

# Memories of Graewynn Item and Ritual Catalogue

Version 1.2



By Dan Devine 2022

Dedicated in loving memory of David "Reddwycke Du Foret" Laimé

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## Item Effects Shorthand

Items are written in a shorthand notation to help reduce the amount of time it takes at the Market to get cards written and to quickly reference effects.

**++All Items listed assume the Character is using the Item gains the listed effects unless the affect targets another Character.++**

**Req:** The Effect requires what is listed to gain any effects listed after the Req write up. If the Item has Req before any other effects, it has no benefits for Characters that do not meet the requirements. Weapons, Shields, and Armor can still be worn if they only have a Req, but function as basic versions of those item types.

- Same [Faith]: The effect only benefits the Character if they have the same Faith keyword associated with the Item.
  - If an Architecture overlaps with an Area effect (like Sanctified Ground) this means the Architecture's Faith Keyword, the Sanctified Ground's Faith Keyword and the Character's Faith Keyword must all match if it notes Same [Faith].
- Req [Skill Name]: The Item User must know the listed Skill to gain that effect.
- Req [Species Family or Subgroup]: Only members of the listed Species Family or Subgroup gain the effects listed after the Req.
- Some Req may have a comma indicating the Character has multiple requirements to gain the effect.
  - *For example, Req True Believer, Same [Faith] means the Character has to have the True Believer and Same [Faith] as the Item to gain the benefit.*
- If Req has a / it means either Requirement is needed to gain the effect.

**RP [Time]:** Indicates there is an RP time associated with the effect. Effect will list how long that RP time is. Generally, the italics section afterward will explain what kind of RP should be done.

**Consume [Time]:** The Character must RP drinking or eating the Item. The Character must remain in place while they do this. If they move or are moved, the effect is interrupted and the Item is wasted.

**Next Strike:** The Character's next Strike is declared as the effect in quotations following Next Strike. If an Item lists Next Strike/Consume, it can be used either as a Next Strike effect or if it is consumed.

**Energy / Health Costs:** Effects listing #E or #H mean the character must spend the number of Energy (E) or Health (H) to gain the effect.

If an effect has a +/- before the number, then the Character spends that much additional or less Energy to use the effect.

**EoQ:** Stands for End of Quarter. This should be read as "End of Quarter or three hours, whichever is longer."

**FCV:** Stands for Fortune Card Value. The effect modifies a Fortune Card Value when used.

**Trap:** The number of Traps which can be attached to the Item.

**Lock:** Requires Lockpicks and lists the required RP time to pick the Lock.

**Trigger:** Action that causes the Trap to go off. Affects the Character opening Containers or Doors without the key or otherwise meeting the Trigger requirements.

## Italics Sections

Sections in italics on Schematics do not have to be written on the Item Cards. These include clarifications and additional notes on how the item functions or other things associated with it.

# Alchemy Schematics

## Basic Alchemy Items

### Alchemist Table

**Item Type:** Workstation

**Expires:** 2 Years

**Resources:** 10x Softwood, 3x Zinc, 10x Fine Glass, 5x Granite, 10x Stone, 5x Sulfur, 10x Thatch

**Crafting Time:** 1 Hour

**Crafting Skill:** Alchemy

**Effect:** Seats 5.

*This Item does not require a Workstation to be crafted.  
Seats indicate how many Characters may work on it at one time.*

### Black Powder

**Item Type:** Ammunition, Consumable

**Expires:** 5 Years

**Resources:** 1x Sulfur, 1x Coal, 1x Fertilizer

**Crafting Time:** 20 Minutes

**Crafting Skill:** Alchemy or Gunsmith

**Effect:** None

- *Creates 10 Black Powder.*
- *Requires Gunsmith: Creates 15 Black Powder.*

### Clotting Dust

**Item Type:** Medicine, Consumable

**Expires:** 1 Year

**Resources:** 1x Sand, 3x Frogcap

**Crafting Time:** 10 Minutes

**Crafting Skill:** Alchemy

**Effect:** Consume 10s, reduce Bleed by 1.

**Enhanced:** Consume 10s, reduce Bleed by 3.

- *Creates 5 Clotting Dust.*

### Easing Ointment

**Item Type:** Medicine, Consumable

**Expires:** 1 Year

**Resources:** 1x Wax, 3x Sunseal Root

**Crafting Time:** 10 Minutes

**Crafting Skill:** Alchemy

**Effect:** Consume 10s, reduce Agony by 1.

**Enhanced:** Consume 10s, reduce Agony by 3.

- *Creates 5 Easing Ointment.*

### Healer's Wort

**Item Type:** Medicine, Consumable

**Expires:** 6 Months

**Resources:** 2x Frogcap, 1x Eldberry

**Crafting Time:** 10 Minutes

**Crafting Skill:** Alchemy

**Effect:** Consume 10s, Ignore Disease, 30 mins.

**Enhanced:** Consume 10s, Ignore Disease, 1 hour.

### Minor Healing Potion

**Item Type:** Potion, Consumable

**Expires:** 1 Year

**Resources:** 1x Frogcap, 1x Echin Flower, 1x Altasho Nuts

**Crafting Time:** 10 Minutes

**Crafting Skill:** Alchemy

**Effect:** Gain 10 Health

### Minor Energize Potion

**Item Type:** Potion, Consumable

**Expires:** 1 Year

**Resources:** 1x Eldberry, 1x Lareni Leaves, 1x Sunseal Root

**Crafting Time:** 10 Minutes

**Crafting Skill:** Alchemy

**Effect:** Gain 10 Energy

### Restorer's Wax

**Item Type:** Chemical, Consumable

**Expires:** 1 Year

**Resources:** 3x Wax, 1x Fats, 1x Tin, 1x Glue

**Crafting Time:** 10 Minutes

**Crafting Skill:** Alchemy

**Effect: Req Effigy/Ghost:**

Consume 1 min, gain 20 Health.

- *Creates 3 Restorer's Wax.*

### Skinsear Toxin

**Item Type:** Poison, Applied, Consumable

**Expires:** 1 Year

**Resources:** 2x Moonshadow Leaves, 1x [Species] Flesh, 2x Grave Ash

**Crafting Time:** 15 Minutes

**Crafting Skill:** Alchemy

**Effect: Next Strike:** "Poison 10".

- *Creates 3 Skinsear Toxin*

### Spark Oil

**Item Type:** Chemical, Consumable

**Expires:** 1 Year

**Resources:** 3x Zinc 1x Cooking Oil, 1x Fats, 1x Honey

**Crafting Time:** 10 Minutes

**Crafting Skill:** Alchemy

**Effect: Req Effigy/Ghost:**

Consume 1 min, gain 20 Energy.

- *Creates 3 Spark Oil.*

### [Status] Poultice

**Item Type:** Medicine, Consumable

**Expires:** End of Event

**Resources:** See Below

**Crafting Time:** 10 minutes

**Crafting Skill:** First Aid or Alchemy

**Effect:** 10s bandaging RP to self or target within Reach remove [Status].

Create 1 Poultice which can remove the [Status] in the Poultice's Name or grant 1 use of Precautions. The Resources differ depending on the Status the Poultice will remove.

- *Bleed:* Any Bark x1, Sunseal Root x2
- *Agony:* Any Bark x1, Echin Flower x2
- *Stun:* Any Bark x1, Altasho Nuts x2
- *Blind:* Any Bark x1, Lareni Leaves x2
- *Silence:* Any Bark x1, Eldberry x2
- *Extended Precaution-* Medicinal Bark x2, Frog Cap x1, Echin Flower x2

## **Weariness Poison**

**Item Type:** Poison, Applied, Consumable

**Expires:** 1 Year

**Resources:** 3x Bleeding Heart Root, 2x Butterweed Flower

**Crafting Time:** 15 Minutes

**Crafting Skill:** Alchemy

**Effect:** Next Strike: "Poison 5 Drain".

- Creates 3 Weariness Poison.

## **White Thistle Powder**

**Item Type:** Medicine, Consumable

**Expires:** 6 Months

**Resources:** 2x Echin Flower, 1x Medicinal Bark

**Crafting Time:** 10 Minutes

**Crafting Skill:** Alchemy

**Effect:** Consume 10s, Ignore Poison, 30 mins.

**Enhanced:** Consume 10s, Ignore Poison, 1 hour.

## **Wound Clot Powder**

**Item Type:** Medicine, Consumable

**Expires:** 6 Months

**Resources:** 2x Lareni Leaves, 1x Sunseal Root

**Crafting Time:** 10 Minutes

**Crafting Skill:** Alchemy

**Effect:** After First Aid RP, declare "Heal 5".

## **Bomb Schematics**

### **Dwearnimite**

**Item Type:** Bomb, Consumable, Delicate

**Expires:** 6 months

**Resources:** 2x Earthblood, 1x Demon Ash, 2x Coal, 1x Cinder Bark

**Crafting Time:** 30 Minutes

**Crafting Skill:** Alchemy

**Effect:** Yellow Packet, "10ft, 40 Magic Pierce" or "Smash".

## **Firebomb**

**Item Type:** Bomb, Consumable

**Expires:** 6 Months

**Resources:** 1x Cinder Bark, 2x Black Powder, 1x Clay

**Crafting Time:** 20 Minutes

**Crafting Skill:** Alchemy

**Effect:** Yellow Packet, "5ft, 25 Magic Pierce"

## **Flash Bomb**

**Item Type:** Bomb, Consumable

**Expires:** 6 months

**Resources:** 3x Black Powder, 1x Earthblood, 1x Clay

**Crafting Time:** 20 Minutes

**Crafting Skill:** Alchemy

**Effect:** Yellow Packet, "Shot, Blind 10 sec".

## **Frag Bomb**

**Item Type:** Bomb, Consumable

**Expires:** 6 Months

**Resources:** 5x Black Powder, 3x Lead, 2x Clay

**Crafting Time:** 20 Minutes

**Crafting Skill:** Alchemy

**Effect:** Yellow Packet "5ft, 15 Pierce"

## **Noxious Bomb**

**Item Type:** Bomb, Consumable

**Expires:** 6 months

**Resources:** 2x Moonshadow Leaves, 1x Sulfur, 1x Somnospore Mushroom, 1x Clay

**Crafting Time:** 20 Minutes

**Crafting Skill:** Alchemy

**Effect:** Yellow Packet, "Shot, Disorient, 1 min".

## **Smoke Bomb**

**Item Type:** Bomb, Consumable

**Expires:** 6 months

**Resources:** 1x Cinderbark, 1x Heating Oil, 1x Thatch, 1x Clay

**Crafting Time:** 30 Minutes

**Crafting Skill:** Alchemy

**Effect:** Yellow Packet, "10ft, Blind 10s".

## **Medicine Schematics**

### **Clarity Tincture**

**Item Type:** Medicine, Consumable

**Expires:** 1 Year

**Resources:** 1x Blizzard Mint, 1x Honey

**Crafting Time:** 20 Minutes

**Crafting Skill:** Alchemy

**Effect:** Consume 10s, Half Disorient duration, 5 mins.

**Enhanced:** Consume 10s, Immune to Disorient 5 mins.

- Creates 3 Clarity Tincture

## **Osteo Elixir**

**Item Type:** Medicine, Consumable

**Expires:** 3 Months

**Resources:** 3x [Species] Bone, 2x Bone Dust, 2x Medicinal Bark, 2x Marshbark, 1x Direbone

**Crafting Time:** 30 Minutes

**Crafting Skill:** Alchemy

**Effect:** Consume 10s, Ignore Mangle 1 min.

**Enhanced:** Consume 10s, Ignore Mangle 5 mins.

## **Purifying Panacea**

**Item Type:** Medicine, Consumable

**Expires:** 3 Months

**Resources:** 1x Blood Honey, 2x Verdanti Fiber, 2x Echin Flower, 2x Sunseal Root, 2x Dire Blood, 1x Infused Bark

**Crafting Time:** 30 Minutes

**Crafting Skill:** Alchemy and Healthy Living

**Effect:** Used for treating advanced Diseases.

## **Regrowth Elixir**

**Item Type:** Medicine, Consumable

**Expires:** 3 Months

**Resources:** 3x [Species] Flesh, 2x Medicinal Bark, 1x Beast Heart, 3x Verdanti Fiber, 1x Waking Dream Russula

**Crafting Time:** 30 Minutes

**Crafting Skill:** Alchemy

**Effect:** Consume 10s, Ignore Bleed, 5 mins.

**Enhanced:** Consume 10s, Ignore Bleed and Agony, 5 mins.

## **Snakebane Tincture**

**Item Type:** Medicine, Consumable

**Expires:** 6 Months

**Resources:** 2x Echin Flower, 1x Medicinal Bark, 1x Sandmoss

**Crafting Time:** 20 Minutes

**Crafting Skill:** Alchemy

**Effect:** Consume 10s, Ignore Poison, 2 hours.

**Enhanced:** Consume 10s, Ignore Poison, 6 hours.

## **Tincture of Wellness**

**Item Type:** Medicine, Consumable

**Expires:** 6 months

**Resources:** 2x Frogcap, 1x Eldberry, 1x Gustgrass

**Crafting Time:** 20 Minutes

**Crafting Skill:** Alchemy

**Effect:** Consume 10s, Ignore Disease, 2 hours

**Enhanced:** Consume 10s, Ignore Disease, 6 hours.

## **Poisons Schematics**

### **Biteburn Poison**

**Item Type:** Poison, Applied, Consumable

**Expires:** 6 months

**Resources:** 2x Moonshadow Leaves, 1x Demon Ash

**Crafting Time:** 20 Minutes

**Crafting Skill:** Alchemy

**Effect: Next Strike/Consume:** "Poison, Agony 3".

### **Blurry Eye Poison**

**Item Type:** Poison, Applied, Consumable

**Expires:** 1 Year

**Resources:** 2x Moonshadow Leaves, 3x Erushew Nuts, 1x Somnospore Mushroom

**Crafting Time:** 15 Minutes

**Crafting Skill:** Alchemy

**Effect: Next Strike/Consume:** "Poison, Disorient".

### **Crimson Eye Toxin**

**Item Type:** Poison, Applied, Consumable

**Expires:** 3 months

**Resources:** 1x Forsaken Briar, 1x Demon Ash, 3x Blister Holly

**Crafting Time:** 30 Minutes

**Crafting Skill:** Alchemy

**Effect: Next Strike/Consume:** "Poison, Rage, 1 min".

- *Creates 2 Crimson Eye Toxin.*

#### ***Designer's Note***

*Despite this being a Poison, it only lasts one minute and then the Poison effect ends.*

### **Dreamhaze Toxin**

**Item Type:** Poison, Applied, Consumable

**Expires:** 3 months

**Resources:** 2x Waking Dream Russala, 1x Somnospore Mushroom, 2x Butterweed Flower, 1x Moonshadow Leaves

**Crafting Time:** 20 Minutes

**Crafting Skill:** Alchemy

**Effect: Next Strike/Consume:** "Poison, Confuse, 1 min".

#### ***Designer's Note***

*Despite this being a Poison, it only lasts one minute and then the Poison effect ends.*

### **Lungrender Poison**

**Item Type:** Poison, Applied, Consumable

**Expires:** 6 months

**Resources:** 2x Strangler Ivy, 2x Weeping Russula, 2x Erushew Nuts

**Crafting Time:** 20 Minutes

**Crafting Skill:** Alchemy

**Effect: Next Strike/Consume:** "Poison, Exhaust".

### **Spelleater Toxin**

**Item Type:** Poison, Applied, Consumable, Delicate

**Expires:** 3 months

**Resources:** 2x [Species] Bone, 1x Forsaken Briar, 1x Crystal Blossom, 1x River Weed

**Crafting Time:** 30 Minutes

**Crafting Skill:** Alchemy

**Effect: Next Strike/Consume:** "Dispel All".

- *Creates 2 Spelleater Toxin*

### **Vein Rot Poison**

**Item Type:** Poison, Applied, Consumable

**Expires:** 1 Year

**Resources:** 3x Moonshadow Leaves, 3x Erushew Nuts, 1x Split Toe, 1x Crooked Finger

**Crafting Time:** 15 Minutes

**Crafting Skill:** Alchemy

**Effect: Next Strike:** "Poison 20".

- *Creates 2 Vein Rot Poison.*

### **Vile Rot Poison**

**Item Type:** Poison, Applied, Consumable

**Expires:** 6 months

**Resources:** 3x [Species] Bone, 2x Blister Holly, 1x Bleeder Berries

**Crafting Time:** 20 Minutes

**Crafting Skill:** Alchemy

**Effect: Next Strike/Consume:** "Poison, Wither"

## **Potions Schematics**

### **Energize Potion**

**Item Type:** Potion, Consumable

**Expires:** 1 Year

**Resources:** 3x Eldberry, 2x Lareni Leaves, 1x Blizzard Mint

**Crafting Time:** 15 Minutes

**Crafting Skill:** Alchemy

**Effect:** Gain 30 Energy, 10 Zeal.

### **Healing Potion**

**Item Type:** Potion, Consumable

**Expires:** 1 Year

**Resources:** 2x Frogcap, 1x Echin Flower, 1x Red Peppermint

**Crafting Time:** 15 Minutes

**Crafting Skill:** Alchemy

**Effect:** Gain 30 Health, 10 Vigor.

### **Greater Healing Potion**

**Item Type:** Potion, Consumable, Delicate

**Expires:** 1 Year

**Resources:** 3x Frogcap, 2x Echin Flower, 1x Red Peppermint, 1x Poppibloom

**Crafting Time:** 20 Minutes

**Crafting Skill:** Alchemy

**Effect:** Gain 50 Health, 20 Vigor.

### **Greater Energize Potion**

**Item Type:** Potion, Consumable, Delicate

**Expires:** 1 Year

**Resources:** 3x Eldberry, 2x Lareni Leaves, 1x Blizzard Mint, 1x Crimson Lotus

**Crafting Time:** 20 Minutes

**Crafting Skill:** Alchemy

**Effect:** Gain 50 Energy, 20 Zeal.

### **Mighty Potion**

**Item Type:** Potion, Consumable

**Expires:** 1 Year

**Resources:** 3x Altasho Nuts, 2x Butterweed Flower, 1x Zinc

**Crafting Time:** 15 Minutes

**Crafting Skill:** Alchemy

**Effect:** Gain Mighty, 5 mins.

*No Effect if target already has Mighty.*

### **Screen Potion**

**Item Type:** Potion, Consumable, Delicate

**Expires:** 1 Year

**Resources:** 1x Mirrorstone, 2x Bone Dust, 2x Lead

**Crafting Time:** 20 Minutes

**Crafting Skill:** Alchemy

**Effect:** Gain 15 Screen. Does not count towards Potion Diminishing Returns.

### **Spellbane Potion**

**Item Type:** Potion, Consumable

**Expires:** 1 Year

**Resources:** 1x Soul Blossom, 1x Warding Wreath, 1x Shield Wax, 1x Fool's Gold

**Crafting Time:** 30 Minutes

**Crafting Skill:** Alchemy

**Effect:** Gain Spell Resistance, 1 min.

### **Vigor Potion**

**Item Type:** Potion, Consumable

**Expires:** 1 Year

**Resources:** 2x Echin Flower, 2x Altasho Nuts, 1x Poppibloom

**Crafting Time:** 20 Minutes

**Crafting Skill:** Alchemy

**Effect:** Gain 15 Vigor. Does not count towards Potion Diminishing Returns.

### **Zeal Potion**

**Item Type:** Potion, Consumable, Delicate

**Expires:** 1 Year

**Resources:** 2x Lareni Leaves, 2x Sunseal Root, 1x Crimson Lotus

**Crafting Time:** 20 Minutes

**Crafting Skill:** Alchemy

**Effect:** Gain 15 Zeal. Does not count towards Potion Diminishing Returns.



## Other Alchemical Schematic

### Sculptor's Wax

**Item Type:** Chemical, Consumable

**Expires:** 1 Year

**Resources:** 1x Shield Wax, 1x Granite, 1x Copper

**Crafting Time:** 20 Minutes

**Crafting Skill:** Alchemy

**Effect: Req Effigy/Ghost:**

Consume 1 min, gain 50 Health.

- *Creates 3 Sculptor's Wax.*

### Shimmer Oil

**Item Type:** Chemical, Consumable

**Expires:** 1 Year

**Resources:** 1x Glitter Egg, 1x Fats, 1x Honey

**Crafting Time:** 10 Minutes

**Crafting Skill:** Alchemy

**Effect: Req Effigy/Ghost:**

Consume 1 min, gain 50 Energy.

- *Creates 3 Shimmer Oil.*

### Strong Acid

**Item Type:** Chemical, Consumable

**Expires:** 1 Month

**Resources:** 3x Sulfur, 2x Fool's Gold

**Crafting Time:** 20 Minutes

**Crafting Skill:** Alchemy and Tinkering

**Effect:** RP 10s applying to an Item, except Workstations and Architecture. Permanently destroys Item. If used as part of a CVC action, must have a Marshal present to use this Item.

### Transmute Liquid Aether

**Item Type:** Refined Resource

**Expires:** 6 months

**Resources:** 1x Spirit Shard, 2x Cinnabar, 3x [Mineral] Dust, 3x Heating Oil, 3x Fine Glass

**Crafting Time:** 20 Minutes

**Crafting Skill:** Alchemy

**Effect:** None

- *Creates 3 Liquid Aether.*

#### **Designer's Note**

*[Mineral] Dust can be any kind, does not have to be the same kind.*

### Transmute Mithril

**Item Type:** Refined Resource

**Expires:** None

**Resources:** 2x Star Metal, 1x Silver, 2x Aluminum

**Crafting Time:** 10 Minutes

**Crafting Skill:** Alchemy and Refining

**Effect:** None

*Requires Blast Furnace. The Item User uses the rules for Refining and may do multiple instances of Transmuting Mithril at once per the Refining Rules. Each use of this effect creates 2 Mithril.*

## Tier 2 Alchemy

### Blank Slate Potion

**Item Type:** Potion, Consumable

**Expires:** 1 Year

**Resources:** 1x Spellbane Potion, 1x Mirror Stone Dust, 1x Liar's Tongue, 2x Moonshadow Leaves

**Crafting Time:** 20 minutes

**Crafting Skill:** Alchemy

**Effect:** Ignore Users Keywords (except Living, Effigy, or Mortaeon) for 5 mins. If hit with an effect targeting a Keyword User has, must declare "Blank Slate".

- *Creates 2 Blank Slate Potions*

*This allows a Character to not be targeted by effects which target Keywords such as Ork'rus for Orkbane.*

**To gain this Instruction through Explore Theory, the User must also expend a Spellbane Potion Schematic and the Item itself.**

### Chrysalis Wax

**Item Type:** Chemical, Consumable

**Expires:** 1 Year

**Resources:** 1x Sculptor's Wax, 1x Diamond Dust, 1x Mirrostone Dust, 2x Medicinal Bark

**Crafting Time:** 15 minutes

**Crafting Skill:** Alchemy

**Effect: Req Effigy/Ghost:**

Consume 1 min, gain 50 Health and 30 Vigor.

- *Creates 2 Chrysalis Wax*

**To gain this Instruction through Explore Theory, the User must also expend a Sculptor's Wax Schematic and the Item itself.**

### Distilled Essence of Life

**Item Type:** Medicine, Consumable, Delicate

**Expires:** 1 Year

**Resources:** 1x Purifying Panacea, 1x Regrowth Elixir, 1x Osteo Elixir, 3x Diamond Dust, 3x Spirit Shard Dust

**Crafting Time:** 1 Hour

**Crafting Skill:** Alchemy, Infusing, and Surgeon

**Effect:** Must be used on a Corpse within 5 minutes of them dying. Allows the Resuscitation Procedure to be performed on it. The Procedure must start within 10 minutes of using this item.

*Requires an Alchemy Lab with attached Distiller to make this Item.*



***To gain this Instruction through Explore Theory, the User must also expend a Purifying Panacea Instruction and the Item itself.***

## **Heart of Furor Potion**

**Item Type:** Potion, Consumable

**Expires:** 1 Year

**Resources:** 1x Crimson Eye Toxin, 1x Demon Ash, 1x Dire Blood, 2x Ork'rus Flesh

**Crafting Time:** 20 minutes

**Crafting Skill:** Alchemy

**Effect:** Gain Frenzy Status 1 min. When effect ends, gain Wither and Exhaust until EoQ. May only be used once per Quarter.

*This effect cannot be extended by any means.*

***To gain this Instruction through Explore Theory, the User must also expend a Crimson Eye Toxin Schematic and the Item itself.***

## **Tincture of Growth**

**Item Type:** Chemical, Consumable

**Expires:** 1 Year

**Resources:** 1x Tincture of Wellness, 3x Fertilizer or 1x Earthblood, 1x Emerald Dust

**Crafting Time:** 10 mins

**Crafting Skill:** Alchemy

**Effect:** Use before starting Farming, Herbalism or Hunting RP. Gain +1 Rare Resource from Farming, Herbalism or Hunting for one set of Gathering up to 10 uses.

- *Creates 2 Tincture of Growth*

***To gain this Instruction through Explore Theory, the User must also expend a Tincture of Wellness Schematic and the Item itself.***

## **Voltaic Oil**

**Item Type:** Chemical, Consumable

**Expires:** 1 Year

**Resources:** 1x Shimmer Oil, 1x Ruby Dust, 1x Sapphire Dust, 2x Medicinal Bark

**Crafting Time:** 15 minutes

**Crafting Skill:** Alchemy

**Effect: Req Effigy/Ghost:**

Consume 1 min, gain 50 Energy and 30 Zeal

- *Creates 2 Voltaic Oil*

***To gain this Instruction through Explore Theory, the User must also expend a Shimmer Oil Schematic and the Item itself.***

# Carpentry Schematic

## Basic Carpentry Items

### Bow

**Item Type:** Bow

**Expires:** 3 Years

**Resources:** 6x Hardwood, 4x Softwood, 2x Feathers, 2x Leather, 1x Stone

**Crafting Time:** 15 Minutes

**Crafting Skill:** Carpentry

**Effect:** None

### Buckler

**Item Type:** Buckler, Shield

**Expires:** 2 Years

**Resources:** 2x Hardwood, 2x Leather, 2x Tin, 2x Glue

**Crafting Time:** 15 Minutes

**Crafting Skill:** Carpentry

**Effect:** None

### Door

**Item Type:** Door

**Expires:** 3 Years

**Resources:** 10x Softwood, 2x Bronze

**Crafting Time:** 10 Minutes

**Crafting Skill:** Carpentry

**Effect: Trap:** 1

**Lock:** 5 mins

**Key#** [6 digit random number]

*This Item creates a Door Card, and a Key Card. Both Key and Door must have matched 6-digit number. Must have the Key to open the door.*

### Gun Stock

**Item Type:** Part

**Expires:** 1 Year

**Resources:** 3x Hardwood, 3x Wax, 1x Sap Bark, 1x Glue

**Crafting Time:** 10 Minutes

**Crafting Skill:** Carpentry or Gunsmith

**Effect:** None.

### Scribe's Desk

**Item Type:** Workstation

**Expires:** 2 Years

**Resources:** 20x Softwood, 5x Feather, 5x Sap Bark, 10x Wax, 3x Coal, 5x Fats

**Crafting Time:** 1 Hour

**Crafting Skill:** Carpentry

**Effect:** Seats 5

*This Item does not require a Workstation to be crafted. Seats indicate how many Characters may work on it at one time.*

### Shield

**Item Type:** Shield

**Expires:** 3 Years

**Resources:** 5x Hardwood, 3x Leather, 1x Wool, 5x Tin, 5x Glue

**Crafting Time:** 20 Minutes

**Crafting Skill:** Carpentry

**Effect:** None

### Staff

**Item Type:** Staff

**Expires:** 3 Years

**Resources:** 6x Hardwood, 4x Softwood, 1x Leather

**Crafting Time:** 15 Minutes

**Crafting Skill:** Carpentry

**Effect:** None

### Storage Chest

**Item Type:** Chest

**Expires:** 3 Years

**Resources:** 8x Softwood, 3x Copper, 3x Tin

**Crafting Time:** 20 Minutes

**Crafting Skill:** Carpentry

**Effect:** Storage Capacity 20.

### Tool Handle

**Item Type:** Part

**Expires:** 3 Years

**Resources:** 3x Hardwood, 2x Wax, 1x Glue

**Crafting Time:** 10 Minutes

**Crafting Skill:** Carpentry

**Effect:** None.

### Tower Shield

**Item Type:** Tower Shield

**Expires:** 2 Years

**Resources:** 8x Hardwood, 6x Wax, 3x Leather, 3x Copper, 2x Iron, 5x Glue, 1x Tin

**Crafting Time:** 30 Minutes

**Crafting Skill:** Carpentry

**Effect:** Requires Greater Shield Training to use.

### Woodshop

**Item Type:** Workstation

**Expires:** 2 Years

**Resources:** 20x Softwood, 7x Iron, 10x Glue, 5x Stone, 5x Coal, 5x Thatch

**Crafting Time:** 1 Hour

**Crafting Skill:** Carpentry

**Effect:** Seats 5

*This Item does not require a Workstation to be crafted.  
Seats indicate how many Characters may work on it at one time.*

## Architecture

### Chapel

**Item Type:** Architecture, Delicate

**Expires:** 3 Years

**Resources:** 10x Granite, 10x Hardwood, 1x Gold, 1x Silver

**Crafting Time:** 1 Hour

**Crafting Skill:** Carpentry

**Effect:** Within Area:

- Faith Skills -1 Energy.
- When hit with a Spell, 1E to gain Spell Resistance against the Spell.
- **Req Preach:** Gain 1 Energy per 5 mins discussing Faith with 1 other Character.

If Chapel overlaps Sanctified Ground with Same [Faith]:

**Req Same [Faith]:**

- Gain Chapel benefits in Sanctified Ground.
- Gain 1 Zeal every 5 mins within Area. **Req True Believer, Same [Faith]:** Gain +1 Zeal.

### **Designer's Note**

*Up to 4 10x10 areas of Sanctified Ground that touch the Chapel can gain the benefits above. If even a corner of the Sanctified Ground touches the Chapel Phys Rep, any Character with the same [Faith] Keyword as the Sanctified Ground gains the above benefits.*

*Each 10x10 area of Sanctified Ground could have a different [Faith] Keyword allowing for multi-faith Chapels. As an RP note, multi-faith chapels may offend more traditional members of the Faith. However, each Faith must have some representation in the Chapel Phys Rep to gain this bonus.*

### Command Tent

**Item Type:** Architecture

**Expires:** 2 Years

**Resources:** 20x Cloth, 4x Core Wood, 5x Softwood, 5x Hides, 5x Iron

**Crafting Time:** 1 Hour

**Crafting Skill:** Carpentry, and Tailoring

**Effect: Req Tactical Planning:** Choose one Skill, all Squad members spend -1E to use that Skill until EoQ.

*Each Quarter, the Item User using Tactical Planning can change the Skill the Squad spends less Energy to use. If a Character leaves the Squad, the Character loses this benefit.*

### Healer's Tent

**Item Type:** Architecture

**Expires:** 1 Year

**Resources:** 4x Hardwood, 6x Cloth, 4x Bandages, 5x Fine Glass, 5x Medicinal Bark

**Crafting Time:** 1 Hour

**Crafting Skill:** Carpentry

**Effect:** May use Healer Skills on two targets at once if both targets are within Reach.

If a Character would die due to a Chirurgery Procedure being interrupted in the area, they are instead put into a 30s Near Death Timer.

### Homestead Grove

**Item Type:** Architecture

**Expires:** 1 Year

**Resources:** 1x Pitchfork, 1x Herbalist Sickle, 2x Warding Wreath, 5x [Flowers], 1x Crystal Blossom, 3x Sandmoss, 10x Hide, 5x Furs, 10x Vines, 3x Whistlebark, 10x Softwood, 1x Living Wood

**Crafting Time:** 1 Hour

**Crafting Skill:** Carpentry

**Effect:** Within Area:

- Entropy Level counts as 1 less.
- Reduces Entropy for Harmonious/Restoration Rituals (See write up)
- Spend 5 mins At Rest to gain one use of Tranquility. May declare Tranquility to remove 1 Negative Status (except Disease, Near-Death, and Mangle).
- **Req Botanic Effigy / Ercen/ Cormah/ Yaran/ Fae/ Verdanti:** Spend 5 mins At Rest with full Energy, gain 1 Zeal.

*The Item User may set up a 20ft radius area or a building as their Homestead Grove. Characters inside the area of Homestead Grove gain the above effects.*

*Local Entropy is reduced if Restoration or Harmonious Rituals are performed in Area unless it backlashes. RP must be within area to gain this benefit.*

*Homestead Grove must be set up in a wooded area at least 50ft from other buildings.*

**"Tranquility":** Player must note the time they gained Tranquility on their Sheet before it is used.

- Tranquility acts as a Delayed Activation, lasts for 1 hour or until used. A Character may only have one use of Tranquility available to them at a time.

**[Flowers]** can be any combination of Butterweed Flower, Echin Flower, Silvemar Flower, Crimson Lotus, Crystal Blossom, or Poppibloom.

### Hunting Blind

**Item Type:** Architecture

**Expires:** 1 Year

**Resources:** 10x Thatch, 10x Vines, 5x Sap Bark, 2x Ghostwood, 2x Marshbark

**Crafting Time:** 1 Hour

**Crafting Skill:** Carpentry

**Effect:** Within Area:

- Gain Stealth and may make Shot and Gun attacks without breaking the Stealth effect.
- Declare Immune to Notice unless the Skill User is within 10ft of the Hunting Blind.

## **Tainted Warren**

**Item Type:** Architecture

**Expires:** 1 Year

**Resources:** 1x Mortuary Tools, 1x Mining Shovel, 1x Death's Eye, 1x Shriveled Heart, 5x Sorrow Flowers, 1x Soul Blossom, 1x Crimson Lotus, 10x Hardwood, 10x Thatch, 1x Ruby

**Crafting Time:** 1 Hour

**Crafting Skill:** Carpentry

**Effect:** Within Area:

- Entropy Level counts as 1 higher.
- Prevents Entropy for Necromancy/Blood Magic Rituals (See write up)
- Item Owner may note "Bolthole" on another Character's Sheet with Owner's Name and Player #. Once per Quarter, Bolthole Characters in the the Warren may declare "Teleport 20" and move in any direction.
- **Req Agrineans/ Graveborn / Mortaeon/ Ork'rus:** Spend 5 mins At Rest with full Energy, gain 1 Zeal.

*The Item owner may set up a 20ft radius area or a building as their Tainted Warren.*

*Entropy does not increase if Necromancy or Blood Magic Rituals are performed in the Tainted Warren, even if it backlashes. RP must take place within the Tainted Warren to gain this benefit.*

## **Architecture Augments**

### **Barricade**

**Item Type:** Architecture or Architecture Augment

**Expires:** 1 Year

**Resources:** 5x Hardwood, 2x Lead, 3x Hide, 5x Vines

**Crafting Time:** 1 Hour

**Crafting Skill:** Carpentry

**Effect:** Within Area or Reach of Item: Counts as an Obstacle for Take Cover.

*If this Item is made as an Architecture Augment, another Phys rep for an Architecture Item may gain the above effect letting the Architecture be used for Take Cover. This does require some kind of wall or obstacle to count.*

*This can be as simple as a sheet wall, or a pop up with walls. Barricades must have the Item card attached to them. If you have other ideas for your Phys Rep, please contact your local Directors for approval.*

### **Blast Furnace**

**Item Type:** Workstation Augment

**Expires:** 1 Year

**Resources:** 10x Granite, 10x Steel, 5x Zinc, 10x Coal

**Crafting Time:** 30 Minutes

**Crafting Skill:** Carpentry and Smithing

**Effect:** May only be attached to a Forge.

When using a Forge with the Blast Furnace, may refine +5 Items and spends half the Energy for Refining.

## **Chemistry Set**

**Item Type:** Workstation Augment, Delicate

**Expires:** 1 Year

**Resources:** 10x Fine Glass, 5x Coal, 5x Shield Wax, 5x Sulfur, 5x Copper, 2x Marble

**Crafting Time:** 30 Minutes

**Crafting Skill:** Carpentry

**Effect:** May only be attached to an Alchemist Table.

When using an Alchemist Table with Chemistry Set, Crafter may double Common Resources and Crafting RP to produce +1 of same Potion.

*When calculating the crafting time, apply any positive or negative modifiers to the time, then double it.*

### **Distillery**

**Item Type:** Workstation Augment

**Expires:** 1 Year

**Resources:** 10x Copper, 10x Fine Glass, 10x Sand, 3x Coal

**Crafting Time:** 30 Minutes

**Crafting Skill:** Carpentry and Tinkerer

**Effect:** May only be attached to a Kitchen or Alchemist Table.

When using a Distillery to craft a Drink or Potion Item may do the following:

- Double Crafting RP: Distillery becomes Crafter. Must be note start time on Character Sheet.
- Spend 2 Rare Bark to add Distilled Prefix to Item Name.
  - Distilled Drink: +10 Energy gained.
  - Distilled Potion: +5 to numeric effects or duration by 1 min.

*A Distillery may only craft one project at a time. It can only be interrupted if the Distillery is destroyed. The Crafter may start a new project while Drink or Potion is processed by the Distillery.*

*Characters may apply the benefits of Healthy Living to items in the Distillery if the original Crafter knows the Skill.*

*Distilled is added to all servings of Drinks made.*

### **Lathe**

**Item Type:** Workstation Augment

**Expires:** 1 Year

**Resources:** 10x Softwood, 5x Steel, 2x Razorclaw, 3x Brass, 5x Bark

**Crafting Time:** 30 Minutes

**Crafting Skill:** Carpentry

**Effect:** May only be attached to a Woodshop.

When using a Woodshop with a Lathe, half Crafting RP for Parts, Staves, Bows, and Shields.

## Smoker

**Item Type:** Workstation Augment

**Expires:** 1 Year

**Resources:** 10x Granite, 3x Iron, 5x Coal, 5x Bark, 1x Infused Bark

**Crafting Time:** 30 Minutes

**Crafting Skill:** Carpentry

**Effect:** May only be attached to a Kitchen.

When using a Smoker to craft a Food Item may do the following:

- Double Crafting RP: Smoker becomes Crafter. Must be note start time on Character Sheet.
- Spend 1 Rare Bark to add Smoked Prefix to Item Name.
  - Smoked Food: +10 Health gained.

*A Smoker may only craft one project at a time. It can only be interrupted if the Smoker is destroyed. The Crafter may start a new project while Food is processed by the Smoker.*

*Characters may apply the benefits of Healthy Living to items in the Smoker if the original Crafter knows the Skill. Smoked is added to all servings of Food made.*

## Bow Schematics

### Hunting Bow

**Item Type:** Bow

**Expires:** 2 Years

**Resources:** 2x Ironwood, 4x Hardwood, 2x Softwood, 2x Feather, 1x Dire Eye, 1x Iron, 2x Leather

**Crafting Time:** 30 Minutes

**Crafting Skill:** Carpentry

**Effect:** Counts as a Tool for Hunting RP: +1 FCV.

While Stealth/Invisibility, declare Skills as follows:

- Critical Strike: "Shot 35"
- Pinning Shot: Pin duration +1 min.

*After using this effect, Stealth/Invisibility ends.*

*Using Aim while in Stealth counts as using a Skill and ends the Stealth effect.*

### Legacy Bow

**Item Type:** Bow

**Expires:** 3 Years

**Resources:** 1x Infused Wood, 3x Softwood, 3x Fine Leather, 1x Warding Wreath

**Crafting Time:** 30 Minutes

**Crafting Skill:** Carpentry and Aelfen Artistry

**Effect: Req Aelf'enai:** Spend 1E to add Magic Damage tag to a Shot attack with this Bow.

- **Req Aelf'enai, Empowered Shot:** Shots from this Bow gain Magic Damage Tag for no Energy.

## Longbow

**Item Type:** Bow

**Expires:** 2 Years

**Resources:** 2x Hardwood, 4x Core Wood, 4x Softwood, 2x Feather, 2x Fine Leather, 1x Iron

**Crafting Time:** 30 Minutes

**Crafting Skill:** Carpentry

**Effect: Req Marksman:** Longshot

*Longshot: May give a Marshal a Walkie Talkie and declare Aimed Shots from this Weapon at any distance if they can see their target. Increase the Aim Count by 3 when using the Weapon this way. The Marshal will relay the attacks against the target.*

*Walkie Talkies must be provided by the Player unless otherwise specified.*

### Skirmish Bow

**Item Type:** Bow, Delicate

**Expires:** 2 Years

**Resources:** 6x Hardwood, 2x Softwood, 2x Blade Feather, 2x Leather, 1x Bronze

**Crafting Time:** 30 Minutes

**Crafting Skill:** Carpentry

**Effect:** May make non-Aimed Shot attacks with this Bow during a Dash.

### Yaran Outrider Bow

**Item Type:** Bow

**Expires:** 2 Years

**Resources:** 2x Core Wood, 3x Softwood, 1x Dire Meat, 2x Horn, 1x Etched Antler

**Crafting Time:** 30 Minutes

**Crafting Skill:** Carpentry

**Effect:** Fire and Fade -1E.

After using Evasion, may spend 2E, point at the attacker and declare "Shot 10".

**Req Yara:** Fire and Fade -2E and may declare above Shot effect for 1E.

## Buckler Schematics

### Assassin's Buckler

**Item Type:** Buckler Shield

**Expires:** 1 Year

**Resources:** 3x Ghostwood, 2x Leather, 3x Fine Glass, 3x Iron, 3x Glue

**Crafting Time:** 20 Minutes

**Crafting Skill:** Carpentry

**Effect:** May attach up to 3 Poisons to this Buckler. User may tap the Buckler with a Small Weapon to immediately apply the poison.

*To attach a Poison, the Item User must spend 5 seconds roleplaying pouring the poison onto the shield.*

Once a Poison is applied this way, the Poison loaded into the Buckler is expended.

## **Cormahn Siguli**

**Item Type:** Buckler Shield

**Expires:** 1 Year

**Resources:** 1x Dire Hide, 2x Hardwood, 1x Spirit Shard

**Crafting Time:** 30 Minutes

**Crafting Skill:** Carpentry

**Effect:** Counterspell costs -1E.

**Req Cormah:** May spend 3E when hit with a Spell, declare "Absorb", then Point to a target within Reach/Engagement Range and declare the Spell's effect to them as the new target. This may be defended against as normal.

## **Duelist Buckler**

**Item Type:** Buckler Shield

**Expires:** 1 Year

**Resources:** 3x Core Wood, 2x Fine Leather, 2x Brass, 3x Glue

**Crafting Time:** 20 Minutes

**Crafting Skill:** Carpentry

**Effect:** While in Duelist Stance, Parry -1E.

**Req Duelist Mastery:** After using Guarded, the Skill User may use Duel against the source of the attack for 0E.

## **Shield Schematics**

### **Battle Magus Guard**

**Item Type:** Shield

**Expires:** 2 Years

**Resources:** 2x Ironwood, 1x Infused Bark, 1x Star Shard

**Crafting Time:** 30 Minutes

**Crafting Skill:** Carpentry

**Effect:** May Focus Spells with the Focusable Keyword or modified by Spellshaping and reduce the Focus count by 1 (min 3).

#### ***Designer's Note***

*The Item User cannot use this Shield and a Staff at the same time.*

### **Challenger's Shield**

**Item Type:** Shield

**Expires:** 2 Years

**Resources:** 6x Hardwood, 2x Whistlebark, 2x Fine Glass, 3x Fool's Gold, 2x Brass, 2x Leather, 5x Glue

**Crafting Time:** 20 Minutes

**Crafting Skill:** Carpentry

**Effect: Req Challenge:** May strike this shield, to declare Challenge as "10ft, Social, Taunt 1 min".

## **Spellmirror**

**Item Type:** Shield, Delicate

**Expires:** 1 Year

**Resources:** 3x Mirrorstone, 1x Heartstone, 6x Hardwood, 2x Iron, 2x Leather, 5x Glue, 2x Bronze

**Crafting Time:** 30 Minutes

**Crafting Skill:** Carpentry and Infusing

**Effect: Req Deflect Spell:** May Deflect Spell +3E to declare "Reflect, [Effect]".

#### ***Designer's Note***

*To use this against White Packets, the Packet must still hit the Shield to be eligible for this effect. Functions exactly like the Reflect Spell.*

## **Tower Shield Schematics**

### **Slab Shield**

**Item Type:** Tower Shield

**Expires:** 2 Years

**Resources:** 2x Granite, 3x Petrified Wood, 6x Hardwood, 3x Leather, 5x Glue, 2x Tin

**Crafting Time:** 20 Minutes

**Crafting Skill:** Carpentry

**Effect:** User may take 1 step every 3 seconds while carrying this Shield. If User is standing still, they count as an Obstacle for Take Cover.

**Req Mighty:** While carrying this Shield, may only move as if Slowed.

### **Soli Pabrys**

**Item Type:** Tower Shield

**Expires:** 1 Year

**Resources:** 2x Core Wood, 2x Ironwood, 3x Bronze, 4x Fine Leather, 5x Fool's Gold

**Crafting Time:** 30 Minutes

**Crafting Skill:** Carpentry

**Effect:** While standing still, may use a Cartridge Rifle while wielding this shield. Gun Phys Rep must be touching the shield to be fired one handed. Must have a free hand to reload Gun.

