

Using this Book

These documents are designed to give players and Game Masters several fleshed out crafts, allowing them to create weapons, items, and consumables in a natural and fulfilling way. Each craft creates items in a different way, giving each a unique feel. Crafts can also be combined together, creating powerful and unique weapons and equipment.

These documents are prepared to be used with several fantasy roleplaying games. Some crafts may refer to attributes, skills, or conditions that are not present in the roleplaying game that you are using. It is up to the Game Master to make adjustments, and players should work with their Game Masters to find reasonable modifications to the material.

Experience First

These crafts are designed first and foremost to make the players feel like they are artisans and crafters. Players are able to create items with found materials that they discover during their adventure, transforming raw materials into powerful weapons and tools. Crafts are limited by what is accessible within the world, giving the Game Master tremendous control over what players are able to craft, but allowing attentive and creative players to scrounge precious materials from the environment.

Choosing a Craft

Crafts are skills that the character has developed, and many continue to grow with the character during their adventures. Crafts can be taken as skills, feats, traits, concepts, or any other character feature that grants proficiency. Generally, crafts should be accessible from the start and available during character creation.

Crafts typically require no checks in order to create items, and it is instead assumed that under the proper conditions the character will successfully create an item. The character becomes proficient in their craft's checks, which typically uses Intelligence, Wisdom, IQ, Wit, Brains, or any another attribute traditionally used for crafting.

World Specific References

This book will refer to several names that are world specific to the Westbound RPG's universe, including Cael, the Shadow Realm, the Wyld, and the Shattered Span, as well as the gods Deelug, Azurath, and Forjah. These names can be used, or replaced with the equivalent names within the Game Master's universe. Generally, these crafts are designed for a medieval fantasy world, rife with monsters and adventure.

Cael is the world that most creatures inhabit, often referred to as earth or the material plane.

The Shadow Realm is the realm of death, sometimes referred to as the afterlife or Hades. The Wyld is a realm of natural chaos, sometimes referred to as the primordial or animal realm. The Shattered Span is the name for the collection of all realms, including Cael, The Shadow Realm, and the Wyld, and also every other realm that exists.

The gods are heavily involved in the Rituals craft, and Game Masters are encouraged to use these gods, or change them to their own gods. The gods Deelug, Azurath, and Forjah are described in more detail in the Rituals craft book.

Coinage

The crafts in these documents make reference to Steel Coins, Silver Dollars, and Gold Bullion. Each coin is of similar size and shape, with 50 coins weighing a pound. Steel Coins are primarily used as change for currency, and used as a material component for crafters. Game Masters are encouraged to use Steel Coins to replace the common copper and bronze currency, allowing players to use their spare change for crafting. Silver dollars are the equivalent of a day's wage, and are the most commonly traded precious metal. Gold Bullion are gold coins magically stored in paper currency, and are rarely used except by the rich. One-hundred steel coins are worth a single Silver Dollar, and one hundred silver dollars are worth one Gold Bullion. Crushed gems are worth 50 Gold Bullion per pound.

Bullets and Dust

These documents refer to bullets, which are simple pieces of metal combined with Dust: a magical powder created by an extra-planar entity known as "The Dust God." Disciples of the Dust God can conjure whole bullets, and the most powerful disciples can even make ammunition rain from the sky.

Dust is inherently magical, and cannot be created by anything but a Disciple of Dust. Game Masters have control over how plentiful bullets are in an area, or if they exist within the world at all. Since the presence of Dust can be easily removed by eliminating the Disciple of Dust in an area, it is generally suggested that Game Masters allow players to use firearms and bullets and remove their presence if it becomes a hindrance.

Secrets of Crafting

All material in these documents are widely known recipes and materials, however Game Masters and Players are encouraged to experiment with new materials and discover new recipes. These are known as "Secrets," which are rare and not widely used. Game masters can create new crafting secrets and give them to players as quest rewards, provide NPCs who can teach them the secrets, or allow players to find secrets by experimenting with their craft and find them on their own.

A few examples of Secrets can include; new **alchemist** recipes such as a freezing potion, a new **herbalism** time of day to harvest such as during an eclipse, a new **spell-scribe** rune such as a lightning rune, a new **blacksmith** material such as glass, a new **tinker** augment such as flying, a new **ritualist** god such as the Dust God.

Alchemy (pg. 4)

Alchemists combine rare and mundane ingredients to create elixirs with magical properties.

- Create potions, salves, and metals.
- Collect common and fantastic ingredients.
- Find more recipes as you travel.

Blacksmithing (pg.17)

Blacksmiths create mundane items and weapons quickly and efficiently from simple steel.

- Craft any mundane item.
- Create your own weapons and firearms.
- Develop skills with time.

Herbalism (pg.24)

Herbalists use natural ingredients from plants to create balms, incense and crystals.

- Collect common ingredients.
- Quickly create consumables.
- All features accessible from the start.

Rituals (pg.27)

Ritualists perform ceremonies to invoke the power of the gods.

- Perform religious ceremonies.
- Become the champion of a god.
- Find more rituals as you travel.

Runeing (pg.35)

Spell-Scribes create magical symbols with mundane chalk, but those symbols lose power when they are not unique.

- Quickly create permanent runes.
- Stack multiple runes for different effects.
- Find more symbols as you travel.

Tinkering (pg.39)

Tinkers transform mundane equipment into elaborate contraptions, creating new abilities in exchange for drawbacks.

- Draft and design augmentations for tools.
- Transform mundane tools into machines.
- All features accessible from the start.

Artificing (pg. 44)

Artificers use gems and rare ingredients to create enchanted items.

- Design unique and powerful magic items.
- Collect rare and valuable ingredients.
- All features accessible from the start.

Alchemy

Alchemists are able to craft extraordinary magical compounds, capable of replicating and even building upon existing magical spells. Alchemy takes simple and sometimes easily found substances and filters them through extraordinary and often difficult to acquire phenomenon to create potions, salves, and mixtures that resemble bottled magic.

Keystones and Consumables:

All alchemical recipes require Consumables and Keystones. Consumables are easily acquired materials, such as wood, bones, blood. Typically, consumables can be easily found, bought, or coerced out of people within a city or town. The consumable substance is always destroyed in the process of creating the alchemical mixture.

Keystones are generally hard to find, unpleasant to harvest, or rare exotic substances such as the lungs of a fire-breathing creature or the heart of a humanoid. The keystone is never consumed during the creation of a mixture, and can be used multiple times.

