Characters must have the Razor Edge Weapon skill to use these weapons properly; a character without the Razor Edge Weapon skill who calls damage with a Razor Edge Weapon breaks it. The weapon can be used to deliver a Razor Edge Venom to add to the damage of one swing.

Shatter Resistance

Production Points: +20

True Material: As weapon x 2

This enhancement allows the weapon to resist the effects of one Shatter or Destroy spell per day. The maximum number of resists a weapon can have depends on its construction.

Weapon Type	Times Shatter Resistance may be applied
Wood	1
Wood and Metal	2
Metal Only	3

Silvering

Production Points: +20

True Material: 1 Light, plus special

This enhancement laces a weapon with pure silver, allowing the weapon to damage creatures that are only affected by silver weapons. The weapon must have a metal striking surface for this enhancement to take effect. The enhancement requires 10 ivory pieces worth of pure silver for each point of base damage, in addition to the True Elemental material.

Thunderstruck Staff

Production Points: +50

True Material: 1 Air

This enhancement can only be used on a staff, and it allows the staff to be used in a Thunderstruck spell.

Weapon of Darkness

Production Points: +30

True Material: 1 Darkness

This enhancement prepares a weapon for use in the Weapon of Darkness spell.

Woodbind

Production Points: +30

True Material: 1 Water

This enhancement can only be done on a weapon made entirely of wood. It prepares a weapon for use in the Woodbind spell.