**Req Soli:** May reload Cartridge Guns one handed and still block with this shield.

### **Uldurz**

**Item Type:** Tower Shield

**Expires:** 2 Years

**Resources:** 2x Ghostwood, 3x Hardwood, 1x Star Metal, 2x Heartstone, 4x Fine Leather

**Crafting Time:** 45 Minutes

**Crafting Skill:** Carpentry

**Effect:** Shield Aggression -2E. Increase Knockbacks caused by User by 5 steps.

**Req Dwearn:** When affected by Shield Wall, may declare "Shield Wall" even if no other Shield Users are within Reach.

*The User can use the effect of Shield Wall without needing other Shield Users nearby. May only declare Shield Wall against effects originating within their front 180 degrees.*

## Containers

### Secure Storage Chest

**Item Type:** Container

**Expires:** 2 Years

**Resources:** 8 Hardwood, 2 Ironwood, 2x Marshbark, 2x Bronze, 3x Tin, 1x Steel

**Crafting Time:** 1 Hour

**Crafting Skill:** Carpentry and Smithing

**Effect: Storage Capacity:** 40

**Lock:** 10 mins

**Trap:** 2.

Key# [6 digit random number]

*This Item creates a Secure Storage Chest Card, and a Key Card. Both Key and Chest must have matched 6-digit number. Must have the Key to open the Chest.*

### Trick Chest

**Item Type:** Container, Delicate

**Expires:** 2 Years

**Resources:** 1x Storage Chest, 2x Cinder Bark, 2x Fungal Bark, 2x Tin, 2x Zinc, 2x Lead

**Crafting Time:** 1 Hour

**Crafting Skill:** Carpentry and Tinker

**Effect: Storage Capacity:** 30

**Lock:** 10 mins

**Trap:** 5.

Key# [6 digit random number]

*This Item creates a Trick Chest Card, and a Key Card. Both Key and Chest must have matched 6-digit number. Must have the Key to open the Chest.*

## Doors

### Heavy Door

**Item Type:** Door

**Expires:** 2 Years

**Resources:** 5x Petrified Wood, 5x Ironwood, 2x Granite, 2x Steel, 2x Lead, 10x Glue, 3x Sap Bark

**Crafting Time:** 1 Hour

**Crafting Skill:** Carpentry and Smithing

**Effect: Req Mighty:** Only Mighty Characters can open this door.

**Trap:** 2

**Lock:** 5 mins.

Key# [6 digit random number]

*This Item creates a Heavy Door Card, and a Key Card. Both Key and Door must have matched 6-digit number. Must have the Key to unlock the door and Mighty to open it.*

## Trick Door

**Item Type:** Door, Delicate

**Expires:** 1 Year

**Resources:** 1x Door, 2x Cinder Bark, 2x Fungal Bark, 2x Tin, 2x Zinc, 2x Lead

**Crafting Time:** 1 Hour

**Crafting Skill:** Carpentry and Tinkerer

**Effect: Trap:** 5

**Lock:** 10 mins.

Key# [6 digit random number]

*This Item creates a Trick Door Card, and a Key Card. Both Key and Door must have matched 6-digit number. Must have the Key to open it.*

## Staves

### Battle Staff

**Item Type:** Staff

**Expires:** 2 Years

**Resources:** 3x Infused Wood, 1x Fulgurite Wood, 1x Core Wood, 1x Demon Ash, 2x Cinder Bark

**Crafting Time:** 30 Minutes

**Crafting Skill:** Carpentry and Infusing

**Effect:** +5 damage to damaging Spells. Excludes Apprentice Bolt and Leybond.

### Channeler's Staff

**Item Type:** Staff

**Expires:** 2 Years

**Resources:** 1x Living Wood, 2x Softwood, 2x Gustgrass, 1x Sapphire

**Crafting Time:** 30 Minutes

**Crafting Skill:** Carpentry and Infusing

**Effect: Req Channel:** Apprentice Bolt declared as "Spell 5 Magic Pierce".

### Cursed Staff

**Item Type:** Staff

**Expires:** 2 Years

**Resources:** 3x Infused Wood, 1x Core Wood, 3x Fungal Bark, 2x Flensed Flesh, 1x Ghost Wood

**Crafting Time:** 30 Minutes

**Crafting Skill:** Carpentry and Infusing

**Effect:** Negative Status causing Spells -1E.

*This can benefit effects which cause effects in addition to the Negative Status.*



## **Grounding Staff**

**Item Type:** Staff

**Expires:** 2 Years

**Resources:** 2x Fulgerite Wood, 1x Death's Eye, 2x Forsaken Briar, 1x Lodestone

**Crafting Time:** 30 Minutes

**Crafting Skill:** Carpentry and Infusing

**Effect:** Counterspell -2E.

## **Guardian Staff**

**Item Type:** Staff

**Expires:** 2 Years

**Resources:** 3x Infused Wood, 2x Ironwood, 1x Core Wood, 1x Heartstone, 1x Petrified Bark

**Crafting Time:** 30 Minutes

**Crafting Skill:** Carpentry and Infusing

**Effect:** -1E for Spells with a duration and do not cause Negative Statuses.

*This includes Delayed Activation effects.*

## **Healing Staff**

**Item Type:** Staff

**Expires:** 2 Years

**Resources:** 1x Living Wood, 2x Infused Wood, 1x Core Wood, 1x Heartstone, 1x Spirit Shard

**Crafting Time:** 30 Minutes

**Crafting Skill:** Carpentry and Infusing

**Effect:** +5 Heal to Healing Spells. Excludes Leybond.

## **Staff of Shielding**

**Item Type:** Staff

**Expires:** 2 Years

**Resources:** 1x Infused Wood, 1x Warding Wreath, 1x Star Shard

**Crafting Time:** 30 Minutes

**Crafting Skill:** Carpentry and Infusing

**Effect:** +5 Vigor and Screen from Spells. Excludes Leybond.

## **Other Carpentry Schematics**

### **Corpse Cart**

**Item Type:** Tool

**Expires:** 1 Year

**Resources:** 4x Softwood, 4x Lead, 5x Glue, 5x Vines, 1x Core Wood, 3x Hardwood

**Crafting Time:** 1 Hour

**Crafting Skill:** Carpentry

**Effect:** Req Wagon phys rep.

May carry up to 10 corpses at once or move a Workstation. Requires 10 mins RP to pack up the Workstation and unpack at new location.

User moves as if Slowed while pulling the Cart. May only be pulled by one Character at a time.

**Req Mighty:** May move at a walk.

### **Lectern Desk**

**Item Type:** Workstation Augment

**Expires:** 3 Years

**Resources:** 2x Oil Shale, 5x Fine Glass, 1x Petrified Wood, 3x Coal, 2x Granite, 5x Sand

**Crafting Time:** 30 Minutes

**Crafting Skill:** Carpentry and Scribe

**Effect:** May only be attached to a Scribe's Desk. Reduces RP time for Scribe by 5 mins.

## **Tools**

### **Mortar and Pestle**

**Item Type:** Tool

**Expires:** 6 Months

**Resources:** 1x Corewood, 3x Sap Bark, 2x Hardwood, 2x Granite

**Crafting Time:** 20 Mins

**Crafting Skill:** Carpentry

**Effect:** When using this Tool during Alchemy RP, reduce RP time by 5 mins.

## **Tier 2 Carpentry**

### **Fortified Guard**

**Item Type:** Buckler Shield

**Expires:** 3 Years

**Resources:** 1x Duelist Buckler, 2x Petrified Wood, 1x Shield Wax, 3x Steel, 2x Brass, 5x Glue

**Crafting Time:** 45 Minutes

**Crafting Skill:** Carpentry

**Effect:** While in Duelist Stance, Parry -1E.

Wielder counts as being in Defender Stance but does not gain Damage Resistance from Defensive Mastery.

**Req Duelist Mastery:** After using Guarded, the Skill User may use Duel against the source of the attack for 0E.

**Req Stone, Scaled or Carapace:** Gains Damage Resistance from Defensive Mastery.

*To gain this Instruction through Explore Theory, the User must also expend a Duelist Buckler Schematic and the Item itself.*

### **Grilling Feast Shield**

**Item Type:** Tower Shield

**Expires:** 2 Years

**Resources:** 1x Slab Shield, 5x Steel, 5x Coal, 3x Bronze, 1x Cinderbark

**Crafting Time:** 30 minutes

**Crafting Skill:** Carpentry and Smithing

**Effect:** May set shield on the ground, expend 1x Heating Oil, or 3x Common Wood or 1x Rare Wood. Shield counts as a Kitchen until picked up or is moved more than a foot from where it was set down.

**Req Holminn or Mountain Dwearn:** Reduce the RP time for Cooking and Brewing by 5 mins while using this item as a Kitchen.

*Accidents happen so minor movements are not an issue. Does not require Shield Expertise to use this item as a Kitchen*

**To gain this Instruction through Explore Theory, the User must also expend a Slab Shield Schematic and the Item itself.**

## **Staff of Unstable Destruction**

**Item Type:** Staff

**Expires:** 3 Years

**Resources:** 1x Battle Staff, 5x Liquid Aether, 1x Fulgurite Wood, 3x Bronze, 5x Sap Bark

**Crafting Time:** 1 hour

**Crafting Skill:** Carpentry and Infusing

**Effect:** +10 Damage to damaging non-AoE Spells.

+5 Damage to damaging AoE Spells.

Excludes Apprentice Bolt and Leybond.

Increase Max Spell Damage to 20 for non-AoE, non-Fester Spells. Each Spell cast with 11+ bonus damage deals 5 damage to Caster and cannot have their Energy Cost reduced by any means. This damage cannot be reduced or mitigated by any means.

**Req Goblin or Lahnes:** 11+ damage Spells can have E costs reduced normally.

**To gain this Instruction through Explore Theory, the User must also expend a Battle Staff Schematic and the Item itself.**

## **Warder's Pillar**

**Item Type:** Staff

**Expires:** 3 Years

**Resources:** 1x Staff of Shielding, 2x Mithril, 1x Shield Wax, 4x Mirrorstone Dust

**Crafting Time:** 1 hour

**Crafting Skill:** Carpentry and Infusing

**Effect:** +5 Vigor and Screen from Spells. Excludes Leybond.

Cast a Warding Spell, gain 1 Ward charge (up to 3). Spend 1 Ward charge for one use:

- Double Screen given by Protect.
- Set Protect or Turning Guardian E cost to 0.
- Declare "Ward" and take up to 3 steps while using Warding Leybond.

Warding Charges last for 1 hour or until User is no longer wielding this Staff.

**Req Spellbreaker or Stone Effigy:** Ward charges last until EoQ and are not lost if no longer wielding this staff.

*All declarations using a Ward Charge are declared as "Spell Ward [Effect]"*

*Cannot gain Ward Charges from Warding Leybond effects.*

**To gain this Instruction through Explore Theory, the User must also expend a Staff of Shielding Schematic and the Item itself.**

## **Conduit of the Leylines**

**Item Type:** Staff

**Expires:** 3 Years

**Resources:** 1x Channeler's Staff, 1x Petrified Wood, 1x Fulgurite Wood, 3x Hardwood, 4x Spirit Shard Dust

**Crafting Time:** 1 hour

**Crafting Skill:** Carpentry and Infusing

**Effect: Req Channel:** Apprentice Bolt declared as "Spell 5 Magic Pierce".

Spend 1 Energy to do one of the following:

- +5 Damage/Healing/Temp Stat to a Leybond effect.
- Double duration of a Leybond effect.
- Increase Agony/Bleed of a Leybond effect by 1.

*Does not increase the healing from Blood Magic's Leybond effect.*

**Req Rinshoa, Flora or Treant:** May take 1 step every 3 seconds while using a Leybond effect.

**To gain this Instruction through Explore Theory, the User must also expend a Channeler's Staff Schematic and the Item itself.**

# Cooking and Brewing

## Basic Cooking and Brewing

**[Meat]** can be fulfilled by any of the following Resources:

**Common:** Beef, Poultry, Eggs, Lamb, Pork, Deer Meat, Fish, Pheasant, Rabbit, Wild Pork

**Rare:** Aurochs Meat, Dire Heart, Dire Meat

**[Produce]** may be fulfilled by any Produce.

**[Herb]** may be fulfilled by any Herb.

**[Fruit]:** Apple, Carrot, Grapes, Lemon, Orange, Tomato, Bumbleberry, Eldberry.

**[Nut]:** Any Resource with Nut in its name.

## Generic Food

**Item Type:** Food, Consumable

**Expires:** End of Event

**Resources:** 2x Any Produce or [Meat]

**Crafting Time:** 10 Minutes

**Crafting Skill:** Cooking and Brewing

**Effect:** Generic Food

- *Creates 10 Servings.*

*Creates an Item with no Mechanical effect. Used for selling real food or potential Plot related items.*

## Generic Drink

**Item Type:** Drink, Consumable

**Expires:** End of Event

**Resources:** 2x Any Produce

**Crafting Time:** 10 Minutes

**Crafting Skill:** Cooking and Brewing

**Effect:** Generic Drink

- *Creates 10 Servings.*

*Creates an Item with no Mechanical effect. Used for selling real drinks or potential Plot related items.*

## Generic Alcohol

**Item Type:** Drink, Consumable, Alcohol

**Expires:** End of Event

**Resources:** See Below

**Crafting Time:** 20 Minutes

**Crafting Skill:** Cooking and Brewing

**Effect:** Alcohol Drink

- *Creates 10 Servings.*

*Creates an Alcohol based on Resources used. Used for selling real non-alcoholic drinks or potential Plot related items.*

*Can be crafted using 2 of any of the following Items: Grain, Potatoes, Ishal Grain, Honey, Blood Honey, Bumbleberry, Silvemar Flower, Milk, or Milk Aloe.*

*If all Resources used to create this are Rare Resources, the Item is called Strong Generic Alcohol. Strong Generic Alcohol counts as 3 Alcoholic Drinks.*

## Dried [Meat or Fruit]

**Item Type:** Food, Consumable, Travel Food

**Expires:** 3 Months

**Resources:** 2x Common [Meat] or [Produce], 1x Honey

**Vegetarian Option:** 2x Common [Produce], 1x Common [Herb]

**Crafting Time:** 20 Minutes

**Crafting Skill:** Cooking and Brewing

**Effect:** Regain 5 Health.

- *Creates 10 Servings.*

## Kitchen

**Item Type:** Workstation

**Expires:** 2 Years

**Resources:** 10x Softwood, 5x Copper, 15x Glue, 20x Thatch

**Crafting Time:** 1 Hour

**Crafting Skill:** Carpentry, Smithing

**Effect:** Seats 5

*This Item does not require a Workstation to be crafted.*

*Seats indicate how many Characters may work on it at one time.*

## Pot o' Gruel

**Item Type:** Food, Consumable

**Expires:** End of Event

**Resources:** 3x Grain

**Crafting Time:** 15 Minutes

**Crafting Skill:** Cooking and Brewing

**Effect:** Regain 10 Health.

- *Creates 10 Servings.*

## Purified Water

**Item Type:** Drink, Consumable

**Expires:** End of Event

**Resources:** 1x Coal, 2x Sand

**Crafting Time:** 15 Minutes

**Crafting Skill:** Cooking and Brewing

**Effect:** Regain 10 Energy

- *Creates 10 Servings*

*The Resources here are used to purify water to ensure it is clean to drink.*

## Trail Mix

**Item Type:** Food, Consumable, Travel Food, Vegetarian

**Expires:** 3 months

**Resources:** 1x Honey, 2x Common [Herb]

**Vegetarian Option:** 2x Common [Produce], 1x Oak Nuts

**Crafting Time:** 10 Minutes

**Crafting Skill:** Cooking and Brewing

**Effect:** Regain 5 Energy.

- *Creates 10 Servings.*

# Cooking and Brewing Schematics

## Food

### Common Meals

#### Farmer's Stew

**Item Type:** Food, Consumable

**Expires:** 1 Month

**Resources:** 2x Common [Meat] or [Produce], 1x Fats

**Crafting Time:** 15 Minutes

**Crafting Skill:** Cooking and Brewing

**Effect:** Regain 20 Health, 5 Vigor.

- *Creates 10 Servings.*

#### Meat Pies

**Item Type:** Food, Consumable

**Expires:** 1 Month

**Resources:** 3x Common [Meat], 2x Common [Herb], 2x Fats

**Crafting Time:** 20 Minutes

**Crafting Skill:** Cooking and Brewing

**Effect:** Regain 40 Health, 10 Vigor

- *Creates 10 Servings.*

#### Hearty Feast

**Item Type:** Food, Consumable

**Expires:** 1 Month

**Resources:** 1x Rare [Meat], 4x Common [Meat], 2x Common [Produce], 2x Fats

**Crafting Time:** 30 Minutes

**Crafting Skill:** Cooking and Brewing

**Effect:** Regain 60 Health, 20 Vigor

- *Creates 20 Servings.*

#### Spring Salad

**Item Type:** Food, Consumable, Vegetarian

**Expires:** 1 Month

**Resources:** 2x Common [Produce] or [Herb], 1x Oak Nuts

**Crafting Time:** 15 Minutes

**Crafting Skill:** Cooking and Brewing

**Effect:** Regain 20 Health.

- *Creates 10 Servings.*

#### Veggie Soup

**Item Type:** Food, Consumable, Vegetarian

**Expires:** 1 Month

**Resources:** 3x Common [Produce], 2x Common [Herb], 2x Wild Garlic Root

**Crafting Time:** 20 Minutes

**Crafting Skill:** Cooking and Brewing

**Effect:** Regain 40 Health, 10 Vigor

- *Creates 10 Servings.*

#### Oven-Roasted Medley

**Item Type:** Food, Consumable, Vegetarian

**Expires:** 1 Month

**Resources:** 1x Rare [Produce], 3x Common [Produce], 2x Common [Herb], 2x Carrots

**Crafting Time:** 30 Minutes

**Crafting Skill:** Cooking and Brewing

**Effect:** Regain 60 Health, 20 Vigor.

- *Creates 20 Servings.*

### Delicacy Meals

#### Blessed Meal

**Item Type:** Food, Consumable

**Expires:** 1 Month

**Resources:** 3x Common [Meat], 2x Common [Herb], 2x Common [Produce] 1x Milk, 1x Rare [Produce]

**Crafting Time:** 20 Minutes

**Crafting Skill:** Cooking and Brewing

**Effect:** Regain 10 Health.

**Req True Believer:** Gain 10 Screen, Vigor and Zeal.

- *Creates 10 Servings.*

*A Character with Preach accompanies the Crafter to the Market to get the Item card. The Character with Preach may spend the Energy to use Preach to add "Gain [Faith]*

**Keyword until EoQ" to the Effect.**

*The [Faith] Keyword is the same as the Character using Preach. The Character using Preach does not have to be the one creating the Food but it must be done when the Food is created.*

#### Blood Sausage

**Item Type:** Food, Consumable

**Expires:** 3 months

**Resources:** 1x [Meat], 2x Bleeding Heart Root, 1x Beast Heart, 1x Blood Honey

**Crafting Time:** 30 Minutes

**Crafting Skill:** Cooking and Brewing

**Effect: Req Carnivore/ Sanguivore/ Scavore:** Counts as using Active or Corpse Target of the listed Feeding Traits. Sanguivores/ Scavores gain 10 Vigor.

- *Creates 5 Servings.*

*May substitute [Species] Flesh [Meat], or 5x [Species] Flesh for the Beast Heart*

*This may be used to satisfy Mandatory Feeding Traits.*

#### Candied Delight

**Item Type:** Food, Consumable, Travel Food

**Expires:** End of Event

**Resources:** 1x Blood Honey, 1x Wild Pork

**Vegetarian Option:** 1x Crystal Blossom, 1x Bumbleberry

**Crafting Time:** 20 Minutes

**Crafting Skill:** Cooking and Brewing

**Effect:** Gain 5 Zeal.

- *Creates 5 Servings.*

## Candied Nuts

**Item Type:** Food, Consumable, Travel Food

**Expires:** 3 Months

**Resources:** 1x Honey, 2x [Nut]

**Crafting Time:** 15 Minutes

**Crafting Skill:** Cooking and Brewing

**Effect:** Remove Exhaust.

- Creates 5 Servings.

## Exquisite Meal

**Item Type:** Food, Consumable

**Expires:** 3 Months

**Resources:** 1x Rare [Meat], 1x Common [Meat], 1x Shriveled Heart, 1x Rare [Produce], 1x Common [Produce], 1x Rare [Herb], 1x Common [Herb], 3x Cooking Oil

**Vegetarian Option:** 1x Soul Blossom, 2x Rare [Produce], 1x Common [Produce], 1x Rare [Herb], 2x Common [Herb], 3x Cooking Oil

**Crafting Time:** 45 mins

**Crafting Skill:** Cooking and Brewing

**Effect:** May Rally instead of Recover to regain Max Energy or Health reduced from Skills or Species Traits until EoQ.

- *Creates 1 Serving*

## Firebelly Jam

**Item Type:** Food, Consumable, Vegetarian

**Expires:** 1 Month

**Resources:** 1x Crimson Lotus, 3x [Herb], 2x Honey

**Crafting Time:** 20 Minutes

**Crafting Skill:** Cooking and Brewing

**Effect:** Until EoQ, spend 5H, Yellow Packet "Shot, 10 Pierce.

- *Creates 5 Servings.*

## Healthy Meal

**Item Type:** Food, Consumable

**Expires:** 1 Month

**Resources:** 2x Common [Meat], 2x Common [Produce], 1x Rare [Herb], 2x Milk

**Vegetarian Option:** 2x Common [Herb], 2x Common [Produce], 1x Rare [Herb], 2x Echin Flower

**Crafting Time:** 20 Minutes

**Crafting Skill:** Cooking and Brewing

**Effect:** Until EoQ, may declare "Healthy" to negate one Disease or Wither effect and become Immune to Disease and Wither for 1 min.

May only have one use of Healthy available at any time.

**Enhanced:** May declare Healthy twice per Quarter.

- *Creates 10 Servings.*

## Home-Cooked Meal

**Item Type:** Food, Consumable

**Expires:** 1 Month

**Resources:** 3x Common [Meat], 2x Common [Produce], 1x Rare [Produce]

**Vegetarian Option:** 3x Common [Produce], 2x Common [Herb], 1x Rare [Produce]

**Crafting Time:** 20 Minutes

**Crafting Skill:** Cooking and Brewing

**Effect:** Until EoQ, may declare "Calm" to negate one Confuse/Rage effect and be Immune to Confuse/Rage for 1 min.

May only have one use of Calm available at any time.

**Enhanced:** May declare Calm twice per Quarter per use of this Food.

- *Creates 10 Servings.*

## Hors d'oeuvres

**Item Type:** Food, Consumable

**Expires:** End of Event

**Resources:** 1x Rare [Produce] or [Meat] or [Herb], 3x Common [Produce] or [Meat] or [Herb]

**Crafting Time:** 10 Minutes

**Crafting Skill:** Cooking and Brewing

**Effect:** Gain 10 Zeal. If User is part of an Audience for Entertain while eating, gain 20 Zeal.

- *Creates 10 Servings.*

*If the Item is created with no [Meat] Items, it gains the Vegetarian Keyword. Honey and Blood Honey can be substituted as [Meat].*

## The Many Beast Feast

**Item Type:** Food, Consumable

**Expires:** 1 Month

**Resources:** [Meat, See Below], 1x Rare [Produce], 5x Common [Produce], 2x Fats, 1x Honey

**Crafting Time:** 30 Minutes

**Crafting Skill:** Cooking and Brewing

**Effect:** Regain 15 Health, +X Max Health until EoQ.

- *Creates 5 Servings*

*The Crafter must include a minimum of 4 Common Meats. A Rare meat counts as 2 Common Meats. Blood Honey may count as a Meat for this.*

*For every Common or Rare Meat of different kinds included in the making of the Feast increase the health regained by 5 to a maximum of 75 Health.*

*Each different Rare Meat include also gives the Item User +5 Maximum Health until the end of the Quarter to a maximum of +20 Max Health.*

## **The Monarch's Garden**

**Item Type:** Food, Consumable, Vegetarian

**Expires:** 1 Month

**Resources:** [Plant Items, See Below] 2x Ishal Grain, 5x Grain, 3x Honey, 2x Milk, 2x Bleeder Berries

**Crafting Time:** 1 Hour

**Crafting Skill:** Cooking and Brewing

**Effect:** Regain 15 Energy +X Max Energy until EoQ.

- *Creates 5 Servings*

*The Crafter must include a minimum of 4 Common Produce or Herb. A Rare Produce or Herb counts as 2 Common Resources.*

*For every Common or Rare Herb or Produce of different kinds included in the making of the Feast increase the health regained by 5 to a maximum of 75 Health.*

*Each different Rare Produce or Herb include also gives the Item User +5 Max Energy until the end of the Quarter to a maximum of +20 Max Energy.*

## **Common Drinks**

### **Milk and Honey**

**Item Type:** Drink, Consumable

**Expires:** 1 Month

**Resources:** 3x Milk, 1x Honey

**Crafting Time:** 15 Minutes

**Crafting Skill:** Cooking and Brewing

**Effect:** Regain 20 Energy.

- *Creates 10 Servings.*

### **Fortified Fruit Juice**

**Item Type:** Drink, Consumable

**Expires:** 1 Month

**Resources:** 5x Common [Fruit], 2x Silvemar Flower, 1x Honey

**Crafting Time:** 20 Minutes

**Crafting Skill:** Cooking and Brewing

**Effect:** Regain 40 Energy.

- *Creates 10 Servings.*

*[Fruit]: Apple, Carrot, Grapes, Lemon, Orange, Tomato, Bumbleberry, Eldberry.*

### **Elixir of Ambrosia**

**Item Type:** Drink, Consumable

**Expires:** 1 Month

**Resources:** 5x [Fruit], 2x Nach Leaves, 1x Honey 1x Red Peppermint

**Crafting Time:** 30 Minutes

**Crafting Skill:** Cooking and Brewing

**Effect:** Regain 60 Energy.

- *Creates 20 Servings.*

*[Fruit]: Apple, Carrot, Grapes, Lemon, Orange, Tomato, Bumbleberry, Eldberry.*

## **Infused Drinks**

### **Agrinean Fortified Spirits**

**Item Type:** Drink, Consumable

**Expires:** 3 months

**Resources:** 1x Clay, 1x Dire Bone, 1x Soul Blossom, 2x [Fruit]

**Crafting Time:** 30 Minutes

**Crafting Skill:** Cooking and Brewing

**Effect: Req Animavore/ Lithovore/ Osteovore:** Counts as using Active or Corpse Target of the listed Feeding Traits. Animavores gain 10 Screen.

- *Creates 5 Servings.*

*May substitute 1x [Species] Bone for the Clay, or 5x [Species] Bone for the Direbone*

*This may be used to satisfy Mandatory Feeding Traits.*

### **Friendship Tea**

**Item Type:** Drink, Consumable

**Expires:** 1 Month

**Resources:** 2x Lareni Leaves, 1x Echin Flower, 1x Red Peppermint

**Crafting Time:** 15 Minutes

**Crafting Skill:** Cooking and Brewing

**Effect:** Until EoQ:

May spend 3E and declare Redirect.

- *Creates 10 Servings.*

### **Gnomeran Zoom Juice**

**Item Type:** Drink, Consumable, Travel Drink

**Expires:** 3 months

**Resources:** 1x Medicinal Bark, 1x Gustgrass, 2x [Fruit], 1x Bleeding Heart Root, 2x [Nuts], 1x Black Powder

**Crafting Time:** 20 Minutes

**Crafting Skill:** Cooking and Brewing

**Effect:** Gain 15 Zeal and Immune to Exhaust 1 hour.

Non-Gnomeran Characters half their Near-Death Timer for 1 Hour.

- *Creates 5 Servings.*

### **Herbal Cleanser Tea**

**Item Type:** Drink, Consumable

**Expires:** 3 months

**Resources:** 1x Coal, 1x Medicinal Bark, 1x Echin Flower, 1x Milk Aloe

**Crafting Time:** 30 Minutes

**Crafting Skill:** Cooking and Brewing

**Effect:** Remove 1 Poison effect but loses all Energy and gains Exhaust 1 hour. Cannot be consumed if Character has Exhaust.

**Enhanced:** Does not lose Energy from consuming.

- *Creates 5 Servings.*

## Infused Fruit Juice

**Item Type:** Drink, Consumable

**Expires:** End of Event

**Resources:** 2x Honey, 3x [Fruit], 1x Blizzard Mint

**Crafting Time:** 20 Minutes

**Crafting Skill:** Cooking and Brewing

**Effect:** Until EoQ:

Reduce Infusion RP time by 10 mins.

May Infuse two different Items at the same time.

- *Creates 3 Servings*

## Mint Tea

**Item Type:** Drink, Consumable

**Expires:** 3 months

**Resources:** 2x Sorrow Flowers, 1x Blizzard Mint, 1x Blood Honey, 3x Moonshadow Leaves

**Crafting Time:** 30 Minutes

**Crafting Skill:** Cooking and Brewing

**Effect:** Until EoQ: Increases Near-Death Timer by 1 min.

- *Creates 5 Servings*

*This stacks with similar effects.*

## Mushroom Tea

**Item Type:** Drink, Consumable

**Expires:** 1 Month

**Resources:** 2x Crown Mushroom, 1x Shadowcap, 2x Moonshadow Leaves

**Crafting Time:** 20 Minutes

**Crafting Skill:** Cooking and Brewing

**Effect:** For 1 hour: Non-Mortaeen Character take no damage from Fester effects, instead regain 1 Health.

- *Creates 5 Servings.*

*If 1x Strangler Ivy is added at creation, change the effect to the following: "Req Mortaeen: For 1 hour, take no damage from Heal Spells, but instead regain 1 Health."*

*If 1x Butterweed Flower is added at creation, change the effect to the following: "Req Mycerim: For 1 hour, gains Regrowth Trait. Bonus: Remove Mangle from all Limbs instead of one."*

## Numbing Tea

**Item Type:** Drink, Consumable

**Expires:** 1 Month

**Resources:** 2x Silvemar Flower, 2x [Fruit], 1x Poppibloom

**Crafting Time:** 20

**Crafting Skill:** Cooking and Brewing

**Effect:** Remove all Agony.

**Enhanced:** Immune to Agony for 1 hour.

- *Creates 5 Servings.*

## Alcohols

### Comradery Beer

**Item Type:** Drink, Consumable, Alcohol

**Expires:** 3 Months

**Resources:** 3x Grain, 1x Azure Corn, 1x Weeping Russula

**Crafting Time:** 30 Minutes

**Crafting Skill:** Cooking and Brewing

**Effect:** Gain Focused Fury Trait for 1 hour.

- *Creates 5 Servings.*

### Creative Cocktail

**Item Type:** Drink, Consumable, Alcohol

**Expires:** 1 Month

**Resources:** 1x Gazer Potato, 1x Striped Worm, 3x [Fruit]

**Crafting Time:** 15 Minutes

**Crafting Skill:** Cooking and Brewing

**Effect:** Until EoQ:

- Count as having one Skill they do not know during Research.
- May use Brilliance once without reducing Max Energy.
- If two people consume this together, they may share their Skills when using Explore Theory.
- *Creates 5 Servings.*

### Holy Spirits

**Item Type:** Drink, Consumable, Alcohol

**Expires:** 3 Months

**Resources:** 1x Soul Blossom, 3x [Fruit], 1x Ishal Grain, 1x Honey

**Crafting Time:** 30 Minutes

**Crafting Skill:** Cooking and Brewing and Faith Ritualist

**Effect: Req Faith Ritualist:** Provides a bonus to Faith Rituals if they are the Ritual Leader for 1 hour. May share this with others and declare "Grant [User's Faith Keyword]". Keyword lasts until EoQ.

- *Creates 3 Servings.*

### Shielding Spirits

**Item Type:** Drink, Consumable, Alcohol

**Expires:** 3 Months

**Resources:** 1x Ishal Grain, 1x Shield Wax, 4x Honey

**Crafting Time:** 30 Minutes

**Crafting Skill:** Cooking and Brewing

**Effect:** Gain 15 Screen.

- *Creates 10 Servings.*

### Oracle Draft

**Item Type:** Drink, Consumable, Alcohol

**Expires:** 1 Month

**Resources:** 1x Gazer Potato, 1x Waking Dream Russala, 1x Poppibloom, 1x Somnospore Mushroom

**Crafting Time:** 30 Minutes

**Crafting Skill:** Cooking and Brewing



**Effect:** 30 mins RPing hallucinations: Then report to Logistics and receive a vision pertaining to the weekend's plot and clues of what to expect.  
Counts as 3 Alcohol Drinks.

- *Creates 1 Serving.*

*Only provides a vision once per event. Further uses counts for 3 Alcohol Drinks towards their limit and still experience the hallucinations.*

## **Soli Sunrise**

**Item Type:** Drink, Consumable, Alcohol

**Expires:** 1 Month

**Resources:** 2x Milk, 1x Crystal Blossom, 1x Soul Blossom, 1x Bleeding Heart Root, 1x Silvemar Flower, 2x Orange

**Crafting Time:** 20 Minutes

**Crafting Skill:** Cooking and Brewing

**Effect: Req Deific Avatar:** Once per Quarter, the next use of Deific Avatar, gain all Traits from both Aspects. Lasts until EoQ.

**Req Empowered Avatar:** Deific Avatar's Energy Cost set to 2 until EoQ.

- *Creates 5 Servings.*

*May only gain this benefit once per Quarter regardless of how many of this Item are consumed.*

# Gunsmithing

## Basic Gunsmithing

Gunsmiths can also make any Basic Gun or Part a Tinker can make.

Gunsmiths can make Black Powder in the Alchemy Section, or Cartridges from the Tinkering Section.

## Bayonet

**Item Type:** Gun Augment

**Expires:** 3 Years

**Resources:** 3x Steel

**Crafting Time:** 10 Minutes

**Crafting Skill:** Tinkering or Gunsmithing

**Effect:** *Bayonet must be added to an existing Gun. Add the "Bayoneted" prefix to the Gun's name.*

*When put on a Pistol, add the following to the Weapon Card: "Counts as a Gun and Small Melee weapon. Cannot benefit from Duelist Stance"*

*When put on a Rifle add the following to the Weapon Card: "Counts as a Gun and Bastard Melee weapon. Cannot benefit from Duelist Stance"*

*It is encouraged to have a boffer safe Phys rep to represent this weapon and throw packets. Alternatively, a Player may have an appropriately sized Small or Bastard weapon with a Black Band to represent it.*

## Pellet Shot

**Item Type:** Ammunition, Consumable

**Expires:** 5 Years

**Resources:** 3x Lead, 2x Sulfur, 1x Oil Shale

**Crafting Time:** 20 Minutes

**Crafting Skill:** Gunsmith

**Effect:** Creates 10 Pellet Shot.

## Scope

**Item Type:** Gun Augment

**Expires:** 1 Year

**Resources:** 1x Brass, 1x Voyager Quartz, 2x Fine Glass

**Crafting Time:** 20 Minutes

**Crafting Skill:** Gunsmith

**Effect:** Reduce Aim Counts of Critical Shot by 2 (stacks, min 3), if User does not have Agony, Bleed, Disorient or Fear.

*The Market Rep adds the Scoped prefix to the Gun's name.*

## Black Powder Gunsmith Schematics

### Blunderbuss

**Item Type:** Black Powder Rifle

**Expires:** 1 Year

**Resources:** 1x Gun Stock, 1x Rifle Barrel, 1x Shield Wax, 1x Direbone, 4x Steel

**Crafting Time:** 40 Minutes

**Crafting Skill:** Gunsmith

**Effect: Ammo:** Pellet Shot (1).

**Req Smoke and Shot:** When using Snapshot, may declare "Gun Sweep, 30".

### Distant Thunder

**Item Type:** Black Powder Rifle

**Expires:** 2 Years

**Resources:** 1x Gun Stock, 1x Rifle Barrel, 3x Brass, 5x Fine Glass

**Crafting Time:** 1 Hour

**Crafting Skill:** Gunsmith

**Effect: Ammo:** Black Powder (1).

**Req Near and Far:** Can make Aimed Shots from Near and Far with Critical Strike, if User does not have Agony, Bleed, Disorient or Fear.

### Dwearn Bellringer

**Item Type:** Black Powder Pistol

**Expires:** 2 Year

**Resources:** 1x Gun Stock, 1x Pistol Barrel, 3x Bronze, 1x Direbone, 2x Lodestone

**Crafting Time:** 30 Minutes

**Crafting Skill:** Gunsmith

**Effect: Ammo:** Black Powder (1).

**Req Warning Shot:** Warning Shot may be declared as "Gun, Disorient 30s". Cannot be Aimed or used with Near and Far.

### Dwearnian Thuddgun

**Item Type:** Black Powder Rifle

**Expires:** 1 Year

**Resources:** 1x Mithril, 10x Steel, 2x Ironwood, 5x Hardwood, 3x Oil Shale, 2x Wool, 2x Bronze

**Crafting Time:** 1 Hour

**Crafting Skill:** Gunsmith

**Effect: Reload:** 20s and 3 Black Powder.

Does not deal Gun Damage, instead, User must expend 1 Bomb Item and fire it using Aim or Near and Far. Cannot be Augmented or added to a Launcher Effigy.

*Dwearnian Thuddgun may not be added to an Effigy with Launcher or have Augments added unless it specifies it is for the Thuddgun.*

### Gunline Rifle

**Item Type:** Black Powder Rifle

**Expires:** 2 Years

**Resources:** 1x Gun Stock, 1x Rifle Barrel, 1x Honorite, 1x Core Wood, 2x Lead, 2x Copper

**Crafting Time:** 40 Minutes

**Crafting Skill:** Gunsmith

**Effect: Ammo:** Black Powder (1).

Half Reload Time after using the Critical Strike from Prepare to Attack.

If User stands still, may make Aimed Gun Attacks. Aimed Gun attacks without Iron Sights Aim have Aim count 8.

## Handcannon

**Item Type:** Black Powder Pistol

**Expires:** 1 Year

**Resources:** 1x Gun Stock, 1x Pistol Barrel, 2x Steel, 2x Ironwood, 1x Fulgurite Wood, 1x Direbone

**Crafting Time:** 30 Minutes

**Crafting Skill:** Gunsmith

**Effect: Ammo:** Black Powder (1).

**Req Kill Shot:** Kill Shot +2E to declare "Gun, 20 Pierce, Knockback 20".

## **Cartridge Gunsmith Schematics**

### Cavalry Rifle

**Item Type:** Cartridge Rifle

**Expires:** 1 Year

**Resources:** 1x Gun Stock, 1x Rifle Barrel, 2x Brass, 2x Steel, 2x Aluminum, 1x Lodestone

**Crafting Time:** 45 Minutes

**Crafting Skill:** Gunsmith

**Effect: Ammo:** Cartridge (8)

**Requires Near and Far:** During a Dash, User may make non-Aimed Gun attacks or Reload this Rifle.

### Duelist Pistol

**Item Type:** Cartridge Pistol

**Expires:** 2 Years

**Resources:** 1x Gun Stock, 1x Pistol Barrel, 3x Brass, 2x Silver, 1x Honorite

**Crafting Time:** 40 Minutes

**Crafting Skill:** Gunsmith

**Effect: Ammo:** Cartridge (5)

**Req Footwork:** May make non-Aimed Gun attacks during a Dash effect with this Gun.

**Req Riposte:** May declare "Gun React 20" after using Parry.

*The Gun React effect replaces the normal declaration for Riposte. Must have at least 1 Ammo in the Gun to use this effect.*

### Showman's Spark

**Item Type:** Cartridge Pistol, Delicate

**Expires:** 2 Years

**Resources:** 1x Gun Stock, 1x Pistol Barrel, 1x Silver, 1x Brass, 3x Fool's Gold

**Crafting Time:** 30 Minutes

**Crafting Skill:** Gunsmith

**Effect: Ammo:** Cartridge (5)

**Req Trick Shooting:** During Performance, Spellweave or Preach RP, using Gunslinger Skills does not interrupt the RP.

### Sanctified Rifle

**Item Type:** Cartridge Rifle

**Expires:** 1 Year

**Resources:** 1x Gun Stock, 1x Rifle Barrel, 2x Silver, 1x [Sapphire or Topaz], 1x Infused Bark

**Crafting Time:** 1 Hour

**Crafting Skill:** Gunsmith and Preach

**Effect: Ammo:** Cartridge (8)

**Req Iron Sights Aim:** User can deliver the following Skills with Aimed Shots for Skill +1E:

- **Condemnation:** "Gun Faith – Seal [Common effect], 1 min."
- **Castigate:** "Gun Faith – Disorient 30s"
- **Ranged Smite:** "Gun Faith – 30 Magic."

**Req Iron Sight Aim, True Believer:** No additional cost to use the listed Skills.

## **Special Ammunition**

### Pre-Loaded [Type] Cylinder

**Item Type:** Ammunition, Consumable

**Expires:** 5 Years

**Resources:** 1x Steel, 2x Wax, 5 Cartridges for Pistol Cylinders, 8 Cartridges for Rifle Cylinders

**Crafting Time:** 20 Minutes

**Crafting Skill:** Gunsmith

**Effect:** Creates 1 Pre-Loaded [Type] Cylinder.

*Replace the [Type] Based on how many Cartridges are used to make the item.*

### Runic Shot

**Item Type:** Ammunition, Consumable

**Expires:** 5 Years

**Resources:** 3x Black Powder, 1x Dire Blood, 4x Grave Ash, 1x Star Shard

**Crafting Time:** 20 Minutes

**Crafting Skill:** Alchemy or Gunsmith

**Effect:** Counts as Black Powder Ammo.

Gun attacks using Runic Shot gain Magic Damage tag.

- *Creates 5 Runic Shot.*

*A Gun cannot have more than one type of ammunition loaded into it at once.*

### Steel Tipped Cartridges

**Item Type:** Ammunition, Consumable

**Expires:** 5 Years

**Resources:** 5x Cartridges, 3x Steel, 2x Black Powder

**Crafting Time:** 15 Minutes

**Crafting Skill:** Gunsmith

**Effect:** Counts as Cartridge Ammo

Normal Cartridge Gun Attacks gain Pierce.

Gunslinger Skills/Critical Strike can be combined with Kill Shot to add Pierce or Deathblow tags effects.

- *Creates 5 Steel Tipped Cartridges.*

*A Gun cannot have more than one type of ammunition loaded into it at once.*

## Gun Augments

### Acrid Smoke Cannister

**Item Type:** Black Powder Gun Augment

**Expires:** Same as Augmented Gun

**Resources:** 1x Waking Dream Rusalla, 2x Tin, 2x Vines

**Crafting Time:** 20 Minutes

**Crafting Skill:** Gunsmith

**Effect: Req Smoke and Shot:** May instead declare "Gun Sweep, Disorient 30s".

### Blunderbuss Choke

**Item Type:** Black Powder Rifle Augment

**Expires:** Same as Augmented Gun

**Resources:** 1x Marble, 3x Fats, 5x Iron, 3x Coal, 1x Cloth, 5x Hide, 1x Direbone

**Crafting Time:** 30 Minutes

**Crafting Skill:** Gunsmith

**Effect: Ammo:** Pellet Shot (1).

All normal attacks as "Gun Sweep 10".

Gunslinger Skills cost +5E, but gain "Gun Sweep" modifier.

Cannot make Aimed Shots.

*The Market Rep adds the Choked prefix to the Gun's name.*

### Bruise Blossom Cartridge

**Item Type:** Ammo

**Expires:** 5 Years

**Resources:** 1x Shield Wax, 2x Softwood, 10x Cartridge

**Crafting Time:** 10 Minutes

**Crafting Skill:** Gunsmith

**Effect:** Counts as Cartridge Ammo

Gun attacks deal half damage, Add "Agony 2" to any Gun attack made using this Ammo.

- *Creates 10 Ammo.*

### Cylinder Pin System

**Item Type:** Cartridge Gun Augment, Delicate

**Expires:** Same as Augmented Gun

**Resources:** 1x Aluminum, 2x Wax, 1x Oil Shale

**Crafting Time:** 1 hour

**Crafting Skill:** Gunsmith

**Effect:** *Change the Ammo: Cartridge on the Item to*

**"Reload: 12s (min 6), 1x Pre-Loaded [Type] Cylinders**

**[Number of Shots: 5 or 8]". [Type] must match the gun it is being added to (Pistol or Rifle) of the correct type for the Gun.**

*The Market Rep adds the "Cylinder Pin" prefix to the Gun's name.*

### Flechette Shot

**Item Type:** Ammo

**Expires:** 5 Years

**Resources:** 1x Blade Feather, 2x Sand, 5x Black Powder

**Crafting Time:** 10 Minutes

**Crafting Skill:** Gunsmith

**Effect:** Counts as Black Powder Ammo.

Gun attacks deal half damage. Add "Bleed 2" to any Gun attack made using this Ammo.

- *Creates 10 Ammo.*

### Hair Trigger

**Item Type:** Gun Augment

**Expires:** Same as Augmented Gun

**Resources:** 2x Brass, 1x Bronze, 1x Whistlebark, 1x Heating Oil

**Crafting Time:** 20 Minutes

**Crafting Skill:** Gunsmith

**Effect:** Add "Hair Trigger: Snapshot -2E" to existing Gun.

*Can be added to any type of Black Powder or Cartridge Gun. Cannot be added to a weapon with the Volleygun Augment.*

### Precision Rifling

**Item Type:** Gun Augment

**Expires:** Same as Augmented Gun

**Resources:** 2x Heating Oil, 1x Oil Shale, 1x Pistol or Rifle Barrel, 1x Steel

**Crafting Time:** 20 Minutes

**Crafting Skill:** Gunsmith

**Effect:** Add "Rifling: Killshot may be Aimed, and used with Near and Far" to existing Gun.

*Can be added to any type of Black Powder or Cartridge Gun. Cannot be added to a weapon with the Volleygun Augment.*

### Thundercrack Muzzle Brake

**Item Type:** Cartridge Gun Augment

**Expires:** Same as Augmented Gun

**Resources:** 2x Heating Oil, 2x Steel, 1x Pistol or Rifle Barrel

**Crafting Time:** 20 Minutes

**Crafting Skill:** Gunsmith

**Effect:** Add "Thundercrack: Warning Shot may be declared as "Gun Terror 30s"

### Volleygun Modification

**Item Type:** Black Powder Gun Augment

**Expires:** Same as Augmented Gun

**Resources:** BP Rifle: 1x Rifle Barrel, 2x Tin, 1x Bronze, 3x Coal

BP Pistol: 1x Pistol Barrel, 1x Tin, 1x Bronze, 2x Coal

**Crafting Time:** 30 Minutes

**Crafting Skill:** Gunsmith

**Effect:** Volley (X).

**Volley (X):** *The Black Powder Gun gets one additional Barrel which can be loaded and fired allowing the Black*

*Powder Gun to fire more than once before being Reloaded. X is the number of barrels the gun has. Each Barrel must be reloaded separately. Up to 3 additional Barrels may be added to one Black Powder Gun.*  
*A Black Powder Gun with Volley (X) cannot have other Black Powder Gun Augments attached to it. Normal Gun Augments do not count in this case.*

## Tier 2 Gunsmith

### Ashwyn Tinderbox

**Item Type:** Black Powder Pistol

**Expires:** 2 Years

**Resources:** 1x Handcannon, 2x Cinderbark, 2x Corewood, 5x Sulfur, 2x Bronze

**Crafting Time:** 30 minutes

**Crafting Skill:** Gunsmith

**Effect:** Cannot perform Aimed attacks with this Pistol.

**Req Kill Shot:** Kill Shot +2E to declare "Gun, 20 Pierce, Knockback 20".

**Req Smoke and Shot:** May declare Smoke and Shot as "Gun Sweep 15 Pierce".

**Req Core Dwearn or Gethral:** may declare Smoke and Shot as "Gun Sweep 15 Magic".

*To gain this Instruction through Explore Theory, the User must also expend a Handcannon Schematic and the Item itself.*

### Heavy Thunderer

**Item Type:** Black Powder Rifle

**Expires:** 2 Years

**Resources:** 1x Dwearnian Thuddgun, 2x Mithril, 2x Ironwood, 4x Diamond Dust, 5x Steel, 2x Fine Leather

**Crafting Time:** 1 hour

**Crafting Skill:** Gunsmith

**Effect:** Black Powder (1)

Requires 3 Black Powder to reload.

Cannot perform Aimed attacks with this Rifle.

User moves as if Slowed unless they have Mighty.

When using Critical Strike, User declares "Gun 50 Armorbane" and acts as if hit with Knockback 10.

**Req Mountain Dwearn or Cormah:** May make Aimed attacks with this Gun but requires an Aim 10 Count.

*Heavy Thunderer may not be added to an Effigy with Launcher or have Augments added unless it specifies it is for the Heavy Thunderer.*

*To gain this Instruction through Explore Theory, the User must also expend a Dwearnian Thuddgun Schematic and the Item itself.*

### Diva's Holdout

**Item Type:** Cartridge Pistol

**Expires:** 2 Years

**Resources:** 1x Showman's Spark, 2x Brass, 1x Glitter Egg, 1x Liquid Aether, 2x Steel

**Crafting Time:** 1 hour

**Crafting Skill:** Gunsmith

**Effect: Ammo:** Cartridge (4)

May make Gun Attacks and use Gunslinger Skills during any kind of RP time without interrupting the RP.

This Item is not found if the User is Searched.