Fresh Keystones

Most alchemical mixtures can be altered by the freshness of the Keystone or by watering down the mixture. After being created, harvested from a body, or extracted from the ground, a keystone remains fresh for one week, and afterwards must be preserved. While fresh, the alchemical mixtures that are made with the keystone gain the bonus of the “Fresh” property, if they have one.

Watering Down

Alchemical objects can often be “Watered Down,” providing a reduced or alternate effect while also creating two mixtures from the single creation. If a recipe has the watered down option, during the creation of the alchemical mixture the alchemist can choose to water down the mixture, which will create two vials of the mixture with the watered down property. If the mixture can be watered down multiple times, the amount of vials created always doubles.

Learning Recipes

When you find an alchemical mixture that you do not know how to produce, you can attempt to discern its chemical makeup and learn its recipe. You can take one hour with alchemist tools and succeed on a DC 20 Alchemy Check. If you pass the check, you learn how to reproduce the substance. Regardless of your success or failure, the potion is consumed in the process. Additionally, you can learn a recipe by reading a recipe book, and succeeding on a DC 20 Alchemy Check after spending an hour attempting to replicate the mixture. Additionally, you can watch someone else make the alchemical mixture and you will learn how to make it yourself.

You can use a Keystone of a recipe to try and learn a recipe. This requires a week of experimenting with the Keystone, and a Alchemy Check with DC 20 with disadvantage.

Conditions for Keystones and Consumables

Alchemical recipes do not require specific ingredients, but instead need ingredients that meet specific conditions. A Keystone that requires the lungs of a fire breathing creature can be gathered from a red dragon, or a hellhound, or simply a fire breathing goat. Any

object that meets the conditions of the recipe can be used as its Keystone. Consumables act in the same way as Keystones in that the substance has to meet specific conditions. A consumable that must boil an ounce of water can be: one wooden log, or a hundred small candles, or a can of oil. Alchemists are generally encouraged to find cheap, alternative consumables for a mixture.

Creating a Mixture

The exact process of how the Keystones and consumables interact is not entrenched. Some alchemists filter the consumables through the Keystones, while others use the Keystones as a reference for tests. Creating any alchemical mixture will take one hour, and 5 Steel Cents of generic supplies in addition to the Keystone and Consumables. Non-Alchemists can create mixtures if they are in the supervision of an alchemist.

Mixtures that have effects that use modifiers or skills will use the Alchemist's statistics, and are determined during the creation of the mixture.

Not all alchemical mixtures have the ability to be watered down, or have additional properties when the keystone is fresh.

When reading an alchemical mixture recipe, the *information will be displayed as below*:

Alchemist's DC

This section will often refer to your "Alchemist's DC," which is the difficulty class that must be overcome to avoid or negate the effects of a concoction. A character's Alchemist's DC is 10 + Ability Modifier + Alchemy Proficiency. Since Alchemical Concoctions never expire, and alchemists can vary in skill, some concoction should include the Alchemist's DC in their name, which was the Alchemist's DC at the time of the concoction's creation. For Example: "Liquid Bone Elixir #17."

Quaff, Splash, and Throw:

With a few exceptions, most concoctions are meant to be either swallowed, splashed, or thrown.

Quaffing a concoction takes an action, as does feeding it another creature. When feeding a willing or restrained creature a potion, the feeder must succeed on a DC 12 Medicine check or the drinker will cough up the liquid. Feeding a concoction to a unwilling and unrestrained creature is almost impossible.

Concoctions that are meant to be splashed must be done within a 10ft range of the target. When splashing a concoction beyond 10ft or in adverse conditions may allow the target a chance to dodge. These creatures may make a dexterity saving throw against your Alchemist's DC to avoid being affected by the concoction.

Concoctions that are meant to be thrown must be done within 30ft of the target. When throwing a concoction beyond 30ft or while in adverse conditions, the target may be given the chance to catch the concoction, assuming they have a free hand to catch with. These creatures may make a dexterity saving throw against your Alchemist's DC to catch the potion and add it to their inventory.

Name of Alchemical Mixture:

A description of the alchemical mixture.

Keystone: Conditions the Keystone must meet.

Consumable: Conditions the Consumable must meet.

Effect: The effects of the alchemical substance.

Watered Down: The effects of the substance when watered down, if it can be watered down.

Fresh Keystone: The effects of the substance if the keystone is fresh.

Alchemist's Fire:

This liquid substance is completely transparent. When exposed to air, the substance ignites in a smokeless flame.

Keystone: The lungs of a fire breathing creature.

Consumable: Enough flammable material to boil an ounce of water.

Effect: Upon exposure to air, ignites to deal 1d6 + Attribute Modifier + Alchemy Skill Fire damage to a single target.

Fresh Keystone: Alchemist's fire gains the Sweeping feature, which can be used to apply the effects of this potion a single creature adjacent to the original target.

Watered Down: Creates vials that deal 1d6 + Attribute Modifier fire damage to a single target.

Watered Down Again: Creates vials that each deal 1d6 fire damage to a single target.

Healing Drop:

The liquid is plain water with a glowing red bead that swims in the vial. When planted on the tongue, the bead seems to dissolve instantly into the body.

Keystone: A Humanoid Heart.

Consumable: A pint of blood.

Effect: Restores a creature's health for 1d6 + Attribute Modifier + Alchemy Skill instantly when consumed.

Fresh Keystone: Drinker has resistance to damage until the start of their next turn.

Watered down: The drops cause the drinker to gain one level of exhausted after consuming.

Alchemical Torch:

This liquid is dark brown, but creates a bright yellow light when shaken or impacted.

Keystone: Wings of a Tiny Creature

Consumable: Enough reflective material to see your own face clearly.

Effect: The Alchemical Torch glows and creates bright light in a 30ft radius for one minute.

Watered Down: The Alchemical Torch creates a bright light in a 10ft radius for one minute.

Fresh Keystone: The material glows for one hour.

Stone Skin:

This substance is a thick gray slush that sticks to the walls of the vial. When exposed to an organic surface, the mixture sticks to the surface and is rapidly absorbed into it.

Keystone: The eye of a petrifying creature.

Consumable: A single hard stone or crystal that weighs 10lbs.

Effect: Upon exposure to soft objects such as wood or skin, the mixture attempts to turn it to stone; if the target has 5d8 HP or less, they are turned to stone permanently.

Fresh Keystone: Target requires 7d8 HP or less, or if watered down, the hardened skin lasts for 8 hours.

Watered Down: Creates 2 vials that temporarily harden the skin of the drinker, giving them a +2 to their Armor Class for one hour.

Shadow's Grasp:

The liquid appears as swirling strands of smoke that plume within the vile. When released, the liquid quickly spreads into its surroundings, dyeing the air and water in an opaque black.

Keystone: A Feline's eye.

Consumable: 50lbs of plant matter.

Effect: Creates a 10ft radius of dark grey smoke that blocks sight. The smoke lasts for one minute and can be dispersed by strong winds.

Fresh Keystone: The smoke is thick and sticky, and cannot be dispersed by non-magical winds.

Watered Down: The smoke lasts for only one round.

Noxious Stimulant:

A mushroom floats in this lively green liquid, which smells like poison and tastes like death. Once in the system, the drinker feels a tingling warmth and sudden burst of energy enter their body.

Keystone: The hollowed horn of a four legged creature.

Consumable: A poisonous mushroom.

Effect: Add 1d6 to your initiative at the start of combat for one hour.

Fresh Keystone: The effects of the mixture last for six hours instead of one.

Watered Down: The drinker is poisoned until the effects wear off.

Arcanyte Powder:

This powder is white, but reflects all colors in the visible light spectrum when shown under the sun. Those who consume the powder are noted to have a pleasant feeling of lightness and invincibility.

Keystone: 10lbs of Alicorn (The bones of a fey creature)

Consumable: A Fizzled Magic Spell.

Effect: For the next minute, when you cast a spell, you instead cast a random spell from your spell list that is one spell level higher than the spell you cast. You can choose the target of the spell after it is cast.

Fresh Keystone: The drinker is immune to compulsion magic for the duration.

Watered Down: You can no longer perform actions that are not casting a spell while the effect is active.

Water Breathing Potion:

This cloudy liquid seems to contain something tiny swimming inside of it. Drinkers of the liquid report the uneasy feeling of drowning while under its effects.

Keystone: A water breathing creature.

Consumable: 10 liters of air breathed from a living creature.

Effect: You can breath underwater for up to 10 hours, but cannot breath regular air. The moment you breath air after consuming the potion the effect fades, as you cough out the liquid from your stomach.

Fresh Keystone: You can breath regular air without ending the effects of the potion.

Watered Down: You can breath underwater for one hour.

Misery Jar:

This metal bowl is smooth and rounded on the inside, but the exterior animates magically, shifting between screaming skulls and melting faces.

Keystone: An animate undead creature.

Consumable: 100lbs of armor and metals from an undead creature.

Effect: Organic Matter placed into this jar will slowly dissolve, eventually becoming a minor ooze with the same weight.

Swamp Feed:

This substance is a stark white and always oozing a slippery green poison.

Keystone: Misery Jar

Consumable: Undead Skull

Effect: The Skull becomes a 1lb ingot of Swamp Feed. Swamp Feed is a poisonous and slippery crafting material.

Sick Resistance Potion:

This crimson red potion smells and tastes of rotten flesh, and it sits poorly in the gut.

Keystone: Misery Jar

Consumable: Undead Liver

Effect: You have advantage on checks and saves to resist Disease and Poison for one hour.

Fresh Keystone: The effects last for 24 hours.

Watered Down: When rolling hit dice during a short rest, roll twice and take the lower result.

Shadow Fumes:

These white sands are constantly rushing inside the bottle, and those who breathe in the fumes feel a sense of intense dread.

Keystone: Misery Jar

Consumable: 10lbs Crushed Undead Skeleton Bones

Effect: Undead creatures will perceive you as undead for one hour. Undead will ignore non-hostile actions taken by the drinker.

Fresh Keystone: Uncontrolled undead creatures will follow you and attack creatures you attack.

Watered Down: Non-undead creatures will perceive you as undead, as your body pales and your speech slurs, and blood constantly oozes from your mouth and eyes.

Corpse Copse Seed:

These black bulbs are squishy and constantly flaking. Small roots appear sporadically, and are seemingly searching for the ground.

Keystone: Misery Jar

Consumable: 50lbs of Timber.

Effect: When touching the ground, the seed grows to become a large wall of undead bramble and thicket. The wall is comprised of six 5ft square columns that raise 10ft high. The first wall is raised in the square where the seed landed, and afterwards will search out the nearest living creature and grow towards them to envelope them until a creature is enveloped or it runs out of bramble. If a creature is enveloped, they will become restrained inside the bramble and the seed will try to grow towards a new target. Each wall has 10 HP, 10 AC, and the walls naturally decompose after one month.

Fresh Keystone: There are ten columns.

Watered Down: The bramble can be destroyed in a single strike.

Dreamcatcher:

An interwoven web of grey strands that are moist with a dream-like dew.

Keystone: Two heads from the same creature.

Consumable: Three moulted feathers.

Effect: Used to catch dreams. When placed above a sleeping creature, the Dreamcatcher will capture wandering thoughts as condensation on the strands. This can also be used to defend against sleep based attacks.

Deep Thought Candle:

This candle is reminiscent of a sparkling night's sky, and smells of things long forgotten.

Keystone: Dreamcatcher

Consumable: Dreams of a sleeping creature.

Effect: While breathing this candle's fumes, memories become as vivid as dreams to the user. These memories are experienced while breathing the fumes, and they will overcome the senses. Creatures are able to remember minute details from their past, but experience them ceaselessly. The distraction causes the creature to have disadvantage on all attacks. The candle burns ceaselessly for one hour, with fumes that affect creatures within 30ft.

Fresh Keystone: Collected dreams do not need to be from a dreaming creature, just sleeping.

Fantastic Terror Candle:

This candle is translucent, with an insidious moving "Thing" that slithers whenever you're not focusing on it.

Keystone: Dreamcatcher

Consumable: Nightmares of a sleeping creature.

Effect: While breathing the fumes of this candle, the target is hounded by illusory terrors. While under the effects of this candle, enemies become indistinguishable from allies and creatures must choose targets for spells, abilities, and attacks randomly. The candle burns ceaselessly for one hour, with fumes that affect creatures within 30ft.

Fresh Keystone: Collected dreams do not need to be from a creature having a nightmare, just sleeping.

Slip Thought Candle:

This candle is filled with an ever-shifting white ink, which forms recognizable shapes and patterns as you gaze into it.

Keystone: Dreamcatcher

Consumable: Daydreams of a creature.

Effect: Memories made while breathing in the fumes from this candle are forgotten when you stop breathing them. Creatures do not notice the memory slipping. The candle burns ceaselessly for one hour, with fumes that affect creatures within 30ft.

Fresh Keystone: Memories lost from this candle are returned while breathing in the fumes of a similar candle.

Moon Altar

This altar looks to be more appropriate for temple than a laboratory. Either way, this altar is dedicated to the heavens.