**Req Faun or Feathery:** May use Fear or Terror effects without interrupting RP times.

*To gain this Instruction through Explore Theory, the User must also expend a Showman's Spark Schematic and the Item itself.*

### Estregoi Carbine

**Item Type:** Cartridge Rifle

**Expires:** 2 Years

**Resources:** 1x Cavalry Rifle, 2x Brass, 2x Corewood, 1x Mithril, 2x Steel

**Crafting Time:** 30 minutes

**Crafting Skill:** Gunsmith

**Effect: Ammo:** Cartridge (8)

While wielded one handed, counts as Pistol, but cannot Aim Attacks.

**Requires Near and Far:** During a Dash, User may make non-Aimed Gun attacks or Reload this Rifle.

**Req Gnomeran, Soli or Yara:** May Aim while used one handed.

*Depending on if held one handed or two handed can modify which effects can be used from Gunslinger Skills.*

*To gain this Instruction through Explore Theory, the User must also expend a Cavalry Rifle Schematic and the Item itself.*

# Improvised Invention

Trait Users can attach these Items to an Item of the [Item] Augment type by doing 10s of RP. This RP is interrupted if the Item User gains a Negative Status which prevents them from using Skills.

Items can only have one Improvised Invention on them at a time.

Trait Users may make any Basic Improvised Invention.

Schematics may be found allowing for new types of Improvised Inventions.

To create an Improvised Invention, the Trait User should follow the Crafting Rules. To build an Improvised Invention, the Trait User must use a Tinker Shop.

## **Basic Improvised Invention**

### Generic Invention

**Item Type:** Tool, Consumable

**Expires:** End of Event

**Resources:** 5x Any Metal or Mineral

**Crafting Time:** 10 Minutes

**Crafting Skill:** Improvised Invention.

**Effect:** None

#### ***Designer's Note***

*Has no mechanical effect but can do some strange RP thing via the Rule of Cool or to sell phys reps in game.*

### Blammo Shield

**Item Type:** Shield Augment, Consumable

**Expires:** 3 Months

**Resources:** 3x Black Powder, 2x Clay, 2x Iron

**Crafting Time:** 15 Minutes

**Crafting Skill:** Improvised Invention

**Effect:** User Points to target in front 180°, declare "10 Pierce, Knockback 20". User then takes 10 Pierce.

### Dowso-Mattock

**Item Type:** Tool Augment, Consumable

**Expires:** 3 Months

**Resources:** 1x Voyager Quartz, 1x Lodestone

**Crafting Time:** 15 Minutes

**Crafting Skill:** Improvised Invention.

**Effect:** Choose 1 Rare Resource from appropriate Gathering Skill, get that Resource instead of a Fortune Draw. No other Modifiers apply. Gain 1 Random Stage 1 Disease from Logistics.

*When the Gathering Roleplay is used, the chosen Resource replaces the Resource generated from the Fortune Card draw. Any other effects increasing how many of the Resource are gathered do not affect this but generate the normal Resource drawn. After a Resource is collected, the Item User gets a random Stage 1 Disease from Logistics.*

### Explosive Tipped Weapon

**Item Type:** Weapon Augment, Consumable

**Expires:** 3 Months

**Resources:** 3x Black Powder, 2x Clay, 2x Sulfur

**Crafting Time:** 15 Minutes

**Crafting Skill:** Improvised Invention

**Effect:** May declare one normal attack as "Strike Sweep, 25 Pierce". User then takes 10 Pierce, weapon gains Break Status.

*If an effect on the weapon would negate a Break, it can be used to negate this Break effect. IE Dwearnian Made Weapons, or Reliable Tool. A Character could not use Parry or other normal Skill effects to prevent this Break effect.*

### Repulsive Armor

**Item Type:** Armor Augment, Consumable

**Expires:** 3 Months

**Resources:** 5x Black Powder, 3x Clay, 3x Fertilizer

**Crafting Time:** 15 Minutes

**Crafting Skill:** Improvised Invention

**Effect:** May declare "Gun Sweep, Knockback 20." Then User takes Knockback 20 and move directly away from target(s).

### Vocalissimo

**Item Type:** Necklace Augment, Consumable

**Expires:** 3 Months

**Resources:** 3x Fats, 1x Milk Aloe, 1x Striped Worm

**Crafting Time:** 15 Minutes

**Crafting Skill:** Improvised Invention

**Effect:** User may declare "Vocalissimo" and negate a Silence effect. Then User acts as if Pinned for 1 minute. *This effect cannot be removed by Break Free or Immunity to Pin.*

## **Improvised Invention Schematics**

### Del'Orean Spurs

**Item Type:** Leg Armor or Shoe Augment, Consumable

**Expires:** 3 Months

**Resources:** 1x Mana Crystal, 2x Copper, 2x Iron

**Crafting Time:** 15 Minutes

**Crafting Skill:** Improvised Invention

**Effect:** User may declare "Teleport 20". When effect ends, User loses 10 Health. This Teleport cannot be modified otherwise.

### Flamebeltcher

**Item Type:** Gun Augment, Consumable

**Expires:** 3 Months

**Resources:** 3x Coal, 2x Thatch, 2x Sap Bark, 1x Spirit Shard

**Crafting Time:** 15 Minutes

**Crafting Skill:** Improvised Invention

**Effect:** User may declare "Gun Sweep, 25 Magic Pierce". Then the Gun gains Break Status.

### **Magno-Armor Kit**

**Item Type:** Armor Augment, Consumable

**Expires:** 3 Months

**Resources:** 1x Lodestone, 3x Steel

**Crafting Time:** 15 minutes

**Crafting Skill:** Improvised Invention

**Effect:** User may declare "Magno-Armor" and regains 30 Armor Points instantly.

### **My Lil' Buddy**

**Item Type:** Workstation Augment, Consumable

**Expires:** 3 Months

**Resources:** 3x Iron, 1x Lodestone, 2x Bronze

**Crafting Time:** 15 Minutes

**Crafting Skill:** Improvised Invention

**Effect:** When using augmented Workstation may do the following:

- Double Crafting RP: My Lil'Buddy becomes Crafter. Must be note start time on Character Sheet.

*A My Lil'Buddy may only craft one project at a time. It can only be interrupted if the Workstation is destroyed. The Crafter may start a new project while My Lil'Buddy crafts.*

*A Workstation may only have one My Lil' Buddy active at a time.*

### **Potion Dispersal Can**

**Item Type:** Potion Augment, Consumable

**Expires:** 3 Months

**Resources:** 2x Brass, 3x Grave Ash

**Crafting Time:** 15 Minutes

**Crafting Skill:** Improvised Invention

**Effect:** User without The Joyful Giggles may declare "5ft Potion [Half Potion effect and duration]".

If User uses two or more Potion Dispersal Cans in a Quarter, User gains The Joyful Giggles Stage 1.

*The Potion Augmented by this item provides half the numerical values / durations.*

*Gaining this Disease bypasses Immune to Diseases.*

### **Shield Matrix**

**Item Type:** Shield Augment, Consumable

**Expires:** 3 Months

**Resources:** 2x Hardwood, 3x Steel, 1x Forsaken Briar

**Crafting Time:** 20 Minutes

**Crafting Skill:** Improvised Invention

**Effect:** User may choose to act as if Pinned for up to 5 minutes, but may end this Pin at any time.

While User acts as if Pinned this way, counts as an Obstacle for Take Cover for both User and others.

After effect ends, Shield gains Break Status.

### **Smack-o-matic**

**Item Type:** Weapon Augment, Consumable

**Expires:** 3 Months

**Resources:** 3x Saberfang, 5x Lead, 5x Sap Bark

**Crafting Time:** 15 Minutes

**Crafting Skill:** Improvised Invention

**Effect:** User may declare "Rush", each attack during the Rush deals "10 Armorbane" instead of the normal declaration. Then Weapon gains Break.

### **Storm Coil**

**Item Type:** Armor or Outfit Augment, Consumable

**Expires:** 3 Months

**Resources:** 1x Liquid Aether, 1x Bronze

**Crafting Time:** 15 Minutes

**Crafting Skill:** Improvised Invention

**Effect:** User may declare "10ft Freeze 30s". User is also affected.

### **The Bad Burglar**

**Item Type:** Door or Container Augment, Consumable

**Expires:** 3 Months

**Resources:** 1x Earthblood, 5x Coal, 1x Cinder Bark, 1x Sap Bark

**Crafting Time:** 15 Minutes

**Crafting Skill:** Improvised Invention

**Effect:** After attached to a Container or Door, User must yell "BIG BOOM". Container or Door counts as being Broken Open and is Destroyed along with any Traps. Must have a Marshal present when used.

### **The Unfathomable Contraption**

**Item Type:** Workstation Augment, Consumable

**Expires:** 3 Months

**Resources:** 3x Aluminum, 3x Copper, 1x Living Wood, 5x Clay, 3x Sap Bark, 1x Soul Blossom

**Crafting Time:** 15 Minutes

**Crafting Skill:** Improvised Invention

**Effect:** When using Augmented Workstation: User may declare "Unfathomable Contraption", all projects currently being worked on at that Workstation are finished after 5 minutes. Then the Workstation cannot be used until EoQ.

### **Venomous Band**

**Item Type:** Ring Augment, Consumable

**Expires:** 3 Months

**Resources:** 2x Fine Glass, 1x Cinnabar, 2x Fools Gold

**Crafting Time:** 15 Minutes

**Crafting Skill:** Improvised Invention

**Effect:** User may RP 10s to load 1 Poison into the Ring. May declare "Poison [Effect]" with a Brawler. If User makes physical contact with another Character, they may declare the effects of the Poison.



**Req Poisoner:** May use Poisoner to deliver loaded Poison with Brawlers.

- *May only be put on a Silver or Gold Ring.*

**Designer's Note**

*Reminder to always ask Consent for Physical RP before touching someone.*

## Dwearn Inventions

### Dwearnamite Tools

**Item Type:** Tool Augment, Consumable

**Expires:** 3 Months

**Resources:** 1x Dwearnimite, 1x Tool Handle, 3x Glue, 2x Hide

**Crafting Time:** 15 Minutes

**Crafting Skill:** Improvised Invention and Dwearn

**Effect:** When used with Mining, Hunting, or Logging, User may do up to 5 instances of one of the listed Gathering Skills and then goes to the Market.

Before any other cards are drawn the Character draws 1 card to determine the result.

*The Value and color of the Card determines the effects of the Dwearnamite Tools:*

*A-5: No Resources are gained for Gathering.*

*6-7: No additional effect from the Item, gain the Resources as normal.*

*8-10: Double the Common Resources.*

*Face Card: +1 Rare Resource. This applies to each Fortune Card that gives a Rare Resource.*

*Joker: Counts as both the 8-10 and a Face Card*

*If the Card is a Black Card: Both the Item User's arms gain the Mangled Status.*

*If the Card is a Red Card: The Item User gains Bleed 2.*

*If No Resources are gained, the Character does not draw any cards or get any Common Resources.*

*Otherwise, follow the normal rules for turning in Gathering at the Market including any bonuses to Card Values or Fortune Card Draws.*

### Nullifier Cube

**Item Type:** Necklace Augment, Consumable

**Expires:** 3 Months

**Resources:** 1x Liquid Aether, 1x Soul Blossom, 2x Zinc

**Crafting Time:** 30 Minutes

**Crafting Skill:** Improvised Invention and Dwearn

**Effect: Req Dwearn:** User may declare "10ft Dispel All, Spell Immunity 1 min". Then Necklace is Destroyed and User cannot benefit from Potions until EoQ.

*May only be put on a Silver or Gold Necklace.*

## Gnomeran Inventions

### Impact Trigger Augment

**Item Type:** Unarmed or Melee Weapon Augment, Consumable

**Expires:** 3 Months

**Resources:** 1x Pistol Barrel, 2x Fine Leather, 3x Black Powder

**Crafting Time:** 15 Minutes

**Crafting Skill:** Improvised Invention and Gnomeran

**Effect: Req Gnomeran:** User may make Strike Attack with the Augmented Weapon and declare 1 Gunslinger Skill or declare "Gun 40".

**Designer's Note**

*These use the Gun call, for how to defend against it, but the Unarmed or Melee attack must hit the target to be successful. If the attack hits a Shield or the target's Weapon, they still take the effect.*

### Precision Focus Crystals

**Item Type:** Staff Augment, Consumable

**Expires:** 3 Months

**Resources:** 1x Liquid Aether, 2x Copper, 4x Fine Glass, 1x Fine Leather

**Crafting Time:** 15 Minutes

**Crafting Skill:** Improvised Invention and Gnomeran

**Effect:** User may give a Marshal a Walkie Talkie and declare Focused Spells from any distance if they can see their target. Marshal will relay the effect against the target. Lasts for Scene.

When the effect ends, the Item User gains Reso'Gnosis Stage 1.

**Designer's Note**

*The Invention is not consumed unless the Character activates the effect. They may give a Marshal a Walkie Talkie in case they want to use it, but this does not count as activating the effect.*

## Ork'rus Inventions

### Minion's Manacle

**Item Type:** Bracelet Augment, Consumable

**Expires:** 3 Months

**Resources:** 1x Blade Feather, 1x Mirrorstone, 1x Direclaw

**Crafting Time:** 20 Minutes

**Crafting Skill:** Improvised Invention and Ork'rus

**Effect: Req Ork'rus:** User may declare "Like the Boss!" and gains the following benefit for the Scene:

When "Boss" uses a Strike or Shot Effect, User may spend 5E, make same type of attack and declare the same effect. Must be used within 5 seconds of the Boss's effect or they lose the chance to use that effect.

- *May only be put on a Silver or Gold Bracelet.*

*When this Augment is applied, the Item User must note another Character on their Sheet as "Boss". The Boss Character must give consent to be targeted this way.*

*The Item User does not have to have the Skill or Trait to use this effect, they just mimic it.*

*The Character cannot modify the attack made using Minion's Manacle in any way, they must declare it the same as how the Boss declared it.*

## **Poison Dispersal Can**

**Item Type:** Poison Augment, Consumable

**Expires:** 3 Months

**Resources:** 2x Brass, 3x Grave Ash

**Crafting Time:** 15 Minutes

**Crafting Skill:** Improvised Invention and Ork'rus

**Effect:** User without Entropic Rot may declare "5ft Poison [Poison effect]".

If User uses two or more Poison Dispersal Cans in a Quarter, User gains Entropic Rot Stage 1.

*Gaining this Disease bypasses Immune to Diseases.*

# Infusing

## Basic Infusing Items

### Beguiler's Wit Infusion

**Item Type:** Jewelry Infusion, Consumable

**Expires:** Same as Infused Item

**Resources:** 1x Liar's Tongue

**Crafting Time:** 15 Minutes

**Crafting Skill:** Infusing

**Effect: Expend Infusion:** May declare one use of the Charm Skill without doing the RP time.

### Divitae Infusion

**Item Type:** Tool Infusion, Consumable

**Expires:** Same as Infused Item

**Resources:** 1x Lodestone, 4x Tin

**Crafting Time:** 15 Minutes

**Crafting Skill:** Infusing

**Effect: Expend Infusion:** Get +1 Rare Resource if one is drawn from the Fortune Deck.

### Impenetrable Infusion

**Item Type:** Shield Infusion, Consumable

**Expires:** Same as Infused Item

**Resources:** 1x Diamond

**Crafting Time:** 1 Hour

**Crafting Skill:** Infusing

**Effect: Expend Infusion:** Declare "Impenetrable", ignore Pierce 1 min.

### Infusion Circle

**Item Type:** Workstation

**Expires:** 2 Years

**Resources:** 20x Stone, 10x Zinc, 5x Copper, 6x Fine Glass, 5x Brass, 12x Bark

**Crafting Time:** 1 Hour

**Crafting Skill:** Infusing

**Effect:** Seats 5

*This Item does not require a Workstation to be crafted.*

*Seats indicate how many Characters may work on it at one time.*

### Mage's Little Enemy Infusion

**Item Type:** Jewelry Infusion, Consumable

**Expires:** Same as Infused Item

**Resources:** 1x Fine Glass, 1x Mirrorstone

**Crafting Time:** 15 Minutes

**Crafting Skill:** Infusing

**Effect: Expend Infusion:** Declare "Counterspell" for 0E.

### Savrus Infusion

**Item Type:** Jewelry Infusion, Consumable

**Expires:** Same as Infused Item

**Resources:** 5x Wax, 1x Fern Clover

**Crafting Time:** 15 Minutes

**Crafting Skill:** Infusing

**Effect: Expend Infusion:** Declare "Savrus" and Heal 10. May be used in Near Death.

### Serenity Infusion

**Item Type:** Jewelry Infusion, Consumable, Delicate

**Expires:** Same as Infused Item

**Resources:** 2x Crown Mushroom, 2x Wild Garlic Root, 1x Blizzard Mint

**Crafting Time:** 15 Minutes

**Crafting Skill:** Infusing

**Effect: Expend Infusion:** Gain the Gentle Nature Trait for Scene.

### Spiteful Laborer Infusion

**Item Type:** Tool Infusion, Consumable

**Expires:** Same as Infused Item

**Resources:** 1x Sulfur, 1x Cinder Bark

**Crafting Time:** 15 Minutes

**Crafting Skill:** Infusing

**Effect: Expend Infusion** when User takes damage while performing Gathering RP: User may declare "10ft, 15 Piercing".

### Vaporam Infusion

**Item Type:** Jewelry Infusion, Consumable

**Expires:** Same as Infused Item

**Resources:** 5x Vines, 1x Earthblood

**Crafting Time:** 15 Minutes

**Crafting Skill:** Infusing

**Effect: Expend Infusion:** Declare "Vaporam" and gain 10 Zeal.

## Armor Infusions

### Domicerta Infusion

**Item Type:** Armor Infusion

**Expires:** Same as Infused Item

**Resources:** 5x Horns, 3x Granite, 2x Demon Ash, 1x Ruby, 2x Bleeder Berries

**Crafting Time:** 1 Hour

**Crafting Skill:** Infusing

**Effect:** Once per Quarter, User declares "[Combat Skill Tree] Excellence, [Combat Skill Tree] Skills -1E for Scene.

*When adding this Infusion to Armor, the Crafter chooses one Combat Skill Tree. This must be noted on the Infusions write up.*

*This Energy Reduction does not apply to General Combat Skills.*

## Duratus Infusion

**Item Type:** Armor Infusion, Delicate

**Expires:** Same as Infused Item

**Resources:** 3x Steel, 2x Heating Oil, 1x Diamond, 1x Topaz

**Crafting Time:** 1 Hour

**Crafting Skill:** Infusing

**Effect:** Once per Quarter, User declares "Duratus". Defense Skills -1E for Scene.

## Escapist Infusion

**Item Type:** Armor Infusion, Delicate

**Expires:** Same as Infused Item

**Resources:** 5x Bark, 5x Feather, 3x Hides, 2x Oil Shale, 3x Strangler Ivy

**Crafting Time:** 30 Minutes

**Crafting Skill:** Infusing

**Effect:** May ignore Restrictions for Dash/Teleport. User may still use Dash/Teleport effects if they have a Mangled Leg, Slowed, Pinned, or Prone

## Fleetness Infusion

**Item Type:** Armor Infusion

**Expires:** Same as Infused Item

**Resources:** 10x Feather, 3x Horns, 1x Blade Feather, 2x Gustgrass, 1x Topaz

**Crafting Time:** 30 Minutes

**Crafting Skill:** Infusing

**Effect:** Dash effects -1E, increase steps by 5.

## Impaler's Infusion

**Item Type:** Armor Infusion

**Expires:** Same as Infused Item

**Resources:** 5x Vines, 5x Bark, 3x Viperthorn, 1x Emerald

**Crafting Time:** 30 Minutes

**Crafting Skill:** Infusing

**Effect:** User gains Thorns Trait while this Armor has 1+ Armor Points. **Bonus:** Thorns +3 damage.

### **Designer's Note**

*If the Item User has any combination of the following effects, they gain the following to the Thorns declaration:*

- *Thorns from Character Creation: +3 damage*
- *Living Furnace: +2 damage and gains the Magic Damage Tag.*
- *Burning Effigy: +3 damage and gains the Magic Damage Tag.*
- *All these effects can stack to deal a total of 10 Magic.*

## Spirited Mail Infusion

**Item Type:** Armor Infusion

**Expires:** Same as Infused Item

**Resources:** 5x Zinc, 3x Heating Oil, 3x Beef, 2x Fulgurite Wood, 1x Obsidian

**Crafting Time:** 1 Hour

**Crafting Skill:** Infusing

**Effect:** Gain the Combat Expertise Trait.

**Bonus:** Gain Champion Trait

## Jewelry Infusion Schematics

### Enlightener Infusion

**Item Type:** Jewelry Infusion

**Expires:** Same as Infused Item

**Resources:** 5x Vines, 5x Eldberry 1x Living Wood

**Crafting Time:** 1 Hour

**Crafting Skill:** Infusing

**Effect: While wearing Item:** Increases Max Energy by 5.

**If willingly removed:** Gain Exhaust 30 mins.

May only benefit from one Infusion which increases Max Energy.

### Ensorcelled Flesh Infusion

**Item Type:** Jewelry Infusion

**Expires:** Same as Infused Item

**Resources:** 5x Clay, 3x Beef, 1x Living Wood

**Crafting Time:** 1 Hour

**Crafting Skill:** Infusing

**Effect: While wearing Item:** Increases Max Health by 5.

**If willingly removed:** Gain Wither 30 mins.

May only benefit from one Infusion which increases Max Health.

### Guffin's Lure Infusion

**Item Type:** Jewelry Infusion, Delicate

**Expires:** Same as Infused Item

**Resources:** 5x Poultry, 2x Gazer Potato, 1x Emerald

**Crafting Time:** 30 Minutes

**Crafting Skill:** Infusing

**Effect: While wearing Item:** increases duration of Taunt effects by 1 min.

### Mercanor Infusion

**Item Type:** Jewelry Infusion

**Expires:** Same as Infused Item

**Resources:** 3x Furs, 1x Emerald, 1x Gold

**Crafting Time:** 30 Minutes

**Crafting Skill:** Infusing

**Effect: While wearing Item:** Pay 15% less when purchasing information from: Illicit Connections, Whisper Network, and Academic Contacts. This stacks similar Species Traits, but not other Items.

### Sightless Eye Infusion

**Item Type:** Jewelry Infusion

**Expires:** Same as Infused Item

**Resources:** 4x Fine Glass, 1x Obsidian, 1x Waking Dream Russala

**Crafting Time:** 30 Minutes

**Crafting Skill:** Infusing

**Effect:** Once per Quarter, User declares "Sightless", gains Immune to Blind for Scene.

## Shield Infusions

### Absorption Infusion

**Item Type:** Shield Infusion

**Expires:** Same as Infused Item

**Resources:** 2x Rainstone, 1x Sandmoss

**Crafting Time:** 30 mins

**Crafting Skill:** Infusing

**Effect:** When a Spell that deals 10+ damage or causes a Negative Status hits the Item User's Shield, regain 1 Energy. The Item User must take the effect to get this benefit.

#### **Designer's Note**

*This effect does not trigger if the Spell is Guarded or Misdirected.*

### Aegis Infusion

**Item Type:** Shield Infusion

**Expires:** Same as Infused Item

**Resources:** 5x Granite, 5x Sap Bark, 5x Clay, 3x Petrified Wood, 2x Petrified Bark

**Crafting Time:** 1 Hour

**Crafting Skill:** Infusing

**Effect:** User may spend 1E, declare "Reduced" and ignores the Crush damage tag from one attack. This effect ignores the Skill Cooldown.

### Dispelia Infusion

**Item Type:** Shield Infusion

**Expires:** Same as Infused Item

**Resources:** 5x Wax, 2x Heating Oil, 5x Clay, 2x Mirror Stone, 10x Fine Glass

**Crafting Time:** 30 Minutes

**Crafting Skill:** Infusing

**Effect:** Deflect Spell -1E.

### Stalwart Shield Infusion

**Item Type:** Shield Infusion, Delicate

**Expires:** Same as Infused Item

**Resources:** 5x Steel 3x Granite, 3x Shield Wax, 2x Marble

**Crafting Time:** 1 Hour

**Crafting Skill:** Infusing

**Effect:** User spends 3E, declares "Stalwart" and negates one non-Aimed Gun attack that hits the Shield. User spends 5E to negate Aimed Gun attacks. This effect ignores the Skill Cooldown.

## Spell Focus

### Bastion of Will Focus

**Item Type:** Spell Tool

**Expires:** 1 Year

**Resources:** 1x Soul Blossom, 1x Dire Eye, 2x Medicinal Bark

**Crafting Time:** 1 Hour

**Crafting Skill:** Infusing

**Effect:** Protect changes **Targets:** Any. Block Energy +3E, declare "Spell Spell Immunity 5 mins". User may use the effects of Warding Leybond on Characters within Reach while using Soul Barrier without breaking the Soul Barrier effect.

### Copper Reservoir Focus

**Item Type:** Spell Tool

**Expires:** 1 Year

**Resources:** 2x Earthblood, 1x Ruby

**Crafting Time:** 1 Hour

**Crafting Skill:** Infusing

**Effect:** User spends 10H. For next 5 minutes, reduce Health Cost of Blood Magic Spells by 1 (min 0). Blood Lance change **Targets:** Any. User may trigger Blood Lance effect on them at any time. While Blood Magic Leybond is active, increase the Leybond's Bleed Spell by 1. *This effect does not modify Maximum Health reductions.*

### Destruction Focus

**Item Type:** Spell Tool

**Expires:** 1 Year

**Resources:** 1x Thorny Snapdragon, 1x Diamond

**Crafting Time:** 1 Hour

**Crafting Skill:** Infusing

**Effect:** When using Spell Shaping: User can add [Species Family or NPC Type] to AoE. Includes War Magic Leybond.

**Req Combat Caster:** If a Spell delivered with Combat Caster is negated, gain 5 Screen.

### Funerary Veil Focus

**Item Type:** Spell Tool

**Expires:** 1 Year

**Resources:** 1x Ring of Lament, 1x Liar's Tongue, 3x [Species] Bone

**Crafting Time:** 1 Hour

**Crafting Skill:** Infusing

**Effect:** Shroud change **Targets:** Any. User may expend Shroud, declare "Invisible" and put up Stealth Gesture 1 minute. While Necromancy Leybond is active, User can declare "Spell Steal Soul" and throw a White Packet for 0 Energy.

## **Imbued Symbol of [Aspect]**

**Item Type:** Spell Tool

**Expires:** 1 Year

**Resources:** 1x Effigy Fragment, 1x Living Wood, 1x Fine Leather

**Crafting Time:** 1 Hour

**Crafting Skill:** Infusing

**Effect:** User gains +1 use [Aspect] Boon per quarter.

May only have this benefit once per quarter.

*When this Item is created, choose one Aspect of the Divine.*

*That Aspect replaces [Aspect] in the Item name.*

### **Designer's Note**

*The Character cannot use an Imbued Symbol of [Aspect] of a different Aspect. However, if they have more than one, they may choose which one to use each Quarter. For example, if a Character had an Imbued Symbol of Fury and an Imbued Symbol of Earth, they could only use one of those three items during the Quarter. However, until they decide to activate the effect, they have the option to use either the Imbued Symbol of Earth or Fury.*

## **Insurance Focus**

**Item Type:** Spell Tool

**Expires:** 1 Year

**Resources:** 5x Tin, 1x Heartstone, 1x Infused Bark

**Crafting Time:** 1 Hour

**Crafting Skill:** Infusing

**Effect:** User casts a Spell giving Vigor or Screen, increase amount by 5.

## **Medicinal Focus**

**Item Type:** Spell Tool

**Expires:** 1 Year

**Resources:** 1x Silver, 1x Fulgurite Wood

**Crafting Time:** 1 Hour

**Crafting Skill:** Infusing

**Effect:** When User uses Mending, increase Ignore duration by +2 mins.

When User uses Detox, may declare "Spell Ignore Disease 1 minute".

When User uses Restore Body, may remove 2 Statuses per use.

## **Mindneedle Focus**

**Item Type:** Spell Tool

**Expires:** 1 Year

**Resources:** 1x Glitter Egg, 1x Liar's Tongue, 3x Blister Holly

**Crafting Time:** 1 Hour

**Crafting Skill:** Infusing

**Effect:** Increase Agony from Phantom Pains by 2 and from Enchanter Leybond by 1.

When User uses Mind Spike and it is not negated, User gains 1 Zeal.

User may spend 3 Energy, Point at a target in Engagement Range and declare "Redirect".

### **Designer's Note**

*The Item User cannot target themselves with the Redirect from this Item.*

## **Minute Glass Focus**

**Item Type:** Spell Tool, Delicate

**Expires:** 1 Year

**Resources:** 3x Brass, 1x Mana Crystal, 1x River Weed

**Crafting Time:** 30 Minutes

**Crafting Skill:** Infusing

**Effect:** Increase Spell durations of 1+ min by 1 min.

## **Mirror Focus**

**Item Type:** Spell Tool

**Expires:** 1 Year

**Resources:** 1x Voyager Quartz, 1x Star Shard

**Crafting Time:** 1 Hour

**Crafting Skill:** Infusing

**Effect:** When User self-targets Reflect, may spend +3E to allow their Reflect to be declared against Strike, Shot, Gun or Spell effects.

Double Restrict duration.

User may use Teleport while Wayfaring Leybond is active and not break the Leybond.

*Grapple effects are negated if Reflect is used this way.*

## **Sigil of the Divine**

**Item Type:** Spell Tool

**Expires:** 1 Year

**Resources:** 1x Soul Blossom, 1x Ghost Wood

**Crafting Time:** 1 Hour

**Crafting Skill:** Infusing

**Effect:** The Item user gains +1 Trait when using Deific Avatar.

If the Item User has Empowered Avatar, they gain the Bonus effect of one of their Avatar Traits.

## **Stonethorn Focus**

**Item Type:** Spell Tool

**Expires:** 1 Year

**Resources:** 1x Crimson Lotus, 1x Red Peppermint, 3x Granite

**Crafting Time:** 1 Hour

**Crafting Skill:** Infusing

**Effect:** Stoneskin+3E to cast Stoneskin on another Character within Reach.

User may spend 3E, declare "Spell Remove Rage and Confuse" and throw a white packet.

While Harmonious Leybond is active, User increases Pin duration from Harmonious Leybond by 10s.

## **Twining Focus**

**Item Type:** Spell Tool

**Expires:** 1 Year

**Resources:** 1x Mirrorstone, 1x Emerald, 4x Copper

**Crafting Time:** 1 Hour

**Crafting Skill:** Infusing

**Effect:** When User casts a damaging Spell (min 1 Damage) and requires White Packet Throw, User may throw a 2<sup>nd</sup> White Packet to deliver the same Spell effect again against a different target. Second packet throw declared as "Twin Spell [Effect]".

The second packet must be thrown within 3 seconds of the first, the 2nd packet is lost.

### **Designer's Note**

*This only affects the Damaging Packet of Cycle's Reach.*

*The 3s begins after the damaging packet is thrown.*

## **Warpweave Focus**

**Item Type:** Spell Tool

**Expires:** 1 Year

**Resources:** 5x Softwood, 1x Topaz, 1x Gustgrass

**Crafting Time:** 30 Minutes

**Crafting Skill:** Infusing

**Effect:** Increase Teleport steps by 10.

*This does not benefit effects which are normally Dash effects treated as Teleport.*

## **Tool Infusions**

### **Fortunas [Skill] Infusion**

**Item Type:** Tool Infusion

**Expires:** Same as Infused Item

**Resources:** 3x Hardwood, 3x Copper, 3x Fool's Gold, 1x Heartstone

**Crafting Time:** 30 Minutes

**Crafting Skill:** Infusing

**Effect:** When used with Gathering RP, +1 FCV to chosen Skill. Stacks with similar effects.

*When the Tool is Infused, the Crafter chooses 1 Gathering Skill for [Skill] from the following list: Farming, Grave Tending, Herbalism, Hunting, Logging, Mining.*

*Skill's name replaces [Skill] in the Infusion write up.*

### **Multirith [Skill] Infusion**

**Item Type:** Tool Infusion, Delicate

**Expires:** Same as Infused Item

**Resources:** 10x Sand, 5x River Weed, 1x Glitter Egg

**Crafting Time:** 1 Hour

**Crafting Skill:** Infusing

**Effect:** When used with Gathering RP, +1 Common Resource to chosen Skill. Stacks with similar effects.

*When the Tool is Infused, the Crafter chooses 1 Gathering Skill for [Skill] from the following list: Farming, Grave Tending, Herbalism, Hunting, Logging, Mining.*

*Skill's name replaces [Skill] in the Infusion write up.*

## **Weapon Infusions**

### **Armory's Favor Infusion**

**Item Type:** Weapon Infusion, Delicate

**Expires:** Same as Infused Item

**Resources:** 5x Tin, 3x Zinc, 5x Glue, 2x Mercury, 1x Aluminum, 1x Oil Shale, 2x Striped Worm

**Crafting Time:** 30 Minutes

**Crafting Skill:** Infusing

**Effect:** Spend 5E, declares "Armory's Favor" and immediately remove the Break from the Infused Weapon.

### **Dedicatas [Skill Name]**

**Item Type:** Weapon Infusion

**Expires:** Same as Infused Item

**Resources:** 2x Honorite, 1x Infused Wood, 5x Tin, 5x Animal Bones, 5x Tree Bark

**Crafting Time:** 30 Minutes

**Crafting Skill:** Infusing

**Effect:** [Chosen Skill] -1E.

*When created, the Crafter chooses one Active Skill from the Combat Skill Group. Skill's name replaces [Skill Name] in the Infusion write up.*

*General Combat Skills may not be chosen.*

### **Fuzarion Infusion**

**Item Type:** Weapon Infusion

**Expires:** Same as Infused Item

**Resources:** 5x Animal Bones, 5x Sand, 2x Vipert Thorn, 1x Demon Ash

**Crafting Time:** 20 Minutes

**Crafting Skill:** Infusing

**Effect:** Once per Quarter, User declares "Fuse" and gains immune to Disarm for Scene.

### **Leaden Wind Infusion**

**Item Type:** Gun Infusion, Delicate

**Expires:** Same as Infused Item

**Resources:** 10x Black Powder, 5x Lead, 10x Feather, 3x Gustgrass, 2x Vipert Thorn, 2x Etched Antler

**Crafting Time:** 30 Minutes

**Crafting Skill:** Infusing

**Effect:** User may spend 5E, declare "Leaden Wind". For the next 1 minute, reduce Reload Time of the Infused Gun by 4, to minimum based on the type of Gun.

### **Meteor Impact Infusion**

**Item Type:** Thrown or Bow Infusion, Delicate

**Expires:** Same as Infused Item

**Resources:** 2x Star Metal, 1x Diamond, 5x Lead

**Crafting Time:** 1 Hour

**Crafting Skill:** Infusing

**Effect:** User may spend 3E: One non-Spell Shot attack gains Crush. Spend 5E: One Spell Shot attack gains Grush.



## Workstation Infusions

### Beware the Crafter Infusion

**Item Type:** Workstation Augment

**Expires:** Same as Infused Item

**Resources:** 5x Animal Bones, 5x Weeping Russula, 3x Shadow Cap, 1x Corpse Face

**Crafting Time:** 30 Minutes

**Crafting Skill:** Infusing

**Effect:** Once per Quarter per Character, a Character using this Workstation may declare "By my Voice [Group], Terror, 30s". This effect does not interrupt the Crafting RP when used.

### Improvisation Infusion

**Item Type:** Workstation Augment, Delicate

**Expires:** Same as Infused Item

**Resources:** 5x Copper, 3x Mercury, 5x Vines, 1x Spirit Shard

**Crafting Time:** 30 Minutes

**Crafting Skill:** Infusing

**Effect:** Once per Quarter per Character, a Character may treat this Workstation as any other kind of Workstation for the purposes of one use a Crafting Skill.

### Reinforcement Infusion

**Item Type:** Workstation Infusion

**Expires:** Same as Infused Item

**Resources:** 5x Granite, 5x Iron, 3x Marble, 1x Shield Wax

**Crafting Time:** 30 Minutes

**Crafting Skill:** Infusing

**Effect:** This Workstation counts as Obstacle for Take Cover.

*The Workstation cannot be larger than a 10ft x 10ft area and must be phys repped with tables and other appropriate props, otherwise it does not count.*

## Other Infusion Schematics

### [Mineral] Dust

**Item Type:** Refined Resource

**Expires:** Does not Expire

**Resources:** 1x [Gemstone]

**Crafting Time:** 15 minutes

**Crafting Skill:** Refining and Infusing

**Effect:** None

*Creates 5 [Mineral Dust]*

*Gemstone may be Diamond, Emerald, Obsidian, Ruby, Sapphire, Topaz, Voyager Quartz, Spirit Shard, Mirrorstone*

### [Spell Name] Spell Rounds

**Item Type:** Ammunition, Consumable, Delicate

**Expires:** 1 Year

**Resources:** [Spell Tree Item], 1x Infused Bark, 1x Cartridge

**Crafting Time:** 10 Minutes

**Crafting Skill:** Infusing

**Effect:** Req Maguslock.

*When Crafting a Spell Round, the Crafter must choose a Spell Skill Tree and one Spell from that Tree. Only Spells which require a Character to be within Reach of their target or throw a White Packet may be crafted into Spell Rounds. Consult the following List for Resources necessary to creating Spell Rounds for each Skill Tree.*

*Warding – 1x Warding Wreath*

*War Magic – 1x Bleeder Berries*

*Wayfaring – 1x Voyager Quartz*

*Blood Magic – 1x Demon Ash*

*Necromancy – 1x Forsaken Briar*

*Restoration – 1x Spirit Shard*

*Harmonious – 1x Viperthorn*

*Enchanting – 1x Fool's Gold*

*Thaumaturgy – 1x Soul Blossom*

*The Spell's name must be recorded on the Item Card and include the Spell's effect.*

*Spell Rounds may only be fired by a Maguslock.*

### [Spell] Scroll

**Item Type:** Spell Tool, Consumable

**Expires:** 1 Year

**Resources:** 1x [Mineral] Dust, 3x Thatch

**Crafting Time:** 15 minutes

**Crafting Skill:** Scribe and Infusing

**Effect:** Req Apprentice: Cast [Chosen Spell] for X E.

**Req Apprentice, [Chosen Spell]:** [Chosen Spell] E set to Y.

*Scrolls function just like casting the Spell, except the Skill User must have a Scroll Phys Rep in hand and not have any Negative Statuses which would prevent them from casting a Spell. Only the basic version of the Spell may be used, modifications to the spell cannot be added to the Spell's effect.*

*Using a Scroll counts as using as Skill for the Skill Cooldown.*

*When this Item is crafted, the Crafter must choose one non-Self Spell they know or have another Character expend the Energy to use the Spell while this Scroll is being crafted. The Spell's effect replaces [Chosen Spell].*

*If the Spell is a Thaum Spell, change the Req Apprentice to Req Thaum Initiate.*

*X is the normal Energy cost for the Spell +2.*

**Y Spell Costs**

*Spells with an Energy Cost of 6+ set to 5*

*Spells with Energy Cost of 4-5 set to 2*

*Spells with Energy Cost of 3 or less set to 0.*

*The Mineral Dust required is based on the Caster Type of the Spell -*

*Warding – Diamond Dust*

*War Magic – Topaz Dust*  
*Wayfaring – Voyager Quartz Dust*  
*Blood Magic – Ruby Dust*  
*Necromancy – Obsidian Dust*  
*Restoration – Mirrorstone Dust*  
*Harmonious – Emerald Dust*  
*Enchanting – Sapphire Dust*  
*Thaumaturgy – Spirit Shard Dust*

## **Tier 2 Infusing**

### **Rod of Durable Energy**

**Item Type:** Spell Tool

**Expires:** 3 Years

**Resources:** [Caster Type] Ritual Robes, 2x Fulgurite Wood,  
1x Infused Wood, 1x Mana Crystal

**Crafting Time:** 45 Mins

**Crafting Skill:** Carpentry and Infusing

**Effect:** Minor Rituals extend their duration by 1 month for each additional Rare Resource spent to a maximum of 1 year. The Resource must be the one in the Target Cost. If a Ritual does not list a target cost, it cannot be extended.

Major Rituals may be extended by 1 month up to a total duration of 1 year. Each month a Major Ritual is extended provides a penalty to the Ritual's success.

***To gain this Instruction through Explore Theory, the User must also expend a [Caster Type] Ritual Robes Schematic and the Item itself.***

# Smithing Schematic

## Basic Smithing Items

### Bastard Weapon

**Item Type:** Bastard Weapon

**Expires:** 3 Years

**Resources:** 9x Iron, 2x Softwood, 4x Leather

**Crafting Time:** 15 Minutes

**Crafting Skill:** Smithing

**Effect:** None

### Chainmail

**Item Type:** Armor

**Expires:** 2 Years

**Resources:** Non-Chest Pieces: 4 [Metal], 2 Leather, 1 Cloth  
(L/R Arm, L/R Leg, Helm)

Chest: 10 [Metal], 5 Leather, 3 Cloth

Full suit: 30 [Metal], 15 Leather, 8 Cloth

**Crafting Time:** Non-Chest: 15 Minutes

Chest: 30 Minutes

Full Suit: 1 Hour

**Crafting Skill:** Smithing

**Effect:** None

*When crafting this Armor, the Crafter must decide if they are making a single piece of armor or a full set. If all instances of [Metal] are replaced by Iron, Steel or Mithril (must all be the same type of metal), it gains the listed Armor Points.*

#### **Iron Chainmail**

*Non-Chest: 4 Armor Points per piece*

*Chest: 10 Armor Points.*

*Full Suit: 30 Armor Points*

#### **Steel Chainmail**

*Non-Chest: 6 Armor Points per piece*

*Chest: 20 Armor Points*

*Full Suit: 50 Armor Points*

#### **Mithril Chainmail**

*Non-Chest: 8 Armor Points per piece*

*Chest: 30 Armor Points*

*Full Suit: 70 Armor Points*

*Mithril Chainmail Chest or a Full Suit include the following:*

*"Half the damage to Armor, half to Health.*

**Req: Damage Resistance:** Half Pierce damage to Armor"

*When hit with a Pierce effect, half the damage is reduced from Armor, the other half is applied to Health.*

*If the Character has Damage Resistance, they take half damage to their Armor from Pierce attacks.*

#### **Designer's Note**

*This works even for temporary Damage Resistance such as from Heavy Combatant.*

### Forge

**Item Type:** Workstation

**Expires:** 2 Years

**Resources:** 10x Stone, 10x Coal, 10x Iron, 10x Glue, 10x Sand

**Crafting Time:** 1 Hour

**Crafting Skill:** Smithing

**Effect:** Seats 5

*This Item does not require a Workstation to be crafted.*

*Seats indicate how many Characters may work on it at one time.*

### Generic Smithing [Name]

**Item Type:** Object

**Expires:** 3 Years

**Resources:** 1x Iron, 1x Coal, 1x Clay

**Crafting Time:** 10 Minutes

**Crafting Skill:** Smithing

**Effect:** None

*Creates an Item with no Mechanical effect. Used for selling props or potential Plot related items. When the Item is created, replace [Name] with an item type.*

### Key Copy

**Item Type:** Object

**Expires:** Never

**Resources:** 2x Lead, 1x Tin, 1x Copper

**Crafting Time:** 10 Mins

**Crafting Skill:** Smithing

**Effect:** Key# (6 Digit code)

*The Crafter makes a copy of a Key. This only works for Items which can normally be crafted and have a Key.*

### Pouch of Throwers

**Item Type:** Throwers

**Expires:** 3 Years

**Resources:** 2x Iron, 1x Softwood, 1x Leather

**Crafting Time:** 10 Minutes

**Crafting Skill:** Smithing

**Effect:** None

### Small Melee

**Item Type:** Small Melee

**Expires:** 3 Years

**Resources:** 3x Iron, 1x Softwood, 2x Leather

**Crafting Time:** 10 Minutes

**Crafting Skill:** Smithing

**Effect:** None

### Standard Melee

**Item Type:** Standard Melee

**Expires:** 3 Years

**Resources:** 6x Iron, 1x Softwood, 3x Leather

**Crafting Time:** 15 Minutes

**Crafting Skill:** Smithing

**Effect:** None

## **Two-Handed Melee**

**Item Type:** Two-Handed Melee

**Expires:** 3 Years

**Resources:** 12x Iron, 3x Hardwood, 6x Leather

**Crafting Time:** 15 Minutes

**Crafting Skill:** Smithing

**Effect:** None

## **Key Casting Mold (#)**

**Item Type:** Consumable

**Expires:** End of Event

**Resources:** 5x Clay, 3x Sand, 1x Hardwood, 1x Key

**Crafting Time:** 10 Mins

**Crafting Skill:** Smithing

**Effect:** Key#(6-digit code)

*When crafting this Mold, the Key Item is not consumed, and the Key's Number must be added to the end of the Item name.*

**Requires Refining:** *The Item User can make up to the number of Keys equal to the number of items they can Refine at one time. When the Item User uses Refining, it costs 1 Iron to make 3 Keys.*

*Keys made with this Item have the same Key Number as the Mold.*

**Designer's Note:** *For example, if a Character could refine 10 Items at once (5 from Refining base, and +5 with Crucible Hands), they could make up to 10 Keys with one use of Refining. The Mold is consumed after the Keys are made. In this case it would cost 20 Energy and 10 mins of RP to make the 10 Keys.*

## **Armor Schematics**

### **Brigandine Armor**

**Item Type:** Armor

**Expires:** 2 Years

**Resources:** Non-Chest Pieces: 6 [Metal], 4 Leather, 2 Cloth (L/R Arm, L/R Leg, Helm)

Chest: 15 [Metal], 6 Leather, 4 Cloth

Full suit: 45 [Metal], 26 Leather, 14 Cloth

**Crafting Time:** Non-Chest: 20 Minutes

Chest: 40 Minutes

Full Suit: 90 minutes

**Crafting Skill:** Smithing

**Effect:** None

*When crafting this Armor, the Crafter must decide if they are making a single piece of armor or a full set. If all instances of [Metal] are replaced by Iron, Steel or Mithril (must all be the same type of metal), it gains the listed Armor below.*

#### **Iron Brigandine**

*Non-Chest: 6 Armor Points per piece*

*Chest: 20 Armor Points.*

*Full Suit: 50 Armor Points*

#### **Steel Brigandine**

*Non-Chest: 8 Armor Points per piece*

*Chest: 30 Armor Points*

*Full Suit: 70 Armor Points*

#### **Mithril Brigandine**

*Non-Chest: 10 Armor per piece*

*Chest: 40 Armor Points*

*Full Suit: 90 Armor Points*

*When a Character wearing Mithril Brigandine Chest or Full Suit include the following:*

*"Half the damage to Armor, half to Health.*

**Req: Damage Resistance:** *Half Pierce damage to Armor" When hit with a Pierce effect, half the damage is reduced from Armor, the other half is applied to Health.*

*If the Character has Damage Resistance, they take half damage to their Armor from Pierce attacks.*

#### **Designer's Note**

*This works even for temporary Damage Resistance such as from Heavy Combatant.*

### **Plate Armor**

**Item Type:** Armor

**Expires:** 2 Years

**Resources:** Non-Chest Pieces: 8 [Metal], 5 Leather, 2 Cloth (L/R Arm, L/R Leg, Helm)

Chest: 20 [Metal], 8 Leather, 5 Cloth

Full suit: 60 [Metal], 32 Leather, 15 Cloth

**Crafting Time:** Non-Chest: 30 Minutes

Chest 1-hour

Full Suit: 2 hours

**Crafting Skill:** Smithing

**Effect:** None

*When crafting this Armor, the Crafter must decide if they are making a single piece of armor or a full set. If all instances of [Metal] are replaced by Iron, Steel or Mithril (must all be the same type of metal), it gains the listed Armor below.*

#### **Iron Plate Armor**

*Non-Chest: 8 Armor Points per piece*

*Chest: 30 Armor Points.*

*Full Suit: 70 Armor Points*

#### **Steel Plate Armor**

*Non-Chest: 10 Armor Points per piece*

*Chest: 40 Armor Points*

*Full Suit: 100 Armor Points*

#### **Mithril Plate Armor**

*Non-Chest: 12 Armor Points per piece*

*Chest: 50 Armor Points*

*Full Suit: 120 Armor Points*

*When a Character wearing Mithril Plate Chest or Full Suit include the following:*

*"Half the damage to Armor, half to Health.*

**Req: Damage Resistance:** *Half Pierce damage to Armor" When hit with a Pierce effect, half the damage is reduced from Armor, the other half is applied to Health.*

If the Character has Damage Resistance, they take half damage to their Armor from Pierce attacks.