Keystone: A newborn child.

Consumable: A casket made of half-silvered mirrors filled with moonlight.

Effect: Gemstones left on this altar for one night under the full moon will change to a random color.

Alchemical Bottomless Bag

The bag is deeper than it appears, although reaching through the goo is unpleasant.

Keystone: Moon Altar

Consumable: Misery Jar

Requirements: Must be brewed under the light of the full moon.

Effect: This 10lb bag is capable of holding any object that can fit in its 1ft hole. It can store any amount of objects, but finding the object you want is difficult when cluttered with items. Taking out an item requires a successful intelligence check against a DC equal to the number of items in the bag, with a failure causing the drawer to grab the wrong item.

Transformation Potion

This potion changes colors in the light.

Keystone: Moon Altar

Consumable: Beak of a Large Creature

Requirements: Must be brewed under the light of the full moon.

Effect: The first time the drinker consumes the flesh of a beast, they must make a Wisdom Save against the Alchemist's DC or transform into a similar beast for 24 hours, losing all sense of self in the process.

Fresh Keystone: The drinker maintains their sense of self.

Watered Down: Potion lasts for one hour.

Enthralling Potion

In the sparkling liquid is an intricate crystal, which shrinks as one focuses on it.

Keystone: Moon Altar

Consumable: 10 lbs of Fragrant Flowers

Requirements: Must be brewed under the light of the full moon.

Effect: Drinker becomes charmed by the first creature they see. This effect lasts for 24 hours.

Fresh Keystone: This effect lasts for one year.

Dour Wood

This dark brown bark looks ordinary save for its blue shine while under moonlight. It is as light as wood but as strong as steel.

Keystone: Moon Altar

Consumable: 1lb of Bark

Requirements: Must be brewed under the light of the full moon.

Effect: The bark becomes Dour Wood.

Fresh Keystone: The Dour Wood is weak and pliable for 24 hours before it becomes strong as iron.

Regeneration Potion

This potion is filled with a expanding red liquid, which seems like it could launch the cork from the bottle.

Keystone: Moon Altar

Consumable: Blood of a regenerating creature.

Requirements: Must be brewed under the light of the full moon.

Effect: Drinker regenerates limbs in 1d6 days.

Fresh Keystone: For one hour, the drinker can choose to heal 1d4hp as an action.

Watered Down: Drinker regenerates limbs in 1d6 weeks.

Watered Down Again: Drinker regenerates limbs in 1d6 months.

Philosopher's Stone:

Inside this gem is a flicker of light and the shadow of a person who seems hard at work.

Keystone: A Magus Gem.

Consumable: A willing soul.

Effect: If held against an element for one hour, it will transform one cubic foot of the substance into another. Transforms Air into Water, Water into Stone, Stone into Fire, and Fire into Air.

Arges Hammer:

This hammer hums with power, and each strike rings out in thunder.

Keystone: Philosopher's Stone.

Consumable: The eye of a monocular creature.

Effect: Steel items crafted with this hammer become Alchemical Iron. This hammer turns to ash after one week.

Fresh keystone: This hammer turns to ash after one Month.

Rust Fumes:

The fumes in this vial settle into an orange ooze, but quickly evaporate when shaken.

Keystone: Philosopher's Stone

Consumable: The stomach of a creature that eats metal.

Effect: When exposed to air, this mixture creates a pale orange gas that covers a 5ft radius for one minute. Non-magical Metals that start their turn in the radius or enter into the radius are weakened, and gain the sensitive trait until reforged. Armor made from metal degrades in quality, and the AC they provide is reduced by 1 permanently.

Fresh Keystone: The gas lasts until forcibly dissipated.

Watered Down: The effect lasts for only one minute.

Ooze Compound:

This dark green liquid bubbles, and seems to be melting through its container.

Keystone: Philosopher's Stone

Consumable: 50lbs of organic material

Effect: This compound erodes organic materials, and deals 1d6 + Attribute Modifier + Alchemy Skill acid damage to a single target.

Fresh Keystone: The Ooze is a living creature that continues to deal damage until destroyed. This Ooze is destroyed in one strike.

Watered Down: This acid melts through its container after one week.

Elixir of Life:

A light red liquid that glows slightly, but doesn't move much. Deceptively simple.

Keystone: A lich's Phylactery

Consumable: Philosopher's Stone

Effect: This potion grants the drinker immortality. The drinker no longer ages and cannot die. They can still be wounded and knocked unconscious, but will regenerate lost body parts at the end of a Long Rest.

Fresh Keystone: The drinker can choose to allow themselves to die.

Watered Down: The drinker can die of their wounds and will not regenerate body parts.

Midas Touch

This potion shines with forbidden radiance.

Keystone: Philosopher's Stone.

Consumable: Fleck of Natural Gold

Effect: The mixture attempts to turn anything it touches into gold. Targets must make a saving throw against the

Alchemist's DC or be transformed into gold for one minute.

Fresh Keystone: The effects last forever.

Watered Down: Transforms into lead.

Black Purifier:

This bead resembles a black diamond, but it stings to touch.

Keystone: An uncut gemstone

Consumable: The Fangs or Claws of a poisonous Creature

Effect: This pill will poison anyone who consumes it for 24 hours with no chance to save.

Life's Irk:

This bottle is completely black, but something green rubs across the bottom when shaken.

Keystone: The tongue of a poison-spitting creature.

Consumable: Black Purifier

Effect: This gas is pressurized to spread upon release, creating a 10ft square black cloud which obscures sight. Creatures within the square must make a constitution saving throw against the Alchemist's DC or become poisoned for one minute. The cloud lasts for one minute, or until dispersed by the wind.

Fresh Keystone: The cloud becomes thick and cannot be dispersed by wind.

Watered Down: The cloud is translucent.

Death Powder:

This red powder seems to occasionally shift while in your peripherals.

Keystone: The skin of a creature that excretes contact poison.

Consumable: Black Purifier

Effect: This powder is quickly absorbed by the skin. The target must make a constitution saving throw against the

Alchemist's DC when they touch this powder or become poisoned for one minute.

Fresh Keystone: Poison lasts for one hour.

Watered Down: The poison effect activates three rounds after contact is made.

Green Rile:

This slippery oil is purple and sticks to the sides of the container, and smells sickeningly sweet.

Keystone: A vial of poison naturally produced by a humanoid.

Consumable: Black Purifier

Effect: This liquid will dissolve when introduced directly into the bloodstream, with no effect otherwise. This liquid evaporates into the air after an hour. The target must make a constitution saving throw against the Alchemist's DC when this liquid enters their bloodstream or they will become poisoned.