### **Designer's Note**

This works even for temporary Damage Resistance such as from Heavy Combatant.

## **Bastard Weapon Schematics**

### **Balanced Tempest**

**Item Type:** Bastard Melee, Delicate

**Expires:** 1 Year

**Resources:** 5x Steel, 2x Ironwood, 1x Fine Cloth, 1x Fine Leather, 1x Aluminum

**Crafting Time:** 30 Minutes

**Crafting Skill:** Smithing

**Effect:** User counts as being in Duelist Style when wielded with no other Weapons or a Buckler.

**Req Titanic Grip or Duelist Mastery:** Wielded one-handed: User counts as being in both Duelist and Two-Hander Stance.

**Req Titanic Grip and Duelist Mastery:** Wielded Two Handed: -1 Energy for Two-Handed Skills.

### **Crusader's Blade**

**Item Type:** Bastard Melee

**Expires:** 2 Years

**Resources:** 6x Steel, 1x Infused Wood, 1x Sapphire or Topaz, 3x Fine Leather, 1x Fine Cloth

**Crafting Time:** 1 Hour

**Crafting Skill:** Smithing and Smite

**Effect: Req Smite:** Each attack during Smiting Rush deals 15 damage.

**Req Smite, True Believer:** Smite -2E.

*Attacks deal this damage regardless of if the attack is one handed or two handed*

### **Execution's Edge**

**Item Type:** Bastard Weapon

**Expires:** 3 Years

**Resources:** 3x Obsidian Dust, 6x Steel, 3x Grave Ash, 1x Bone Dust, 1x Ghost Bark.

**Crafting Time:** 15 minutes

**Crafting Skill:** Smithing

**Effect:** After a successful Deathblow or Steal Soul use, regain 1 Energy.

Empowering Rot -1E.

**Req Ghost or Graveborn:** May spend 3 Energy to declare Deathblow actions as Steal Soul.

*The Energy regain stacks with Steal Soul from Empowering Rot or other effects the User regains Energy for dealing a Deathblow.*

### **Spell Crusher**

**Item Type:** Bastard Melee, Delicate

**Expires:** 1 Year

**Resources:** 1x Effigy Fragment, 1x Mana Crystal, 1x Etched Antler, 6x Steel

**Crafting Time:** 45 Minutes

**Crafting Skill:** Smithing

**Effect:** May use Combat Caster with this Item.

Spend 2E when wielding this Weapon with two hands, Combat Caster Spells gain Crush.

### **Designer's Note**

*The Crush tag may only be added to Spell Strikes made with this Weapon. Normal Strikes cannot gain this benefit.*

## **Small Weapon Schematics**

### **Parrying Dagger**

**Item Type:** Small Melee

**Expires:** 2 Years

**Resources:** 1x Mithril, 1x Ironwood

**Crafting Time:** 20 Minutes

**Crafting Skill:** Smithing

**Effect:** Dash Skill -2E if used within 5s of declaring Parry. User counts as in Duelist Stance and Florentine Stance when wielding this Small with a single Standard Weapon.

### **Razorwire**

**Item Type:** Small Melee, Delicate

**Expires:** 2 Years

**Resources:** 2x Steel, 1x Softwood, 2x Leather, 1x Razor Claw

**Crafting Time:** 20 Minutes

**Crafting Skill:** Smithing

**Effect: Req Red Smile:** Double Red Smile's Energy Cost to declare "Strike Sweep, Bleed 2."

This can be changed to Agony with Vicious Assault.

### **Steel Needle**

**Item Type:** Small Melee, Delicate

**Expires:** 2 Years

**Resources:** 2x Steel, 1x Direclaw, 2x Blade Feather, 1x Cinnabar

**Crafting Time:** 20 Minutes

**Crafting Skill:** Smithing

**Effect: Req Backstab:** Backstab +2E, to declare Rush. Each attack during Rush gains Pierce. allowing each of their attacks to deal Pierce damage in a Flurry. Cannot regain E using Backstab this way.

### **Designer's Note**

*Provides no additional benefit if used by a Character with Strike When they are Weak.*

### **String Cutter**

**Item Type:** Small Melee

**Expires:** 2 Years

**Resources:** 2x Steel, 1x Softwood, 2x Leather, 1x Direclaw

**Crafting Time:** 20 Minutes

**Crafting Skill:** Smithing

**Effect: Req Hamstring:** When using Hamstring, may declare "Strike, Agony 2".

## **Sword Breaker**

**Item Type:** Small Melee, Delicate

**Expires:** 1 Year

**Resources:** 2x Steel, 1x Hardwood, 1x Dire Hide

**Crafting Time:** 30 Minutes

**Crafting Skill:** Smithing

**Effect: Req Breaker:** May use Breaker with this weapon. Breaker -2E.

## **Standard Weapon Schematics**

### **Crashing Star**

**Item Type:** Standard Melee

**Expires:** 2 Years

**Resources:** 3x Steel, 3x Lead, 2x Core Wood, 1x Petrified Bark, 2x Leather

**Crafting Time:** 30 Minutes

**Crafting Skill:** Smithing

**Effect:** Crashing Rush -1E. Stacks if wielding two Crashing Stars.

### **Guardian**

**Item Type:** Standard Melee

**Expires:** 1 Year

**Resources:** 3x Steel, 2x Core Wood, 3x Leather, 1x Warding Wreath

**Crafting Time:** 30 Minutes

**Crafting Skill:** Smithing

**Effect:** Parry -1E. Does not stack for two Guardians.

### **Noble's Pride**

**Item Type:** Standard Melee, Delicate

**Expires:** 1 Year

**Resources:** 3x Steel, 1x Silver, 1x Ironwood, 1x [Ruby or Emerald], 2x Fine Leather

**Crafting Time:** 30 Minutes

**Crafting Skill:** Smithing

**Effect:** Disarm/Piercing Strike -1E.

**Req Exemplary Duelist:** Spend 1E to add Feint to Active Combat Skills.

### **Serpentstrike**

**Item Type:** Standard Melee

**Expires:** 2 Years

**Resources:** 3x Grave Ash, 1x Silver, 1x Star Metal, 1x Fulgurite Wood

**Crafting Time:** 30 Minutes

**Crafting Skill:** Smithing

**Effect:** Rush Skills -1E. Does not stack for two Serpentstrikes.

### **Swashbuckler**

**Item Type:** Standard Melee

**Expires:** 1 Year

**Resources:** 2x Steel, 2x Aluminum, 1x Brass, 3x Leather, 1x Ghostwood

**Crafting Time:** 30 Minutes

**Crafting Skill:** Smithing

**Effect:** When wielding only this weapon: Duelist Skills -1E. When wielded with other weapons or a Buckler: Increase Taunt duration by 1 min.

### **Vicious Razor**

**Item Type:** Standard Melee, Delicate

**Expires:** 2 Years

**Resources:** 2x Steel, 1x Lead, 1x Brass, 3x Razor Claw, 1x Hardwood, 2x Leather

**Crafting Time:** 30 Minutes

**Crafting Skill:** Smithing

**Effect: Req Whirlwind, Hamstring.** When using Whirlwind, may declare "5ft Slow 1 min".

**Req Whirlwind, Pressure Rush:** When using Whirlwind, declare "5ft 5 Drain".

## **Thrown Weapon Schematics**

### **Artisan Knives**

**Item Type:** Thrown

**Expires:** 2 Years

**Resources:** 1x Steel, 3x Fool's Gold, 1x Whistlebark, 2x Leather, 1x Hardwood

**Crafting Time:** 20 Minutes

**Crafting Skill:** Smithing

**Effect:** May make Thrown attacks while doing Performance or Crafting Roleplay (except when working on Delicate projects) and not interrupt the RP.

### **Assassin Needles**

**Item Type:** Thrown, Delicate

**Expires:** 6 Months

**Resources:** 2x Obsidian, 2x Mercury, 2x Hollow Fang, 1x Fine Leather

**Crafting Time:** 20 Minutes

**Crafting Skill:** Smithing

**Effect:** Non-Skill Thrown attacks gain Death damage tag.

### **Biting Blade**

**Item Type:** Thrown

**Expires:** 1 Year

**Resources:** 2x Star Metal, 1x Infused Bark, 2x Leather, 1 Softwood

**Crafting Time:** 30 Minutes

**Crafting Skill:** Smithing

**Effect:** User may spend 2E to gain Magic damage tag for non-Skill Thrown Attacks

**Req Empower Shot:** All non-Skill Thrown attacks gain Magic damage tag.

## Shieldfoe

**Item Type:** Thrown

**Expires:** 6 months

**Resources:** 6x Lead, 2x Brass, 2x Hardwood, 2x Leather

**Crafting Time:** 20 Minutes

**Crafting Skill:** Smithing

**Effect: Req Breaker:** May use Breaker with this weapon.

Declare "Shot, Break", and throw this Weapon.

- *Creates 1 Thrower.*

*This weapon must be Max length for a Thrower and requires a Coreless Phys Rep.*

*Shieldfoe may not be added to an Effigy with Launcher and cannot have any Infusions put on it.*

## The Thousand Cuts

**Item Type:** Thrown

**Expires:** 2 Years

**Resources:** 1x Forsaken Briar, 4x Iron, 1x Hollow Fang, 4x Animal Bone

**Crafting Time:** 20 Minutes

**Crafting Skill:** Smithing

**Effect:** Barbed Shot increase Bleed by 1.

Multi Shot -1E.

## Two-Handed Weapon Schematics

### Dazing Cudgel

**Item Type:** Two-Handed Melee

**Expires:** 1 Year

**Resources:** 6x Steel, 5x Lead, 1x Bronze, 2x Petrified Wood, 4x Hardwood, 1x Dire Hide

**Crafting Time:** 20 Minutes

**Crafting Skill:** Smithing

**Effect: Req Crushing Strike:** Spend 3E, declare "Crush Disorient, 30s" and make Strike attack.

**Req Crushing Strike, Mighty:** Disorient duration to 1 min.

### Fierce Spirit

**Item Type:** Two-Handed Melee

**Expires:** 2 Years

**Resources:** 7x Steel, 2x Ghostwood, 1x Whistlebark, 5x Leather

**Crafting Time:** 30 Minutes

**Crafting Skill:** Smithing

**Effect: Req Power Strike:** After using Power Strike, may Point to target within 10ft and declare "Social, Fear 1 min" for no Energy.

### Mancatcher

**Item Type:** Two-Handed Melee

**Expires:** 1 Year

**Resources:** 5x Steel, 3x Bronze, 1x Brass, 1x Ironwood, 5x Hardwood, 5x Leather

**Crafting Time:** 30 Minutes

**Crafting Skill:** Smithing

**Effect: Req Polehook:** May declare "Carry, follow me" to move at a walk with the target of Polehook without breaking the Skill's effects.

## Ruko's Hammer

**Item Type:** Two-Handed Melee

**Expires:** 1 Year

**Resources:** 2x Honorite, 3x Bronze, 2x Ironwood, 3x Hide, 2x Steel

**Crafting Time:** 30 Minutes

**Crafting Skill:** Smithing

**Effect: Req Armor's Bane:** Armor's Bane deals Critical Damage.

**Req Armor's Bane, Mighty:** Increase Critical Damage for Armor's Bane and Critical Strike by +5.

**Req Gethral:** Critical Strike -1E.

## Tool Schematics

### Bark Stripper

**Item Type:** Tool

**Expires:** 6 months

**Resources:** 3x Steel, 2x Bark, 2x Softwood, 2x Copper

**Crafting Time:** 20 Minutes

**Crafting Skill:** Smithing

**Effect:** When using this Tool during Logging RP, +1 FCV if they chose a Common Bark Resource.

### Herbalist Sickle

**Item Type:** Tool

**Expires:** 1 Year

**Resources:** 3x Lead, 1x Tool Handle, 1x Vipერთhorn

**Crafting Time:** 20 Minutes

**Crafting Skill:** Smithing

**Effect:** When using this Tool during Herbalism RP, reduce RP time by 5 mins.

### Kitchen Cutlery

**Item Type:** Tool

**Expires:** 1 Year

**Resources:** 1x Obsidian, 2x Horn, 2x Cooking Oil

**Crafting Time:** 20 Minutes

**Crafting Skill:** Smithing

**Effect:** When using this Tool during Cooking and Brewing RP, reduce RP time by 5 mins.

### Logging Axe

**Item Type:** Tool

**Expires:** 6 months

**Resources:** 4x Steel, 1x Iron, 1x Copper, 1x Tool Handle

**Crafting Time:** 20 Minutes

**Crafting Skill:** Smithing

**Effect:** When using this Tool during Logging RP, +1 FCV if they chose a Common Wood Resource.

## Manacles

**Item Type:** Tool, Delicate

**Expires:** 1 Year

**Resources:** 3x Iron, 3x Bronze

**Crafting Time:** 20 Minutes

**Crafting Skill:** Smithing

**Effect: Lock:** 30s

**Key#** [6 digit random number]

May only be on Willing, Unconscious, Grappled or in Near-Death Characters. User 10s RP roleplaying putting the Manacles on the target's Hands or Feet. Item Card must be handed to the Manacled Character.

**Manacled Hands:** Acts as if both Arms are Mangled until Manacles are removed. **Break Free:** 25 damage, 1x Mangle Arm.

**Manacled Feet:** Target acts as if Slowed until Manacles are removed. **Break Free:** 25 damage, 1x Mangled Leg

*This Item creates a Manacle Card, and a Key Card. Both Key and Chest must have matched 6-digit number. Must have the Key to open the Manacle.*

*When using this on a Grappled Target, the Item User cannot be the Grappler, unless they have Flexible Fighting Style.*

### **Designer's Note**

*A Phys rep is required but should not actually restrict movement. For example, easily escapable plastic manacles or even a piece of rope which the Manacled Character must hold. Players should never tie up other Players without explicit consent.*

## Mining Pick

**Item Type:** Tool

**Expires:** 6 months

**Resources:** 3x Iron, 4x Steel, 1x Copper, 1x Tool Handle

**Crafting Time:** 20 Minutes

**Crafting Skill:** Smithing

**Effect:** When using this Tool during Mining RP, +1 FCV if they chose a Common Metal Resource.

## Mining Shovel

**Item Type:** Tool

**Expires:** 6 months

**Resources:** 2x Iron, 3x Steel, 1x Copper, 1x Tool Handle

**Crafting Time:** 20 Minutes

**Crafting Skill:** Smithing

**Effect:** When using this Tool during Mining RP, +1 FCV if they chose a Common Mineral Resource.

## Mortuary Tools

**Item Type:** Tool

**Expires:** 1 Year

**Resources:** 2x Bronze, 2x Hardwood, 1x Ghost Wood

**Crafting Time:** 20 Minutes

**Crafting Skill:** Smithing

**Effect:** When using this Tool during Grave Tending RP, +1 FCV.

## Pitchfork

**Item Type:** Tool

**Expires:** 6 months

**Resources:** 3x Iron, 2x Bronze, 1x Tool Handle

**Crafting Time:** 15 Minutes

**Crafting Skill:** Smithing

**Effect:** When using this Tool during Farming RP, +1 FCV if they chose a Common Produce Resource.

## Shaping Chisels

**Item Type:** Tool

**Expires:** 1 Year

**Resources:** 1x Bronze, 1x Star Metal, 3x Sap Bark

**Crafting Time:** 20 Minutes

**Crafting Skill:** Smithing

**Effect:** When using this Tool during Carpentry RP, reduce RP time by 5 mins.

## Utility Knife

**Item Type:** Tool

**Expires:** 6 months

**Resources:** 3x Steel, 1x Animal Bone, 2x Copper, 1x Hide

**Crafting Time:** 20 Minutes

**Crafting Skill:** Smithing

**Effect:** When using this Tool during Hunting or Farming RP, +1 FCV if they chose a Common Animal Product.

## Smithing Hammer

**Item Type:** Tool

**Expires:** 1 Year

**Resources:** 1x Tool Handle, 2x Leather, 3x Steel

**Crafting Time:** 20 Minutes

**Crafting Skill:** Smithing

**Effect:** When using this Tool during Smithing RP, reduce RP time by 5 mins.

## Tailoring Sheers

**Item Type:** Tool

**Expires:** 1 Year

**Resources:** 2x Bronze, 1x Fur, 1x Razor Claw

**Crafting Time:** 20 Minutes

**Crafting Skill:** Smithing

**Effect:** When using this Tool during Tailoring RP, reduce RP time by 5 mins.

## Augments Schematics

### Armory

**Item Type:** Workstation Augment

**Expires:** 1 Year

**Resources:** 3x Ironwood, 2x Cinderbark, 10x Iron, 2x Hardwood



**Crafting Time:** 30 Minutes  
**Crafting Skill:** Carpentry and Smithing

**Effect:** May only be attached to a Forge.  
May spend 1E to reduce Repair's RP time by 2 minutes  
remove Break from Weapons or Shields.

**Designer's Note**  
*This does not stack with effects like Blended Restoration.*

## **Shaping Anvil**

**Item Type:** Workstation Augment  
**Expires:** 1 Year  
**Resources:** 20x Iron, 5x Steel, 5x Copper, 5x Bronze  
**Crafting Time:** 30 Minutes  
**Crafting Skill:** Carpentry and Smithing

**Effect:** May only be attached to a Forge.  
Half RP time to craft Armor and Tools.

## **Shield Spike Augment**

**Item Type:** Shield Augment  
**Expires:** Same as Augmented Shield  
**Resources:** 3x Fine Leather, 2x Steel  
**Crafting Time:** 15 Minutes  
**Crafting Skill:** Smithing

**Effect:** After ending a Dash Skill where the Item User has taken at least 5 steps towards a Character not in Engagement Range, User may Point at a target within Engagement Range and declare "Strike 10 Pierce".

## **Tier 2 Smithing**

### **Brute's Siege Armor**

**Item Type:** Full Suit Armor  
**Expires:** 3 Years  
**Resources:** 1x Full Suit Iron Plate, 10x Granite, 5x Hide, 2x Shield Wax, 5x Diamond Dust  
**Crafting Time:** 90 minutes  
**Crafting Skill:** Smithing

**Effect:** Armor Points: 100  
User takes no damage from Strikes or Shots during a Dash effect.  
Treat this Armor as Medium Armor for Dash effects.  
Defense Skills +2E unless User is Mighty.

**Req Ettin, Leathery, or Metallic:** Within 5s of ending a Dash effect, may declare Strike Sweep effects or Critical Strike for 0E.

*To gain this Instruction through Explore Theory, the User must also expend a Platemail Schematic and the Item itself.*

### **Regal Brigandine**

**Item Type:** Armor  
**Expires:** 3 Years  
**Resources:** 1x Full Suit Iron Brigandine, 2x Gold, 3x Silver

**Crafting Time:** 90 minutes  
**Crafting Skill:** Smithing

**Effect:** Armor Points: 80  
May not gain Stealth or Invis effects.  
+1 use of Free Skill when giving Prepare to Attack, Set to Defend, and Fallback Order.  
User gains the benefit of their own Leadership Commands.  
**Req Nobility, Alabaster or Soli:** Double duration of Taunt effects used.

*To gain this Instruction through Explore Theory, the User must also expend a Brigandine Schematic and the Item itself.*

### **Bloodsoaked Maille**

**Item Type:** Full Suit Armor  
**Expires:** 3 Years  
**Resources:** 1x Full Suit Iron Chainmail, 2x Demon Ash, 3x Ruby Dust, 1x Obsidian Dust, 1x Mercury  
**Crafting Time:** 90 minutes  
**Crafting Skill:** Smithing

**Effect:** Armor Points: 40  
Cannot use Demon Kinship while wearing this.  
Treated as Light Armor when casting Blood Magic or War Magic Spells.  
+2E to add Demonbane to Blood Magic or War Magic damaging Spells.

**Req Ork, Aushenai or Hobgoblin:** May expend 1 Pyre for an +5 damage to Blood Magic or War Magic Spells.  
*This stacks with and increases Pyre effects in Blood Magic that already increase the damage.*

### **Serpent's Fang**

**Item Type:** Small  
**Expires:** 3 Years  
**Resources:** 1x Steel Needle, 1x Mithril, 2x Forsaken Briar, 1x Shadow Cap, 3x Vines  
**Crafting Time:** 30 minutes  
**Crafting Skill:** Smithing

**Effect: Req Graveborn, Poisoner or Envenom:** An applied Poison is not expended after making an attack unless:

- Blocked by a Shield
- Negated by a Parry
- User is Disarmed
- Weapon receives the Break Status.
- Weapon is no longer being wielded

*To gain this Instruction through Explore Theory, the User must also expend a Steel Needle Schematic and the Item itself.*

### **Daemoniak Kris**

**Item Type:** Small  
**Expires:** 3 Years  
**Resources:** 1x String Cutter, 1x Heartstone, 1x Thorny Snap Dragon, 3x Copper

**Crafting Time:** 30 minutes

**Crafting Skill:** Smithing

**Effect:** May spend Health up to half (rounded down) Energy cost of a Blood Magic Spell instead of Energy.

**Req Aushenai, Trolsk, or Dessicated:** Provides a Small bonus to a Ritual if used as part of the Ritual. May only gain this bonus once per Ritual.

*This is based on the Energy Cost the Character would spend after Energy Reductions.*

**To gain this Instruction through Explore Theory, the User must also expend a String Cutter Schematic and the Item itself.**

## **Hammering Comet**

**Item Type:** Standard

**Expires:** 3 Years

**Resources:** 1x Crashing Star, 3x Granite, 1x Mithril, 1x Petrified Bark

**Crafting Time:** 30 minutes

**Crafting Skill:** Smithing

**Effect:** Only gains the following in Florentine Stance: Crashing Rush -1E. Stacks if wielding two Hammering Comets.

Pressure Rush deals +1 Drain per attack.

If wielding 2 Hammering Comets, Pressure Rush deals +3 Drain per attack.

**To gain this Instruction through Explore Theory, the User must also expend a Crashing Star Schematic and the Item itself.**

## **Mystic Guardian**

**Item Type:** Standard

**Expires:** 3 Years

**Resources:** 1x Guardian, 1x Honorite, 1x Mithril, 1x Whisper Bark

**Crafting Time:** 30 minutes

**Crafting Skill:** Smithing

**Effect:** Parry and Counterspell -1E.

**Req Reliable Tool:** May declare Reliable Tool's effect even if it is not currently active. Must still spend E for effect.

**Req Stone, Lahnesh or Spellbreaker:** May use Vengeance against Shot and Gun attacks.

**To gain this Instruction through Explore Theory, the User must also expend a Guardian Schematic and the Item itself.**

# Tailoring Schematics

## **Basic Tailoring Items**

### **Generic Clothing**

**Item Type:** Clothing - Outfit

**Expires:** 3 Years

**Resources:** 5x Wool

**Crafting Time:** 15 Minutes

**Crafting Skill:** Tailoring

**Effect:** Creates an Item with no Mechanical effect. Used for selling props or potential Plot related items.

### **Generic Mask**

**Item Type:** Clothing - Mask

**Expires:** 3 Years

**Resources:** 2x Leather, 1x Wool

**Crafting Time:** 15 Minutes

**Crafting Skill:** Tailoring

**Effect:** Creates an Item with no Mechanical effect. Used for selling props or potential Plot related items.

### **Add Hidden Pocket**

**Item Type:** Clothing Augment, Bag

**Expires:** Same as Clothing applied to.

**Resources:** 1x Leather, 1x Wool, 1x Tin

**Crafting Time:** 10 Minutes

**Crafting Skill:** Tailoring

**Effect:** Storage Capacity 1. This Container is not found during a Full Search, unless the Character Searching the Item User uses Inspect or Notice.

### ***Designer's Note***

*Clothing may only have one Hidden Pocket. Having multiple Hidden Pockets on different Clothing Items do not stack their Storage Capacity.*

### **Bandage**

**Item Type:** Consumable

**Expires:** 1 Year

**Resources:** 3x Wool

**Crafting Time:** 15 Minutes

**Crafting Skill:** Tailoring

**Effect:** **Req First Aid:** Reduces RP time for First aid to 10s.

- *Creates 5 Bandages.*

### **[Skill] Banner**

**Item Type:** Banner

**Expires:** 3 Years

**Resources:** 5 Wool, 2x Softwood, 2x Copper

**Crafting Time:** 15 Minutes

**Crafting Skill:** Tailoring

**Effect:** When Using [Skill] not targeting their Tactical Squad, half Energy for [Skill].

*When this Banner is created, the Crafter chooses one Leadership Skill with an Energy Cost and targets a [Group].*

*Skill's name replaces [Skill] in the Item write up.*

### **Courier's Satchel**

**Item Type:** Bag

**Expires:** 2 Years

**Resources:** 3x Leather, 2x Tin, 2x Wool

**Crafting Time:** 10 Minutes

**Crafting Skill:** Tailoring

**Effect:** Storage Capacity 10.

**Lock:** 30s

**Key#** [6 digit random number]

The Bag and Items inside cannot be taken from this Bag via a Search while carried by a Character unless the Lock is opened.

*This Item creates a Courier's Satchel Card, and a Key Card. Both Key and Chest must have matched 6-digit number. Must have the Key to open the Courier's Satchel.*

### **Gambeson**

**Item Type:** Armor

**Expires:** 2 Years

**Resources:** Non-Chest Pieces: 4 [Resource], 1 Leather, 1 Tin (L/R Arm, L/R Leg, Helm)

Chest: 10 [Resource], 3 Leather, 2 Tin

Full suit: 30 [Resource], 8 Leather, 8 Tin

**Crafting Time:** Non-Chest: 15 Minutes

Chest 30 Minutes

Full Suit: 1 Hour

**Crafting Skill:** Tailoring

**Effect:** None

*When crafting this Armor, the Crafter must decide if they are making a single piece of armor or a full set. If all instances of [Resource] are replaced by Wool, Cloth, or Fine Cloth (must all be the same type of material), it gains the listed Armor below.*

### ***Wool Gambeson***

*Non-Chest: 1 Armor Points per piece*

*Chest: 5 Armor Points.*

*Full Suit: 10 Armor Points*

### ***Cloth Gambeson***

*Non-Chest: 2 Armor Points per piece*

*Chest: 10 Armor Points*

*Full Suit: 20 Armor Points*

### ***Fine Cloth Gambeson***

*Non-Chest: 3 per Points piece*

*Chest: 15 Armor Points*

*Full Suit: 30 Armor Points*

*When a Character wearing only Fine Cloth Gambeson*

*Chest or Full Suit include the following:*

*"Ignore Armorbane while current AP is 1+"*

*This does not take Screen into account. It is the AP of the Armor itself. This effect is lost if User is wearing any non-Fine Cloth Gambeson armor.*

## Quiver

**Item Type:** Bag - Quiver

**Expires:** 1 Year

**Resources:** 2x Hide, 1x Leather, 2x Hardwood, 2x Blade Feather, 1x Stone

**Crafting Time:** 20 Minutes

**Crafting Skill:** Tailoring

**Effect:** Requires Quiver Phys Rep.  
Slinger Skills -1E.

## Splint

**Item Type:** Consumable

**Expires:** 1 Year

**Resources:** 2x Wool, 1x Softwood

**Crafting Time:** 15 Minutes

**Crafting Skill:** Tailoring

**Effect:** Target must be within Reach or self-use. After RP 30s RP applying Splint, target Ignores 1 Mangle effect for Scene. Target must have Mangle Status to apply. If the affected limb takes another Mangle effect the Splint effect is lost.

- *Creates 3 Splints*

## Tailoring Table

**Item Type:** Workstation

**Expires:** 2 Years

**Resources:** 20x Softwood, 5x Stone, 3x Iron, 10x Bark, 5x Vines, 5x Thatch

**Crafting Time:** 1 Hour

**Crafting Skill:** Tailoring

**Effect:** Seats 5

*This Item does not require a Workstation to be crafted.  
Seats indicate how many Characters may work on it at one time.*

## Tailored Armor Schematics

### Leather Armor

**Item Type:** Armor

**Expires:** 2 Years

**Resources:** Non-Chest: 4 [Resource], 1 [Resource 2], 1 Copper (L/R Arm, L/R Leg, Helm)  
Chest: 10 [Resource], 3 [Resource 2], 2 Copper  
Full suit: 30 [Resource], 8 [Resource 2], 8 Copper

**Crafting Time:** Non-Chest: 15 Minutes

Chest 30 Minutes

Full Suit: 1 Hour

**Crafting Skill:** Tailoring

**Effect:** None

*When crafting this Armor, the Crafter must decide if they are making a single piece of armor or a full set. If all instances of [Resource] are replaced by Hide, Leather, or Fine Leather (must all be the same type of material), it gains the listed Armor below.*

### **Hide Armor**

*Resource 2 is Wool*

*Non-Chest: 2 Armor Points per piece*

*Chest: 10 Armor Points.*

*Full Suit: 20 Armor Points*

### **Leather Armor**

*Resource 2 is Cloth*

*Non-Chest: 3 Armor Points per piece*

*Chest: 15 Armor Points*

*Full Suit: 30 Armor Points*

### **Fine Leather Armor**

*Resource 2 is Fine Cloth*

*Non-Chest: 5 Armor Points per piece*

*Chest: 25 Armor Points*

*Full Suit: 50 Armor Points*

*When a Character wearing only Fine Leather Armor Chest or Full Suit include the following:*

*"Ignore Armorbane while current AP is 1+"*

*This does not take Screen into account. It is the AP of the Armor itself. This effect is lost if User is wearing any non-Fine Leather armor.*

## Ringmail

**Item Type:** Armor

**Expires:** 2 Years

**Resources:** Non-Chest: 4 [Resource], 1 [Resource 2], 1 Iron (L/R Arm, L/R Leg, Helm)

Chest: 10 [Resource], 5 [Resource 2], 6 Iron

Full suit: 30 [Resource], 10 [Resource 2], 12 Iron

**Crafting Time:** Non-Chest: 15 Minutes

Chest 30 Minutes

Full Suit: 1 Hour

**Crafting Skill:** Tailoring

**Effect:** None

*When crafting this Armor, the Crafter must decide if they are making a single piece of armor or a full set. If all instances of [Resource] are replaced by Hide, Leather, or Fine Leather (must all be the same type of material), it gains the listed Armor below.*

### **Hide Ringmail Armor**

*Resource 2 is Wool*

*Non-Chest: 3 Armor Points per piece*

*Chest: 15 Armor Points.*

*Full suit: 30 Armor Points*

### **Leather Ringmail Armor**

*Resource 2 is Cloth*

*Non-Chest: 5 Armor Points per piece*

*Chest: 25 Armor Points*

*Full Suit: 50 Armor Points*

### **Fine Leather Ringmail Armor**

*Resource 2 is Fine Cloth*

*Non-Chest: 7 Armor Points per piece*

*Chest: 35 Armor Points*

*Full Suit: 70 Armor Points*

*When a Character wearing only Fine Leather Ringmail Chest or Full Suit include the following:*

“Ignore Armorbane while current AP is 1+”  
*This does not take Screen into account. It is the AP of the Armor itself. This effect is lost if User is wearing any non-Fine Leather Ringmail armor.*

## Banner Schematics

### Banner of Advance

**Item Type:** Banner  
**Expires:** 1 Year  
**Resources:** 2x Hardwood, 1x Fine Cloth, 1x Cloth, 1x Dire Hide  
**Crafting Time:** 30 Minutes  
**Crafting Skill:** Tailoring

**Effect: Req Prepare to Retreat:** May instead declare “[Group] 1 Free Dash 10, 1 min”.

#### **Designer’s Note**

*The affected Characters do not need to possess a Dash Skill to use this effect.  
The Dash given by this effect can be modified by any effects that increase or modify Dash effects as normal.*

### Banner of [Species] Unity

**Item Type:** Banner  
**Expires:** 1 Year  
**Resources:** 2x [Species] Bone, 1x [Species] Flesh, 2x Hardwood, 1x Fine Cloth, 1x Cloth  
**Crafting Time:** 30 Minutes  
**Crafting Skill:** Tailoring

#### **Effect:**

**Req Tactical Planning:** If User declares the [Species] in Item’s Name, as the [Group] when using Leadership Skills, they spend the Energy as if the Species is part of their Squad from Tactical Planning.

*When this Item is crafted, the Crafter must choose one Species Family. This replaces the [Species] in the Item name.*

#### **Designer’s Note**

*The Species Bone and Flesh must be the same as the Species in the Item Name. An Ork’rus Banner would require Ork’rus Bone and Ork’rus Flesh.  
May substitute all [Species] Flesh and Bone for 3x Verdanti Fibers to make a Banner of Verdant Unity.  
May Substitute all [Species] Flesh and Bone for 1x Effigy Fragments to make a Banner of Effigy Unity.*

### Sacred [Faith] Banner

**Item Type:** Banner  
**Expires:** 1 Year  
**Resources:** 2x Hardwood, 1x Fine Cloth, 1x Cloth, 1x Death’s Eye, 1x Petrified Bark  
**Crafting Time:** 30 Minutes  
**Crafting Skill:** Tailoring and Preach

**Effect: Req Tactical Planning, Same [Faith]:** If [Group] = [Faith] Item’s Name when using Leadership Skills, User

spend the Energy as if the Faith is part of their Squad from Tactical Planning.

*When this Item is crafted, the Crafter must choose one Faith Keyword. This replaces the [Faith] in the Item name. The [Faith] must be an approved Faith.*

### War Caster Banner

**Item Type:** Banner  
**Expires:** 1 Year  
**Resources:** 2x Hardwood, 1x Fine Cloth, 1x Cloth, 1x Etched Antler  
**Crafting Time:** 45 Minutes  
**Crafting Skill:** Tailoring and Infusion

**Effect: Req Prepare to Attack:** When User uses Prepare to Attack, may declare “[Group] Next Damage Spell Free, 1 min”.

*All affected Characters spend 0 Energy to cast their next Spell dealing at least 1 point of damage. This effect must be used within 1 minute of gaining this effect.*

## Clothing Schematics

### Agrinean Field Cloak

**Item Type:** Clothing - Cloak  
**Expires:** 1 Year  
**Resources:** 1x Fine Fur, 2x Marshbark, 2x Fungal Bark, 5x Thatch, 3x Sap Bark, 5x Vines. 2x Earthblood, 3x Flensed Flesh  
**Crafting Time:** 45 Minutes  
**Crafting Skill:** Tailoring

**Effect:** Requires a long cloak phys rep.  
Spend 5E, declare “Field Cloak” to negate 1 Ambient effect.  
**Req Agrinean:** Spend 3E to declare Field Cloak.

### Aroma Mask

**Item Type:** Clothing - Mask  
**Expires:** 6 months  
**Resources:** 3x Echin Flowers, 2x Sunseal Root, 4x Leather, 2x Fine Glass, 2x Fern Clover  
**Crafting Time:** 20 Minutes  
**Crafting Skill:** Tailoring

**Effect:** User is immune to AoE Poison effects.  
No benefit if User is wearing a Helmet.

### Chirurgery Mask

**Item Type:** Clothing - Mask  
**Expires:** 1 Year  
**Resources:** 1x Coal, 1x Sulfur, 2x Cloth  
**Crafting Time:** 30 Minutes  
**Crafting Skill:** Tailoring

**Effect:** Precaution -2E.

### Clandestine Cloak

**Item Type:** Clothing - Cloak  
**Expires:** 1 Year

**Resources:** 5x Cloth, 5x Tree Bark, 5x Sap Bark, 2x Shadow Cap, 1x Ghost Wood

**Crafting Time:** 30 minutes

**Crafting Skill:** Tailoring

**Effect:** Requires Long Hooded Cloak phys rep.

While wearing this Cloak, may declare Immune to Study Creature as long as the hood is up and at least 75% of the body is obscured by the cloak.

### **Demon Mask**

**Item Type:** Clothing - Mask

**Expires:** 1 Year

**Resources:** 4x Fine Leather, 2x Saberfang, 2x Animal Bones, 1x Horns

**Crafting Time:** 20 Minutes

**Crafting Skill:** Tailoring

**Effect:** Increase User's duration for Fear by 1 min and Terror by 30 seconds.

Does not stack with Species Traits.

No benefit if User is wearing a Helmet.

### **Duelist Gloves**

**Item Type:** Clothing - Gloves

**Expires:** 1 Year

**Resources:** 1x Fine Fur, 2x Fine Leather, 1x Warding Wreath

**Crafting Time:** 15 Minutes

**Crafting Skill:** Tailoring

**Effect: Req Exemplary Duelist:** Spend 1E to apply Feint or Pierce damage non-Rush Duelist Skills.

### **Gaudy Shoes**

**Item Type:** Clothing - Shoes, Delicate

**Expires:** 1 Year

**Resources:** 4x Fool's Gold, 3x Leather, 2x Wool

**Crafting Time:** 20 Minutes

**Crafting Skill:** Tailoring

**Effect: Req Embolden:** When using Embolden, add "10 [Temp Stat]" to declaration. [Temp Stat] is the same one declared for Embolden.

No benefit if User is wearing a Leg Armor.

*Accompanied Embolden still only gives 10 of 1 Temporary Stat.*

### **Heavy Boots**

**Item Type:** Clothing - Shoes

**Expires:** 1 Year

**Resources:** 2x Lead, 2x Hides, 2x Lodestone, 2x Marble

**Crafting Time:** 20 Minutes

**Crafting Skill:** Tailoring

**Effect:** User may spend 3E, declare "Reduced" and half the steps of a Knockback effect.

Cannot use Dash effects.

### **Lucky Boots**

**Item Type:** Clothing - Shoes

**Expires:** 1 Year

**Resources:** 1x Rainstone, 1x Mirrorstone, 1x Voyager Quartz, 6x Leather, 2x Furs

**Crafting Time:** 1 Hour

**Crafting Skill:** Tailoring and, Infusing

**Effect:** While wearing these during Foraging RP, reduces RP time by 5 min, and +1 FCV.

Cannot have its Expiration extended.

### **Cheap Shoes**

**Item Type:** Clothing - Shoes

**Expires:** 6 Months

**Resources:** 4x Leather, 3x Thatch, 2x Bark

**Crafting Time:** 15 Minutes

**Crafting Skill:** Tailoring

**Effect:** User may reduce Health to use Break Free from Pin or Grapple by 5H (Min 5). Does not stack with similar effects.

No benefit if User is wearing a Leg Armor.

### **Smokey Goggles**

**Item Type:** Clothing - Mask

**Expires:** 1 Year

**Resources:** 4x Fine Glass, 2x Obsidian, 4x Leather, 3x Brass

**Crafting Time:** 20 Minutes

**Crafting Skill:** Tailoring

**Effect:** Half duration of Blind on User.

No benefit if User is wearing a Helmet.

### **Strong Work Gloves**

**Item Type:** Clothing - Gloves

**Expires:** 3 months

**Resources:** 3x Leather, 2x Glue, 1x Dire Hide

**Crafting Time:** 15 Minutes

**Crafting Skill:** Tailoring

**Effect:** User reduces RP time for Gathering Skills by 5 mins.

### **Sylvan Cloak**

**Item Type:** Clothing - Cloak

**Expires:** 1 Year

**Resources:** 2x Fine Cloth, 1x Fine Fur, 3x Gustgrass, 2x Shadow Cap

**Crafting Time:** 45 Minutes

**Crafting Skill:** Tailoring

**Effect:** Requires a long cloak or ghillie suit Phys Rep. While standing still, may treat Stealth as Invisible.

**Req Stealth Expertise / Elusive/ Marquis of Umbrehk:**

User may move as if Slowed after declaring Immune to Notice using the Req Traits.

*Moving as if Slowed this way overrides any other effect which would allow for faster movement while remaining Stealthed.*

*The part before the Req Traits is separate from the second effect. These do not interact with each other.*

### **Thick Gloves**

**Item Type:** Clothing - Gloves

**Expires:** 1 Year

**Resources:** 1x Dire Hide, 3x Leather, 1x Saberfang, 2x Glue

**Crafting Time:** 15 Minutes

**Crafting Skill:** Tailoring

**Effect:** When using two Brawlers, Parry -1E.

### **Weighted Cloak**

**Item Type:** Clothing - Cloak

**Expires:** 1 Year

**Resources:** 6x Cloth, 4x Leather, 3x Copper, 2x Spider Silk, 1x Striped Worm

**Crafting Time:** 30 minutes

**Crafting Skill:** Tailoring

**Effect:** Req Whirlwind - +3E add Feint to Whirlwind.

**Req Florentine Mastery** - May Parry from behind as long as User is in Florentine Stance.

*Normally Florentine Mastery requires Warrior's Spirit to Parry from behind, the Weighted Cloak removes that stipulation.*

## **Outfit Schematics**

### **Bandit Leathers**

**Item Type:** Clothing - Outfit

**Expires:** 1 Year

**Resources:** 2x Direclaw, 1x Blade Feather, 5x Fine Leather, 3x Tin, 2x Obsidian

**Crafting Time:** 20 Minutes

**Crafting Skill:** Tailoring

**Effect:** Opportunist Skills -1E.

No benefit if User is wearing Heavy Armor.

### **[Caster Type] Ritual Robes**

**Item Type:** Clothing - Outfit

**Expires:** 1 Year

**Resources:** 4x Cloth, 1x Star Shard, 1x [See School Below]

**Crafting Time:** 45 Minutes

**Crafting Skill:** Tailoring

**Effect:** When User performs [Caster Type] Ritual, they count as having 1 additional participant and provide a Small Bonus to [Caster Type] Rituals.

*When this Item is crafted, the Crafter must choose a Magic Skill Tree. This replaces the [Caster Type] in the Item name. The Item requires an Item related to the Magic Skill Tree.*

*Warding – 1x Warding Wreath*

*War Magic – 1x Bleeder Berries*

*Wayfaring – 1x Voyager Quartz*

*Blood Magic – 1x Demon Ash*

*Necromancy – 1x Forsaken Briar*

*Restoration – 1x Spirit Shard*

*Harmonious – 1x Viperthorn*

*Enchanting – 1x Fool's Gold*

*Thaumaturgy – 1x Soul Blossom*

*Wearing these Robes would allow a Ritual Leader to self-cast Rituals without another participant.*

### **Commander's Regalia**

**Item Type:** Clothing - Outfit

**Expires:** 1 Year

**Resources:** 3x Fine Cloth, 2x Fine Furs, 1x Brass, 4x Feathers, 1x Shield Wax

**Crafting Time:** 20 Minutes

**Crafting Skill:** Tailoring

**Effect:** Leadership Skills -1 Energy.

### **Entertainer's Garb**

**Item Type:** Clothing - Outfit, Delicate

**Expires:** 2 Years

**Resources:** 3x Fine Cloth, 2x Fool's Gold, 1x Glitter Egg,

**Crafting Time:** 20 Minutes

**Crafting Skill:** Tailoring

**Effect:** Gains the following benefits:

- Increase Energy given by Entertain by 5.
- Increase the duration of Taunt effects by 30 secs.
- Increase Audience Size by 5

No benefit if User is wearing Heavy Armor.

### **[Faith] Sanctified Vestments**

**Item Type:** Clothing - Outfit

**Expires:** 1 Year

**Resources:** 3x Fine Cloth, 3x Cloth, 1x Spirit Shard

**Crafting Time:** 45 Minutes

**Crafting Skill:** Tailoring

**Effect:** When User performs Faith Ritual, they count as having 1 additional participant and provide a Small Bonus to Faith Rituals.

**Req Same [Faith]:** If User's [Faith] and Robe's [Faith] match, increase Healing or Temporary Stats given by a Faith effect by 5.

*When this Item is crafted, the Crafter must choose a [Faith] Keyword. This replaces the [Faith] in the Item name.*

### **[Gathering Skill] Clothing**

**Item Type:** Clothing - Outfit

**Expires:** 1 Year

**Resources:** 5x Cloth, 3x Leather, 5x Sap Bark, 2x River Weed, 1x Marshbark

**Crafting Time:** 45 minutes

**Crafting Skill:** Tailoring

**Effect:** Reduce RP time of [Gathering Skill] by 5 mins.

No benefit if User is wearing any Armor.

When this Item is Crafted, the Crafter must choose one Passive Gathering Skill that produces Resources. Replace [Gathering Skill] with the chosen Skill. Foraging may be chosen as a Gathering Skill for this Item.

User cannot wear Armor while using this Item. If they do not remove their Armor when Gathering begins this item provides no benefit. If the User puts on any armor during Gathering RP this effect is lost immediately.

## **Merchant's Garb**

**Item Type:** Clothing - Outfit, Delicate

**Expires:** 2 Years

**Resources:** 2x Fine Cloth, 2x (Ruby, Emerald, Sapphire, or Topaz). 2x Furs

**Crafting Time:** 20 Minutes

**Crafting Skill:** Tailoring

**Effect:** User gains:

- Increase Plead's duration to 5 mins.
- Charm/ Negotiate -1E.
- Goods purchased from Illicit Contacts and Academic Contacts cost 10% less. (Does not stack with Species Traits)

No benefit if User is wearing Medium or Heavy Armor.

## **Scribe's Robes**

**Item Type:** Clothing - Outfit

**Expires:** 1 Year

**Resources:** 4x Cloth, 1x Blade Feather, 1x Hollow Fang

**Crafting Time:** 30 Minutes

**Crafting Skill:** Tailoring

**Effect:** When wearing this during Scribe RP, reduce RP time by 5 mins.

## **Tools**

### **Disguise Kit**

**Item Type:** Tool, Consumable

**Expires:** 1 Year

**Resources:** 1x Fine Cloth, 5x Wax, 1x Mercury, 2x Sand

**Crafting Time:** 30 Minutes

**Crafting Skill:** Tailoring

**Effect:** User may change into an alternate costume and change their Species required Costuming to look like another Species. Lasts until EoQ.

If targeted by Study Creature, User must answer with their actual Species and must declare "Disguised".

*The Item User may choose to remove the costume and put their normal Species Costuming back on at any time.*

*This may be used to hide required Costuming for Chirurgery procedures.*

### **Foraging Sack**

**Item Type:** Tool

**Expires:** 6 Months

**Resources:** 4x Leather, 2x Hide, 2x Animal Bone, 1x Direclaw

**Crafting Time:** 30 Minutes

**Crafting Skill:** Tailoring

**Effect:** When wearing this during Foraging RP, +1 FCD.

### **Healer's Kit**

**Item Type:** Tool

**Expires:** 1 Year

**Resources:** 4x Leather, 2x Steel, 2x Brass, 2x Fine Glass, 2x Milk Aloe, 1x Lodestone

**Crafting Time:** 30 Minutes

**Crafting Skill:** Tailoring, and First Aid

**Effect:** User may use two Healer Skills with RP time of 1+ mins at the same time. If an effect lets User target multiple people, increase the targets by +1 (max 3 targets).