Fresh Keystone: The poison does not evaporate, but can still be rubbed off.

Watered Down: Affected creatures have advantage on the constitution save.

Wizard Bane

This gelatin is completely still until magic is present.

Keystone: The brain of an undead creature.

Consumable: Black Purifier

Effect: This poison is pressurized to spread upon release, creating a 30ft square transparent cloud that lasts for one hour. For up to 24 hours after breathing in this gas the creature cannot cast spells without becoming poisoned. Whenever an affected creature attempts to cast a spell, they must succeed on a constitution save against the Alchemist's DC or take 1d8 poison damage and become poisoned for one minute.

Fresh Keystone: The cloud remains in the air for one week.

Watered Down: The poison stays in the creatures system for only one hour.

Forest Crown

This crown is reminiscent of a proud stag, and seems like it would belong to the ruler of a forest kingdom.

Keystone: Heart of a Treant

Consumable: Set of Large Antlers

Effect: While wearing this crown, beasts will consider you harmless until proven otherwise.

Liquid Bone Elixir

This stark white elixir sloshes in its vial slowly, occasionally sticking to the glass.

Keystone: Forest Crown

Consumable: Four Hooves from the same creature

Effect: This white goo sticks to surfaces and instantly hardens, fastening objects and restraining creatures. A creature splashed with this elixir must perform a Strength check against the Alchemist's DC or become restrained. A Strength check against the Alchemist's DC is required to be released from the elixir.

Fresh Keystone: The creature is unable to drop items in their hands without a strength check against the Alchemist's DC.

Watered Down: Creatures have Advantage when releasing themselves from the elixir.

Syrup Potion

This potion is a rich brown, and smells extremely sweet.

Keystone: A Burned Serotinous cone

Consumable: Gallon of Tree Sap

Effect: This creates a pint of thick syrup, a sip of which will fill you up for a day. There are ten sips in a pint.

Fresh Keystone: A consumer that sips from the potion multiple times can go more days without needing to eat.

Bug Jar

This jar is filled with all manner of unfamiliar insects that float throughout the jar.

Keystone: Forest Crown

Consumable: A hundred living Insects

Effect: When opened, the jar explodes in a swarm of insects that bite and poison. For one minute, these bugs will bite anything within a 10ft radius. If a creature enters into the bug swarm or starts their turn in the bug swarm, the bugs will deal 1d4 poison. Creatures can perform a Constitution against the Alchemist's DC check to ignore the damage.

Fresh Keystone: The bugs will attach to creatures and continue to sting even after they have left the initial radius.

Watered Down: The bugs will deal 1 poison damage.

Amber Potion

This orange liquid seems almost crystalline, and barely moves inside the bottle.

Keystone: A Burned Serotinous cone

Consumable: Gallon of Tree Sap

Effect: This sweet smelling goo sticks to surfaces and instantly crystallizes, fastening objects and restraining creatures. A creature splashed with this potion must perform a Strength check against the Alchemist's DC or become restrained. A Strength check against the Alchemist's DC is required to be released from the potion.

Fresh Keystone: Creatures have Disadvantage when releasing themselves from the potion.

Watered Down: The Amber Potion will no longer restrain creatures, but the creature will be unable to drop items in their hands without a strength check against the Alchemist's DC.

Ambush Seed

This seed vibrates with energy, almost as if its waiting for something.

Keystone: A Burned Serotinous cone

Consumable: A Carnivorous Plant

Effect: This seed quickly roots when it touches soil. When any creature comes within 5ft, the seed instantly sprouts and encases the creature in a leafy cocoon. The creature must make a dexterity check against the alchemist's DC or become restrained. Escaping from the Ambush Seed requires a strength check against the Alchemist's DC

Fresh Keystone: The seed creates a 10ft radius of bramble that creates rough terrain. This terrain remains until physically removed.

Watered Down: The seed does not sprout instantly, and creatures have advantage on the dexterity check to resist becoming restrained.

Glory Potion

This bottle seems almost like a trophy, rather than a potion. It vibrates slightly with the hum of cheers and applause.

Keystone: Mane of a creature

Consumable: Large Tail Feather

Effect: You reek of honor, dignity, and importance to all who sense you. People will treat you as an influential and prominent member of society for one hour. If you perform an action that would contradict this facade, those witnessing the action will no longer be effected by the potion.

Fresh Keystone: Those witnessing a contradicting action must make a wisdom

check against the Alchemist's DC to no longer be effected by the potion.

Watered Down: The potion only effects creatures who are within 15ft.

Sea Urn

Looking upon this urn brings back memories of lost loved ones and good times gone by.

Keystone: Shell of a large water-dwelling creature

Consumable: Ashes of a cremated water-dwelling creature

Effect: When the lid of this urn is lifted, a mournful song of the ocean slowly rises up, causing all those who hear it to burst into tears. Those who indulge in the cathartic music during a rest can recover 1d6 additional hitpoints.

Tentacle Jar

This jar is filled with a tangle of arms, which occasionally lift the lid to sneak food when no one is looking.

Keystone: Sea Urn

Consumable: Eight arms of from a single creature.

Effect: This jar explodes in tentacles to grab and pull creatures towards the center. Up to 8 creatures within 15ft of the jar must make a strength check against the Alchemist's DC or be dragged to the center. The jar deals 1d4 crushing damage to each creature for each other creature that is pulled in, as their bodies crash into one another.

Fresh Keystone: The Tentacle Jar can grab any number of creatures.

Watered Down: The tentacle jar no longer deals damage.

Ink-Sight Potion

Although this bottle is completely opaque, you can't help but feel its staring at you.

Keystone: Sea Urn

Consumable: Eyes of an Ink producing creature

Effect: For one hour, the consuming creature's eyes turn black and they can see through any gas or liquid as if it were transparent.

Fresh Keystone: The potion lasts for 10 hours.

Watered Down: The creature can only see through opaque gases and not liquids.

Ocean Drop

The weight of this orb seems to rise and fall like the tide, and emits a calm aura like the sea before a storm.

Keystone: Sea Urn

Consumable: Fist Sized Pearl

Effect: Unleashes a 10,000 gallons of water which explodes from the pearl.

Fresh Keystone: The drop is pressurized so that it knocks creatures that are within a 20ft radius 10ft away from the center.

Pressure Potion

The cork of this potion always seems as if its just about to burst.

Keystone: Fist Sized Pearl

Consumable: Bones of a giant creature.

Effect: The drinker has resistance to crushing and bludgeoning damage for one hour.

Fresh Keystone: The drinker cannot take damage from pressure from being too deep underwater.