*May be used to target two different Characters, but must be within Reach to do so.*

*The User may perform two Healer Skills on a person at the same time (such as 2 Treat limbs) If the Skills have different RP times, they if one effect's RP ends before another, they may start another Skill.*

### **Herbalist Satchel**

**Item Type:** Tool

**Expires:** 6 Months

**Resources:** 4x Hides, 2x Riverweed, 1x Spidersilk, 3x Tin

**Crafting Time:** 20 Minutes

**Crafting Skill:** Tailoring

**Effect:** When using this Tool during Herbalism RP, +1 FCV.

### **Toxic Quiver**

**Item Type:** Tool - Quiver

**Expires:** 1 Year

**Resources:** 1x Dire Hide, 2x Leather, 2x Shadow Cap, 2x Moonshadow Leaves, 2x Blister Holly

**Crafting Time:** 20 Minutes

**Crafting Skill:** Tailoring

**Effect:** Requires a Quiver phys rep.

May apply Poisons to their Bow or Thrown. May make 1 Shot attack and declare "Shot [Poison effect]".

**Req Poisoner:** May declare the Poison on their next 3 shots.

*Attacks used this way cannot be Aimed.*



## Weapons

### Steel Knuckled Gloves

**Item Type:** Brawler

**Expires:** 2 Years

**Resources:** 2x Steel, 2x Forsaken Briar, 4x Glue, 4x Hide

**Crafting Time:** 30 Minutes

**Crafting Skill:** Tailoring and Smithing

**Effect:** May declare Nerve Strike as a Rush. Must be the same declaration for all attacks during Flurry.

### The Velvet Fist

**Item Type:** Brawler

**Expires:** 1 Year

**Resources:** 4x Leather, 2x Copper, 2x Tin, 4x Glue

**Crafting Time:** 30 Minutes

**Crafting Skill:** Tailoring

**Effect: Req Nerve Strike or Duel:** Spend 4E, declare "Rush", and begins a Flurry. During the Flurry, "Taunt 30s". Otherwise, this follows the normal rules for a Rush. *Multiple hits with this effect do not stack the duration of the Taunt effect.*

*These attacks may be negated by effects that negate Strikes or Taunt.*

### Throwback Gloves

**Item Type:** Brawler

**Expires:** 1 Year

**Resources:** 2x Fine Leather, 1x Dire Eye, 2x Fine Cloth, 3x Tin, 4x Sap Bark

**Crafting Time:** 20 Minutes

**Crafting Skill:** Tailoring

**Effect: Req Honed Reflexes:** Catch +2E, point at the attacker and declare "React [Repeat effect]". *Cannot be used against Gun attacks.*

### Training Wraps

**Item Type:** Brawler

**Expires:** 1 Year

**Resources:** 2x Cloth, 2x Leather, 2x Tin, 1x Direblood

**Crafting Time:** 15 Minutes

**Crafting Skill:** Tailoring

**Effect: Req Flexible Fighting Style:** Twice per Quarter, may use one of the non-Unarmed Skills named in Flexible Fighting Style even if they do not have the Skill.

### Weighted Gloves

**Item Type:** Brawler

**Expires:** 2 Years

**Resources:** 4x Lead, 1x Dire Hide, 2x Cloth, 2x Copper

**Crafting Time:** 30 Minutes

**Crafting Skill:** Tailoring

**Effect: Req Stone Fists.** Increases damage done with Brawlers by one step (Max Specialist). When using Grapple, gains Feint.

*If User normally deals Fist Damage, they deal small weapon Damage.*

*Normally Small weapon damage deals Standard Damage.*

*Normally Standard damage deals Specialist damage.*

## Other Tailoring Schematics

### Ammunition Bandolier

**Item Type:** Chest Armor Augment

**Expires:** 1 Year

**Resources:** 5x Leather, 1x Hollow Fang, 1x Cinderbark

**Crafting Time:** 30 minutes

**Crafting Skill:** Tailoring

**Effect:** Requires a Bandolier Phys rep with bullets or vials of black powder. Reduce Reload RP time by 2 (Min per Gun).

### Medicated Bandage

**Item Type:** Consumable

**Expires:** 6 Months

**Resources:** 1x Bandage, 1x Medicinal Bark

**Crafting Time:** 5 Minutes

**Crafting Skill:** Tailoring and First Aid

**Effect: Req First Aid:** First Aid takes 5s RP time, declares "Heal 1".

**Enhanced:** Declare "Heal 5" after completing First Aid RP.

### Nomad's Pouch

**Item Type:** Tool

**Expires:** 1 Year

**Resources:** 3x Hide, 1x Direbone, 3x Glue, 2x Leather, 2x Fur, 1x Rainstone

**Crafting Time:** 1 Hour

**Crafting Skill:** Tailoring and Infusing

**Effect:** May store as many Item cards in this pouch as they can fit without requiring Phys Reps for them or an appropriate sized bag or pack.

*This is essentially the Magic Wallet. The Player does not have to phys rep carrying a bunch of Resources.*

*However, the Player must still have the appropriate Item cards in hand to use Items stored in this Pouch.*

## Tier 2 Tailoring

### Shielding Robes

**Item Type:** Full Suit Armor

**Expires:** 3 Years

**Resources:** 1x Full Suit Cloth Gambeson, 1x Shield Wax, 2x Infused Bark, 10x Thatch, 3x Diamond Dust

**Crafting Time:** 90 minutes

**Crafting Skill:** Tailoring

**Effect:** Armor Points: 20

Max Screen +20, double Screen received from Skills or Spells.

**Req Myceriam, Botanic, or Yara:** Max Vigor +10

*Provides no additional benefit if Screen is received from Species effects.*

## **Bark Leather Armor**

**Item Type:** Full Suit Armor

**Expires:** 3 Years

**Resources:** 1x Full Suit Hide Leather Armor, 1x Living Wood, 2x Core Wood, 10x Thatch, 5x Sap Bark

**Crafting Time:** 90 minutes

**Crafting Skill:** Tailoring

**Effect:** Armor Points: 30

Reduce Max Energy by 5 to gain Thorns for the Scene.

Recover to regain Max Energy, but cannot use Break Free to escape Grapple or Pin.

5E when hit with Strike, point at Attacker, declare "React Blind 5s".

**Req Erce, Dryad or Flora:** Immune to Bleed while current AP is 1 or more.

*This does not take Screen into account. It is the AP of the Armor itself.*

*To gain this Schematic through Explore Theory, the User must also expend a Leather Armor Schematic and the Item itself.*

## **Rib Mail**

**Item Type:** Full Suit Armor

**Expires:** 3 Years

**Resources:** 1x Full Suit Hide Ringmail, 2x Bone Dust, 3x Obsidian Dust, 15x Animal Bones or [Species] Bone.

**Crafting Time:** 90 minutes

**Crafting Skill:** Tailoring

**Effect:** Armor Points: 50

Requires 2x Animal Bone or [Species] Bone to Repair.

When User uses a Smite Skill, they take 2 Fester damage.

Smiting Rush deals 2 Fester damage to User per attack during the Rush.

**Req Agrinean, Decayed or Dessicated:** When using a Fear or Terror effect, Point to another target within 10ft and declare "Social Fear 1 min".

*The Animal Bones and [Species] Bone can be any combination of different types to a total of 15.*

*To gain this Schematic through Explore Theory, the User must also expend a Ringmail Schematic and the Item itself.*

## **Tool Belt**

**Item Type:** Clothing - Belt

**Expires:** 1 Year

**Resources:** 1x [Gathering Skill] Clothing, 6x Leather, 5x Sap Bark, 2x Copper, 1x Blade Feather

**Crafting Time:** 30 minutes

**Crafting Skill:** Tailoring

**Effect:** Requires a Toolbelt Phys Rep.

May use +1 Tool when doing Crafting or Gathering RP.

*To gain this Schematic through Explore Theory, the User must also expend a [Gathering Skill] Clothing Schematic and the Item itself.*

## **Dreamweave Cloak**

**Item Type:** Clothing - Cloak

**Expires:** 2 Years

**Resources:** 1x Clandestine Cloak, 2x Fool's Gold, 2x Fine Cloth, 1x Fine Fur, 2x Waking Dream Rusalla

**Crafting Time:** 30 minutes

**Crafting Skill:** Tailoring

**Effect:** While wearing this Cloak, may declare Immune to Study Creature as long as the hood is up. Cloak must be long enough to reach character's knees.

Counterspell, Reflect, and Misdirect -1E.

**Req Summit, Faun or Pyx:** Increase Audience by +5

*To gain this Schematic through Explore Theory, the User must also expend a Clandestine Cloak Schematic and the Item itself.*

## **Mithril Gauntlets**

**Item Type:** Brawler

**Expires:** 2 Years

**Resources:** 1x Training Wraps, 4x Steel, 1x Mithril, 2x Emerald Dust, 2x Topaz Dust, 1x Sabersfang

**Crafting Time:** 30 Minutes

**Crafting Skill:** Tailoring and Smithing

**Effect:** Req Flexible Fighting Style: Non-Unarmed Skills named in Flexible Fighting Style cost -1 Energy.

**Req Furred, Leathery or Metallic:** Parry -1E.

*This includes non-Unarmed Rushes.*

*To gain this Schematic through Explore Theory, the User must also expend a Training Wraps Schematic and the Item itself.*

## **Razored Claws**

**Item Type:** Brawler

**Expires:** 2 Years

**Resources:** 1x The Velvet Fist, 3x Steel, 2x Bladed Feather, 2x Ruby Dust, 2x Obsidian Dust

**Crafting Time:** 30 Minutes

**Crafting Skill:** Tailoring and Tinkering

**Req Nerve Strike or Duel:** Spend 4E, declare "Rush", and begins a Flurry. During the Flurry, "Taunt 30s". Otherwise, this follows the normal rules for a Rush.

**Req Red Smile or Bleeding Rush:** Bleed +1, Red Smile and Bleeding Rush can be used in Unarmed Stance.

**Req Ghoul, Carapace or Feathery:** Bleed +1 to any Bleed effect. Stacks with other effects.

*The Req Carapace or Feather stacks with the additional Bleed from Req Red Smile or Bleeding Rush.*

*To gain this Schematic through Explore Theory, the User must also expend a The Velvet Fist Schematic and the Item itself.*

# Tinkering

## Basic Tinkering Items

### Arrow Trap

**Item Type:** Trap, Consumable

**Expires:** 1 Year

**Resources:** 3x Softwood, 1x Bronze, 2x Feather, 1x Tin, 1x Copper

**Crafting Time:** 20 Minutes

**Crafting Skill:** Tinkering

**Effect: Trigger:** Container or Door opened without Key  
“15 Piercing Damage”

### Black Powder Pistol

**Item Type:** Black Powder Pistol

**Expires:** 3 Years

**Resources:** 1x Gun Stock, 1x Pistol Barrel, 2x Tin

**Crafting Time:** 20 Minutes

**Crafting Skill:** Tinkering or Gunsmith

**Effect: Ammo:** Black Powder (1).

### Black Powder Rifle

**Item Type:** Black Powder Rifle

**Expires:** 3 Years

**Resources:** 1x Gun Stock, 1x Rifle Barrel, 3x Tin

**Crafting Time:** 30 Minutes

**Crafting Skill:** Tinkering or Gunsmith

**Effect: Ammo:** Black Powder (1).

### Bolt

**Item Type:** Ammunition, Consumable

**Expires:** 5 Years

**Resources:** 1x Iron, 1x Hardwood, 1x Feather

**Crafting Time:** 15 Minutes

**Crafting Skill:** Tinkering

**Effect:** None

- *Creates 10 Bolts.*

### Cartridge Pistol

**Item Type:** Cartridge Pistol

**Expires:** 2 Years

**Resources:** 1x Gun Stock, 1x Pistol Barrel, 3x Bronze

**Crafting Time:** 30 Minutes

**Crafting Skill:** Tinkering or Gunsmith

**Effect: Ammo:** Cartridge (5)

### Cartridge

**Item Type:** Ammunition, Consumable

**Expires:** 5 Years

**Resources:** 3x Black Powder, 1x Lead, 1x Brass

**Crafting Time:** 15 Minutes

**Crafting Skill:** Tinkering or Gunsmith

**Effect:** None

- *Creates 10 Cartridges.*

*If the Item User knows Gunsmith, creates 15 Cartridges.*

### Cartridge Rifle

**Item Type:** Cartridge Rifle

**Expires:** 2 Years

**Resources:** 1x Gun Stock, 1x Rifle Barrel, 5x Bronze

**Crafting Time:** 45 Minutes

**Crafting Skill:** Tinkering or Gunsmith

**Effect: Ammo:** Cartridges (8)

### Craft Jewelry

**Item Type:** Jewelry - [Type], Delicate

**Expires:** 2 Years

**Resources:** 2x [Metal], 1x Zinc, 1x Sand

**Crafting Time:** 20 Minutes

**Crafting Skill:** Tinkering

**Effect:** None

*When this item is made, the Crafting Skill User must choose Necklace, Ring, Bracelet, or Brooch. Replace the [Type] with the chosen type. The Metal chosen must be either Copper, Silver, or Gold.*

*If a Jewelry Item is made from Copper, it may have a single Consumable Jewelry Infusions placed on it.*

*If a Jewelry Item is made from Silver, it may have one Permanent Jewelry Infusion put on it.*

*If the Jewelry Item is made of Gold, it has the effects of a Copper and Silver Necklace.*

### Crossbow

**Item Type:** Bow

**Expires:** 2 Years

**Resources:** 1x Corewood, 4x Softwood, 2x Steel, 2x Bronze, 1x Whistlebark, 1x Oil Shale

**Crafting Time:** 30 Minutes

**Crafting Skill:** Tinkering

**Effect: Reload:** 10s **Ammo:** Bolt (1)

Attacks with this weapon gain Crush, Pierce.

*Has the damage profile like a Black Powder Pistol including being fired one handed.*

*Attacks from this Weapon count as non-Gun attacks and gain the Crush and Pierce damage tags.*

*This Item cannot benefit from Infusions or be used with the Multi Shot Skill.*

*This Item cannot be modified to use with the Launcher Trait.*

*Because this is a bow weapon, it still requires Yellow*

*Packets, however the Crush effect will still go off even if it is blocked by a shield.*

### Lockpicks

**Item Type:** Tool, Delicate

**Expires:** 6 months

**Resources:** 2x Copper, 1x Tin, 1x Sap Bark

**Crafting Time:** 15 minutes

**Crafting Skill:** Tinkering

**Effect: Req Sneak:** Complete Lock RP time to open a Lock. Interrupted if affected by a Negative Status or put into Near Death, the Lockpicks are Destroyed.  
*Lock effects will determine the RP time required.*

### **Pistol Barrel**

**Item Type:** Part, Delicate

**Expires:** 3 Years

**Resources:** 2x Steel, 1x Wax, 1x Fats, 1x Tin

**Crafting Time:** 15 Minutes

**Crafting Skill:** Tinkering or Gunsmith

**Effect:** None

### **Rifle Barrel**

**Item Type:** Part, Delicate

**Expires:** 3 Years

**Resources:** 4x Steel, 2x Wax, 2x Fats, 2x Tin

**Crafting Time:** 20 Minutes

**Crafting Skill:** Tinkering or Gunsmith

**Effect:** None

### **Tinker Shop**

**Item Type:** Workstation

**Expires:** 2 Years

**Resources:** 10x Softwood, 10x Sand, 5x Hardwood, 3x Brass, 4x Bronze, 4x Fine Glass, 4x Zinc

**Crafting Time:** 1 Hour

**Crafting Skill:** Tinkering

**Effect:** Seats 5

*This Item does not require a Workstation to be crafted.  
Seats indicate how many Characters may work on it at one time.*

## **Traps**

### **Black Powder Mine**

**Item Type:** Trap, Consumable

**Expires:** 6 months

**Resources:** 5x Black Powder, 3x Clay, 1x Cinderbark

**Crafting Time:** 15 Minutes

**Crafting Skill:** Tinkering

**Effect: Trigger:** Opened without using the Key, Opener declares "10ft, 20 Magic, Blind 30s".

### **Blooming Vengeance Trap**

**Item Type:** Trap, Consumable, Delicate

**Expires:** 6 months

**Resources:** 5x Black Powder, 2x Sand, 2x Fungal Bark, 1x Clay

**Crafting Time:** 20 Minutes

**Crafting Skill:** Tinkering and Alchemy

**Effect: Trigger:** Opened without using the Key, Opener declares "10ft, 15 Magic, Pierce".

### **Knee Breaker Bar**

**Item Type:** Trap, Consumable

**Expires:** 1 Year

**Resources:** 1x Marble, 3x Bronze, 1x Ironwood, 2x Cooking Oil

**Crafting Time:** 15 Minutes

**Crafting Skill:** Tinkering and Smithing

**Effect: Trigger:** Opened without using the Key, Opener takes 20 damage and both legs gain Mangled.

### **Spellmine [Spell]**

**Item Type:** Trap, Consumable

**Expires:** 1 Year

**Resources:** 1x Caster Coil, 1x [See Spell School Item Below], 1x Steel, 3x Fine Glass

**Crafting Time:** 20 minutes

**Crafting Skill:** Tinkering and Infusing

**Effect: Trigger:** Opened without using the Key. Opener takes [Spell effect] and declares effect if it has an AoE.

*When this Item is Crafted, the Crafter must choose one Spell they know that deals damage or causes a Negative Status.*

*Warding – 1x Warding Wreath*

*War Magic – 1x Bleeder Berries*

*Wayfaring – 1x Voyager Quartz*

*Blood Magic – 1x Demon Ash*

*Necromancy – 1x Forsaken Briar*

*Restoration – 1x Spirit Shard*

*Harmonious – 1x Viperthorn*

*Enchanting – 1x Fool's Gold*

*Thaumaturgy – 1x Soul Blossom*

*When this Trap is triggered, it causes the effect of the Spell. Increase the damage of the Spell charged into this Item by 10 and double the duration of any Negative Status. Any Species Traits or Skill effects the Crafter knows may modify the effects of the Spell put into the Trap.*

### **Thiefbane Trap**

**Item Type:** Trap, Consumable

**Expires:** 1 Year

**Resources:** 1x Waking Dream Russala, 1x Viperthorn, 2x Clay, 1x Brass

**Crafting Time:** 30 Minutes

**Crafting Skill:** Tinkering and Alchemy

**Effect: Trigger:** Opened without using the Key, Opener gains Confuse 1 min.

## **Tinker Tools Schematics**

### **Artificer Field Kit**

**Item Type:** Tool

**Expires:** 1 Year

**Resources:** 3x Steel, 2x Heating Oil, 3x Bronze, 1x Star Metal, 1x Marble

**Crafting Time:** 1 Hour

**Crafting Skill:** Tinkering

**Effect:** Requires toolbelt, bag, or toolbox phys rep. Expend 1 Heating Oil, gain Field Mechanics Trait for Scene.

**Bonus:** Does not have to expend Resources for Field Mechanics.

### **Aural Register**

**Item Type:** Tool, Delicate

**Expires:** 2 Years

**Resources:** 1x Caster Coil, 1x Tin, 2x Leather, 1x Strangler Ivy

**Crafting Time:** 45 Minutes

**Crafting Skill:** Tinkering

**Effect: Req Diagnosis:** May ask, "Are you affected by any temporary Keywords, Ritual or Curse effects?"

If the target is, may ask, "Which Keywords, Ritual or Curse effects?"

*Temporary Keywords include those given by the Grant [Keyword] Effect.*

### **Auto-Quill**

**Item Type:** Tool

**Expires:** 1 Year

**Resources:** 2x Leather, 1x Mirrorstone, 1x Bronze, 1x Blade Feather, 3x Fine Glass

**Crafting Time:** 45 Minutes

**Crafting Skill:** Tinkering and Infusing

**Effect:** User may spend 5E when using Scribe to make a 2<sup>nd</sup> copy a Schematic/Instruction.

### **Disarming Tools**

**Item Type:** Tool

**Expires:** 6 months

**Resources:** 1x Core Wood, 2x Bronze, 2x Glue

**Crafting Time:** 30 Minutes

**Crafting Skill:** Tinkering

**Effect:** User may use this Tool to Disarm Traps.

### **Burglar's Helper**

**Item Type:** Tool, Delicate

**Expires:** 6 months

**Resources:** 2x Aluminum, 1x Direclaw, 5x Fine Glass

**Crafting Time:** 30 Minutes

**Crafting Skill:** Tinkering and Sneak

**Effect: Req Tinkering, Sneak:** Complete half Lock RP time to open a Lock. Interrupted if affected by a Negative Status or put into Near Death, the Lockpicks are Destroyed.

*Lock effects will determine the RP time required.*

### **Command Voice Caster**

**Item Type:** Tool – Voice Caster

**Expires:** 1 Year

**Resources:** 2x Caster Coil, 4x Brass, 2x Copper, 2x Liar's Tongue, 1x Spirit Shard

**Crafting Time:** 1 Hour

**Crafting Skill:** Tinkering and Infusing

**Effect:** Req Walkie Talkies.

**Req Tactical Planning:** User may relay Leadership Skills targeting the Squad to from one of the Item's User via the Walkie Talkie.

Receiving Character declares "Relay [Group] [Leadership Skill effect]".

Must expend 3 Liquid Aether to use this Item until end of Event.

- *Creates 2 Command Voice Casters.*

#### **Designer's Note**

*Check with your local Directors on what channels may be used for Voice Casters. Players may choose to use any of the available channels provided by the Directors to talk amongst a group of people. Anyone who uses the Voice Caster to listen in on Director only Channels will be given a Written Warning.*

### **Ignesium Flare Lantern**

**Item Type:** Tool

**Expires:** 1 Year

**Resources:** 3x Iron, 4x Fine Glass, 1x Star Shard

**Crafting Time:** 30 mins

**Crafting Skill:** Tinkering

**Effect:** Requires a Lantern or Torch phys rep.

Expend 1 Heating Oil to declare "10ft Notice".

**Req Rebuke Magic/ Dispel:** Expend 1 Heating Oil to declare "10ft Dispel".

### **Precision Monocle**

**Item Type:** Tool, Delicate

**Expires:** 1 Year

**Resources:** 1x Brass, 2x Fine Glass, 1x Dire Eye

**Crafting Time:** 30 Minutes

**Crafting Skill:** Tinkering

**Effect:** Reduces RP Time for crafting Jewelry or Delicate Items by 5 mins.

### **Spy Glass**

**Item Type:** Tool, Delicate

**Expires:** 1 Year

**Resources:** 10x Fine Glass, 2x Leather, 2x Brass

**Crafting Time:** 30 Minutes

**Crafting Skill:** Tinkering

**Effect: Requires a Spy Glass or Binoculars phys rep.**

May give a Marshal a Walkie Talkie and use Study Creature, Inspect, or Notice at long distances against any Creature or Item they can see.

### **Voice Casters**

**Item Type:** Tool – Voice Caster

**Expires:** 1 Year

**Resources:** 2x Caster Coil, 4x Brass, 2x Copper, 2x Liar's Tongue

**Crafting Time:** 1 Hour

**Crafting Skill:** Tinkering and Infusing

**Effect:** Voice Casters are phys repped using Walkie Talkies. May use the Walkie Talkies once activated. Expend 1 Liquid Aether to use this Item until end of Event.

- *Creates 2 Voice Casters.*

#### **Designer's Note**

*Check with your local Directors on what channels may be used for Voice Casters. Players may choose to use any of the available channels provided by the Directors to talk amongst a group of people. Anyone who uses the Voice Caster to listen in on Director only Channels will be given a Written Warning.*

## **Tinker Augment Schematics**

### **Aether Grip**

**Item Type:** Clothing - Gloves Augment, Delicate

**Expires:** 1 Year

**Resources:** 2x Caster Coil, 1x Liquid Aether, 4x Leather, 2x Sap Bark

**Crafting Time:** 45 mins

**Crafting Skill:** Tinkering

**Effect:** No benefit if User is wearing a Arm Armor. Once per Quarter, declare "Aether Grip" and Strike attacks gain Magic damage for 1 minute.

When effect ends, User reduces Max Energy by 10 (Recover).

*User must Recover to get their Maximum Energy back this way.*

### **Bolt Gauntlet**

**Item Type:** Arm Armor Augment

**Expires:** 1 Year

**Resources:** 1x Ironwood, 2x Softwood, 1x Steel, 1x Bronze, 1x Blade Feather, 3x Leather

**Crafting Time:** 20 Minutes

**Crafting Skill:** Tinkering

**Effect: Reload:** 10s **Ammo:** Bolt (1)

Attacks with this weapon gain Crush, Pierce.

User must hold their arm out straight, and Point at their target, declares the attack and throws a Yellow Packet.

Cannot wield Shield and use the Bolt Gauntlet in same hand.

Has the damage profile like a Cartridge Pistol including being fired one handed.

Attacks from this Weapon count as non-Gun attacks and gain the Crush and Pierce damage tags.

This Item cannot benefit from Infusions or be used with the Multi Shot Skill.

This Item cannot be modified to use with the Launcher Trait.

Because this is a bow weapon, it still requires Yellow Packets, however the Crush effect will still go off even if it is blocked by a shield.

*The Character can add this Augment to each Arm Armor they are wearing.*

## **Chemistry Set**

**Item Type:** Workstation Augment, Delicate

**Expires:** 1 Year

**Resources:** 10x Fine Glass, 5x Coal, 5x Shield Wax, 5x Sulfur, 5x Copper, 2x Marble

**Crafting Time:** 30 Minutes

**Crafting Skill:** Tinkering

**Effect:** May only be attached to an Alchemist Table.

When using an Alchemist Table with the Chemistry Set, may expend double Common Resources and double the Crafting RP time to produce +1 of the same Potion.

#### **Designer's Note**

*When calculating the Crafting RP time, apply any positive or negative modifiers to the time, then double the Crafting RP time.*

## **Complex Lock Mechanism**

**Item Type:** Lock Augment

**Expires:** 3 Years

**Resources:** 2x Bronze, 1x Zinc, 2x Lodestone, 1x Aluminum

**Crafting Time:** 30 Minutes

**Crafting Skill:** Tinkering

**Effect:** Must be applied to an existing lock. Increase the time to pick this lock by 5 minutes.

## **Focusing Array**

**Item Type:** Workstation Augment, Delicate

**Expires:** 1 Year

**Resources:** 3x Brass, 5x Fine Glass, 3x Voyager Quartz, 1x Dire Eye, 1x Spirit Shard

**Crafting Time:** 1 Hour

**Crafting Skill:** Tinkering and Infusing

**Effect:** May only be attached to an Infusion Circle.

May use Infusing +1 item at the same time.

## **Locking Gauntlet**

**Item Type:** Arm Armor Augment

**Expires:** 1 Year

**Resources:** 1x Ring of Lament, 4x Leather, 2x Steel

**Crafting Time:** 20 Minutes

**Crafting Skill:** Tinkering

**Effect:** Gains Immune to Disarm.

User does not have to hand over Weapon held in hands if Searched.

**Lock:** 1 min

*May only be put on Brigandine or Plate Armor Arms.*

## **Machinist Tools**

**Item Type:** Workstation Augment

**Expires:** 1 Year

**Resources:** 4x Steel, 2x Aluminum, 1x Lodestone

**Crafting Time:** 1 Hour

**Crafting Skill:** Tinkering

**Effect:** May only be attached to a Forge or Tinkershop.  
May expend 1+ Iron when an Effigy or Ghost Mortaeon is the target of Repair. Each Iron expended this way, target gains 10 Screen.  
When attached to a Tinker Shop, may use the Repair Skill at the Tinker Shop.  
Reduce Gunsmith Crafting RP time by 5 minutes.

## **Other Tinkering Schematics**

### **Caster Coil**

**Item Type:** Part, Delicate

**Expires:** 1 Year

**Resources:** 1x Mercury, 2x Copper, 1x Glue

**Crafting Time:** 30 Minutes

**Crafting Skill:** Tinkering

**Effect:** None.

### **Maguslock**

**Item Type:** Pistol, Delicate

**Expires:** 1 Year

**Resources:** 1x Gun Stock, 3x Star Metal, 2x Mithril, 2x Etched Antler, 2x Mana Crystal, 1x Star Shard

**Crafting Time:** 1 Hour

**Crafting Skill:** Tinkering, Infusing and Master Crafter

**Effect: Reload:** 5s **Ammo:** Spell Rounds (1).

**Reload Time:** 5s.

When used, declare "Gun Spell, [Loaded Spell Round effect]." For no Energy. Spell effect is the same as the Spell Round loaded into it.

May be negated by any effect that can negate a Gun or Spell effect.

Spell effects from this Gun ignore Silence and Seal.

Cannot benefit from any Gunsmith modifications except the Bayonet unless specifically for a Maguslock.

**Req Iron Sights Aim:** May Aim the Gun Spell effect.

### **Springcoil Nightmare**

**Item Type:** Bomb, Consumable, Delicate

**Expires:** 6 Months

**Resources:** 3x Razorclaw, 5x Fine Glass, 3x Black Powder, 1x Cinderbark

**Crafting Time:** 30 mins

**Crafting Skill:** Tinkering

**Effect:** Declares "10ft Disarm, 15 Pierce". Then User takes 5 Pierce damage.

# Chirurgery

## Instructions

### **Basic Chirurgery Procedures**

#### **Barber Chirurgeon Procedure**

**Instruction Type:** Chirurgery

**Resources:** 5x Wax, 1x Razor Claw, 1x Cinnabar

**Duration:** 1 Year

**Roleplay Time:** 20 Minutes

**Effect:** Target may have an odd cosmetic effect, such as strange eyes, non-natural hair colors, or to have tattoo makeup which might not be normal for their species.

#### ***Designer's Note***

*This is to add to already existing makeup rather than remove effects like Cosmetic Carving. This Procedure cannot be used to remove or change existing Required Costuming.*

#### **Cosmetic Carving Procedure**

**Instruction Type:** Chirurgery

**Resources:** 5x Wax, 2x Striped Worm, 2x Flensed Flesh, 1x Corpse Face

**Duration:** End of Event.

**Roleplay Time:** 15 Minutes

**Effect:** Target may ignore Required Costuming and appear as a Human for the remainder of the current game.

#### **Efficient Digestion Procedure**

**Instruction Type:** Chirurgery

**Resources:** 3x [Species] Flesh or Verdanti Fiber, 2x Medicinal Bark, 1x Sandmoss

**Duration:** 6 Months or Character death

**Roleplay Time:** 20 Minutes

**Effect:** Target reduces the time to consume non-Travel Food or Drinks by 2 mins.

**Req Feeding Trait:** Normal Feeding Traits are treated as Mandatory Feeding Traits.

Characters with Mandatory Feeding Traits must use the Active or Corpse Target effects of their Feeding Trait twice per Quarter or gain the Starved Status.

**Costuming Requirements:** If the Character's stomach is exposed, they must have procedure scar makeup on their stomach.

#### **Enhanced Filtering Procedure**

**Instruction Type:** Chirurgery

**Resources:** 2x Frogcap, 3x [Species] Flesh or Verdanti Fiber, 1x Sandmoss,

**Duration:** 3 Months

**Roleplay Time:** 30 Minutes

**Effect:** Once per Quarter, target can declare "Filtered" to negate one Poison effect.  
Reduce Health and Energy restored by Food or Drink by 5.

**Costuming Requirements:** If the Character's mid back is exposed, they must have 2 procedure scars makeup on their mid back.

#### **Fortify Flesh Procedure**

**Instruction Type:** Chirurgery

**Resources:** 5x Medicinal Bark, 1x Dire Bone, 5x [Species] Flesh or Verdanti Fiber

**Duration:** 6 Months or Character death.

**Roleplay Time:** 20 Minutes

**Effect:** Target gets +10 Maximum Health and -5 Maximum Energy.

Does not stack with further Fortify Flesh Procedures.

#### **Skeletal Armoring Procedure**

**Instruction Type:** Chirurgery

**Resources:** 2x Steel, 1x Silver, 5x [Species] Bone or Verdanti Fiber, 2x Poppibloom

**Duration:** 6 Months or Character death **Roleplay Time:** 30 Minutes

**Effect:** When performed choose a Limb. Once per Quarter target may declare "Armored" to negate one Mangle for the affected limb.

Can be applied to each limb but requires a separate Procedure.

Reduce Max Health by 5 for each limb modified this way.

**Costuming Requirements:** The Character must have scar makeup across the affected forearms, or legs if they are exposed.

### **Chirurgery Procedures**

#### **Aelfenplasty**

**Instruction Type:** Chirurgery, LTT

**Resources:** 5x Aelfen Flesh, 3x Aelfen Bone, 1x Sorrow Flowers, 1x Verdanti Fiber, 1x Ring of Lament, 1x Mana Crystal, 1x Infused Bark

**Duration:** 6 Months or Character death

**Roleplay Time:** 30 Minutes

**Effect:** Target gains Aelf Guardian Trait (3 CP), as a Long-Term Transformative effect but reduces Critical Damage they do by 5 to a minimum of 5.

**Costuming Requirements:** The Character must have one elf ear prosthetic. If the Character is an Aelfenai, their ears must have scarring or extensive tattooing on them.

**Bonus:** If the Character has Aelfen Guardian from Character Creation, they gain Instinctive Defense (4 CP) instead.

#### **Blood Thickening Procedure**

**Instruction Type:** Chirurgery, LTT

**Resources:** 2x Aurochs Meat, 5x Altasho Nuts, 4x [Species] Flesh or Verdanti Fiber

**Duration:** 6 Months or Character death

**Roleplay Time:** 30 Minutes



**Effect:** Target gains the Frigid Blood Trait (1 CP), as a Long-Term Transformative effect but increases the Energy Cost of Dash effects by 3.

**Costuming Requirements:** The Character must have some blue or white veining across any exposed skin of their arms or legs.

**Bonus:** If the Character has Frigid Blood from Character Creation, if they are hit with a Deathblow, they may reduce their Near-Death Timer by 30s and declare "Frigid Blood" to negate the Deathblow.

### Chameleonic Pigmentation Procedure

**Instruction Type:** Surgery, LTT

**Resources:** 1x Glitter Egg, 1x Marshbark, 1x Flensed Flesh, 5x Hide, 3x [Species] Flesh or Verdanti Fiber, 2x Frogcap

**Duration:** 6 Months or Character death

**Roleplay Time:** 45 Minutes

**Effect:** The Procedure's target gains the **Chameleonic Trait (2 CP)**, but Leadership and Entertain Skills cost +2 Energy.

**Chameleonic (2 CP):** Set the Energy Cost of non-Spell Stealth Skills to 1.

When the Trait User uses a Stealth Skill, they may spend +3 Energy, declare "Blended Stealth" to reduce to Stealth Cooldown to 10s.

**Costuming Requirements:** The Character must have a subtle swirl of color different than your Species normal skin color (please be aware of race face and if you are unsure, check with the Directors).

### Claw Grafts Procedure

**Instruction Type:** Surgery, LTT

**Resources:** 2x Razor Claw, 1x Sabrefang, 2x Horns, 5x Sap Bark

**Duration:** 6 Months or Character death

**Roleplay Time:** 45 Minutes

**Effect:** Target gains the **Claw and Fang Trait (2 CP)** but increase the Roleplay time of Crafting Skills by 10 minutes.

**Costuming Requirements:** The Character is required to wear claw prosthetics, gloves with metallic claws, or have claws showing on their Brawler Phys reps.

**Bonus:** Characters with Claw and Fang can gain one of the following Traits:

- **Rip and Tear (2 CP)**
- **Diseased Claws (3 CP)**
- **Toxic Claws (1 CP):** Can deliver a Poison once with each claw for one use of Poison. **Req Poisoner:** Character can declare the Poison's effect with all 6 attacks during the Rush. Only requires 1 Poison to be applied.

#### **Designer's Note**

*This Procedure can affect the Character multiple times, however, the Procedure can only give one Trait per use. The same Trait may not be taken more than once.*

### Enhanced Immunity Procedure

**Instruction Type:** Surgery, LTT

**Resources:** 4x [Species] Flesh or Verdanti Fiber, 3x [Species] Bone or Verdanti Fiber, 2x Shadowcap, 5x Weeping Russula

**Duration:** 6 Months or Character death

**Roleplay Time:** 30 Minutes

**Effect:** Target gains the Stout Constitution Trait (1 CP), as a Long-Term Transformative effect but gains half the benefit of Healing effects.

**Bonus:** If the Character has Stout Constitution from Character Creation, they become Immune to Poison.

### Excise Ill Humors

**Instruction Type:** Surgery

**Resources:** 2x [Species] Flesh / Verdanti Fibers or 1x Effigy Fragments, 1x Purifying Panacea

**Duration:** Permanent

**Roleplay Time:** 10 minutes

**Effect:** After RP is complete, all Temporary Keywords are removed and the target is Immune to gaining additional Keywords for until the end of the Quarter or 3 hours whichever is longer.

### Facial Horrification

**Instruction Type:** Surgery, LTT

**Resources:** 1x Effigy Fragment, 1x Corpse Face, 2x [Species] Bone or Verdanti Fiber, 1x Thorny Snapdragon

**Duration:** 6 Months or Character death

**Roleplay Time:** 30 Minutes

**Effect:** Target gains the Frightening Visage Trait (2 CP), as a Long-Term Transformative effect but spends +2 Energy to use Entertainer, Leadership, or Mercantile Skills.

**Costuming Requirements:** The Character must have scarring, enlarged teeth or other horrifying prosthetics. A Character may wear a partial mask with some scarring to reduce the amount of costuming necessary.

**Bonus:** If the Character has Frightening Visage from Character Creation, they spend -1 Energy to use Fear or Terror effects.

### Flesh Pouch Enhancement

**Instruction Type:** Surgery, LTT

**Resources:** 3x Flensed Flesh, 3x Bone Dust

**Duration:** 6 Months or Character death

**Roleplay Time:** 30 Minutes

**Effect:** Target gains the Internal Compartment Trait (1 CP), as a Long-Term Transformative effect but it only has a Storage Capacity of 5.

**Bonus:** If the Character has Internal Compartment from Character Creation, they may increase the Storage Capacity by 5.

### Golden Throat Procedure

**Instruction Type:** Surgery, LTT

**Resources:** 2x Rainstone, 1x Red Peppermint, 5x Sunseal Root, 5x Fats, 5x Zinc, 3x [Species] Flesh or Verdanti Fiber, 2x Medicinal Bark

**Duration:** 6 Months or Character death

**Roleplay Time:** 45 Minutes

**Effect:** When performing this Procedure, the Skill User must choose Entertainer, Leadership, or Mercantile Skill List. The Procedure's target gains the Talent Trait (3 CP) for the chosen Skill Tree but doubles the duration of Silence effects they gain.

**Costuming Requirements:** If the Character's throat is exposed, they must have procedure scars makeup on either side of their esophagus.

## Hemoferic Procedure

**Instruction Type:** Chirurgery, LTT

**Resources:** 2x [Species] Flesh or Verdanti Fiber, 2x [Species] Bone or Verdanti Fiber, 2x Sorrow Flower, 2x Dire Blood, 1x Fungal Bark

**Duration:** 6 Months or Character death

**Roleplay Time:** 30 Minutes

**Effect:** Target gains the Efficient Clotting (1 CP), as a Long-Term Transformative effect but it takes twice as long to use Healer Skills on them.

**Efficient Clotting (1 CP):** The Trait User treats Bleed as if it is 2 lower than the current value.

**Costuming Requirements:** The Character some red veining across any exposed skin.

**Bonus:** If the Character has a Species effect that does the same thing as Efficient Clotting from Character Creation, they become Immune to Bleed but cannot benefit from Healer Skills. They can still benefit from Chirurgery Procedures.

## Hemorrhagic Ignition Procedure

**Instruction Type:** Chirurgery, LTT

**Resources:** 1x Poppibloom, 3x [Species] Flesh or Verdanti Fiber, 2x [Species] Bone or Verdanti Fiber, 1x Beast Heart

**Duration:** 6 Months or Character death

**Roleplay Time:** 30 Minutes

**Effect:** Target gains the Fire in the Blood (1 CP), as a Long-Term Transformative effect but halves their Near-Death Timer.

**Costuming Requirements:** The Character must have some red veining across any exposed skin.

**Bonus:** If the Character has Fire in the Blood from Character Creation, they may use Adrenaline to Break Free as if they had Mighty from Character Creation.

## Metabolism Augmentation

**Instruction Type:** Chirurgery, LTT

**Resources:** 1x Shriveled Heart, 3x [Species] Flesh or Verdanti Fiber, 2x Flensed Flesh, 2x Medicinal Bark

**Duration:** 6 Months or Character death

**Roleplay Time:** 30 Minutes

**Effect:** The Procedure's target gains the Vicious Metabolism Trait (1 CP) as a Long-Term Transformative effect.

**Vicious Metabolism:** The Trait User can spend 10 seconds consuming 1x [Species] Flesh, or successfully use a Feeding Trait to allow a Potion used within the next 30s to ignore Potion Diminishing Returns. This effect can be used in Near-Death.

**Costuming Requirements:** If the Character's stomach is exposed, they must have procedure scar makeup on their stomach.

## Muscle Memory Conditioning Procedure

**Instruction Type:** Chirurgery, LTT

**Resources:** 3x [Species] Flesh or Verdanti Fiber, 5x [Species] Bone or Verdanti Fiber, 1x Shriveled Heart, 1x Fulgurite Wood

**Duration:** 6 Months or Character death

**Roleplay Time:** 30 Minutes

**Effect:** Target gains the Combat Expertise Trait (2 CP), as a Long-Term Transformative effect but any Bleed they gain by 1.

**Costuming Requirements:** The Character must have scar makeup across their forearms, or legs if they are exposed.

**Bonus:** If the Character has Combat Expertise from Character Creation, they instead gain the benefits of Champion.

## Muscular Graft Procedure

**Instruction Type:** Chirurgery, LTT

**Resources:** 3x Aurochs Meat, 5x [Species] Flesh or Verdanti Fiber

**Duration:** 6 Months or Character death

**Roleplay Time:** 30 Minutes

**Effect:** Target gains the Mighty Trait (2 CP) but reduces Steps taken for Dash effects by 5.

**Costuming Requirements:** The Character must have scar makeup across their forearms, or legs if they are exposed.

**Bonus:** If the Character has Mighty from Character Creation, they gain the Deathgrip (1 CP) Trait instead.

## Nerve Searing Procedure

**Instruction Type:** Chirurgery, LTT

**Resources:** 2x [Species] Flesh or Verdanti Fiber, 2x Cinderbark, 5x Blister Holly

**Duration:** 6 Months or Character death

**Roleplay Time:** 30 Minutes

**Effect:** Target gains the Deadened Nerves Trait (1 CP), as a Long-Term Transformative effect but cannot gain the benefits of Entertain.

**Deadened Nerves (1 CP):** The Trait User treats Bleed as if it is 2 lower than the current value.

**Costuming Requirements:** The Character must have their fingertips blackened, and some black veining across any exposed skin of their arms or legs.

**Bonus:** If the Character has Species effect that does the same thing as Deadened Nerves from Character Creation, they become Immune to Agony but cannot benefit from Entertainer effects.

## Ocular Augmentation

**Instruction Type:** Surgery, LTT

**Resources:** 3 [Species] Flesh or Verdanti Fiber, 2x Death's Eye, 2x Bandage, 5x Silvemar Flowers, 1x Waking Dream Russula

**Duration:** 6 Months or Character death

**Roleplay Time:** 30 Minutes

**Effect:** Target gains the Sharp Eyed Trait (2 CP), as a Long-Term Transformative effect but doubles the duration of Blind effects.

**Costuming Requirements:** If the Character's eyes are exposed, they must have obvious veining coming from the sides of their eyes.

**Bonus:** If the Character has Sharp Eyed from Character Creation, they gain the bonus of Sharp Eyed even if they have Bleed, Agony or Disorient.

## Pheromone Gland Implantation

**Instruction Type:** Surgery, LTT

**Resources:** 3x Fae Flesh, 1x Somnospore Mushroom, 3x Silvemar Flowers, 3x Echin Flowers, 2x Erushew Nuts

**Duration:** 6 Months or Character Death

**Roleplay Time:** 20 Minutes

**Effect:** Target gains the Mischievous Charm Trait (1 CP)

**Bonus:** When using Charm, may declare "10ft Social Charm".

## Projectile Toxin Procedure

**Instruction Type:** Surgery, LTT

**Resources:** 2x Hollow Fang, 2x Grave Ash, 2x Sorrow Flower, 2x Mercury, 3x Coal, 1x Fungal Bark

**Duration:** 6 Months or Character death

**Roleplay Time:** 30 Minutes

**Effect:** Target gains the Projectile Toxin Trait (2 CP), as a Long-Term Transformative effect.

**Projectile Toxin:** User may spend 10s to consume a Poison and ignore its effect. For 1 hour, the Character may spend 3 Energy to throw a yellow packet and declare "Shot Poison [Poison effect]". This shot cannot be aimed. After the 1 hour duration ends, the Poison effect is removed.

If the Effect User is Immune to Poison, they can still gain this effect.

**Req Alchemical Sludge, Hemo Venom, Stinging Venom,**

**Toxicity:** The Character may declare the effects of a Poison from these Traits by spending 3 Energy and throwing a yellow Packet and declaring "Shot Poison [Poison effect]".

**Costuming Requirements:** The Character must have some purple, green, brown, or black veining around their mouth.

## Shrieker Cords Procedure

**Instruction Type:** Surgery, LTT

**Resources:** 1x Rainstone, 1x Blizzard Mint, 3x [Species] Flesh or Verdanti Fiber, 5x Eldberry, 5x Lareni Leaves

**Duration:** 6 Months or Character death

**Roleplay Time:** 30 Minutes

**Effect:** Target gains the Shrieker Cords Trait (1 CP), but The Target may only speak in a loud voice and may not whisper.

**Shrieker Cords Trait (1 CP):** User may spend 5 Energy, declare "Shriek" to negate a Silence effect.

**Costuming Requirements:** If the Character's throat is exposed, they must have bruising makeup on either side of their esophagus.

## Skull Cap Procedure

**Instruction Type:** Surgery, LTT

**Resources:** 3x Brass, 1x Warding Wreath, 1x Silver, 3x [Species] Bone or Verdanti Fiber

**Duration:** 6 Months or Character death

**Roleplay Time:** 30 Minutes

**Effect:** The Procedure's target gains the Skull Cap Trait (1 CP) but reduces their Maximum Zeal by 15.

**Skull Cap (1 CP):** The Trait User reduces the duration of Disorient and Stun effects by half (rounded up to the nearest second).

**Costuming Requirements:** If the Character's forehead is exposed, they must have a scar or stitch line makeup across their upper forehead.

## Third Membrane Procedure

**Instruction Type:** Surgery, LTT

**Resources:** 1x Effigy Fragment, 2x [Species] Flesh or Verdanti Fiber, 1x Death's Eye, 1x Infused Bark

**Duration:** 3 Months

**Roleplay Time:** 30 Minutes

**Effect:** The Procedure's target gains the Shielded Eye Trait (1 CP), as a Long-Term Transformative effect but cannot use Aim or Focus effects.