Watered Down: The potion now lasts for only ten minutes.

Fresh Keystone: The elixir lasts for 24 hours.

Butter Bar

This bar is a soft, pale yellow substance that smells unnaturally creamy.

Keystone: Fist Sized Pearl

Consumable: The Innards of an ocean-floor dwelling creature

Effect: A single bite can fill you up for a day. Each bar contains eight bites.

Watered Down: The consumer becomes poisoned for one day.

Liquid Scales

This bottle seems to be protected by a host of shiny scales that cover every inch of the glass.

Keystone: Fist Sized Pearl

Consumable: 10 pounds of Scales from a Creature

Effect: Applied surface will develop scales, creating a small amount of armor without compromising speed. The base AC of the target without armor is 13.

Fresh Keystone: The AC of 13 can be increased by the target's dexterity bonus.

Watered Down: The scales become shiny, and has disadvantage on stealth checks.

Transparency Elixir

One would think this vial empty, if it weren't the flecks that float on top of an invisible liquid.

Keystone: Flesh of a Transparent Creature

Consumable: 1lb of Sea Glass

Effect: When applied to a surface, it will become partially transparent up to 1ft deep for one hour. This does not effect the skeleton of creatures or metal.

Tooth Potion

This potion seems to wait for you to look away before violently shaking.

Keystone: Stomach Contents of a carnivorous sea creature

Consumable: Teeth or Claws of a Water-Dwelling creature

Effect: The consumer develops natural weapons for one hour, capable of dealing 1d6 damage.

Fresh Keystone: While the potion lasts, the consumer as advantage on attacks during surprise rounds.

Watered Down: The Potion lasts for ten minutes.

Watered Down Again: The Potion lasts for one minute.

Blacksmithing

Blacksmiths are craftsmen of mundane objects, who trade their time and steel for tools, items of utility, and weapons of war. Blacksmiths are masters of three blacksmithing implements; the Anvil, Forge, and Foundry. It is a Blacksmith's pride to know that their works, although commonplace, are the foundation of all modern crafts.

Blacksmiths have three distinct fields of study that are each tied to an implement. Metal Shapers use Anvils to shape armor and equipment, Weaponsmiths use Forges to create weapons of war, and Gunsmiths use Foundries to create customized firearms and bullets.

A blacksmith cannot use a Basic, Master, or Arcane blacksmithing implement unless they have first created one. Creating a Basic blacksmithing implement takes 30 hours and 5,000 steel cents of iron materials. It is a Huge item. A Master blacksmithing implement can be created for 300 Hours and 500 Silver Dollars of rare materials, and requires a Basic blacksmithing implement to create. An Arcane blacksmithing implement can be created for 3,000 Hours and 500 Gold Bullion Notes of crushed gems and requires a Master Forge, Anvil or Foundry to create.

When using different materials, such as dragon scale or mythrill, every 50 cents of iron in the items requirements is replaced by a pound of the new material. Items cannot be made from multiple rare or mythic materials.

Items created from a Basic blacksmithing implement are typically bland with little detail. Items created from a Master Implement can be

well detailed by the blacksmith, who can carve symbols, shapes, creatures, and even stories into an item. The details of an item created from an Arcane Implement can be made to animate, creating lifelike dragons and moving pictures.

Metal Shaper

Metal Shapers are able to create armor, shields, equipment, and the components required for Tinkering and Artificing. This costs the item's weight in iron, and two hours of work for every pound of material. Metal shaping requires a Basic Anvil to craft items.

With a Master, you can shape metal from rare materials, and with an Arcane anvil you can shape metal from mythic materials. The time involved in creating an item from mythical materials is multiplied by 10.

Shaping Gears & Cutting Gems

Metal Shapers are able to create custom Cogs and gears for Tinkers. The cost in materials is the same as the original item, but the time to smith the gears requires one more hour per augmentation per pound of the original item.

Master Metal Shapers can cut Gems for Artificers. Cutting a gem requires 1 hour, multiplied by 10 for each level above 1.

For each day you work on a gem, make a Blacksmithing check with a DC 10 Blacksmithing check. If the check is failed once, the gem becomes flawed. All gems are perfect until made flawed.

Weaponsmith

Weaponsmiths can create melee weapons and imbue them with various deadly properties. Each weapon you make is a Martial Weapon. A Basic Weapon Forge can create weapons with one Feature, and a Master's Weapon Forge can create weapons with two features.

Creating weapons require metal and time. A basic weapon with no features takes 2 hours and 100 steel cents of materials, and additional features can be crafted into the weapon for additional time and materials.

Size and Damage

A weapon's damage is determined by its size. A weapon that is larger will be heavier, but will deal more damage. The size of a weapon is determined by its features.

Weight and Item Size

0-1 = Light (Two-Weapon)
 2-3 = Medium
 4-5 = Large (Two-Handed)
 6-7 = Large, Heavy, (two Handed)
 8-9 = Huge, Mounted

Weapon Size and Damage

A weapon's size determines its damage. The size always starts at 0, and can be upgraded to a maximum of 9.
 (0) 1d4, (1) 1d6, (2) 1d8, (3) 2d4, (4) 1d10,
 (5) 1d12, (6) 2d6, (7) 3d4, (8) 2d8, (9) 4d4

Features

Name

Cost / Time / Size
 Descriptions of Abilities.

Thrown

(Cost +50, Time +8)
 This weapon becomes throwable, while also being able to be used in melee. This feature can be taken multiple times to increase the distance by 10ft/30ft.

Finesse

(Cost +50, Time +12)
 This weapon is well balanced, and can be used with Dexterity as well as Strength.

Weighted

(Cost +100, Time +3, size +1)
 This weapon has extra weight without increasing complexity.

Reach:

(Cost +200, Time +12, Size +2)
 This weapon becomes longer with an increased threat range. The Weapon's reach becomes 10ft.

Ranged

(Cost +200, Time +12, Size +2)
 This weapon becomes ranged only, capable of firing projectiles 60/180ft. The type of projectile fired is determined during creation. This weapon deals damage as if it were two sizes smaller. This feature can be taken multiple times to increase the distance by 20ft/60ft.

Simple

(Cost +100, Time +8, Size +1)
 This weapon is intuitive and easy to use. The weapon is a simple weapon and does not require Martial Training to use properly.

Non-Lethal

(Cost +50, Time +8, Size +1)
 Weapon deals non-lethal damage, and can wound creatures without killing them. The weapon must be a Bludgeoning weapon.