**Shielded Eye (1 CP):** User may spend 5 Energy, declare "Shielded Eye" and negate a Blind effect.

**Costuming Requirements:** The Character some scar or stitching makeup on both temples.

## Weaving Gland Implantation

**Instruction Type:** Surgery, LTT

**Resources:** 3x [Species] Bone or Verdanti Fiber, 2x Spider Silk

**Duration:** 6 Months or Character death

**Roleplay Time:** 30 Minutes

**Effect:** The Procedure's target gains the Snare Trait (1 CP), as a Long-Term Transformative effect but doubles the duration of Stun effects.

**Costuming Requirements:** The Character are red line or scar from the bottom of their lower lip down their chin and along the underside of their jaw to their throat.

**Bonus:** If the Character has Snare from Character Creation, the Character may throw the Yellow Packet and declare "Shot, Crush, Pin 1 min".

## Wing Grafts

**Instruction Type:** Chirurgery, LTT

**Resources:** 4x [Species] Flesh or Verdanti Fiber, 10x Feather, 6x [Species] Bone, 1x Beast Heart, 2x Blade Feather

**Duration:** 6 Months or Character death

**Roleplay Time:** 30 Minutes

**Effect:** Target gains the Aerial Trait (1 CP), as a Long-Term Transformative effect but the Character increases any Agony they gain by 1.

**Costuming Requirements:** The Character must have wings phys reps.

**Bonus:** If the Character has Aerial from Character Creation, they increase the number of steps for Aerial by 20.

## Tier 2 Chirurgery Procedures

### Dire Claw Augmentation

**Instruction Type:** Chirurgery, LTT

**Resources:** 3x Razor Claw, 5x Iron, 2x [Species] Bone, 5x Animal Bone

**Duration:** 6 Months or Character Death

**Roleplay Time:** 30 minutes

**Effect:** Target must have **Claw and Fang Trait**.

Target gains the Dire Claws Trait (3 CP).

**Dire Claws (3 CP):** +1 Fortune Card Draw for Mining or Hunting. User may spend 5 Energy to get +1 Rare Resource when using Mining or Hunting. This applies to one instance of Mining or Hunting.

*To gain this Instruction through Explore Theory, the User must also expend a Claw Grafts Procedure Instruction and the Resources for the Claw Grafts Procedure.*

### Ocular Refining Procedure

**Instruction Type:** Chirurgery, LTT

**Resources:** 1x Dire Eye, 1x Death's Eye, 3x Sunseal Root, 3x Altasho Nuts, 1x Sorrow Flower

**Duration:** 6 Months or Character Death

**Roleplay Time:** 30 minutes

**Effect:** Target must have **Sharp Eyed Trait**.

Target gains the Eagle Eyed Trait (3 CP).

**Eagle Eyed (3 CP):** +1 Fortune Card Draw for Foraging or Grave Tending. User may spend 5 Energy to get +1 Rare Resource when using Foraging or Grave Tending. This applies to one instance of Foraging or Grave Tending.

*To gain this Instruction through Explore Theory, the User must also expend an Ocular Augmentation Instruction and the Resources for the Ocular Augmentation.*

## Resuscitation Procedure

**Instruction Type:** Chirurgery, Tier 2

**Resources:** 5x [Species] Flesh / Verdanti Fibers or 3x Effigy Fragments.

**Duration:** Permanent

**Roleplay Time:** 10 minutes

**Effect:** The Targets must:

- Have had a Distilled Essence of Life used on them within 5 minutes of Death
- Procedure must begin within 10 minutes of using the Distilled Essence of Life.

Target is brought back to life, does not go to the Great Game and loses no Soul Points.

*This Procedure is exceedingly delicate. If it is interrupted, the target cannot be brought back by any means other than the Great Game. Selfless Healer may not be used during this RP time, only Dedication may be used. The required [Species] Flesh must match the target's Species, or use Verdanti Fibers for Verdanti, or Effigy Fragments for Effigies.*

*To gain this Instruction through Explore Theory, the User must also expend a Distilled Essence of Life Schematic and the Item itself.*

# Spellweaver Rituals

Spellweaver Rituals require Performance RP to be done to gain the listed effects. Once done, they can use the Spellweave effect until the listed duration ends.

The Spellweaver must have the Instructions on their person to perform non-Basic Spellweaver performances.

Bonuses to damage/healing/temp stats/duration will modify Spellweaver effects.

**Spellweave:** If an effect references Spellweave Xs, the User must sing, hum, dance, or otherwise do some kind of performance to recharge an effect before it can be used again. The performance must be obvious and cannot be done quietly or subtly.

**Company of Players Bonus:** Effects for Company of Players requires the Skill User to have the Company of Players Skill and another person to do the Initial RP with them to gain the benefit. They do not have to have another with them while doing the Spellweave RP. The User may use either the normal effect or the Company of Players effect but must do the Spellweave RP of the effect used to regain another use of either effect.

## **Basic Spellweaver Performances**

### Easing Hymn

**Ritual Type:** Spellweaver Ritual

**Ritual Skill:** Spellweaver

**Roleplay Time:** 1 minute

**Duration:** 1 Hour

**Effect:** Spellweave 10s. User may Point at a target within Reach and declare "Remove Agony"

**Company of Players Bonus:** Spellweave 10s. User may point at a target within Reach and declare "Remove Bleed".

### Glacial Waltz

**Ritual Type:** Spellweaver Ritual

**Ritual Skill:** Spellweaver

**Roleplay Time:** 1 minute

**Duration:** Scene

**Effect:** Spellweave 10s. User may Point to a target within 10ft and declare "Social, Slow 1 min".

**Company of Players Bonus:** Spellweave 10s. User may declare "10ft Social, Slow 1 min".

### The Dutiful Assistant's Melody

**Ritual Type:** Spellweaver Ritual

**Ritual Skill:** Spellweaver

**Roleplay Time:** 5 minutes

**Resources:** 1x Honorite

**Effect:** The Spellweaver does Performance Roleplay for 5 minutes during a Major Ritual. If the RP is not interrupted, the Ritual gains a bonus to Major Rituals.

**Company of Players Bonus:** Provides a Large Bonus.

## **Spellweaver Instruction**

### Cacophonous Noise

**Ritual Type:** Spellweaver Ritual

**Ritual Skill:** Spellweaver

**Roleplay Time:** 1 minute

**Duration:** Scene

**Effect:** Spellweave 10s. User may point at a target within 10ft or themselves and declare "Social Disorient 30s".

**Company of Players Bonus:** Spellweave 30s. User may spend 3 Energy to declare "10ft [Group], Social Disorient 30s".

### Chant of Innocence

**Ritual Type:** Spellweaver Ritual

**Ritual Skill:** Spellweaver

**Roleplay Time:** 1 minute

**Duration:** Scene

**Effect:** Spellweave 10s. User may Point at a target within 10ft and declare "Ignore Rage/Confusion 30s".

**Company of Players Bonus:** Spellweave 10s. User may spend 3 Energy to declare "Innocent" to negate a Rage or Confusion effect.

Additionally, User may declare Redirect for 0 Energy. This does not require Spellweaving RP to recharge.

### Comedy of Errors

**Ritual Type:** Spellweaver Ritual

**Ritual Skill:** Spellweaver

**Roleplay Time:** 1 minute

**Duration:** Scene

**Effect:** Spellweave 10s. User may Point to a target within 10ft and declare "Disarm [Right/Left]".

**Company of Players Bonus:** Spellweave 10s. User may spend 3 Energy to declare "10ft Social, [Group] Disarm".

### Dirge of Suffering

**Ritual Type:** Spellweaver Ritual

**Ritual Skill:** Spellweaver

**Roleplay Time:** 1 minute

**Duration:** Scene

**Effect:** Spellweave 10s. User may Point to a target within 10ft and declare "Social, Agony 2."

**Company of Players Bonus:** Spellweave 10s. User may spend 3 Energy to declare "10ft Social [Group] Agony 2".

### Focusing Mantra

**Ritual Type:** Spellweaver Ritual

**Ritual Skill:** Spellweaver

**Roleplay Time:** 1 minute

**Duration:** Scene

**Effect:** Spellweave 10s. User may Point to a target within 10ft and declare "Ignore Disorient 30s".

**Company of Players Bonus:** Spellweave 10s. User may spend 3 Energy to declare "10ft [Group] Ignore Disorient 30s".

### Mantra of War

**Ritual Type:** Spellweaver Ritual

**Ritual Skill:** Spellweaver

**Roleplay Time:** 1 minute

**Duration:** Scene

**Effect:** Spellweave 30s. User may point at a target within 10ft or themselves and declare "Social Warrior's Spirit 1 min".

The target deals Expertise damage with the weapon they are currently holding. This effect is lost if the target is put into Near-Death. The Duration of this effect cannot be extended unless it specifies it modifies Mantra of War.

**Company of Players Bonus:** Spellweave reduced to 10s to regain this effect.

### Mother's Guiding Whispers

**Ritual Type:** Spellweaver Ritual

**Ritual Skill:** Spellweaver

**Roleplay Time:** 1 minute

**Duration:** Scene

**Effect:** Spellweave 10s. User may Point to a target within 10ft and declare "Ignore Rage/Confuse 30s".

**Company of Players Bonus:** Spellweave 10s. User may spend 3 Energy to declare "10ft [Group], Ignore Rage/Confuse 1 min".

### Reveler's Walk

**Ritual Type:** Spellweaver Ritual

**Ritual Skill:** Spellweaver

**Roleplay Time:** 5 minutes

**Effect:** The Skill User chooses their Audience and then declares "Beginning Reveler's Walk". Characters affected by the Reveler's Walk can walk and continue to consume Food or Drink Items without interrupting the RP. If the Spellweaver's Performance is interrupted or ended early, all Food and Drink Items being consumed by Characters moving while using this effect Characters are lost.

**Company of Players Bonus:** The Skill User may spend the Energy to declare Entertain when the Reveler's Walk RP time is completed.

### Saga of Lost Love

**Ritual Type:** Spellweaver Ritual

**Ritual Skill:** Spellweaver

**Roleplay Time:** 1 minute

**Duration:** Scene

**Effect:** Spellweave 10s. User may Point at a target within 10ft and declare "Spell Heal 5."

**Company of Players Bonus:** Spellweave 30s. User may spend 5 Energy and declare "By My Voice [Group] Heal 3".

### Sonata of Vil'shadun

**Ritual Type:** Spellweaver Ritual

**Ritual Skill:** Spellweaver

**Roleplay Time:** 1 minute

**Duration:** Scene

**Effect:** Spellweave 10s. User may Point at a target within 10ft and declare "Social, 10 Magic"

**Company of Players Bonus:** Spellweave 30s. User may spend 5 Energy and declare "By My Voice [Group] Social 5 Magic".

### Sonnet of the Peacemaker

**Ritual Type:** Spellweaver Ritual

**Ritual Skill:** Spellweaver

**Roleplay Time:** 1 minute

**Duration:** Scene

**Effect:** Spellweave 30s. User may point at a target within 10ft or themselves and declare "Social Pacify 1 min".

**Company of Players Bonus:** Spellweave reduced to 10s to regain this effect.

### Tale of Murphy's Folly

**Ritual Type:** Spellweaver Ritual

**Ritual Skill:** Spellweaver

**Roleplay Time:** 1 minute

**Duration:** Scene

**Effect:** Spellweave 30s. User may spend 3 Energy, Point at a target within 10ft and declare "Social Hex 30s".

**Company of Players Bonus:** Spellweave reduced to 10s to regain this effect.

### The Agrinean Lament

**Ritual Type:** Spellweaver Ritual

**Ritual Skill:** Spellweaver

**Roleplay Time:** 1 minute

**Duration:** Scene

**Effect:** Spellweave 10s. User may Point at a target within 10ft and declare, "Social 10 Fester".

**Company of Players Bonus:** Spellweave 30s. User may spend 3 Energy, Point at a target within 10ft and declare "Social 30 Fester".

### Tragedy of the Magus

**Ritual Type:** Spellweaver Ritual

**Ritual Skill:** Spellweaver

**Roleplay Time:** 1 minute

**Duration:** Scene

**Effect:** Spellweave 10s. User may Point to a target within 10ft and declare "Social, Silence 30 seconds."

**Company of Players Bonus:** Spellweave 30s. User may spend 3 Energy to declare "10ft [Group], Social Silence 30s".

## **Words of Blasphemy**

**Ritual Type:** Spellweaver Ritual

**Ritual Skill:** Spellweaver

**Roleplay Time:** 1 minute

**Duration:** Scene

**Effect:** User may spend 3 Energy, declare "Pious" to negate a Faith effect.

**Company of Players Bonus:** Spellweave 10s. User may spend 3 Energy, Point to a target within 10ft and declare "1 Free Pious".

Pious may be used to negate Faith effects.

# Blood Magic Ritual

## Instructions

### Basic Blood Magic Rituals

#### Desecration

**Ritual Type:** Minor Ritual

**Ritual Skill:** Blood Magic Ritualist

**Roleplay Time:** 20 Minutes

**Duration:** 1 Year

**Resources:** 10x Sand, 5x Bleeding Heart Root, 2x Forsaken Briar.

**Effect:** When the Ritual is completed, the Ritual Leader may Desecrate a single room or 10ftx10ft area.

Characters inside the Desecrated area gain the following benefits:

- Ork'rus and Demons regain 1 Energy every 5 minutes they spend At Rest in this space.
- Spend -1 Health and Energy to use Blood Magic Spells. The Health Cost may be reduced to zero this way.
- Blood Magic Rituals performed in the area gain a bonus.

If the Desecrated Area overlaps with special effects such as a Sanctified area, both effects are negated.

**Ritual Bonus (Participant):** Desecrates two rooms or 2 10ftx10ft areas.

**Ritual Bonus (Ritual Leader):** Desecrate up to 4 rooms or four 10x10ft areas.

#### Feast of Copper

**Ritual Type:** Minor Ritual, LTT

**Ritual Skill:** Blood Magic Ritualist

**Roleplay Time:** 20 Minutes

**Duration:** 3 Months

**Resources:** 3x Copper, 10x Sand, 3x Wax, 1x Blood Honey, 1x Beast Heart

**Target Cost:** 1x [Species] Flesh, 1x [Species] Bone (or 2x Verdanti Fibers) and 1x Direblood

**Effect:** When the Ritual is performed, the Ritual Leader must choose Sanguivore (2 CP), Scavore (2 CP) or Carnivore (1 CP). The Ritual targets gain the chosen Trait as a Long-Term Transformative effect.

**Bonus:** If a target of this Ritual purchased Sanguivore, Scavore or Carnivore at Character Creation, double the Health regained when using that Trait.

**Ritual Bonus (Participant):** Each Dire Blood provided by a target can target 1 additional person.

*For example, if you collected 3 Dire Blood from targets, you could target up to 6 people.*

*In the case of an Effigy target, any [Species] Flesh or Bone can be used but requires double the amount.*

*Alternatively, they can replace 2 [Species] Flesh with 1 Flensed Flesh, or 2 [Species] Bone with 1 Effigy Fragments.*

#### Hypnotic Blood

**Ritual Type:** Minor Ritual, LTT

**Ritual Skill:** Blood Magic Ritualist

**Roleplay Time:** 20 Minutes

**Duration:** 3 Months

**Resources:** 5x Animal Bones, 5x Bleeding Heart Root, 1x Direblood, 1x Crimson Lotus

**Target Cost:** 1x Copper, 1x Weeping Russula, 1x Waking Dream Russala

**Effect:** The targets of the Ritual gain the Hypnotic Blood Trait as a Long-Term Transformative effect.

**Hypnotic Blood (1 CP):** The Trait User must be within Reach and Point to a Food or Drink Item, spend 3 Energy and 1 Health, and declare "Poison, Hypnotic Blood".

If a Character consumes the Food or Drink, they gain "Poison, Charm [Effect user]". This effect follows all the rules of a Poison added to Food/Drink.

If a Sanguivore uses Blood Drinker on the Trait User, the Trait User may immediately point at the Sanguivore and declare "Charm 5 mins". This Charm effect cannot be resisted or negated.

**Ritual Bonus (Participant):** Each Waking Dream Russala provided by a target can target 1 additional person.

*For example, if you collected 3 Waking Dream Russala from targets, you could target up to 6 people.*

#### Ritual of Parched Earth

**Ritual Type:** Major Regional Ritual

**Ritual Skill:** Blood Magic Ritualist

**Duration:** 3 Months

**Resources:** 10x Sand, 10x Blister Holly, 1x Sandmoss, 1x Crimson Lotus, 2x Strangler Ivy

*The Ritual Leader gathers the Assembly and journeys to **the Realm of Broken Earth**. When the **corpse rain falls**, the Ritual Leader speaks the **5 Verses of Hemorrhagax**. Seeding the **Offering of Victorious Slaughter**, the Assembly scatters the remnants across the Realm. The Ritual Leader invokes the **Eight Orders of the Crown of Scorching Tides**. The Assembly then forms the **Sigil of Parched Earth**, speaking the **Litany of Eternal Suffering**. The Ritual Leader seals the Ritual with the **Offering to the Corpse Sea**.*

**Effect:** Once this Ritual is performed, the Ritual Leader designates a 20ft radius area.

When Characters use Gathering Skills in the designated area, double the Common Materials gathered.

This effect is applied after any other modifiers to how many Common Materials are gathered.

Each time a Character uses a Passive Gathering Skill in the designated area, their Maximum Health is reduced by 2 until they Recover.



## Minor Blood Magic Ritual

### Instructions

#### Bloodletter's Hubris

**Ritual Type:** Minor Ritual, LTT

**Ritual Skill:** Blood Magic Ritualist

**Roleplay Time:** 20 Minutes

**Duration:** 3 Months

**Resources:** 5x Fae Bone, 1x Thorny Snapdragon, 2x Pheasant, 1x Etched Antler

**Target Cost:** 1x [Species] Bone or Verdanti Fibers and 1x Shriveled Heart

**Effect:** The Ritual's target gains the Fearless Trait (2 CP) as a Long-Term Transformative effect.

**Bonus:** If the Character has the Fearless Trait from Character Creation, they gain 1 Zeal when they declare Immune against a Fear or Terror effect.

**Ritual Bonus (Participant):** Each Shriveled Heart provided by a target can target 1 additional person.

#### Corruption's Temptation

**Ritual Type:** Minor Ritual, LTT

**Ritual Skill:** Blood Magic Ritualist

**Roleplay Time:** 20 Minutes

**Duration:** 3 Months

**Resources:** 1x Infused Bark, 5x Mortaeon Bone, 3x Rabbit, 10x Moonshadow Leaves

**Target Cost:** 2x [Species] Flesh or Verdanti Fibers and 1x Ring of Lament

**Effect:** The Ritual's target gains the Corruption's Temptation Trait (2 CP) Trait as a Long-Term Transformative effect.

**Corruption's Temptation:** The Trait User gains bonuses based on the Entropy Level of the Town.

- **Entropy Level 0:** -10 Maximum Energy
- **Entropy Level 1:** No Bonus
- **Entropy Level 2:** +5 Maximum Energy
- **Entropy Level 3:** +10 Maximum Energy
- **Entropy Level 4:** +15 Maximum Health and Energy
- **Entropy Level 5:** +20 Maximum Health and Energy, Max Temporary Stats +5
- **Entropy Level 6:** +25 Maximum Health, Energy, and +15 Maximum Temporary Stats.

**Ritual Bonus (Participant):** Each Ring of Lament provided by a target can target 1 additional person.

#### Fanning the Flame

**Ritual Type:** Minor Ritual, LTT

**Ritual Skill:** Blood Magic Ritualist

**Roleplay Time:** 20 Minutes

**Duration:** 3 Months

**Resources:** 5x Weeping Russula, 5x Beef, 1x Ruby, 1x Forsaken Briar, 1x Beast Heart, 1x Demon Ash

**Target Cost:** 1x Bleeder Berries, 2x Bleeding Heart Root

**Effect:** The targets of the Ritual gain the Minor Frenzy or the Enhanced Frenzy Trait as a Long-Term

Transformative effect. The Ritual target may choose which effect they gain.

**Minor Frenzy (2 CP):** The Trait User gains the Frenzy Trait, but it only lasts for 1 minute.

**Enhanced Frenzy (1 CP):** Characters that purchased the Frenzy Trait at Character Creation increase the duration by 1 minute or may choose to gain the benefits of Spell Rage. Spell Rage gained from this Bonus only costs the 1 additional CP.

**Ritual Bonus (Participant):** The duration of Minor Frenzy is 2 minutes. Enhanced Frenzy increases the duration of Frenzy by 2 minutes.

#### Temptations of Hemorrhagax

**Ritual Type:** Minor Ritual, LTT

**Ritual Skill:** Blood Magic Ritualist

**Roleplay Time:** 20 Minutes

**Duration:** 3 Months

**Resources:** 2x Petrified Wood, 5x Ork'rus Bone, 1x Shriveled Heart, 1x Split Toe, 1x Crimson Lotus

**Target Cost:** 1x Ork'rus Bone, 1x Ork'rus Flesh, 1x Liar's Tongue

**Effect:** The Ritual's target gains the Tough Trait (2 CP) as a Long-Term Transformative effect.

**Bonus:** If the Character has the Tough Trait from Character Creation, they can have up to 60 Vigor at one time.

**Ritual Bonus (Participant):** Each Liar's Tongue provided by a target can target 1 additional person.

## Major Blood Magic Ritual

### Instructions

#### Blood Enrichment

**Ritual Type:** Major Ritual

**Ritual Skill:** Blood Magic Ritualist

**Duration:** Permanent

**Resources:** 10x Sand, 5x Wax, 5x Honey, 2x Crimson Lotus, 1x Star Shard, 1x Direblood, and 1x Spirit Shard

**Target Cost:** 1x Heartstone, 2x Bleeding Heart Root

*Upon **Soul-Scorched Ground**, assemble the damned and **quench the Land's Thirst with Corpse Beer**. Speak the **Words of Sanguinorum** and approach the damned. Carve them open and **bestow the Gift of Sotarok** upon each. After receiving the Gift, each must rise and speak the **Oath of Eternal Ambition**. Enact the **Ghong'Ozod's Betrayal**, and when death creeps near, hoist the damned to their feet and apply the **Lash of Maddening Vision**. To offer thanks, the damned must then **prove their ambition**.*

**Effect:** If this Ritual is successful, the targets lose 1 Soul Point and increase their Maximum Energy Cap by 10. It costs 3 Experience for each point of Maximum Energy over their normal Species Cap. A Character may only benefit from this Ritual once. This stacks with similar effects.

**Ritual Bonus (Participant):** Each Heartstone provided can target 1 additional person.

## **Ritual of Weeping Wounds**

**Ritual Type:** Regional Major Ritual

**Ritual Skill:** Blood Magic Ritualist

**Duration:** 3 Months

**Resources:** 5x Pork, 5x Lamb, 5x Sand, 3x Direblood, 1x Beast Heart, 3x Blade Feather

Seek the **thinning flesh of the Veil** and gather the bloodletters. Spread the **Carrion Feast** while invoking the **Hdruxyan Curse**. Carve the **Thirteen Sins** into the **Burning Storm's Offering** and let the **Pledge of Bloodletting** sever the flesh of the Veil. Welcome the **Deluge of Fleeting Hope** and circle the prey. The Ritual is complete when **the Offering is hunted and sacrificed**.

**Effect:** If this Ritual is successful, the Bleed effects in the region can stack to 10 and increase the amount of Bleed given by any effect by 1.

## **Summon Infernal Entity**

**Ritual Type:** Major Ritual

**Ritual Skill:** Blood Magic Ritualist

**Duration:** See Below

**Resources:** 10x Sand, 5x Fats, 5x Wax, 2x Cinderbark, 2x Demon Ash, 1x Spirit Shard

Follow the **spoor of Corruption** to the chosen ground. Create the **Circle of Summoning** and mark the way with the **Pentacle of Ixgraknef**. When the **Blasphemous Howling Call** echoes over the lands, **beckon forth the intended**, and close the circle in the **Prison of Form**. Fear not the beast before you, the **Contract of Uulkverush** will render them powerless before you. Tread lightly, offer the **Price of the Pact**, and let the **Chorus of Wails** seal this summoning.

**Effect:** If this Ritual is successful, it summons a Demon to bargain for information or certain items. The Ritual Leader may bargain with the Demon to get information, Resources, Crafted Items, or Infernal Boons. Soul Points or tasks performed for the Demon are the most common prices for the Demon's help. The tasks will have a time limit and if they are not completed, the benefits are revoked, and the Item User loses Soul Points.

A Character may only have 1 Infernal Boon per 5 Soul Points they have at the time of the Summoning. Infernal Boons cost 1 SP when gained and if the Character dies or fails to complete the agreed mission within 3 months, they lose additional Soul Points based on the strength of the Boon.

# Enchanter Ritual

## Instructions

### Basic Enchanter Rituals

#### Rite of Welcoming

**Ritual Type:** Minor Ritual

**Ritual Skill:** Enchanter Ritualist

**Roleplay Time:** 20 Minutes

**Duration:** 3 Months

**Resources:** 5x Silvemar Flower, 1x Liar's Tongue, 1x Waking Dream Russala

**Target Cost:** 1x Fool's Gold, 2x Lamb

**Effect:** The Ritual Target can expend a Silver and declare "By my Voice, Of course I belong here, 5 Mins". Any NPCs except Mindless or Feral NPCs affected will treat the Effect User as one of their own and welcome them. This prevents the Effect User from being attacked and may allow the Effect User to get into a good position to start the fight or learn more information from the NPCs.

#### Small Kingdom

**Ritual Type:** Minor Ritual

**Ritual Skill:** Enchanter Ritualist

**Roleplay Time:** 30 Minutes

**Duration:** 6 Months

**Resources:** 4x Milk, 4x Honey, 4x Fool's Gold

**Effect:** Characters may use this Ritual to expand the area of their Shopkeep Area.

This Ritual may expand the area of a Shopkeep area by another 10x10 area. This Ritual may be used up to 3 times to increase the Shopkeep area to a 20'x20' area. A Shopkeep area can never be larger than a 20x20 area.

**Ritual Bonus (Participant or Ritual Leader):** The Ritual increases the Shopkeep area to 20ft x 20ft with only one use.

#### Twist Chance

**Ritual Type:** Minor Ritual

**Ritual Skill:** Enchanter Ritualist

**Roleplay Time:** 20 Minutes

**Duration:** 3 Months

**Resources:** 5x Animal Bones, 5x Moonshadow Leaves, 1x Crown Mushrooms, 3x Fool's Gold, 1x Spirit Shard

**Effect:** Once per Quarter, the target of this Ritual declares "Twist Chance" and may cheat at a game of chance or when dealt cards. They may choose to substitute the card for any other card in the deck or change the outcome of the game of chance in their favor.

Other Characters involved will have no idea unless they use Foresight, or have Thaumaturgy Initiate and chose the Aspect of Deception.

**Ritual Bonus (Participant):** +1 additional use per Quarter.

**Ritual Bonus (Ritual Leader):** +2 additional times per Quarter. Stacks with Participant Bonus for total of 4 uses per Quarter.

#### **Designer's Note**

*The Ritual's target cannot gain the effects of this Ritual or the Ritual bonuses more than once.*

#### Touch of the Fae Wilds

**Ritual Type:** Regional Gathering Major Ritual

**Ritual Skill:** Enchanter Ritualist

**Duration:** 3 Months

**Resources:** 5x Milk, 5x Honey, 5x Fool's Gold, 3x Earthblood, 1x Soul Blossom, 1x Glitter Egg, 1x Heartstone

*The Ritual Leader **Invokes the Courts Benevolence** and the Assembly chants the **Praises of the Courts of the Moon and Sun**. Once the Ritual Leader is recognized, they must **offer the land in tribute**. The Assembly then imbues the land with the **Well of Laughter and Misery**. The Ritual Leader then **anoints the Chosen Sentinels** in the **Currency of the Court**. Meanwhile, the Assembly chants the **Dreamer's Annexation**. As the Wilds seep into the world, the Ritual Leader then must make the **Offering of the First Court**. Once the offering is made, the Assembly speaks the **Oath of the Fair**.*

**Effect:** Increases the Common and Rare Resources gathered using Logging by 1.

### Minor Enchanter Ritual Instructions

#### Hands of the Joyful

**Ritual Type:** Minor Ritual, LTT

**Ritual Skill:** Enchanter Ritualist

**Roleplay Time:** 20 Minutes

**Duration:** 3 Months

**Resources:** 2x Mirrorstone, 5x [Species] Bone

**Effect:** When performing this Ritual, the Ritual Leader must choose one Skill with a RP time. The Ritual's target gains the Hands of the Joyful Trait [Chosen Skill] (1 CP) as a Long-Term Transformative effect.

**Hands of the Joyful [Skill]:** When using the chosen Skill, the Character regains 1 Energy every 5 mins while doing that RP. Characters only gain this Energy for the RP time performed.

#### **Designer's Note**

*This Ritual can affect the Character multiple times. This effect does not stack with similar effects.*

#### Lullaby of Nironya

**Ritual Type:** Minor Ritual, LTT

**Ritual Skill:** Enchanter Ritualist

**Roleplay Time:** 20 Minutes

**Duration:** 3 Months

**Resources:** 5x Verdanti Fiber, 1x Beast Heart, 5x Orange, 10x Nach Leaves

**Target Cost:** 1x Gustgrass, 2x Grapes

**Effect:** The Ritual's target gains the Aromatherapy (2 CP) Trait as a Long-Term Transformative effect.

**Bonus:** If a Character has Aromatherapy from Character Creation, they may spend 10 Energy, Point at a target in Engagement Range and declare "Remove Frenzy".

**Ritual Bonus (Participant):** Each Gustgrass provided by a target can target 1 additional person.

### Rite of Courtly Authority

**Ritual Type:** Minor Ritual

**Ritual Skill:** Enchanter Ritualist

**Roleplay Time:** 20 Minutes

**Duration:** Until the End of the Event

**Resources:** 10x Grain, 5x Crown Mushroom, 1x Glitter Egg

**Target Cost:** 1x Vine

**Effect:** This Ritual must be performed on a group organized by Tactical Planning. The Skill User using Tactical Planning increases their Maximum Energy by 1 for each member of the Group (Including the Group Leader).

When the Effect User who organized the group uses a Leadership Skill, all other members of the group regain 1 Energy.

### Rite of the Glib Silver

**Ritual Type:** Minor Ritual, LTT

**Ritual Skill:** Enchanter Ritualist

**Roleplay Time:** 20 Minutes

**Duration:** 3 Months

**Resources:** 1x Liar's Tongue, 1x Infused Bark, 5x Mortaeon Bone, 3x Rabbit, 10x Moonshadow Leaves

**Target Cost:** 1x Silver, 2x Silvemar Flower

**Effect:** The Ritual's target gains the Parley Trait (2 CP) as a Long-Term Transformative effect.

**Bonus:** If a Character has Parley from Character Creation, they may declare "Social Feint Pacify 1 min".

**Ritual Bonus (Participant):** Each Silver provided can target 1 additional person.

## Major Enchanter Ritual Instructions

### Call the Court

**Ritual Type:** Major Ritual

**Ritual Skill:** Enchanter Ritualist

**Duration:** See below

**Resources:** 5x Milk, 5x Honey, 2x Fine Fur, 1x Infused Wood, 1x Gold

First prepare the **Accouterments of the Regent** and request an audience with proper offering. Speak the **Record of the Fae Regent**. Let the gathered attendants repeat the **Herald's Word** and assemble in the **Formal Welcome of the Court**. A Herald must speak the **Introduction of the Petitioner**. The attendants must then chant the **Call to Order of the Court**. As the attendants chant, the Petitioner must then **approach the Throne** and offer the ceremonial **Pledge of Fealty**.

**Effect:** If this Ritual is successful, it summons a Fae Regent to bargain for information or certain items. The Ritual Leader may bargain with the Fae Regent to get information, Resources, Crafted Items, or Court Boons. Soul Points or tasks performed for the Fae Regent are the most common prices for the Fae Regent's help. The tasks will have a time limit and if they are not completed, the benefits are revoked, and the Effect User is punished with a loss of Soul Points.

A Character may only have 1 Court Boon per 5 Soul Points they have at the time of the Summoning. Court Boons cost 1 SP when gained and if the Characters dies or fails to complete the agreed mission within 3 months, they lose additional Soul Points based on the strength of the Boon.

### Inviolate Animus Ritual

**Ritual Type:** Major Ritual

**Ritual Skill:** Enchanter Ritualist

**Duration:** 3 Months

**Resources:** 6x Lead, 3x Furs, 1x Crystal Blossom, 1x Soul Blossom, 1x Diamond

**Target Cost:** 1x Soul Blossom, and 1x Living Wood

*To bind the soul beyond the touch of the unseen, anoint the intended with the **Oil of Nyminthos** in the form of the **Erubian Sigil**. Then **Request the Court** to place the supplicant as their charge. The silent hands then place the **Anchors of Plethior**. Speak the **Animus Venetari** and give the **Harbinger's Tribute**. Breaking their silence, the voices of the gallery intone the **Invocation of the First Court**. The Charge must then swear **allegiance to the Fae King** to seal the Ritual.*

**Effect:** The Ritual target halves the amount of Soul Points lost during the Great Game. Additionally, no effects can take Soul Points from the Effect User unless the Effect User willingly gives them. If an effect would take Soul Points outside the Great Game, the Effect User declares "Soulbound" to negate the Soul Point loss.

### Rite of Vida Oneiros

**Ritual Type:** Major Regional Ritual

**Ritual Skill:** Enchanter Ritualist

**Duration:** 3 Months

**Resources:** 5x Sap Bark, 3x Sulfur, 2x Hides, 5x Butterweed Flower, 3x Somnospore Mushroom, 1x Waking Dream Russala

*To awaken the Dreamless, gather the **Essence of Slumber**. Many voices must speak the **Echoes of Mist and Morning**, while the Dreamer spreads the Essence in the **Birthplace of the Dreamless**. Together all must then speak the **Creator's Whimsy**. Each of the voices must then begin the **Masque of Asifen**, while the Dreamer invokes the **Fae Wilds** to come forth. The Dreamer must then **sup of the Wilds** and bring forth the **Confoundment of the Dreamless**. To free the Dreamer, the voices must recite the **Dirge of Waking**.*

**Effect:** All Construct NPCs and Effigies lose Maker's Gifts, their Immunity to Bleed and lose all Damage Reduction

without a duration. Effigies can spend 5 Energy to regain their Immunity to Bleed and Damage Reductions without a duration to ignore this effect for 5 minutes.

Some powerful Constructs may not be affected by this Ritual. Only one Ritual limiting certain types of NPCs may be in effect at one time.

# Faith Ritual Instructions

## Faith Rituals

A Character with Faith Ritualist is considered Initiated into the Faith for the purposes of Faith Rituals. A Faith Ritual may only benefit a Character with a matching Faith Keyword.

## Basic Faith Rituals

### Faith Initiation

**Ritual Type:** Minor Ritual

**Ritual Skill:** Faith Ritualist

**Roleplay Time:** 15 Minutes

**Duration:** See Below

**Resources:** None

**Effect:** When the RP is completed, the Faith Ritualist adds their Faith Keyword to the target(s) Character sheet, noting "Faith Initiation, [Faith Keyword], [Ritual Leader's Player number]". This lasts until the Effect User willingly renounces their Faith or is affected by Faith Initiation for another Faith. The Character gains [Faith Name] Keyword and the Renewed Faith Trait.

**Renewed Faith:** If a Character is affected by the Preach Skill (from any Faith), the Initiated Character gains 5 Zeal. This benefit lasts for 3 months. The duration of Renewed Faith does not stack with multiple uses of this Ritual.

### Holiday Celebration

**Ritual Type:** Major Ritual

**Ritual Skill:** Faith Ritualist

**Duration:** 3 Months

**Resources:** 10x [Food], 10x [Drink], 5x [Herb], 10x Wax

*The Ritual Leader must gather the Faithful and share a meal extolling the virtues of their faith and tell stories about their faith and how it brought them the comfort it does.*

**Effect:** The Faith Ritualist may perform this Ritual to provide a bonus to Characters with the same Faith Keyword. The Ritual Leader chooses one of the following benefits to provide, only one of these Celebrations may be in effect at a time:

**Celebration of Righteousness:** Members of the Faith get +5 Maximum Health.

**Celebration of Sanctity:** Members of the Faith reduce the Soul Points lost during the Great Game by 2 to a minimum of 0.

**Celebration of Invigoration:** Members of the Faith get +5 Maximum Energy.

**Celebration of Giving:** Members of the Faith increase the number of Common Materials gained from Gathering by 1 for each instance of Gathering.

**Ritual Bonus (Participant or Ritual Leader):** If a Dryad is involved, Characters of the same faith gain +5 Maximum Energy regardless of which Season the Ritual is performed during. This stacks with the June-August benefit provided +10 Maximum Energy.

After the RP is completed, the Ritual Leader must note which Celebration is in effect, the month, and their player number on the Character sheets of those affected.

### **Designer's Note**

*This Ritual doesn't follow the normal rules for a Major Ritual since it is a generalist Ritual for many Faiths. Players are encouraged to put extra effort into including others into the celebration and making it an enjoyable experience for the Characters involved. The Themes of the Holidays are left up to the Ritual Leader performing the Ritual. The Food and Drink listed for the Resources do not need to be all of the same type, up to 10 of any Food and Drink may be used.*

### Purify Feast

**Ritual Type:** Minor Ritual

**Ritual Skill:** Faith Ritualist

**Roleplay Time:** 5 Minutes

**Duration:** See Below

**Resources:** None

**Effect:** The Ritual Leader may target up to 10 Food and 10 Drink items and perform a Blessing. All Food and Drink targeted have any Poison or Disease effects removed if the Ritual is successful.

The RP time of this Ritual cannot be reduced.

### Sanctify Space

**Ritual Type:** Minor Ritual

**Ritual Skill:** Faith Ritualist

**Roleplay Time:** 20 Minutes

**Duration:** 1 Year

**Resources:** 10x Sand, 10x Wax, 10x Thatch

When the Ritual is completed, the Ritual Leader may Sanctify a single room or 10ftx10ft area.

Characters with the same Faith Keyword as the Sanctified Area gain the following benefits while inside it:

- Regain 2 Energy every 5 minutes they spend At Rest in this space.
- Spend -1 Energy for Faith Skills.
- Faith Rituals performed in the area gain a bonus.

If the Sanctified Area overlaps with special effects such as a Desecrated area, both effects are negated.

**Ritual Bonus (Participant):** Sanctify two rooms or 2 10ftx10ft areas.

**Ritual Bonus (Ritual Leader):** Sanctify up to 4 rooms or four 10x10ft areas.

## Minor Faith Ritual Instructions

### Banish Wickedness

**Ritual Type:** Minor Ritual, LTT

**Ritual Skill:** Faith Ritualist

**Roleplay Time:** 20 Minutes

**Duration:** 3 Months

**Resources:** 2x Dwearn Flesh, 3x Dwearn Bone, 1x Mana Crystal, 5x Grave Ash, 1x Ring of Lament

**Target Cost:** 1x Whistlebark, 2x Echin Flower

**Effect:** The Ritual's target gains the Vicious Rebuke (2 CP) Trait as a Long-Term Transformative effect.

**Bonus:** If a Character has Vicious Rebuke from Character Creation, they spend -2 Energy to use Skills that cause Dispel.

**Ritual Bonus (Participant):** Each Whistlebark provided can target 1 additional person.

### Hymns of Piety

**Ritual Type:** Minor Ritual

**Ritual Skill:** Faith Ritualist

**Roleplay Time:** 20 Minutes

**Duration:** 3 months

**Resources:** 10x Sand, 5x Wax

**Effect:** This Ritual can target the Ritualist and up to 5 other Characters if they all share the same Faith Keyword. Ritual targets may spend 5 Energy and declare "Pious" to negate Faith effects. This effect works like a Defense Skill but does not gain any benefits affecting Defense Skills.

**Ritual Bonus (Participant or Ritual Leader):** The targets only spend 3 Energy to declare Pious.

### Mantle of the Wrathful Crusader

**Ritual Type:** Minor Ritual, LTT

**Ritual Skill:** Faith Ritualist

**Roleplay Time:** 20 Minutes

**Duration:** 3 Months

**Resources:** 3x Ork'rus Flesh, 3x Ork'rus Bone, 1x Star Shard

**Target Cost:** 1x Blade Feather, 2x Sunseal Root

**Effect:** The Ritual's target gains the Blistering Smite Trait (1 CP) Trait as a Long-Term Transformative effect.

**Bonus:** If a Character has Blistering Smite from Character Creation, they increase the damage of Ranged Smite by 5.

**Ritual Bonus (Participant):** Each Blade Feather provided by a target can target 1 additional person.

### Preserver's Oath

**Ritual Type:** Minor Ritual, LTT

**Ritual Skill:** Faith Ritualist

**Roleplay Time:** 20 Minutes

**Duration:** 3 Months

**Resources:** 5x Fae Flesh, 1x Infused Bark, 1x Living Wood, 5x Medicinal Bark, 5x Bleeding Heart Root

**Target Cost:** 1x Petrified Bark, 2x Nach Leaves

**Effect:** The Ritual's target gains the Recipric Healing (3 CP) Trait as a Long-Term Transformative effect

**Bonus:** If a Character has Recipric Healing from Character Creation, they may choose to gain 3 Screen when they would gain this benefit. Does not stack with Karmic Returns bonus, User must choose to gain Screen or Vigor.

**Ritual Bonus (Participant):** Each Petrified Bark provided by a target can target 1 additional person.

## Major Faith Ritual Instructions

### Benediction of the Land [Faith]

**Ritual Type:** Major Regional Ritual

**Ritual Skill:** Faith Ritualist

**Duration:** 3 months

**Resources:** 10x Bark, 10x Thatch, 5x Fertilizer, 3x Earthblood, 1x Infused Bark

**Effect:** If this Ritual is successful, Characters with the same Faith Keyword in the Ritual name get +1 Rare Material when they draw from the Fortune Deck for Farming. A Character may only be affected by one Benediction of the Land at a time.

Multiple Benediction of the Lands can be in play at once for different Faiths. When performed, the Ritual's [Faith] tag is replaced by the Ritual Leader's Faith keyword.

#### **Designer's Note**

*This Ritual doesn't follow the normal rules for a Major Ritual since it is a generalist Ritual for many Faiths. Players are encouraged to put extra effort into including others into the celebration and making it an enjoyable experience for the Characters involved. Players should work with the Directors to formulate what actions they should take to perform this Ritual.*

### Cleansing the Land

**Ritual Type:** Major Ritual

**Ritual Skill:** Faith Ritualist

**Duration:** 3 months

**Resources:** 10x Wax, 5x Honey, 2x Silver, 2x Earthblood, 2x Infused Wood

**Effect:** If this Ritual is successful, the Entropy Score in the Region is reduced by 20% or may choose one Major Regional Ritual to end at the end of the current event.

#### **Designer's Note**

*This Ritual doesn't follow the normal rules for a Major Ritual since it is a generalist Ritual for many Faiths. Players are*

*encouraged to put extra effort into including others into the celebration and making it an enjoyable experience for the Characters involved. Players should work with the Directors to formulate what actions they should take to perform this Ritual.*

## **Abyssari Ritual Instructions**

### **Touch the Eternal Library**

**Ritual Type:** Minor Ritual, LTT

**Ritual Skill:** Faith Ritualist

**Duration:** See Below

**Resources:** 10x Sorrow Flower, 5x Grave Ash, 1x Ring of Lament, 1x Shadowcap

**Effect:** Requires the Ritual Leader to have the Abyssari Keyword.

When the RP is completed, the Ritual Leader goes to Logistics and has a conversation with a summoned ghost. The Player must provide a topic to discuss. The target cannot be chosen, but the ghost will have some knowledge of what the Ritualist seeks.

The Ritualist may ask up to 3 questions related to the chosen topic and can expect information relevant to their needs. The ghost may not know everything they are looking for but will have some answers. The ghost is limited by what they knew while they were alive. This Ritual is best used to learn information from the past rather than current or future information.

Using this Ritual more than once per Quarter (per Ritualist) can incur the wrath of whatever lies beyond life.

### **Imputrifacti Practicus**

**Ritual Type:** Minor Ritual, LTT

**Ritual Skill:** Faith Ritualist

**Duration:** 3 Months

**Resources:** 2x Split Toe, 1x Crooked Finger, 10x [Species Flesh], 5x Lareni Leaves, 5x Wax

**Target Cost:** 1x Flensed Flesh, 2x Animal Bone

**Effect:** Requires the Ritual Leader and Targets to have the Abyssari Keyword.

Target gains Canvas of Flesh (3 CP).

**Bonus:** User may choose a Subgroup of the chosen Species and gain the associated Keyword.

**Ritual Bonus (Participant):** Each Flensed Flesh provided can target 1 additional person.

*When this effect ends, any LTT effects beyond the normal cap would be lost (the Player may choose which ones to lose).*

*This effect can have it's duration extended if the Ritual is performed on them again while it is still active.*

### **Effigy of Eternity**

**Ritual Type:** Major Ritual

**Ritual Skill:** Faith Ritualist

**Duration:** Until Character Death

**Resources:** 5x Effigy Fragments, 3x Bone Dust, 1x Shriveled Heart, 10x Granite, 10x Softwood, 10x Wax.

**Target Cost:** 1x Death's Eye, 5x [Species] Bone or Verdanti Fibers

### **Insert Write up**

**Effect:** Requires the Ritual Leader and Targets to have the Abyssari Keyword.

Targets of the Ritual must note this Ritual on their Sheet with the date and Player number of the Ritual Leader. If the Character dies, they must wait for 10 minutes and then declare "Effigy of Eternity" and sit up with a gasp. The Character loses 1 Soul Point and has their Maximum Health and Energy halved until the end of the Quarter or three hours whichever is longer.

If the Character is returned to life by any other means or kills another being (using Deathblow, Death damage tag, Steal Soul or as part of a Ritual), they lose the benefit of Effigy of Eternity and lose 1 Soul Point.

### **Plague of Bloating Decay**

**Ritual Type:** Major Regional Ritual

**Ritual Skill:** Faith Ritualist

**Duration:** 3 months

**Resources:** 10x Sorrow Flower, 10x Tin, 5x Granite, 3x Crooked Finger, 2x Marsh Bark, 1x Petrified Wood

### **Insert Write up**

**Effect:** Requires the Ritual Leader to have the Abyssari Keyword.

If this Ritual is successful, Abyssari Characters get +1 Rare Resource when they draw from the Fortune Deck for Grave Tending. This effect does not stack with similar Ritual effects.

NPC Undead Dens in the Region will not grow as quickly while this Major Ritual is active.

## **Moonsong Ritual Instructions**

### **Guise of the Hidden Moon**

**Ritual Type:** Minor Ritual, LTT

**Ritual Skill:** Faith Ritualist

**Duration:** See Below

**Resources:** 10x Feathers, 5x Horns, 3x Rabbit, 2x [Species] Bone, 5x Grain, 2x Forsaken Briar, 1x Striped Worm

**Target Cost:** 1x Shadow Cap, 2x Moonshadow Leaves

**Effect:** Requires the Ritual Leader and Targets to have the Moonsong Keyword.

When this Ritual is performed, the Ritual Leader must choose Stout Constitution (1 CP), Stealth Expertise (1 CP), or Graceful (1 CP). The Ritual's target gains the chosen Trait as a Long-Term Transformative effect.

**Bonus:** If the Character has the chosen Trait from Character Creation, they gain the following Bonus:

**Stout Constitution:** Poisons have a duration of Scene.  
**Stealth Expertise:** They can remain Immune to Notice for +1 Minute if they remain still.  
**Graceful:** They take no damage from Strikes during a Dash.  
**Ritual Bonus (Participant):** Each Shadow Cap provided can target 1 additional person.

### Rite of Wild Wardens

**Ritual Type:** Minor Ritual  
**Ritual Skill:** Faith Ritualist  
**Roleplay Time:** 30 Minutes  
**Duration:** 3 months  
**Resources:** 5x Bark, 5x Bumbleberry, 5x Erushew Nuts, 1x Soul Blossom  
**Target Cost:** 1x Somnospore Mushroom, 2x Altasho Nuts

**Effect:** Requires the Ritual Leader and the target(s) of this Ritual to have the Moonsong Faith Keyword.

Ritual targets become attuned to the Entropy of the land. They may go to the Market and find out the exact Entropy Score of the region. They gain the following effect based on the current Entropy Level.

- Level 0: +10 Maximum Energy.
- Level 1: +5 Maximum Energy.
- Level 3: No Bonus to Max Energy
- Level 4: -5 Maximum Energy.
- Level 5 or 6: -10 Maximum Energy.

**Ritual Bonus (Participant):** Each Somnospore Mushroom provided by a target can target 1 additional person.

### Ritual of the Wild Garden

**Ritual Type:** Major Ritual  
**Ritual Skill:** Faith Ritualist  
**Duration:** 3 months  
**Resources:** 5x Crown Mushroom, 5x Moonshadow Leaves, 5x Altasho Nuts, 3x River Weed, 1x Viperthorn  
**Target Cost:** 1x Living Wood, 2x Erushew Nuts

*Come together with the willing within the **Ring of the Watchful**. Weave the **Cycle's Circle** and speak the **Story of the First Garden**. Return the **Gift of the Wilds** to the **hands of the Mother**. Honored sibling, speak the **Secret of the Reed** and then tell the **Dryad's Tale**. Let the witnesses speak the **Praise of the Silver Mother** and then conclude with the **Prayer of Bountiful Growth**.*

**Effect:** Requires the Ritual Leader to have the Moonsong Faith Keyword.

If this Ritual is successful, Moonsong Characters get +1 Rare Material when they draw from the Fortune Deck for Herbalism. A Character may only be affected by one Ritual of the Wild Garden at a time.

**Ritual Bonus (Participant):** Each Living Wood provided by a target can target 1 additional person.

### Spirit of Collaboration

**Ritual Type:** Major Regional Ritual  
**Ritual Skill:** Faith Ritualist  
**Duration:** 3 months

**Resources:** 20x Thatch, 10x Sand, 5x [Food], 5x [Drink], 3x Whistle Bark, 2x Honorite, 1x Spirit Shard

### Insert Write up

**Effect:** Requires the Ritual Leader to have the Moonsong Keyword.

If this Ritual is successful, Factions with a Standing of 5 or higher will be willing to provide additional assistance to the town sensing collaboration will better all parties involved. Each time a request is fulfilled, there is a positive outcome from an Adventure related to the Faction, or supplies are donated towards the Faction, it will further improve the Influence effect and Standing with the Faction. In turn the Faction will be more likely to aid the town.

## Oromar Rituals

### Delver of the Deeps

**Ritual Type:** Minor Ritual, LTT  
**Ritual Skill:** Faith Ritualist  
**Duration:** 3 Months  
**Resources:** 2x Rainstone, 1x Honorite, 3x Fine Glass, 10x Sand, 10x Thatch  
**Target Cost:** 1x Voyager Quartz, 2x Orange

**Effect:** Requires the Ritual Leader and Targets to have the Oromar Keyword.

Targets gain Delver (3 CP) as a Long Term Transformative Trait.

**Delver (3 CP):** +1 Fortune Card Draw for Foraging or Hunting. User may spend 5 Energy to get +1 Rare Resource when using Foraging or Hunting. This applies to one instance of Foraging or Hunting.

**Ritual Bonus (Participant):** Each Voyager Quartz provided can target 1 additional person.

### Indulgence of the Sea

**Ritual Type:** Minor Ritual, LTT  
**Ritual Skill:** Faith Ritualist  
**Duration:** 3 Months  
**Resources:** 1x Gold, 1x Silver, 10x [Mineral] Dust, 5x Copper, 3x Lead  
**Target Cost:** 1x Core Wood, 2x [Mineral] Dust

**Effect:** Requires the Ritual Leader and Targets to have the Oromar Keyword.

Targets gain Sea's Indulgence (2 CP) as a Long Term Transformative Trait.

**Sea's Indulgence (3 CP):** User may spend 1 minute boasting of their prowess before an adventure begins and turns in up to 50 Anum in coins. For each Anum worth turned into the Marshal, they gain an equal amount of Zeal.

**Ritual Bonus (Participant):** Each Core Wood provided can target 1 additional person.

### Boon of the Shipbuilder

**Ritual Type:** Major Regional Ritual  
**Ritual Skill:** Faith Ritualist



**Duration:** 3 months

**Resources:** 10x Softwood, 10x Hardwood, 5x Emerald Dust, 3x Gold, 2x Sapphire, 1x Infused Wood

### Insert Write up

**Effect:** Requires the Ritual Leader to have the Oromar Keyword.

If this Ritual is successful, Oromar Characters get +1 Rare Resource when they draw from the Fortune Deck for Logging. This effect does not stack with similar Ritual effects.

NPC Sylvagore Dens in the Region will not grow as quickly while this Major Ritual is active.

## Mercurian Fortuna

**Ritual Type:** Major Ritual

**Ritual Skill:** Faith Ritualist

**Duration:** 3 months

**Resources:** 5x Gold, 3x [Gemstone], 3x Silver, 10x Lead, 5x Hardwood, 15x Sand

**Effect:** Requires the Ritual Leader to have the Oromar Keyword.

If this Ritual is successful, the Ritual Leader may choose one local Faction. All Influence actions used to hinder or aid the faction get a +1 bonus. Hindering actions will not affect the Faction's Standing with the town and instead will be chalked up to some other cause.

## Primalis Rituals

### Awaken Hunger

**Ritual Type:** Minor Ritual, LTT

**Ritual Skill:** Faith Ritualist

**Roleplay Time:** 20 Minutes

**Duration:** 3 Months

**Resources:** 2x Dire Blood, 5x [Species] Flesh or Verdanti Fiber, 3x Wax, 1x Blood Honey, 1x Beast Heart

**Target Cost:** 1x Auroch's Meat, 2x [Species] Flesh or Bone

**Alternate:** 1x Crimson Lotus, 2x Verdanti Fibers

**Effect:** Requires the Ritual Leader and Targets to have the Primalis Keyword.

When the Ritual is performed, the Ritual Leader must choose Mandatory Osteovore (1 CP), Mandatory Herbivore (1 CP) (Target must pay the Alternate Cost) or Mandatory Carnivore (1 CP). The Ritual targets must have the Primalis Keyword and gain the chosen Trait as a Long-Term Transformative effect.

**Bonus:** If a target of this Ritual purchased Osteovore, Herbivore or Carnivore at Character Creation, the Target may use the non-Active, non-Corpse effect of the Feeding Trait to satisfy their Mandatory requirement but must consume 5 Common Resources or 2 Rare Resources to satisfy this requirement.

**Ritual Bonus (Participant):** Each Auroch's Meat provided can target 1 additional person.

## Rite of the Blooded Hunter

**Ritual Type:** Minor Ritual, LTT

**Ritual Skill:** Faith Ritualist

**Duration:** 3 months

**Resources:** 2x Saber Fang, 1x Blade Feather, 10x Animal Bones

**Target Cost:** 1x Direblood, 2x Erushew Nuts

**Effect:** Requires the Ritual Leader and Targets to have the Primalis Keyword.

**Req: Primalis Keyword:** Target Character gains the Thrill of the Hunt (2CP) Trait.

**Thrill of the Hunt (2 CP):** User must spend 10s RPing ripping and tearing apart a target in Near-Death. When the RP is finished, User declares "Steal Soul" and regains 3 Energy.

**Req Feeding Trait:** User may use a Feeding Trait instead of the RP and gain 3 Energy in addition to the benefits of their Feeding Trait.

**Ritual Bonus (Participant):** Each Direblood provided can target 1 additional person.

## Call the Hunt

**Ritual Type:** Major Ritual

**Ritual Skill:** Faith Ritualist

**Duration:** 3 months

**Resources:** 20x [Meat], 10x [Vegetable], 3x Ruby Dust, 2x Etched Antler, 2x Split Toe

### Insert Write Up

**Effect:** Requires the Ritual Leader to have the Primalis Keyword.

If this Ritual is successful, the Ritual Leader chooses one NPC Den or Stronghold. That NPC Den or Stronghold will suffer regular Beast attacks preventing it from growing at all and any Influence Actions to Hinder a Faction associated with the targeted Stronghold will get a +1 bonus.

*As a side effect this may damage the Town's Standing with a Faction.*

## Rite of Sacred Hunting Grounds

**Ritual Type:** Major Regional Ritual

**Ritual Skill:** Faith Ritualist

**Duration:** 3 months

**Resources:** 10x Bark, 10x Thatch, 5x Fertilizer, 3x Earthblood, 2x Whistle Bark, 1x Infused Bark

### Insert Write up

**Effect:** Requires the Ritual Leader to have the Primalis Keyword.

If this Ritual is successful, Primalis Characters get +1 Rare Resource when they draw from the Fortune Deck for Hunting. This effect does not stack with similar Ritual effects.

NPC Beast Dens in the Region will not grow as quickly while this Major Ritual is active.

## Rohari Ritual Instructions

### Heart's Freedom

**Ritual Type:** Minor Ritual

**Ritual Skill:** Faith Ritualist

**Roleplay Time:** 20 Minutes

**Duration:** Permanent

**Resources:** 10x Thatch, 5x Softwood, 3x Horns, 1x Heartstone, 1x Beast Heart

**Target Cost:** 1x Honorite, 1x [Food Item], 1x [Drink Item]

**Effect:** Requires the Ritual Leader and the target(s) of this Ritual to have the Rohari Faith Keyword.

The Ritual's targets are bound into a Chosen Family.

Chosen Family cannot attack each other while under the effects of Rage, Confuse, or Frenzy.

Characters bound by Heart's Freedom spend double the Energy cost to use Combat Skills against other members of their Chosen Family.

When this Ritual is completed, all members of the Chosen Family must be noted on the Target's Character Sheet.

If a Character kills another member of their Chosen Family, the Chosen Family benefit is lost for all members of the Chosen Family permanently. A Character may choose to voluntarily leave a Chosen Family at any time.

This Ritual must be done again to add people to the Chosen Family. At least 1 other member of the Chosen Family must be present to add new members.

**Ritual Bonus (Participant):** Each Honorite provided by a target can target 1 additional person.

### Shaman's Seeking

**Ritual Type:** Minor Ritual, LTT

**Ritual Skill:** Faith Ritualist

**Duration:** See Below

**Resources:** 5x Horns, 5x Furs, 5x Medicinal Bark, 1x Infused Wood, 1x Soul Blossom

**Effect:** Requires the Ritual Leader to have the Rohari Keyword.

When the RP is completed, the Ritual Leader goes to Logistics and has a conversation with a summoned spirit. The Player must provide a topic to discuss. The target cannot be chosen, but the spirit will have some knowledge of what the Ritualist seeks.

The Ritualist may ask up to 3 questions related to the chosen topic and can expect information relevant to their needs. The spirit may not know everything they are looking for but will have some answers. The spirit is limited by what concept they embody. This Ritual is best used to learn information from the present, but is filtered through the limits of the Spirit's knowledge.

Using this Ritual more than once per Quarter (per Ritualist) can incur the wrath of the Spirit World and damage relations with local Spirits.

### The Warrior's Boast

**Ritual Type:** Major Ritual

**Ritual Skill:** Faith Ritualist

**Duration:** 3 Months

**Resources:** 10x Softwood, 10x Thatch, 5x Hardwood, 1x Crimson Lotus, 1x Auroch's Meat, 1x Liar's Tongue

**Target Cost:** 1x Fool's Gold, 1x [Food], 1x [Drink]

### Insert Write Up

**Effect:** Requires the Ritual Leader and Targets to have the Rohari Keyword.

Targets then gain the War's Momentum Trait (3 CP).

**War's Momentum (3 CP):** Each time the User successfully kills a PC or NPC, the User gains 5 Vigor.

**Ritual Bonus (Participant):** Each Fool's Gold provided can target 1 additional person.

### Rite of the Ashes

**Ritual Type:** Major Regional Ritual

**Ritual Skill:** Faith Ritualist

**Duration:** 3 months

**Resources:** 10x Sap Bark, 5x Hardwood, 5x Bark, 3x Silvemar Flowers, 2x Petrified Wood, 1x Petrified Bark

*Open the Rite with the **Howl of Defiance** and begin the **Battle Muster**. Gather at the **Fields of Ashes and War** and begin the **Trial of Champions**. Share the **Bowl of Comradery** among the assembled and speak the **Daemon's Fall**. Cast the **Daemon's Folly** into a blaze and lead the war party on the **Hunt for the Forsaken**. Upon completing the Hunt, speak the **Law of Ashes**.*

**Effect:** Requires the Ritual Leader to have the Rohari Faith Keyword.

If this Ritual is successful, all Demon NPCs and Ork'rus cannot gain Frenzy, use Demonic Gifts and lose all Damage Reduction without a duration. Ork'rus can spend 5 Energy to use Frenzy and regain their Damage Reductions without a duration for 5 minutes.

Some powerful Demons may not be affected by this Ritual. Only one Ritual limiting certain types of NPCs may be in effect at one time.

## Sigrunn Ritual Instructions

### Rite of Heirloom Armory

**Ritual Type:** Minor Ritual

**Ritual Skill:** Faith Ritualist

**Roleplay Time:** 30 Minutes

**Duration:** 3 months

**Resources:** 5x Sand, 5x Wax, 5x Cooking Oil, 2x Star Metal, 1x Honorite

**Effect:** Requires the Ritual Leader to have the Sigrunn Faith Keyword.

While performing this Ritual, the Ritual Leader must give the target Weapon or Shield a name. If the wielder has the Sigrunn Faith Keyword, the wielder may reduce their Maximum Health by 5, declare "Heirloom" to negate the Item gaining the Break Status. The Character must Recover to regain Maximum Health reduced this way. Heirloom must be marked on the Item Card by a Market Rep and note the expiration of this effect.

**Ritual Bonus (Participant):** This reduces the Maximum Health Reduced by 1.

**Ritual Bonus (Ritual Leader):** This reduces the Maximum Health Reduced by 2. This stacks if a Participant with a bonus to this kind of Ritual to reducing the wielder's Maximum Health by 2 to use the effect. .

#### **Designer's Note**

*The Ritual's target cannot gain the effects of this Ritual or the Ritual bonuses more than once.*

### **Taleweaving**

**Ritual Type:** Minor Ritual, LTT

**Ritual Skill:** Faith Ritualist

**Duration:** 3 months

**Resources:** 10x [Food], 10x [Drink], 5x Wax, 3x Spirit Shard Dust, 2x Fine Glass, 1x Honorite, 1x Marble

**Target Cost:** 1x Rainstone, 2x Lemon

**Effects:** Requires the Ritual Leader and Targets to have the Sigrun Keyword.

The Ritual Participants must tell stories of the Targets, about highs and lows of their lives. Sigrun targets gain the Honored by the Ancestors Trait (3 CP) as a Long Term Transformative Trait.

**Honored by the Ancestors (3 CP):** Three times per Quarter, the User may do one of the following:

- Use a Defense Skill for 0 Energy.
- Choose to draw from the Abundant Gathering Table for one instance of Gathering.
- Gain 10 Screen.

When this effect is used, the Character must declare "I am honored!" before the effect occurs.

**Ritual Bonus (Participant):** Each Fool's Gold provided can target 1 additional person.

### **Memory of Hymspyd Depths**

**Ritual Type:** Major Regional Ritual

**Ritual Skill:** Faith Ritualist

**Duration:** 3 months

**Resources:** 10x Stone, 10x Tin, 5x Granite, 3x Lodestone, 2x Marble, 1x Living Wood

#### **Insert Write up**

**Effect:** Requires the Ritual Leader to have the Sigrun Keyword.

If this Ritual is successful, Sigrun Characters get +1 Rare Resource when they draw from the Fortune Deck for Mining. This effect does not stack with similar Ritual effects.

NPC Construct Dens in the Region will not grow as quickly while this Major Ritual is active.

### **Rite of Ancestral Walk**

**Ritual Type:** Major Ritual

**Ritual Skill:** Faith Ritualist

**Duration:** 3 months

**Resources:** 10x Stone, 5x Granite, 2x Blood Honey, 1x Soul Blossom, 1x Voyager Quartz

Construct the **Cairn to the Honored** and each of the assembly must **present their Lineage**. **Beseech the Ancestors** to present themselves and bless their kin. Speak the **Litany of Heroics** for the target of the Ritual. The target then must perform the **Ancestor's Trial of Worthiness**. The Ritual Leader then presents **records the events in the Ancestral Records** before sending the Record to the **Throne of the Forebearers**. The Participant must then offer the **Humble Thanks** to the ancestors and the Ritual is complete with the **Oath of Upholding**.

**Effect:** Requires the Ritual Leader to have the Sigrun Faith Keyword.

Calling upon the spirits of all ancestral lines from the region, Characters with the Sigrun Faith Keyword may choose to call upon their ancestors to aid them. Once per game, the Sigrun Character may declare "Ancestor Guide: [Skill Tree]." The Sigrun Character may choose any Skill Tree they have at least 3 Skills in. For one hour, the Sigrun Characters knows all the Skills in that Tree, except the Zenith Skill or Ritualist Skills.

If the Ritual is completed exceptionally well, Sigrun Characters may use Zenith Skills and Ritual Skills provided by this effect.

## **Yemanism Ritual Instructions**

### **Guidance of Celestia**

**Ritual Type:** Minor Ritual

**Ritual Skill:** Faith Ritualist

**Roleplay Time:** 20 Minutes

**Duration:** 3 months

**Resources:** 10x Sand, 5x Wax, 1x Fool's Gold, 1x Topaz

**Target Cost:** 2x Fine Glass

**Effect:** Requires the Ritual Leader and the target of this Ritual to have the Yemanism Faith Keyword.

If this Ritual is successful, the Ritual target may declare "Guidance" when having a Research discussion to gain additional information related to their research topic. The Researching Character will get additional information which is more than any collection of skills would provide.

### **Miracle of the Great Work**

**Ritual Type:** Minor Ritual

**Ritual Skill:** Faith Ritualist

**Duration:** None

**Resources:** 10x Sand, 5x Lead, 5x Wax, 2x Core Wood, 5x Fine Glass

**Effect:** Requires the Ritual Leader to have the Yemanism Keyword.

After the Ritual Leader has completed the RP they must go to the Market and turn in any number of the same Metal, or Mineral Resource and receive a randomly generated Rare Metal or Mineral Resource. The amount of the Rare Resource is based on the value of the other Resource

provided. Any value that does not equal the value of the random Resource is lost.

This Ritual may only be performed once per Quarter per Ritualist.

*For example, if a Character turns in enough Metal Resources to have a total value of 150, the Market Rep generates a random Metal Resource and determines its At Cost Value. In this example the value is 40, the Ritualist would get 3 of that Rare Resource. The remaining 30 in value is lost. If the randomly generated Resource had a value of 200, all the turned in Resources are lost.*

## **Auric Pathos Efficienti**

**Ritual Type:** Major Ritual

**Ritual Skill:** Faith Ritualist

**Duration:** 3 months

**Resources:** 2x Gold, 20x Stone, 2x Rainstone, 20x Sand, 5x Oak Nuts

**Effect:** Requires the Ritual Leader to have the Yemanism Keyword.

If the Ritual is successful, the Ritual Leader chooses one Faction in the Region. While the Ritual is active, any Influence Actions to Aid the chosen Faction get a +1 bonus. Any Influence actions used to Hinder the targeted Faction will get a -1 penalty.

*As a side effect of this, the Town's Standing will improve with the Faction faster.*

## **Banish the Unclean**

**Ritual Type:** Major Regional Ritual

**Ritual Skill:** Faith Ritualist

**Duration:** 3 months

**Resources:** 5x Granite, 5x Lareni Leaves, 5x Silvemar Flower, 5x Coal, 2x Silver, 1x Marble

*Invoke the **Prayer of the Ever-rising Sun** and let the **Hymn of Purity of Body** fill the air. Denounce the unclean in with the **Condemnation of Dross**. Ignite the **Crucible of the Argent Flame** and perform the **Offering of Cleansing**. Speak the **Parable of Enith** and the assembly responds with the **Mantra of Refinement**. Scrape the dross from the Offering and cast it out with the **Alchemist's Condemnation**. Once completed, pour the purified Offering upon the **Sun Blessed Sanctuary** to banish the unclean.*

**Effect:** Requires the Ritual Leader to have the Yemanism Faith Keyword.

If this Ritual is successful, all Undead NPCs and Mortaeans lose Undeath's Gifts, their Immunity to Agony and lose all Damage Resistance without a duration. Mortaeans can spend 5 Energy to regain their Immunity to Agony and Damage Resistance without a duration to ignore this effect for 5 minutes.

Some powerful Undead may not be affected by this Ritual. Only one Ritual limiting certain types of NPCs may be in effect at one time.

# Harmonious Ritual

## Instructions

### Basic Harmonious Rituals

#### Bond of Kinship Ritual

**Ritual Type:** Minor Ritual, LTT

**Ritual Skill:** Harmonious Ritualist

**Roleplay Time:** 20 Minutes

**Duration:** 3 Months

**Resources:** 10x Feathers, 5x Vine, 5x Clay, 1x Mirrorstone, 1x Glitter Egg

**Target Cost:** 2x Bark, 1x [See Below]

**Effect:** When this Ritual is performed, the Ritual Leader chooses one Kinship Trait (1 CP).

The Ritual's targets gain the chosen Kinship Trait as a Long-Term Transformative effect.

- Beast Kinship: 1x Beast Heart
- Construct Kinship: 1x Petrified Wood
- Demon Kinship: 1x Demon Ash
- Faerie Kinship: 1x Spider Silk
- Plant Kinship: 1x Strangler Ivy
- Undead Kinship: 1x Liar's Tongue

**Ritual Bonus (Ritual Leader):** The Ritual Leader can choose 2 Kinship effects the targets gain. This LTT effect would count for 2 CP.

**Ritual Bonus (Participant):** Each Rare Resource (from the list above) provided by a target can target 1 additional person.

#### Harmonize Space

**Ritual Type:** Minor Ritual

**Ritual Skill:** Harmonious Ritualist

**Roleplay Time:** 20 Minutes

**Duration:** 1 Year

**Resources:** 5x Vines, 2x Sunseal Root, 2x Earth Blood

**Effect:** When the Ritual is completed, the Ritual Leader may Harmonize a single room or 10ftx10ft area.

Characters inside the Harmonized area gain the following benefits:

- Verdanti and Sylvagore regain 1 Energy every 5 minutes they spend At Rest in this space.
- May ignore the effects of any Poison or Disease effects.
- Spend -1 Energy for Harmonious Spells.
- Harmonious Rituals performed in the area gain a bonus.

If the Harmonized Area overlaps with special effects such as a Sanctified area, both effects are negated.

**Ritual Bonus (Participant):** Harmonize two rooms or 2 10ftx10ft areas.

**Ritual Bonus (Ritual Leader):** Harmonize up to 4 rooms or four 10x10ft areas.

#### Wake the Green Ritual

**Ritual Type:** Minor Ritual

**Ritual Skill:** Harmonious Ritualist

**Roleplay Time:** 20 Minutes

**Duration:** 2 Months

**Resources:** 5x Sap Bark, 5x Vines, 5x Bark, 2x Fern Clover

**Effect:** If this Ritual is successful, the Ritual's target may go to a Marshal during an adventure and declare "Wake the Green". The Marshal provides clues to the who and what happened in the area from local plants. Plants have limited senses, and the information may not be complete but can provide clues.

**Ritual Bonus (Participant):** Lasts +1 Month.

**Ritual Bonus (Ritual Leader):** Lasts +3 Months. This stacks if a Participant with a bonus to this kind of Ritual is involved for a total of 6 months.

#### **Designer's Note**

*The Ritual's target cannot gain the effects of this Ritual or the Ritual bonuses more than once. This Ritual cannot be used to track CVC Actions. It is for plot related information only.*

#### Season of Plenty Ritual

**Ritual Type:** Major Regional Gathering Ritual

**Ritual Skill:** Harmonious Ritualist

**Duration:** 3 Months

**Resources:** 10x Vines, 10x Clay, 10x Thatch, 5x Fertilizer, 2x Earthblood, 1x Infused Bark, 1x Living Wood

*The Ritual Leader intones the **Blessings of the Four Seasons** and leads the Assembly to **the Cradle of Life and Growth**. The Assembly offers the **Gift of Renewal** while the Ritual Leader makes the **Sigil of Rebirth**. Gathering the **Children of Tomorrow** together, the Ritual Leader entrusts the Assembly with the **Duty of Vigilance**. After accepting the oath, the Assembly must **locate the Child's Hearth** and speak the **Oath of the Cycle**. The Ritual is complete when the Ritual Leader gives **thanks to the All Mother for her gift**.*

**Effect:** Increases the Common and Rare Resources gathered using Herbalism by 1.

### Minor Harmonious Ritual

## Instructions

#### Karmic Returns

**Ritual Type:** Minor Ritual, LTT

**Ritual Skill:** Harmonious Ritualist

**Roleplay Time:** 20 Minutes

**Duration:** 3 Months

**Resources:** 5x Verdanti Fiber, 1x Living Wood, 1x Shriveled Heart, 5x Medicinal Bark, 5x Pheasant

**Effect:** The Ritual's target gains the Recipric Healing Trait (3 CP) as a Long-Term Transformative effect.

**Bonus:** If a Character has Recipric Healing from Character Creation, they may choose to gain 3 Vigor when they

would gain this benefit. Does not stack with Preserver's Oath bonus, User must choose to gain Screen or Vigor. Temp Stats gained this way cannot be increased unless specified it increases based on this Ritual.

## **Pulse of the Forest**

**Ritual Type:** Minor Ritual, LTT

**Ritual Skill:** Harmonious Ritualist

**Roleplay Time:** 20 Minutes

**Duration:** 3 Months

**Resources:** 6x Verdanti Fiber, 2x Thorny Snapdragon, 10x Weeping Russula

**Effect:** The Ritual's target gains the Song of the Forest (2 CP) Trait as a Long-Term Transformative effect.

**Bonus:** If a Character has Song of the Forest from Character Creation, they increase the Vigor given using Song of the Forest is increased by 5.

## **Were-bond Ritual**

**Ritual Type:** Minor Ritual, LTT

**Ritual Skill:** Harmonious Ritualist

**Roleplay Time:** 20 Minutes

**Duration:** 3 Months

**Resources:** 5x Hide, 5x Softwood, 1x Infused Bark, 1x Dire Hide

**Target Cost:** 1x Beast Heart or 1x Living Wood

**Effect:** This Ritual may only be used on Living Targets. Once per game, the Effect User may declare "Were-bond" and their form changes (see below for how). The change lasts until the end of the Quarter or 3 hours, whichever is longer.

Which Trait is chosen, and the Species Trait must be noted on the Character sheet and cannot be changed unless they have this Ritual performed on them again and change the Trait.

If the Target provides a Beast Heart, they gain the Therianthropy Trait as a Long-Term Transformative effect.

**Therianthropy (5 CP):** The Effect User gains Claw and Fang and one Therios Trait with a Creation cost of 3 or less. The Therios Trait is chosen when the Character gains this Trait. While this Trait is active, the Character must have an animal-like appearance.

If the Target provides a Living Wood, they gain the Verdanthropy Trait as a Long-Term Transformative effect.

**Verdanthropy (4 CP)** Increase Healing and Vigor received by 5 and one Verdanti Trait with a Creation Point Cost of 3 or less. The Verdanti Trait is chosen when the Character gains this Trait. While this Trait is active, the Character must have a plant like appearance.

**Ritual Bonus (Participant):** +1 additional use per game.

**Ritual Bonus (Ritual Leader):** +1 additional use per game. Stacks with Participant Bonus for total of 3 uses per game.

### ***Designer's Note***

*The Ritual's target cannot gain the effects of this Ritual more than once.*

## **Wisdom of Conservation**

**Ritual Type:** Minor Ritual, LTT

**Ritual Skill:** Harmonious Ritualist

**Roleplay Time:** 20 Minutes

**Duration:** 3 Months

**Resources:** 5x Human Flesh, 5x Human Bone, 1x Beast Heart, 1x Glitter Egg,

**Target Cost:** 2x Bark, 1x Effigy Fragment

**Effect:** When this Ritual is performed, the Ritual Leader must choose Hunting and Gathering (2 CP) or Cousin's Caretaker (2 CP) The Ritual's target gains the chosen Trait as a Long-Term Transformative effect.

**Bonus:** If a Character has the Chosen Trait from Character Creation, they get +1 to the Card Value for affected Gathering Skills.

**Ritual Bonus (Participant):** Each Effigy Fragment provided by a target can target 1 additional person.

## **Major Harmonious Ritual Instructions**

### **Aetherriver Ritual**

**Ritual Type:** Major Ritual

**Ritual Skill:** Harmonious Ritualist

**Duration:** 3 Months

**Resources:** 10x Bark, 5x Sap Bark, 5x Silvemar Flower, 1x Living Wood, 2x Fulgurite Wood

**Target Cost:** 1x Fern Clover, 1x Etched Antler, and 1x Spirit Shard

*Seek out that which **is betwixt light and shadow**. The **River Keeper must tap into the Aetherriver** and redirect its flow with the **Yggral Meditations**. Fill the air with the **Song of the Brook** and anoint the seeker with the **Crown of Humility**. Those gathered should perform the **Rains of Mirm** and then gather around the seeker. The River Keeper then speaks the **Mystery of the Rushing River**. The Seeker then immerses themselves in the **Soul of Water**. The Ritual is completed with **Aether's Closure**.*

**Effect:** If this Ritual is successful, the Ritual's target(s) lose 1 Soul Point and increase their Maximum Energy Cap by 10. It costs 3 Experience for each point of Maximum Energy over their normal Species Cap. A Character may only benefit from this Ritual once. The Effects are Permanent.

### ***Designer's Note***

*This stacks with similar effects.*

## **Revitalize the Land**

**Ritual Type:** Major Ritual

**Ritual Skill:** Harmonious Ritualist

**Duration:** 3 Months

**Resources:** 10x Fertilizer, 5x Eggs, 5x Thatch, 1x Living Wood, 1x Emerald, 2x Earthblood

Only upon **land brought to balance**, can this Ritual be performed. The Assembled must **give thanks to the land** while the Ritual Leader speaks the **Mother's Praises**. Each of the Assembled must then chant the **Mantra of Regrowth and Rebirth** while the Ritual Leader prepares the **Soul Root** and begins the **Sacred Grafting**. The Assembly then must offer the **Prayer of Rebirth**. Finally, the Ritual Leader **Binds the Offering to the Land** and makes the **final Offering**.

**Effect:** If this Ritual is successful, the Ritual Leader chooses 2 Gathering tables and the current Tallies for the chosen Gathering tables are reduced by 75%. Additionally ignore any Plot effects causing Gathering effects to be inhibited until the end of the Quarter or 3 hours, whichever is longer after the Ritual is performed.

Higher levels of success may allow additional Gathering tables to be affected.

## **Starving the Sylvagore Ritual**

**Ritual Type:** Major Regional Ritual

**Ritual Skill:** Harmonious Ritualist

**Duration:** 3 Months

**Resources:** 5x Erushew Nuts, 5x Blister Holly, 5x Vines, 3x Strangler Ivy, 1x Thorny Snapdragon

The Ritual Leader must invoke the **Admonishment of the Lost**, and have the call echoed with the **Denouncement of the Twisted**. With the **Bane of the Sylvagore**, the Ritual Leader must anoint the **Sentinel of the Wood** and speak the **Mother's Warning**. The Assembly then takes the position of the **Thicket's Wall**, and the Ritual Leader speaks the **Oath of the Warden**. The Ritual is completed with **Cry of the Mandragora**.

**Effect:** If this Ritual is successful, all Plant NPCs and Verdanti lose Nature's Gifts, their bonus to Healing and Vigor received and lose all Damage Resistance without a duration. Verdanti can spend 5 Energy to regain their bonus to Healing and Vigor received and Damage Resistance without a duration to ignore this effect for 5 minutes.

Some powerful Plant NPCs may not be affected by this Ritual. Only one Ritual limiting certain types of NPCs may be in effect at one time.

# Necromancy Ritual

## Instructions

### Basic Necromancy Rituals

#### Befouled Ground Ritual

**Ritual Type:** Minor Ritual

**Ritual Skill:** Necromancy Ritualist

**Roleplay Time:** 20 Minutes

**Duration:** 1 Year

**Resources:** 10x Fertilizer, 5x Weeping Russula, 2x Forsaken Briar

**Effect:** When the Ritual is completed, the Ritual Leader may Befoul a single room or 10ftx10ft area.

Characters inside the Befouled area gain the following benefits:

- Mortaeans and Undead gain 1 Energy every 5 minutes they spend at Rest in this space.
- Spend -1 Energy for Necromancy Spells.
- Raise Dead effects used by Characters in the area double their duration.
- Necromancy Rituals performed in the area gain a bonus.

If the Befouled Area overlaps with special effects such as a Sanctified area, both effects are negated.

**Ritual Bonus (Participant):** Befoul two rooms or 2 10ftx10ft areas.

**Ritual Bonus (Ritual Leader):** Befoul up to 4 rooms or four 10x10ft areas.

#### Grave Keeper's Cackle Ritual

**Ritual Type:** Minor Ritual

**Ritual Skill:** Necromancy Ritualist

**Roleplay Time:** 20 Minutes

**Duration:** 3 months

**Resources:** 5x Granite, 5x Crown Mushrooms, 2x Crooked Finger, 1x Fungal Bark

**Effect:** This Ritual may target up to 5 Characters at once. When this Ritual is completed, when the Ritual's target(s) carries a Corpse to the Graveyard, they are given a Grave Token.

The Grave Token lasts until the end of the event. Only Characters under the effect of Grave Keeper's Cackle may use Grave Tokens. The Effect User expends the Token and gains 5 Zeal.

Only 1 Grave Token may be collected per hour for Characters affected by Grave Keeper's Cackle.

#### Rite of the Vile Torrent

**Ritual Type:** Minor Ritual, LTT

**Ritual Skill:** Necromancy Ritualist

**Roleplay Time:** 20 Minutes

**Duration:** 3 months

**Resources:** 5x Butterweed Flower, 5x Moonshadow Leaves, 3x Bone Dust,

**Target Cost:** 2x Grave Ash, 1x Crooked Finger

**Effect:** If this Ritual is completed, the Ritual's target gains the Vile Torrent Trait.

**Vile Torrent (2 CP):** The Effect User can declare "Shot Sweep, 15 Fester". This effect may be used once before the Trait User must spend 10 mins At Rest and consume 1 Food and 1 Drink Item.

**Ritual Bonus (Participant):** This effect can be used one additional time before the Trait User must Rally to regain all uses of Vile Torrent. This bonus may only be applied once.

**Ritual Bonus (Ritual Leader):** This effect may be used 1 additional times before the Character just spend time at Rest. This stacks if a Participant with a bonus to this kind of Ritual is involved for a total of 3 times before the Character must Rally to regain all uses of Vile Torrent.

#### **Designer's Note**

*The Ritual's target cannot gain the effects of this Ritual or the Ritual bonuses more than once.*

#### Rite of Savage Butchery

**Ritual Type:** Regional Gathering Major Ritual

**Ritual Skill:** Necromancy Ritualist

**Duration:** 3 Months

**Resources:** 5x Granite, 5x Lamb, 1x Shriveled Heart, 1x Beast Heart, 3x Forsake Briar, 1x Shadow Cap

*While preparing the **Altar of Demise of Innocence**, the Assembly chants the **Dirge of the Hunting Shadows**. The Ritual Leader then places the **Offering to Hound of Death**. The **Chosen Hunter** then carves the flesh from the **Loathsome Prey**. The Ritual Leader crafts the **Draught of Despair** and chants the **Abyssinia**. Gathering round, then **summon the rain of blades**. When the howl of the innocent ends, the Ritual Leader must **pay the Shadow's Due**.*

**Effect:** Increases the Common and Rare Resources gathered using Hunting by 1.

### Minor Necromancy Ritual Instructions

#### Mockery of the Coil Ritual

**Ritual Type:** Minor Ritual, LTT

**Ritual Skill:** Necromancy Ritualist

**Roleplay Time:** 20 Minutes

**Duration:** 3 months

**Resources:** 5x Animal Bones, 5x Deer Meat, 5x Wax, 2x Saberfang, 1x Shriveled Heart

**Target Cost:** 2x [Species] Flesh and 1x Bone Dust

**Effect:** When the Ritual is performed, the Ritual Leader must choose Animavore (1 CP), Osteovore (1 CP), or Lithovore (1 CP). The Ritual targets gain the chosen Trait as a Long-Term Transformative effect.

**Bonus:** If a Ritual target has Animavore, Osteovore or Lithovore from Character Creation, double the Health or



Energy gained from the Feeding Trait. Osteovores gain +5 Screen when using this effect.

**Ritual Bonus (Participant):** Each Bone Dust provided by a target can target 1 additional person.

### Price of the Bone

**Ritual Type:** Minor Ritual, LTT

**Ritual Skill:** Necromancy Ritualist

**Roleplay Time:** 20 Minutes

**Duration:** 3 Months

**Resources:** 5x Therios Flesh, 5x Therios Bone, 1x Etched Antler, 3x Crooked Finger

**Effect:** The Ritual's target gains the Bone Collector Trait (3 CP) Trait as a Long-Term Transformative effect,

**Bone Collector (3 CP):** The Trait User must be within Reach of a NPC Monster Corpse, may spend 10s RPing cutting a bone or other trophy. This RP is only interrupted if the Trait User is moved out of Reach of the Corpse.

If successful, the Trait User may ask the NPC what Monster Type they are.

For the Scene, the Trait User may spend 1 Energy add [NPC Type] Bane to Strike, and Spell Attacks. This Bane modifier can be added to Skills delivered with a Strike attack.

### Sift the Ashes of Ruin

**Ritual Type:** Minor Ritual, LTT

**Ritual Skill:** Necromancy Ritualist

**Roleplay Time:** 20 Minutes

**Duration:** 3 Months

**Resources:** 5x Human Flesh, 2x Demon Ash, 4x Rabbit, 1x Death's Eye

**Effect:** The Ritual's target gains the Scavenger Trait (2 CP) Trait as a Long-Term Transformative effect.

**Bonus:** If a Character has Scavenger from Character Creation, they may apply the same bonuses to Hunting also.

### Tether of the Borderlands

**Ritual Type:** Minor Ritual, LTT

**Ritual Skill:** Necromancy Ritualist

**Roleplay Time:** 20 Minutes

**Duration:** 3 Months

**Resources:** 2x Mortaeon Flesh, 3x Mortaeon Bone, 2x Corpse Face, 1x Split Toe, 10x Oak Nuts

**Target Cost:** 2x Moonshadow Leaves, 1x Death's Eye

**Effect:** When this Ritual is performed, the Ritual Leader must choose Vengeful Shell (1 CP), Stealth Expertise (1 CP), or Lie in Wait (1 CP). The Ritual's target gains the chosen Trait as a Long-Term Transformative effect.

**Bonus:** If the Character has the chosen Trait from Character Creation, they gain the following Bonus:

**Lie In Wait:** The first attack made within 5s after the Character is no longer in Near-Death gains the Feint damage tag.

**Stealth Expertise:** The Character can treat Stealth as Invisibility.

**Vengeful Shell:** The Character may choose their target while under the effects of Raise Dead.

**Ritual Bonus (Participant):** Each Death's Eye provided by a target can target 1 additional person.

### **Designer's Note**

*This Ritual can affect the Character multiple times, however, the Ritual can only give one Trait per use. The same Trait may not be taken more than once.*

## Major Necromancy Rituals

### Gravestone Flesh Ritual

**Ritual Type:** Major Ritual

**Ritual Skill:** Necromancy Ritualist

**Duration:** Permanent

**Resources:** 10x Sand, 5x Wax, 5x Hide, 1x Death's Eye, 1x Marble, 1x Soul Blossom

**Target Cost:** 1x Bone Dust, 1x Marble, and 1x Spirit Shard

*Lead the **Weeping Funerary Procession** and speak the **Grave's Proclamation**. Each of the mourners must chant the **Dirge of the Eternal Bond**. Let crumble the **Corpus Fortificus** and be placed upon the interred. The Assembly chants the **Hungering Maw's Madness**. As the Maw opens, the Ritual Leader must **weave the False Caul** and while the mourners speak the **Shroud's Mercy**. From the Caul, as the interred emerges, the Ritual Leader speaks the **Necromin Diseglia**.*

**Effect:** If this Ritual is successful, the Ritual's target(s) lose 1 Soul Point and increase their Maximum Health Cap by 10. It costs 3 Experience for each point of Maximum Health over their normal Species Cap. A Character may only benefit from this Ritual once.

### **Designer's Note**

*This stacks with similar effects.*

### Halcyon Reprieve Ritual

**Ritual Type:** Major Ritual

**Ritual Skill:** Necromancy Ritualist

**Duration:** 6 Hours

**Resources:** 10x Clay, 10x Thatch, 1x Shriveled Heart, 1x Corpse Face, 1x Flensed Flesh, 1x Death's Eye

*To loosen Death's grasp, find **where the Veil thins**. Gather hopeful speaking the **Fallen's Sorrow**. Speak the **Oath of the Soul's Guide** and construct the **Halcyon Vessel**. Each of the Assembly must assist in speaking **Chronicles of the Departed**. When completed, the Ritual Leader then **implores Death to release the Soul** for a reprieve. **Chanting the Gravedigger's Betrayal**, the Soul is drawn to the Vessel. The Ritual Leader offers the **Price of the Reprieve**.*

**Effect:** If this Ritual is successful, a Character who has permanently died may rise as a Ghost Mortaeon for 6 hours. The Target has the same stats as when they died, however, they also gain the Ghost's Anchored Spirit Trait

and up to 4 Creation Points to spend on Ghost Traits. The Target has none of the Items they had when they died. The Ritual Leader must spend 1 Soul Point to use this Ritual.

### **Designer's Note**

*Before performing this Ritual, the Ritual Leader must seek out the Player if a Player Character is targeted and ask if they are willing to be the target of this Ritual so they can bring any necessary costuming. Players have the right to refuse to be the target.*

*This Ritual can be used to target an NPC, but the Ritual Leader must notify Logistics of their intention and the target. The Directors may decline this action if the appropriate Player is not available to reprise the role who played the NPC.*

## **Rite of Eclipsed Hope**

**Ritual Type:** Major Regional Ritual

**Ritual Skill:** Necromancy Ritualist

**Duration:** 3 months

**Resources:** 5x Bleeding Heart Root, 5x Lead, 5x Weeping Russula, 1x Coal, 2x Liar's Tongue, 1x Forsaken Briar

*Within the **Rotten Hollow**, the acolytes must chant the **Promise of Despair** while the Ritual Leader carves the **Icons of Doom** into the flesh of the **Vessel of the Deepest Shadow**. From the **Brazier of Necrosis**, the Ritual Leader performs the **Scouring Scream Technique**. Meanwhile, the assembled must speak **Murder's Code**. Together all participating must then **uphold the Code**. When the deed is finished, the Ritual Leader then proclaims the **Darkening Sky Incantation**.*

**Effect:** If this Ritual is successful, the following effects affect the region:

- Characters spend double the Energy cost on Skills to negate Fear and Terror effects (this does not affect the Energy cost of Delayed Activation effects).
- Faith Skills require double the Energy cost to use.
- Fester effects cost -2 Energy.
- This Ritual may attract strange forms of Undead to the region while active.

# Restoration Ritual

## Instructions

### Basic Restoration Rituals

#### Restore Self

**Ritual Type:** Minor Ritual

**Ritual Skill:** Restoration Ritualist

**Roleplay Time:** 20 Minutes

**Duration:** See Below

**Resources:** 10x Sand, 5x Feathers, 2x Hide, 1x Mirror Stone, 1x Soul Blossom

**Effect:** The target of this Ritual is restored to their natural form. Any Surgery, Minor Ritual, Long-Term Transformative effects and some Plot effects are removed. The target must be willing or Stable to be targeted by this effect.

This Ritual may also be used to clear the mind of a Character who has any form of permanent emotional compulsion or mind control.

If this Ritual is used on a Character with the Jemelu Trait, the Ritual Target loses all Traits from other Species they currently have. This effect is only temporary and lasts 3 months. During that time targeted Character loses the Jemelu Keyword.

#### **Designer's Note**

*Emotional compulsions or mind control effects are plot only effects and may only be used with Director Approval.*

#### Sanguis Balance Ritual

**Ritual Type:** Minor Ritual

**Ritual Skill:** Restoration Ritualist

**Roleplay Time:** 20 Minutes

**Duration:** 3 months

**Resources:** 5x Coal, 5x Sand, 1x Sandmoss, 1x Fungal Bark, 1x Marshbark

**Effect:** If this Ritual is successful, the Ritual's target may spend 5 Energy, declare "Balance" to negate one Poison effect.

#### Weaken Disease

**Ritual Type:** Minor Ritual

**Ritual Skill:** Restoration Ritualist

**Roleplay Time:** 20 Minutes

**Duration:** 3 Months

**Resources:** 5x Medicinal Bark, 5x Frogcap, 1x Warding Wreath, [Disease Resource]

**Effect:** When performed, the Ritual Leader must choose one Disease and provide the listed Resources. When the Ritual is completed, the Ritual target treats the chosen Disease as if they are 2 Stages less than what they are. If this would mean the Disease's Stage is reduced to less than 1, the Character may Ignore the Disease.

The Disease will still progress as normal, but if the Disease reaches its highest stage and would progress, the

Character's Maximum Health is reduced by 10 until the Disease is cured.

### Scales of Tranquility Ritual

**Ritual Type:** Major Regional Ritual

**Ritual Skill:** Restoration Ritualist

**Duration:** 3 Months

**Resources:** 10x Lead, 5x Granite, 3x Warding Wreath, 1x Spirit Shard

*"Within the **secluded glade**, bring forth the **Song of the First Dawn**. Create the **Unblemished Altar** and speak the **Purifier's Oath**. Let the voices raise the **Auria of Benecious** while the Purifier calls upon the **Birth of Innocence**. Give praises to the **newly cleansed** and let the **Welcome of the New Day** ring through the land."*

**Effect:** When this Ritual is performed, the Local Entropy Score is immediately reduced by a percentage (Minimally 20%) based on how successful the Ritual is completed. Additionally, once per Quarter, this effect prevents one increase to Entropy for the duration of this Ritual. If multiple events would occur to increase Entropy, the largest Entropy increase is negated.