Keen

(Cost +50, Time +20)
 This weapon is able to bypass armor and catch evading enemies. This weapon adds +1 to hit, and must be a Piercing weapon.

Anticipate

(Cost +100, Time +10, Size +1)

This weapon can be swung or braced to prepare a stronger attack. As an action, a character can give their next attack Advantage.

Sweeping

(Cost +200, Time +10, Size +2)

This weapon can be swung to distribute damage among several enemies. Any creature within the reach of this weapon can take a divided portion of the weapon's total damage. The wielder determines how much damage to divide. This weapon cannot be piercing.

Hooks

(Cost +50, Time +8, Size +1)

This weapon is hooked and gives the wielder advantage on Grapple checks, and does not need a free hand to grapple.

Holy

(Cost +50, Time +8)

Weapon is shaped into a holy symbol, allowing the wielder to easily display the symbol of their god.

Bleeding

(Cost +50, Time +20)

This weapon rends flesh and causes its target to bleed. When weapon deals damage to a target, they gain the Bleeding Condition. Bleeding characters lose 1d4hp at the end of every round, unless they use their movement to remove the Bleeding condition. This weapon must be a Slashing weapon.

Mounted

(Cost +200, Time +10, Size +2)

This item is mounted on an object or creature and can be easily used even if over-sized.

Magical Weaponsmithing:

A weaponsmith knows they have mastered their craft when they create an Arcane Forge. Built on bricks of brimstone and studded with gemstones, the arcane forge is able to imbue magic features into mundane steel and create weapons with mythical materials. Up to three features can be given to a weapon built by an Arcane Forge.

All weapons produced from an Arcane forge must have the Magic Feature, although this does not count towards the total number of features the weapon can have.

Magical features do not affect the item's size or weight.

Magic: This weapon deals magic damage. Requires 50 hours of work, and 2 Gold Bullion in crushed gems.

Kingslayer: While wielding this weapon, the wielder may deal an additional 1d6 damage. Requires 10 Gold Bullion in gems, and 200 hours of work.

Queen's Stride: When this weapon's wielder rolls a natural 20, the wielder can teleport up to 30ft as a part of an attack action with the weapon. They must teleport to a location they can see or are familiar with and can choose to teleport before or after the attack is made. Requires 10 Gold Bullion in gems, and 200 hours of work.

Jack Knife: When making an attack with this weapon, one damage die can be rerolled after each attack. Requires 10 Gold Bullion in gems, and 200 hours of work.

Enmity: This weapon stuns enemies on a successful hit, but it is only effective against one type of creature. Requires 10 Gold Bullion in gems, 200 hours of work, and the blood of the creature type this weapon is affecting.

Guide: This weapon detects one type of object or creature, and at the time of creation you can choose to let this weapon glow, sing, or shake while they are within 120ft. Requires 10 Gold Bullion in gems, and 200 hours of work, and a small piece of the creature or object type that this weapon is detecting.

Gunsmithing

You can make custom guns and bullets. Requires a Basic Gunsmithing Foundry. A standard gun is considered a medium item and has the Loud and Piercing features. Guns can become small, large, or huge size depending on which qualities you give it.

All pistols fire the same small bullet that is produced by the Dust God. Each bullet deals 2d6 piercing damage.

Gunsmithing requires the blacksmith to decide the Triggers, Barrels, and Stock of the firearm, which will adjust its range, ammunition, construction cost, and the time it takes to create the weapon.

Tinkers have created spinning cylinders that can fire several bullets quickly through a single barrel, but at the cost of the weapon's durability, making them fragile in

combat. Until they get the kinks out, all firearms are bolt action, many with multiple barrels.

Custom Trigger

Spread Trigger: This trigger is assigned to fire at least three barrels, which are fired simultaneously to give this weapon the Sweeping feature, which can be used against a single creature adjacent to the target. Each barrel being fired must be loaded or else the weapon jams. Requires twelve Hours and 50 Steel Cents.

Single Trigger: Add a single trigger to the weapon to fire a single barrel. Requires three Hours and 10 Steel Cents.

Each barrel should have a trigger connected to it, and multiple triggers can be assigned to each barrel.

Custom Barrel

Short Barrel: Long range is 30ft. Requires six hours and 100 Steel Cents. This weapon is considered one size smaller.

Standard Barrel: Long range is 90ft. Requires ten hours and 200 Steel Cents. This weapon does not change in size.

Long Barrel: Long Range is 180ft . Requires fourteen hours and 400 Steel Cents. This weapon is considered one size larger.

Custom Stock

Short Stock: Normal Range is 20ft. Six Hours and 100 Steel Cents. This weapon is considered one size smaller.

Standard Stock: Normal range is 40ft. Ten Hours and 200 Steel Cents. This weapon does not change in size.

Long Stock: Normal range is 60ft. Fourteen Hours and 400 Steel Cents. This weapon is considered one size larger.

If Normal range is Equal or greater than Long Range, it is instead has no Long Range.

Firearm Extra Features

Master Gunsmiths with a master foundry are able to add extra features to firearms without reducing their effectiveness, such as a bayonet or suppressor. Any and all of the *Extras* can be added to a firearm. Master Gunsmiths can also make firearms with rare materials.

Grip: Normal Range is 15ft Higher. Requires fourteen hours and 400 Steel Cents.

Suppressor: This barrel loses the Loud Feature. Requires twenty hours and 200 Steel Cents.

Bayonet: Attach a small weapon that deals 1d4 piercing damage. Requires ten hours and 200 Steel Cents.

Bipod: This weapon can be set onto a surface and used as if mounted. Requires ten hours, 300 Steel Cents.

Creating Bullets

Creating custom bullets requires an Arcane Foundry, which dispels the curse that keeps bullets sealed. Creating bullets requires dust and steel, which can be recycled from other bullets.

All crafted bullets can have only one Feature, and each bullet requires a custom barrel designed specifically for this type of bullet. Arcane Foundries can make firearms and bullets with rare or mythical materials.

Thick Bullet: This thick slug bullet requires the dust from two standard bullets. Attacks made with this bullet deal an extra 1d6 damage.

Thin Bullet: This economical bullet can be made in pairs from the dust of one standard bullet. The Normal range of this bullet is halved.

Long Bullet: This bullet can be made from two standard bullets. The normal and long range of this bullet is doubled.

Hollow: This bullet can be made from two standard bullets. This bullet can be filled with a liquid.

Enclosed Atmosphere: This bullet can be made from two standard bullets. This bullet can be used in an environment that is not conducive to dust, such as underwater.

contact with their skin for more than an hour must make a constitution save with a DC10 or become poisoned for one hour. Swamp Feed is also naturally slick, and creatures attempting to grab or hold the material do so with disadvantage.