### Minor Restoration Ritual Instructions

#### Cursebreaker Ritual

**Ritual Type:** Minor Ritual

**Ritual Skill:** Restoration Ritualist

**Roleplay Time:** 30 Minutes

**Duration:** 3 months

**Resources:** 5x Fine Glass, 5x Zinc, 3x Lead, 1x Soul Blossom, 1x Topaz

**Target Cost:** 1x Crystal Blossom and 2x Medicinal Bark

**Effect:** If this Ritual is successful, once per Quarter, the targets of this Ritual may declare "Cursebreaker" and dispel all Spell effects on them and remove all Vigor, Screen, and Zeal. This effect can be declared even if the Effect User cannot usually use any other effects.

**Ritual Bonus (Participant):** The Targets only need to provide 1x Crystal Blossom and remove the Topaz from the Required Resources.

**Ritual Bonus (Ritual Leader):** The targets may declare Cursebreaker twice per Quarter.

#### Rite of Vitalis Numina

**Ritual Type:** Minor Ritual, LTT

**Ritual Skill:** Restoration Ritualist

**Roleplay Time:** 20 Minutes

**Duration:** 3 Months

**Resources:** 1x Mana Crystal, 10x Animal Bone, 5x Grave Ash, 2x Warding Wreath

**Effect:** The Ritual's target gains the Vitalus Trait (2 CP) Trait as a Long-Term Transformative effect.

**Vitalus (2 CP):** The Trait User can spend 5 Energy, declare "Vitalus" to negate a Wither or Exhaust effect delivered by a Gun, Strike, Shot, or Spell effect.

### **Designer's Note**

*This cannot prevent Exhaustion or Wither gained from Items the User uses, Species Traits (such as gaining Exhaust after Frenzy), Ritual effects, Ambient effects, Poisons, Diseases, or Boons.*

## **Somnumorph Ritual**

**Ritual Type:** Minor Ritual, LTT

**Ritual Skill:** Restoration Ritualist

**Roleplay Time:** 20 Minutes

**Duration:** 3 Months

**Resources:** 5x Verdanti Fiber, 5x Fae Bone, 2x Somnospore Mushroom, 5x Sorrow Flower

**Effect:** The Ritual's target gains the Hibernation's Balm Trait (1 CP) Trait as a Long-Term Transformative effect but does not regain Health At Rest but gains the two bulleted effects. The Effect User spends 5 Energy to declare "No Sleep!".

**Bonus:** If a Character has Hibernation's Balm from Character Creation, they may declare "Sleepwalk" while Unconscious and move as if Slowed, but can take no other actions, speak, or interact with their surroundings.

## **Taming the Inner Monster**

**Ritual Type:** Minor Ritual, LTT

**Ritual Skill:** Restoration Ritualist

**Roleplay Time:** 20 Minutes

**Duration:** 3 Months

**Resources:** 5x Verdanti Fiber, 5x Fae Bone, 2x Somnospore Mushroom, 5x Sorrow Flower

**Target Cost:** 1x Waking Dream Russala, 2x Nach Leaves

**Effect:** The Ritual's target gains the Gentle Nature Trait (2 CP) Trait as a Long-Term Transformative effect.

**Bonus:** If a Character has Gentle Nature from Character Creation, they may point at a target in Engagement Range and declare "Redirect".

**Ritual Bonus (Participant):** Each Waking Dream Russala provided by a target can target 1 additional person.

## **Major Restoration Rituals Instructions**

### **Cleanse Blight**

**Ritual Type:** Major Ritual

**Ritual Skill:** Restoration Ritualist

**Duration:** Instant

**Resources:** 5x Sap Bark, 5x Coal, 5x Echin Flower, 1x Infused Bark, 1x Gustgrass

**Delve into the Blight** and prepare the **Incense of Purification**. Ignite the incense while the assembled speak the **Refrain of the Scales**. Hand a fragment of the Incense to each of the Assembly and speak the **Restorer's Oath**. Wafting the Incense in the **Pattern of the Golden Accord**. Once the apex is reached, the Ritual Leader speaks the **Words of Nir'Ojin**. Lift the **Banishing Wail** and Ritual Leader offers the **Sign of the Sweeping Winds**.

**Effect:** If this Ritual is successful, it removes 1 negative effect on an area. Cleansing Blight could be used for effects such as cleansing a poisoned river or well, removing Befouled and Desecrated areas. The area is restored to its natural state.

Alternatively, Cleanse Blight can be used to remove effects added to an Item from an outside source such as a curse on an item.

### **Designer's Note**

*This Ritual is intended to combat plot elements which may affect particular areas. Some powerful effects may not be outright removed, but it will reduce their effects. This has no effect on the Tallies for Gathering Tables.*

## **Mystic Balance Ritual**

**Ritual Type:** Major Ritual

**Ritual Skill:** Restoration Ritualist

**Duration:** 3 months

**Resources:** 5x Copper, 5x Wool, 5x Sand, 1x Silver, 1x Mirrorstone, 1x Blizzard Mint

*Upon ground **untainted by the touch of magic**, lead the gathered in the **Recitation of Equality**. With that complete, the Assembly fans out in the **Sign of the Compass** while the Ritual Leader performs the **Expression of Alignments**. Each of the Assembly then creates the **Sign of Poniremus**. Bring **balance to the energies** of all present and bury the **Seed of the Untainted**.*

**Effect:** After performing this Ritual, the Ritual Leader may remove the effects of all Minor and Major Ritual effects on one Character or remove one Ritual effect with the Major and/or Regional Keyword. Permanent Ritual effects cannot be removed by this Ritual.

## **Panacea Rains Ritual**

**Ritual Type:** Major Regional Ritual

**Ritual Skill:** Restoration Ritualist

**Duration:** 3 months

**Resources:** 5x Honey, 5x Medicinal Bark, 5x Elderberry, 3x Silver, 2x Red Peppermint, 1x Mana Crystal

*Begin the Ritual in the **place where Sky and Earth** meet. Create the **Cacophony of Banishment** and then the **Vincularod Panacea**. Lift voice and offering to the sky with the **Invocation of the Little Storm**. Welcome the coming blessings with the **Gestures of Health, Protection, and Medicine**. With a shout, let the **Storm Call** ring out over the land. The assembled mirror the **Blessing of the Gentle Rains** and send the **Panacea to the Throne of Cuemulos**. Wish the offering a safe journey with the **Blessing of the Windrider**.*

**Effect:** If this Ritual is successful, all Characters in the Region cannot gain new Diseases. Diseases cannot advance beyond their current stage.

# Warding Ritual

## Instructions

### Basic Warding Rituals

#### Fortress Blessing

**Ritual Type:** Minor Ritual

**Ritual Skill:** Warding Ritualist

**Roleplay Time:** 20 Minutes

**Duration:** 1 Year

**Resources:** 5x Granite, 5x Iron, 1x Direbone

**Effect:** When this Ritual is completed, one non-mechanical object like a Chair, Table, or other piece of Furniture gains the Fortress Blessing. An Item Card must be created and attached to the Object.

A Character within Reach may spend 5 Energy, declare "Fortress" and the Object cannot be moved from where it currently is but may be counted as an obstacle for Take Cover. This effect lasts for 5 minutes. The targeted object must be at least 2 feet wide and 3 feet high.

#### Rite of the Parted River

**Ritual Type:** Minor Ritual

**Ritual Skill:** Warding Ritualist

**Roleplay Time:** 20 Minutes

**Duration:** 3 Months

**Resources:** 3x Iron, 3x Lead, 5x Stone, 2x Oil Shale, 1x Petrified Bark

**Target Cost:** 1x Warding Wreath and 2x Lead

**Effect:** If this Ritual is successful, the Effect User may spend 5 Energy, declare "Part River" and negate a Sweep or Burst effect. This only negates the effect for the Effect User.

**Ritual Bonus (Participant):** Each Warding Wreath provided by a target can target 1 additional person.

#### Seal Entity

**Ritual Type:** Minor Ritual

**Ritual Skill:** Warding Ritualist

**Roleplay Time:** 20 Minutes

**Duration:** Permanent

**Resources:** 1x Spirit Shard, 2x Shield Wax, 5x Lead

**Effect:** This Ritual Seals away powerful beings from the Spirit World.

When a Spirit is put into Near-Death or has been hit with a Deathblow, the Ritual Leader may declare "Spirit Bind" to prevent the Spirit from dissipating. The Ritual Leader must then begin performing this Ritual within 10 minutes of declaring "Spirit Bind" or else the Spirit escapes into the Spirit World.

When the Ritual is completed, the Spirit cannot escape and is sealed in the Spirit Shard. The Spirit Shard becomes a Spirit Vessel: [Name of the Entity]. The Spirit cannot affect either the world and is trapped inside until the Spirit Vessel is destroyed.

To destroy a Spirit Vessel, the phys rep must be the target of a Break, Destroy or Smash effect.

#### **Designer's Note**

*Particularly powerful entities, like Fae Regents, Daemon Generals, or Greater Spirits may only be sealed for as little as 6 months.*

#### Call of the Enduring

**Ritual Type:** Major Regional Gathering Ritual

**Ritual Skill:** Warding Ritualist

**Duration:** 3 Months

**Resources:** 10x Hardwood, 1x Mana Crystal, 2x Oil Shale, 1x Etched Antler

*"Find a **scar upon the world** and construct the **Reliquary of the Unbroken**. Many hands must **ritualistically open the scar**, while the Ritual Leader speaks the **Litany of the Enduring**. Now comes the **Gauntlet of Proving**. Once the supplicant has proven their mettle, they must proclaim the **Mantra of Armor**. Finally, with the **Sentiment of Steel**, the Ritual is sealed.*

**Effect:** Increases the Common and Rare Resources gathered using Mining by 1.

### Minor Warding Ritual Instructions

#### Hex Warding

**Ritual Type:** Minor Ritual, LTT

**Ritual Skill:** Warding Ritualist

**Roleplay Time:** 20 Minutes

**Duration:** 3 Months

**Resources:** 1x Ring of Lament, 5x Aelfen Flesh, 5x Aelfen Bone, 2x Rainstone

**Target Cost:** 1x Mirrorstone and 2x Lead

**Effect:** The Ritual's target gains the Spellguard Trait (2 CP) Trait as a Long-Term Transformative effect.

**Bonus:** If a Character has Spellguard from Character Creation, they may use Deflect Spell against delivered by a White Packet to the front of their body while only holding a Melee Weapon.

**Ritual Bonus (Participant):** Each Mirror Stone provided by a target can target 1 additional person.

#### Pledge of the Guardian

**Ritual Type:** Minor Ritual, LTT

**Ritual Skill:** Warding Ritualist

**Roleplay Time:** 20 Minutes

**Duration:** 3 Months

**Resources:** 10x Animal Bones, 5x Deer Meat, 1x Gold, 5x Tin

**Target Cost:** 1x Effigy Fragment and 2x Steel

**Effect:** The Ritual's target gains the Sorcerer's Construct Trait (3 CP) Trait as a Long-Term Transformative effect but does not increase the benefits of Fix effects from Sorcerer's Construct.

**Bonus:** If a Character has Sorcerer's Construct from Character Creation, they gain Spell Resistance when using Guarded or Honor Guard.

**Ritual Bonus (Participant):** Each Effigy Fragment provided by a target can target 1 additional person.

## Rite of the Mithril Mirror

**Ritual Type:** Minor Ritual

**Ritual Skill:** Warding Ritualist

**Roleplay Time:** 20 Minutes

**Duration:** 6 Months

**Resources:** 5x Wool, 5x Softwood, 1x Infused Wood, 2x Mercury, 2x Mirrorstone, 1x Mithril

**Effect:** When the Ritual is completed, the Ritual Leader may Ward a single room or 10ftx10ft area.

When a Character is in the area warded with Mithril Mirror they are Immune to the effects of Rituals with a Duration, are Immune to Spell effects and cannot cast Spells or use any NPC Gifts.

Characters may not Teleport into or out of this area. If they attempt to, when they cross the boundary, the Teleport effect immediately ends.

**Ritual Bonus (Participant):** The Ritual wards 2 rooms or 2 10ftx10ft areas.

**Ritual Bonus (Ritual Leader):** The Ritual wards up to 4 rooms or four 10x10ft areas.

## Scrutiny of Law

**Ritual Type:** Minor Ritual, LTT

**Ritual Skill:** Warding Ritualist

**Roleplay Time:** 20 Minutes

**Duration:** 3 Months

**Resources:** 5x Human Flesh, 1x Voyager Quartz, 5x Wild Pork

**Target Cost:** 1x Dire Eye, 2x Fine Glass

**Effect:** The Ritual's target gains the Astute Observer Trait (1 CP) Trait as a Long-Term Transformative effect.

**Bonus:** If a Character has Astute Observer from Character Creation, they may declare Study Creature without doing the RP time.

**Ritual Bonus (Participant):** Each Dire Eye provided by a target can target 1 additional person.

## Major Warding Rituals

### Rite of the Dutiful Vigil

**Ritual Type:** Major Ritual

**Ritual Skill:** Warding Ritualist

**Duration:** Permanent

**Resources:** 4x Granite, 6x Clay, 10x Sand, 1x Star Shard, 1x Diamond, 1x Lodestone

**Target Cost:** 1x Warding Wreath, 1x Fern Clover, 1x Spirit Shard

*Begin by giving the **Vigilant Call to Duty**. Those wishing to uphold this duty must swear the **Oath of the Protector**. The Assembly repeats the **Code of Noble Virtue**. Taking up the **Thrice Blessed Blade**, the Ritual Leader bestows*

*the **Charge of the Guardian** on the intended. Gather round and form the **Symbol of Brotherhood** while the Ritual Leader speaks the **Binding Oath of Benetal**. Rise, oh duty bound warrior, bind the Ritual with the **Challenge of Harmoth**.*

**Effect:** If this Ritual is successful, the target(s) lose 1 Soul Point and increase their Maximum Health Cap by 10. It costs 3 Experience for each point of Maximum Health over their normal Species Cap. A Character may only benefit from this Ritual once.

### **Designer's Note**

*This stacks with similar effects.*

## Spirit Banishing Circle

**Ritual Type:** Regional Major Ritual

**Ritual Skill:** Warding Ritualist

**Duration:** 3 Months

**Resources:** 10x Sand, 10x Feathers, 10x Thatch, 1x Spirit Shard, 1x Star Shard, 2x Warding Wreath

*Within the **beating heart of civilization**, the attendants must make the **Symbol of Kogrik** while the Ritual Leader speaks the **Exorcist's Curse**. The Assembly then performs the **Masque of Haunting**. With vigor, drive the **Haunting from the circle**. When the threat is banished, the Haunting chants the **Sanctis Memorium**. With the **Icon of Attraction** in hand, the Ritual Leader must perform the **Ceremonial Shattering**. Once complete, the Assembly speaks the **Litany of Sovereign Home**.*

**Effect:** If this Ritual is successful, all Spirit NPCs lose their Spirit Gifts, lose all Damage Resistance.

Some powerful Spirits may not be affected by this Ritual. Only one Ritual limiting certain types of NPCs may be in effect at one time.

## Ward Against Creature

**Ritual Type:** Regional Major Ritual

**Ritual Skill:** Warding Ritualist

**Duration:** 3 Months

**Resources:** 3x Pheasant, 3x Wild Pork, 3x Fish, 3x Deer Meat, 2x Obsidian, 1x Living Wood

*Gather the Hunters and proclaim the **Chosen Prey**. Let the Hunters speak the **Words of the Faithful Tracker**. Together, the Hunting Party begins the **Sacred Honor Hunt**. During the Hunt, shout the **Banishing Cry**. Mark each **Threshold of the Hunting Grounds** with the **Mark of Grendelth**. At each Threshold, once the Mark is complete, the Assembly speaks the **Forbiddance of Being**. After all Thresholds are Marked and empowered, the Ritual Leader and assembly seal the Ritual with the **Banishment of the Prey**.*

**Effect:** If this Ritual is successful, the Ritual Leader chooses one type of NPC Creature by name. The chosen creature cannot enter the region, this Ritual cannot be used to prevent any of the Species from entering the town.

Creatures drawn by the effects of other Rituals cannot be targeted while those Rituals are in effect. If another Ritual is performed which draws the chosen creature to the area, Ward Against Creature immediately ends. Only one Ward Against Creature may be in effect at one time.

### **Designer's Note**

*This prevents one specific type of creature, such as an Ancestral Shade rather than Spirits in general. If a Ritual was in effect which drew Ancestral Shades to the region, Ancestral Shades could not be named for Ward Against Creature.*

## **Wayfaring Ritual** **Instructions**

### **Basic Wayfaring Rituals**

#### **Wanderer's Resourcefulness**

**Ritual Type:** Minor Ritual

**Ritual Skill:** Wayfaring Ritualist

**Roleplay Time:** 20 Minutes

**Duration:** 3 Months

**Resources:** 5x Grain, 3x Potatoes, 3x Carrots, 1x Voyager Quartz

**Target Cost:** 2x Fine Glass, 1x Star Shard

**Effect:** This Ritual may target up to 5 Characters at once. Once per Quarter, the Effect User may declare "Resourceful" to negate one Trap or Ambient Effect.

**Ritual Bonus (Participant):** This effect can be used 1 additional time per Quarter. This bonus may only be applied once. Each Star Shard provided by a target can target 1 additional person.

**Ritual Bonus (Ritual Leader):** This effect may be used 2 additional times per Quarter. This stacks if a Participant with a bonus to this kind of Ritual is involved for a total of 4 times per Quarter.

#### **Whisper Catcher**

**Ritual Type:** Minor Ritual

**Ritual Skill:** Wayfaring Ritualist

**Roleplay Time:** 20 Minutes

**Duration:** Until the end of the game

**Resources:** 5x Vines, 2x Clay, 2x Sulfur, 5x Feathers, 2x Whistlebark, 1x Spider Silk

**Effect:** Once per Quarter the Ritual Leader may go to Logistics and will hear a snippet of conversation among NPCs which has relevance to the Plot for the weekend. This will likely provide useful information such as locations, times, or even things happening among NPCs. The Effect User will have little context for who is speaking or where it comes from, but it can help them find adventures or information.

**Ritual Bonus (Participant):** +1 additional use per Quarter.

**Ritual Bonus (Ritual Leader):** +2 additional times per Quarter. Stacks with Participant Bonus for total of 4 uses per Quarter.

#### **Wind's Warning Ritual**

**Ritual Type:** Minor Ritual

**Ritual Skill:** Wayfaring Ritualist

**Roleplay Time:** 20 Minutes

**Duration:** 3 Months

**Resources:** 5x Furs, 1x Thorny Snapdragon, 1x Viperthorn

**Target Cost:** 2x Animal Bones, 1x Gustgrass

**Effect:** When the Ritual's target is hit with an attack from behind, the Effect User may reduce their Maximum Energy by 5, declare "Wind's Warning" and negate the attack. The Effect User must Recover to regain Maximum Energy reduced this way.

**Ritual Bonus (Participant):** Each Gustgrass provided by a target can target 1 additional person.

#### **Traveler's Luck**

**Ritual Type:** Major Regional Gathering Ritual

**Ritual Skill:** Wayfaring Ritualist

**Duration:** 3 Months

**Resources:** 5x Animal Bones, 5x Horn, 3x Butterweed Flower, 1x Voyager Quartz, 1x Fulgurite Wood, 1x Star Metal

*Within the wild, the Traveler speaks **the Seeker's Fortune**. Let the **Song of the Road** echo out as the Traveler walks the **Hidden Paths of Versev**. Within the quiet hollows, **give back to the wood** for the next passerby. The Traveler then gives the **Tidings of Adventure** as thanks for what is left behind in the **Enolian Exchange**. Finally the seekers must then give the **Wish to the Lost**.*

**Effect:** Increases the Common and Rare Resources gathered using Foraging by 1.

### **Minor Wayfaring Ritual Instructions**

#### **Barring the Path**

**Ritual Type:** Minor Ritual, LTT

**Ritual Skill:** Wayfaring Ritualist

**Roleplay Time:** 20 Minutes

**Duration:** 3 Months

**Resources:** 1x Fine Fur, 1x [Gemstone], 2x Deer Meat, 10x Feather

**Target Cost:** 1x Thorny Snapdragon, 2x Vines

**Effect:** The Ritual's target gains the Bar the Way Trait (2 CP) Trait as a Long-Term Transformative effect.

**Bar the Way:** The Trait User may spend 5 Energy, throw a white packet, and declare "Spell, Seal Movement, 1 min".

**Ritual Bonus (Participant):** Each Thorny Snapdragon provided by a target can target 1 additional person.

### **Designer's Note**

*Gemstone can be Diamond, Emerald, Obsidian, Ruby, Sapphire, Topaz*

## Echoing Performance Ritual

**Ritual Type:** Minor Ritual, LTT

**Ritual Skill:** Wayfaring Ritualist

**Roleplay Time:** 20 Minutes

**Duration:** 3 Months

**Resources:** 3x Eggs, 3x Honey, 5x Bumbleberry, 1x Rainstone, 2x Blizzard Mint

**Effect:** If this Ritual is successful, the Ritual's target gains the Echoing Performance Trait as a Long-Term Transformative effect.

**Echoing Performance (1 CP):** Once per quarter, the Trait User may declare "Echo Perform" and do one of the following:

- Run for 10s or use a Dash effect without interrupting their Performance RP. If the Trait User stops running or the Dash effect ends, they must continue their Performance RP as normal.
- Half the RP time to regain a Spellweaver effect.

**Ritual Bonus (Participant):** This effect can be used 1 additional time per Quarter. This bonus may only be applied once.

**Ritual Bonus (Ritual Leader):** This effect may be used 2 additional times per Quarter. This stacks if a Participant with a bonus to this kind of Ritual is involved for a total of 4 times per Quarter.

## Rite of Shimmering Paces

**Ritual Type:** Minor Ritual, LTT

**Ritual Skill:** Wayfaring Ritualist

**Roleplay Time:** 20 Minutes

**Duration:** 3 Months

**Resources:** 5x Fae Bone, 5x Medicinal Bark, 1x Rainstone, 5x Fish, 1x Infused Bark, 1x [Gemstone]

**Effect:** The Ritual's target gains the Survivalist Trait (3 CP) Trait as a Long-Term Transformative effect.

**Bonus:** If a Character has Survivalist from Character Creation, they may target themselves with Chirurgery Procedures and increase the steps of Teleport effects by 5.

### **Designer's Note**

*Gemstone can be Diamond, Emerald, Obsidian, Ruby, Sapphire, Topaz*

## Sense Bounty

**Ritual Type:** Minor Ritual, LTT

**Ritual Skill:** Wayfaring Ritualist

**Roleplay Time:** 20 Minutes

**Duration:** 3 Months

**Resources:** 5x Dwearn Bone, 1x Viperothorn, 1x Obsidian, 10x Sap Bark

**Effect:** The Ritual's target gains the Resourceful Worker Trait (1 CP) Trait as a Long-Term Transformative effect.

**Bonus:** If a Character has Resourceful Worker from Character Creation, gets +1 to the Fortune Card Value of Herbalism in addition to the other effects.

## **Major Wayfaring Ritual Instructions**

### Crossroads Nexus Ritual

**Ritual Type:** Major Ritual

**Ritual Skill:** Wayfaring Ritualist

**Duration:** 6 Months

**Resources:** 5x Granite, 10x Sand, 3x Marble, 3x Lodestone, 1x Sapphire, 1x Star Shard

*Choose the space carefully, construct the **Nexus Monument** while the assembly chants the **Saga of the Crossed Stars**. The Guide then speaks the **Nexus Invocation** to bind the stone to the area. Each of the assembly then provides the **Proof of Journey's Wisdom**. Once anointed, the Guide then performs the **Dimensional Binding**. Create the **Path of Wisdom** while the Ritual Leader speaks the **Mystery of the Way**. Once complete, the Path is broken, and abandoned with the **Conflux of Displacement**.*

**Effect:** If this Ritual is successful, the Ritual creates a Crossroads Nexus at the location where the Ritual is performed. The Crossroads Nexus allows a Character to use Teleport (Location) effects to instead declare "Teleport (Crossroads Nexus) and go to the location of the Crossroads Nexus. The Effect User must have physically touched a Crossroads Nexus and know the in-game location of the Crossroads Nexus to be able to use this effect to go to it.

A marker must be placed at the location with an Item Card indicating it is a Crossroad Nexus. The Crossroads Nexus must have a phys rep that is at least 2ft by 2ft with an identifying mark on it.

Once a Crossroad Nexus is placed it cannot be moved without approval from the Director(s). The only time permission should be given is if the weather is particularly bad or the location becomes hazardous for any reason. When the Ritual is performed, the Directors must approve the location. The Location must be an in-game area. Crossroads Nexus can be destroyed using Smash or Dwearnamite.

### Mirrored Path Ritual

**Ritual Type:** Major Ritual

**Ritual Skill:** Wayfaring Ritualist

**Duration:** 3 Months

**Resources:** 10x Stone, 10x Sand, 2x Voyager Quartz, 1x Topaz, 1x Emerald

**Target Cost:** 2x Fine Glass, 1x Mirrorstone

*Form the **Path of the Nomad** and open the Mirrored Path with the **Simulacrum's Envy**. Construct the **Beginning and End of the Path**. The Path must then perform the **Twisting of the Serpent**. Once complete, the Guide speaks the **Memory of the Journey**. Together all speak the **Binding of the Mirror**. With this, both the Beginning and End must be brought together while speaking the **Mantra of Folding Roads**.*

**Effect:** If the Ritual is successful, once per Quarter, the Ritual's target(s) may expend a Mirrorstone to declare "Teleport, (Market)".



### **Designer's Note**

*The Player must give the expended Mirrorstone card to a Marshal before they leave the scene or to the Marshal at the Market when they arrive. Alternatively, they must mark off one use and show it to the Marshal if there are multiple Mirrorstones on one card.*

### **Winds of Fortune Ritual**

**Ritual Type:** Regional Major Ritual

**Ritual Skill:** Wayfaring Ritualist

**Duration:** 2 Months

**Resources:** 5x Iron, 5x Hardwood, 10x Grain, 10x Fish, 2x Fine Fur, 2x Gold, 1x Gustgrass

*Gather the **riches of the land** and speak the **Merchant's Ambition** as the assembly forms the **Formation of the Guardian**. Each Guardian must chant the **Meter of Safe Travels**. Each of the Assembly is then given the **Investment of Windfall**. Moving to the **Many-Fold-Path**, the Ritual Leader then **Invokes the Enalium**. The Guardians then make the **Wheel of Progress**, and the Ritual is sealed with the **Price of Bright Futures**.*

**Effect:** If this Ritual is successful, at the next game, all Trade Levels for the Market are reduced by 1 level. This is the new baseline trade level for that game.

Due to the sudden prosperity in the region, bandit attacks in the region will increase.

This goes into effect the game after it is performed. Multiple instances of Winds of Fortune do not stack.

# Thaumaturgy Ritual

## Instructions

### Basic Thaumaturgy Rituals

#### Fields of Bounty

**Ritual Type:** Minor Ritual

**Ritual Skill:** Thaumaturgy Ritualist

**Roleplay Time:** 20 Minutes

**Duration:** 3 Months

**Resources:** 1x Fulgurite Wood, 5x Grave Ash, 2x Sandmoss

**Target Cost:** 1x Voyager Quartz

**Effect:** The Ritual Leader chooses one of the following Skills: Farming, Foraging, Grave Tending, Herbalism, Hunting, Logging, or Mining. If the Ritual is successful, the Ritual's target increases Tallies for the Gathering Tables by 1 for every 2 uses of the chosen Skill.

**Ritual Bonus (Participant):** Each Voyager Quartz provided by a target can target 1 additional person.

#### **Designer's Note**

*This effect does not stack with similar effects.*

#### Oracle's Voice Ritual

**Ritual Type:** Minor Ritual

**Ritual Skill:** Thaumaturgy Ritualist

**Roleplay Time:** 30 Minutes

**Duration:** None

**Resources:** 5x Eldberry, 5x Erushew Nuts, 1x Oracle Draft

**Effect:** After performing this Ritual, the Ritual Leader goes to Logistics and the Director will provide information given to them from the perspective of their God's Aspects. There is no way to control what information will be given. The information is filtered through the Aspects of the Thaumaturge. At times it may be immediately relevant, other times it may not seem relevant until much later. The information could tell of future or past events instead of anything currently happening. The information is ambiguous at best.

#### **Designer's Note**

*This Ritual is meant for flavor primarily but may be a way to find out something interesting about NPCs, local factions, or even the historical events of the game. There are times where Oracle's Voice may provide valuable information for the present game, but this is not guaranteed.*

*Roleplay for this Ritual should include the Ritual Leader immersing themselves in the Aspects of their Deity.*

### Rite of Wisdom Beyond the Veil

**Ritual Type:** Major Ritual

**Ritual Skill:** Thaumaturgy Ritualist

**Duration:** See Below

**Resources:** 10x Grain, 5x Echin Flower, 1x Soul Blossom, 1x Spirit Shard, 1x Mana Crystal, 1x Gazer Potato

*"Upon hallowed ground, offer up a prayer and **dedicate the space** to your purpose. Invoke the **Aspect of the Divine** to appear in the world. Lift the **Chorus of Humility** to entice the spirit to appear. Provide the **Sacred Offering** and speak the **Numerax's Binding**. With the **Formal Prayer of Thanks**, the ritual is complete."*

**Effect:** When this Ritual is performed, the Ritual Leader must choose one Aspect of the Divine. This Ritual calls out to a Spirit associated with that Aspect and invites them into the world. The Spirit will manifest in game and seek out the Ritual Leader. This Spirit will hear the Ritual Leader's request and bargain for the information. The Ritual Leader must offer something the Spirit wants to receive any information or favors from the Spirit. The Spirit is only required to appear, it is not required to give the Ritual Leader anything.

These Spirits are powerful and should be treated with respect otherwise their wrath can be deadly. If the chosen Aspect is one of the Aspects of the Divine the Ritual Leader has as a Thaumaturge, they are generally more pleasant than if they do not share an Aspect with the summoner.

If the Ritual Leader summons an Aspect opposed to their chosen aspects, the Spirit may be hostile but will not attack unless provoked.

#### **Designer's Note**

*The Spirit will appear near common areas and wait there. Ritual participants must speak with the Spirit and not waste their time otherwise the Spirit may become hostile and lash out. These creatures are dangerous and should not be angered if possible.*

### Minor Thaumaturgy Ritual Instructions

#### Corruptive Mantle Ritual

**Ritual Type:** Minor Ritual

**Ritual Skill:** Thaumaturgy Ritualist

**Required Aspects:** Beast, Chaos, Darkness, Decay, Deception, Fury, or Nightmare

**Roleplay Time:** 30 Minutes

**Duration:** 1 Month

**Resources:** 5x Sulfur, 5x Butterweed Flower, 3x Fur, 2x Fungal Bark,

**Target Cost:** 1x Forsaken Briar, 2x [Species] Bone

**Effect:** The Ritual Leader provides an effect based on which Aspects they have. If the Ritual Leader only has one applicable Aspect for this Ritual, the target only gains the first Bullet in the corresponding List. If the Ritual Leader has two Aspects from a List, the target gains both bullets.

If the Ritual Leader has one Aspect in each of the Lists listed below, they get the first bonus from each.

**List 1: Deception / Decay / Darkness / Nightmare:**

- May change Heal Spells to instead cause Fester.
- May add the Fester tag to any damaging Spell effect.

**List 2: Beast / Chaos / Fury:**

- May add Death damage tag to any damaging Strike attack (including Skills).
- May add Death damage tag any damaging Strike, Shot or Spell attack.

**Ritual Bonus (Participant):** Duration +1 month.

**Ritual Bonus (Ritual Leader):** Duration +1 month. This stacks with Participant bonus for a total of 3 Months.

## Embrace of the Elements

**Ritual Type:** Minor Ritual

**Ritual Skill:** Thaumaturgy Ritualist

**Required Aspects:** Cold, Crafters, Flame, Mountain, Nature, Sea, or Sky

**Roleplay Time:** 30 Minutes

**Duration:** 1 Month

**Resources:** 10x Feathers, 5x Animal Bones, 5x Horns, 1x [Emerald, Ruby, Sapphire, or Topaz],

**Target Cost:** 1x Etched Antler, 2x Thatch

**Effect:** The Ritual Leader provides an effect based on which Aspects they have. If the Ritual Leader only has one applicable Aspect for this Ritual, the target only gains the first Bullet in the corresponding List.

If the Ritual Leader has two Aspects from a List, the target gains both bullets.

**List 1: Cold / Crafters / Mountain / Nature:**

- +5 Max Health
- +10 Max Health

**List 2: Flame / Sea / Sky:**

- +5 Max Energy
- +10 Max Energy

**Ritual Bonus (Participant):** Duration +1 month.

**Ritual Bonus (Ritual Leader):** Duration +1 month. This stacks with Participant bonus for a total of 3 Months.

### **Designer's Note**

*Example*

*If you have Cold and Forest, the target gains +10 Max Health.*

*If you have Desert and Sky, you give +10 Max Energy*

*If you have Forest and Sea, you give +5 Max Health and +5 Max Energy.*

## Essence of Faith

**Ritual Type:** Minor Ritual, LTT

**Ritual Skill:** Thaumaturgy Ritualist

**Roleplay Time:** 20 Minutes

**Duration:** 3 Months

**Resources:** 1x Soul Blossom, 1x Spirit Shard, 1x Silver, 1x [Gemstone], 1x Shriveled Heart, 10x Grave Ash, 2x Flensed Flesh, 10x Orange, 10x Grape

**Effect:** The Ritual's target gains the Essence of Faith Trait (4 CP) Trait as a Long-Term Transformative effect.

**Essence of Faith (4 CP): Req Thaumaturgy Initiate and 1**

**Boon:** The Trait User can spend +2 Energy to change the Spell Qualifier to Faith when using Thaumaturgy Spells. The Trait User may spend +4 Energy to change the Spell Qualifier to Faith when using non-Thaumaturgy Spells. The Trait User cannot reduce the Base Energy Cost of their Spells to use this effect.

### **Designer's Note**

*This makes it harder to resist Thaumaturgy Spells due to Counterspell or Deflect Spell would not work against effects with the Faith Qualifier. Spells modified this way must use their printed Energy Cost.*

## Relic Investiture Rite

**Ritual Type:** Minor Ritual

**Ritual Skill:** Thaumaturgy Ritualist

**Roleplay Time:** 20 Minutes

**Duration:** 3 Months

**Resources:** [Effigy Fragment(s), see below], 1x Honorite, 2x Pheasant, 1x Strangler Ivy

**Effect:** The Ritual Leader targets a non-Consumable Item for this Ritual. The Ritual Leader must RP praying over and reverently maintaining the Item. If successful, the Ritual Leader expends 1 Effigy Fragments to extend the Expiration Date by 3 Months. The Item card then must have "Relic 1" added to the end of its effects.

A Character may use this Ritual again on an Item with Relic on the Item Card but must expend 1 additional Effigy Fragments equal to the Relic Rating on the Item to further extend the Expiration Date. Each time the Item is targeted by this Ritual, increase its Relic Rating by 1.

## Rite of Devoted Contrition

**Ritual Type:** Minor Ritual, LTT

**Ritual Skill:** Thaumaturgy Ritualist

**Roleplay Time:** 30 minutes

**Duration:** 3 Months

**Resources:** 1x Mana Crystal, 1x Living Wood, 1x Soul Blossom, 1x Ring of Lament, 10x Pork, 10x Crown Mushroom, 10x Bleeding Heart Root, 5x Bumbleberry

**Effect:** The Ritual's target gains the Devoted Contrition Trait (5 CP) Trait as a Long-Term Transformative effect.

**Devoted Contrition (5 CP):** The Trait User may reduce their Maximum Energy by 10 to do one of the following:

- Use 1 Boon they know 1 additional time per Quarter. The Trait User must declare "Devoted Boon" in their declaration.
- Use Divine Intervention 1 additional time per Quarter and reduce the Soul Points lost for using Divine Intervention by 1 (to a min of 0). The reduction in Soul Points only applies to one use of Divine Intervention.

The Trait User must declare “Devoted Divine Intervention” in their declaration.

This Maximum Energy does not return until the end of the event. The Character must note down these effects as Devoted effects on their Character Sheet. If the Character dies, they lose +1 Soul Point for each Devoted effect they used during that event.

### Rite of the Sovereign Sun

**Ritual Type:** Minor Ritual

**Ritual Skill:** Thaumaturgy Ritualist

**Required Aspects:** Community, Knowledge, Life, Light, Nobility, Pleasure, or Order

**Roleplay Time:** 30 Minutes

**Duration:** 1 Month

**Resources:** 10x Grain, 5x Honey, 5x Sunseal Root, 1x Honorite, 1x Fulgurite Wood

**Target Cost:** 1x Honorite, 2x Tin

**Effect:** The Ritual Leader provides an effect based on which Aspects they have. If the Ritual Leader only has one applicable Aspect for this Ritual, the target only gains the first Bullet in the corresponding List.

If the Ritual Leader has two Aspects from a List, the target gains both bullets.

If the Ritual Leader has one Aspect in each of the Lists listed below, they get the first bonus from each.

#### **List 1: Light / Knowledge / Pleasure / Justice:**

- 1 free use of Counterspell per Quarter.
- 2 free uses of Counterspell per Quarter. Counterspell Energy Cost -1.

This effect does not require the Effect User to know the Counterspell Skill.

#### **List 2: Community / Life / Nobility:**

- 1 free use of Stubborn per Quarter.
- 2 free uses of Stubborn per Quarter. Stubborn Energy Cost -1

This effect does not require the Effect User to know the Stubborn Skill.

**Ritual Bonus (Participant):** Duration +1 month.

**Ritual Bonus (Ritual Leader):** Duration +1 month. This stacks with Participant bonus for a total of 3 Months.

### Vessel of the Divine

**Ritual Type:** Minor Ritual, LTT

**Ritual Skill:** Thaumaturgy Ritualist

**Roleplay Time:** 20 Minutes

**Duration:** 3 Months

**Resources:** 5x Human Flesh, 5x Human Bone, 1x Soul Blossom, 1x Spirit Shard, 1x Living Wood

**Effect:** The Ritual’s target gains the Empowered Avatar Trait (2 CP) Trait as a Long-Term Transformative effect, but may only use 1 Boon per Quarter, even if they have effects allowing them to use a Boon multiple times in a Quarter.

**Bonus:** If a Character has Empowered Avatar from Character Creation, they gain the bonuses of 2 of their Avatar Traits.

## **Major Thaumaturgy Ritual Instructions**

### Apex Predator's Territory Rite

**Ritual Type:** Regional Major Ritual

**Ritual Skill:** Thaumaturgy Ritualist

**Required Aspects:** Beast, Light, Nature

**Duration:** 3 Months

**Resources:** 10x Feather, 5x Hides, 5x Deer Meat, 1x Dire Hide, 2x Saberfang

*Within the **heart of the wood**, the pack leader must **mark the claim** while the pack lets out the **Howl to Hunt**. Walk the claim and leave behind the **Signs of Prey's Weakness**. Once the signs have been placed, the pack gives the **Snarl of Fangsdred**. Then the pack leader must undergo the **Trial of the Apex**. Having proven their worth, the pack leader then swears the **Promise of Pack's Prosperity**. Then the pack must perform the **Revelry of Ildrenos**.*

**Effect:** If this Ritual is successful, all Beast NPCs and Therios lose Dire Gifts, any benefit of Habitat Traits and lose all Damage Resistance without a duration. Therios can spend 5 Energy to regain the benefits of their Habitat Trait and Damage Resistance without a duration to ignore this effect for 5 minutes.

Some powerful Beasts may not be affected by this Ritual. Only one Ritual limiting certain types of NPCs may be in effect at one time.

### Binding of Law Ritual

**Ritual Type:** Major Ritual

**Ritual Skill:** Thaumaturgy Ritualist

**Required Aspects:** Knowledge, Nobility, Order

**Duration:** 3 Months

**Resources:** 5x Brass, 5x Crown Mushroom, 5x Tin, 2x Petrified Bark, 1x Infused Bark

*With the Jury gathered, begin the **Preamble of Binding**. The Jury must respond with the **Litany of Order**. With the **Sigil of the Contract** in place, speak the **Ensulariat Victi**. The Jury then lists the **duties of the Inquisitor Victi**, while the Seeker dons the **Vestments of Justice**. Announce the **Verdict of the Accused**. Close the court with the **Invocation of Enshrined Honor**.*

**Effect:** If this Ritual is successful, gains the following:

- May spend 5 Energy, Point to a target within 10ft and declare “Seal [Effect], 1 min”
- Once per Quarter may spend 10 Energy and declare "By My Voice, Seal [Effect], 1 min".

The Seal effect can be any Common Seal effect, Seal Movement, or Seal Frenzy.

## Bond of Community Ritual

**Ritual Type:** Regional Major Ritual

**Ritual Skill:** Thaumaturgy Ritualist

**Required Aspects:** Community, Life, Pleasure

**Duration:** 3 Months

**Resources:** 5x Tomatoes, 5x Potatoes, 5x Peas, 5x Beef, 2x Blood Honey, 1x Spider Silk

*Gathering in the **Merriest of all Places**, and with your community raise the **Companion's Song**. Prepare the **Feast of Unity** and have all assembled tell of the **Bonds of Joy**. Speak the **Blessing of the Harvest** and fill your bellies with gusto. After the meal, all present should share the **Hearth Memoria**. With joy in your hearts, go and **Welcome the Stranger**. Return to the Merriest and give the **Celebrant's Cheer**.*

**Effect:** If this Ritual is successful, once per Quarter, 6 or more Characters may move within Reach of each other and declare "Cooperation" and gain 20 Vigor, Shield, or Zeal. Which temp stat they gain is up to the individual participating in the effect.

## Ignobli Victorum Ritual

**Ritual Type:** Regional Major Ritual

**Ritual Skill:** Thaumaturgy Ritualist

**Required Aspects:** Champions, Chaos, Decay

**Duration:** 3 Months

**Resources:** 10x Stone, 10x Iron, 5x Granite, 3x Fungal Bark, 1x Heartstone, 2x Shadowcap

*Seek out the **Field of Skyward Spears** and form the **Unbroken Shield**. Speak the **Slayer's Call** and let the **Rain of Wound Fire** burn. The Chooser must then hear the **Mystery of the Fallen** cried out before raising the Oath of **Enduring Vengeance**. Now the Chooser must decide the fate of all who come after and speak the **Denouncement of the Enemy** and fulfill their **duty as the Chooser**.*

**Effect:** If this Ritual is successful, the Ritual Leader decides whether to increase or reduce all Near-Death Timers by 2 minutes in the Region. This cannot reduce Near-Death Timers to less than 1 minute or affect modified Near-Death timers (like from Heroic Stand).

## Rite of the Hungering Forge

**Ritual Type:** Major Ritual

**Ritual Skill:** Thaumaturgy Ritualist

**Required Aspects:** Crafters, Flame, Mountain

**Duration:** 3 Months

**Resources:** 10x Granite, 10x Coal, 1x Cinderbark, 1x Demon Ash

**Target Cost:** 1x Ruby, 1x Oil Shale

*Stoke high the **Bane of the Forest**. Speak the words of the **Secret of the Stolen Sun** and trap the raging beast within the **Tomb of the Artisan**. Once trapped, tame the beast with the **Offering of Cinder and Ash**. As the feeding continues, the Forgemaster speaks the **Folly of Grogox** and appeases the beast with the **Trial of Hateful***

***Jaws**. Once the beast is fed, seal it with the **Artisan's Charge**, and the **Forgerain**.*

**Effect:** If this Ritual is successful, Characters using the Refining Skill can get back half the Common Materials when breaking down items. If the Skill User has Master Crafter, they get half of the Refined Materials and 1 Rare Resource when breaking down items. Additionally, the Ritual's target(s) may spend 5 Energy when they draw from the Fortune deck after using a Gathering Skill and the Market Rep tells the Player what they could get for the drawn card value and the results of 3 Card Values lower than the drawn card. The Player may choose from any of those four results.

**Ritual Bonus (Participant):** Each Ruby provided by a target can target 1 additional person.

### **Designer's Note**

*For example, if the Player drew a 10 of Hearts. The Market Rep would reveal what the 10, 9, 8, and 7 of Hearts would give the Player. The Player may choose one from any of those 4 results.*

## The Untamed Tempest

**Ritual Type:** Major Ritual

**Ritual Skill:** Thaumaturgy Ritualist

**Required Aspects:** Fury, Sea, Sky

**Duration:** 3 Months

**Resources:** 5x Copper, 5x Feathers, 10x Thatch, 2x Fulgurite Wood, 1x Mana Crystal, 1x Topaz

**Target Cost:** 1x Rainstone, and 1x Marshbark

*Seek the **Seat of the Storm** and prepare the **Form of the Thunderbird**. Let the wind carry the **Command of Rain and Wrath** and echoed with the **Thunderous Chorus**. Deafen the realm with the **Din of Clashing Giants**. Speak the **Litany of the Unbound**, and those standing vigil must chant the **Woe of Ship and Tree**. Raise high the Thunderbird and give the **Call of Lighting**.*

**Effect:** If this Ritual is successful, the Ritual's target(s) gains the following:

- Increases the steps for Knockback effects by 20 steps
- Increase the radius on effects with a 5ft Burst to 10ft Bursts.
- If the range of a Burst is already 10ft, the Skill User spends -1 Energy. This includes Combat Skills and Social Skills.
- Sweep effect Energy Cost -1.

### **Designer's Note**

*This effect does not modify Item effects; it can only modify Skill or Species Trait Effects.*

## **Twilight's Bulwark Ritual**

**Ritual Type:** Regional Major Ritual

**Ritual Skill:** Thaumaturgy Ritualist

**Required Aspects:** Champions, Darkness, Light

**Duration:** 3 Months

**Resources:** 5x Moonshadow Leaves, 5x Stone, 5x Softwood 1x Obsidian, 1x Diamond, 2x Fern Clover

*Between the **Infinite and the Vault**, let the **Solemn Promise** be spoken while the **Goze'Rhem'Vak** echoes the words. Lay out the **Horizon of the Eternal Chase** and speak the **High Condemnation**. Sing the **Praises of the Hidden** and scatter the Horizon with the **Dedication of the Veil**. Finally, all present perform the **Genuflection Sacrament**.*

**Effect:** If this Ritual is successful, all Characters in the region increase the Max Vigor and Max Screen by 15.

## **Verse of Woe**

**Ritual Type:** Major Ritual

**Ritual Skill:** Thaumaturgy Ritualist

**Required Aspects:** Deception, Nightmare, Pleasure

**Duration:** 3 Months

**Resources:** 5x Medicinal Bark 2x Mercury, 3x Obsidian, 2x Fool's Gold, 1x Star Shard, 1x Rainstone

**Target Cost:** 1x Topaz, and 1x Marshbark

*Allow the Chorus to begin with the **Inspiration of Nuhn**. Let rise the **Aria of Darkening Fortunes**. As the winds fill, let the Chorus balter with the **Ruse of Bhafmin**. While cloth and hair swirl, the **Draught of Bitter Verse** is brewed and consumed. Taking the **Position of the Vagrant**, the Chorus chants the **Miscorderial**. With the **Lament of the Wastrel**, the Ritual Leader then must end the performance with the **Curtain of Stolen Sight**.*

**Effect:** If this Ritual is successful, the target may cast Spells which require the Effect User to be within Reach or throw a White Packet without interrupting Roleplay required when using another Skill.

### **Designer's Note**

*The Effect User could cast certain Spells while doing Performance, Healer, Gathering, Crafting or any other Roleplay without interrupting the effect.*