Common Material

Wood, Rope, Stone, and Glass

Common Materials are cheap and easily found, and make up most of the tools used by peasants and common folk. Weapons and equipment made from these materials can be constructed without cost where stone and wood are plentiful, and take a tenth of the time to create. Common Materials have the Sensitive Trait, and break if misused or the wielder goes unconscious while using them.

Rare Materials

Crafting with rare and magical materials is the mark of a master craftsman.

Blacksmiths can craft guns, bullets, armor, equipment and weapons from rare materials, giving them the properties of the material. A Master Forge, Foundry or Anvil are required to craft with Rare Materials.

Dour Wood

Dour wood is an ultra hard wood that is pliable and light. Armor made from Dour Wood does not give any negatives or disadvantage to speed or stealth. Items made from Dour Wood are considered one size smaller.

Swamp Feed

Swamp Feed is a poisonous metal. When introduced to the blood stream, or when held against the skin for too long, the metal will poison the creature. Targets who are cut by Swamp feed or who have the material in

Alchemical Iron

Alchemical Iron tingles the flesh, alternating between hot, cold, and charged. Attacks made with Alchemical Iron deal Fire, Cold, Lightning and Physical damage. Any item made from Alchemical Iron transforms into a bolt of lightning when thrown, with advantage on attacks against metal armor. After being thrown, the object returns to its natural form and radiates with power, dealing 1d6 lightning damage to anyone who picks it up or holds it.

Alicorn

Gathered from the bones of fey creatures, alicorn is imbued with the power of the Wyld where magic is life itself. Items made from Alicorn have persistent magic which cannot be dispelled. Items crafted from alicorn cannot lose their magical properties due to anti-magical effects. Spells can be cast through Alicorn items, and those spells cast through Alicorn items are not affected by anti-magical effects.

Passion Cairns

Cut from large stones said to be left by the gods, Passion Cairns appear as simple stone, but imbue their holder with zeal and health. They are often used for their energizing properties, as well as for healing.

Items crafted from Passion Cairns will increase the movement speed of the holder by 5ft. Additionally, anyone touching a

Passion Cairn when they are wounded or knocked unconscious is automatically stabilized.

Mythic Materials:

Working with mythical materials requires more than fire and elbow grease. An Arcane Forge, Foundry or Anvil is required to craft with mythic materials, as it is their ability to temporarily bend or break the laws of nature with their magic that makes them so valuable.

Mithril

Also known as “Sky-Steel” due to its discovery in the plane of Air, Mithril is a lightweight metal that is impossibly strong. Armor made from Dour Wood does not give any negatives or disadvantage to speed or stealth. Items made from Mithril are considered two sizes smaller, for the purposes of what can be held in a hand.

Adamantine

Originating in the most dense regions in the plane of Earth, adamantine is the heavy metal that is famed for its invincibility. Any armor made from adamantine cannot be pierced. Weapons made from Adamantine have the Piercing feature.

Dragon Scale and Bone

The remains of dragons are used for their strength and flexibility, as well as their natural resistance to the elements. The most prized feature of dragon scale and bone is how all magic that affects it becomes permanent.

When crafted into a defensive item, such as armor or shields, dragon scale and bone will help the wearer resist fire damage, giving them resistance to Fire, Cold, and Lightning damage.

When a spell is cast on an item made from dragon remains, if the spell has a duration, the spell’s duration will instead be “Until Dispelled.” If multiple spells with the same name are cast on the item, only one applies.

Lunarite

This magical metal is named for its resemblance to the moon, and is only ever found in rocks fallen from the heavens. Glowing in a white clarity, items made from Lunarite create a bright light up to 60ft. Lunarite is a natural conduit for magic, and spells can be cast through Lunarite items. Spells cast through Lunarite implements act as though they were one spell level higher, but only if that spell being cast could be cast at a higher level. If the target of a spell is wearing lunarite armor, and the spell can target multiple creatures, the spell-caster can target one additional target.

Lunarite is destructive, and will melt through any material at 1ft per week.

Herbalism

Herbalism allows you to create magical solutions from nature in the form of Incense, balms, and crystals. The effect of the solutions depends on four major factors: what you gather, where you gather it, from what you gathered it, and what time you gathered it.

Each solution has 5 properties: Its affect, its effect, its structure, its duration and expiration. The effect is derived from the environment it was taken from. Its structure is derived from type of plant it was taken from. Its affect is derived from what was taken. Its Expiration and Duration are derived from the time that the object was taken.

Each solution takes 10 minutes to create, being distilled with a pestle and mortar. Each solution requires at least one pound of the material which is consumed during crafting.

These solutions are able to do things like Prevent Life and Counteract Healing, Enhance Poisons to make them more deadly, Remove Emotions to allow logic to rule, or Create Hardness to form an adhesive.

Determining your Solution

Your solutions should be determined in this order: The Affect, the Effect, the Structure, and the expiration and duration.

For example:

Healing Preventing Incense (1month/1minute)

When determining the DC for a check to resist an effect that your potion creates, the DC is 8 + Attribute Modifier + Herbalism Skill.

Solution Affects

Flower: Life: Healed: Capable of affecting 1hp, or preventing, doubling, or halving all healing received by the subject.

Seed: Poison: Poisoned: Capable of creating, removing, or preventing a poison effect, or halving or doubling the save against poison.

Tuber: Disease: Diseased: Capable of removing or preventing diseases, halving or doubling the save, or producing Herb Rot.

Bark: Hardness: Restrained: Capable of preventing, removing, or creating the Petrification or Restrained conditions, or halving or doubling the save bonus against Petrification.

Leaves/Spines: Light: Creates or removes 60ft of light, or prevents, halves, or doubles light sources or Radiant damage received by the subject.

Vegetable: Heat: Burned: Capable of affecting 6hp of fire or cold damage, or preventing, reducing, or doubling fire damage received by the subject.

Bulb: Emotions: Capable of creating, removing, or preventing the Enraged or Frightened condition, or doubling, or halving the duration of the condition.

Fruit: Color: Capable of preventing, dulling, removing, or intensifying color, or creating a polychromatic paint.

Roots: Wetness: Slippery: Capable of creating, removing or preventing moisture, or halving, or doubling the time to dry.

Stalk: Sound: Capable of removing, preventing, halving, or doubling sound sources, or creating a loud piercing whistle.

Solution Effect

Aquatic: Prevents: Cannot gain Quality

Forest: Enhances: Doubles Quality or Effectiveness

Grassland: Diminishes: Halves Quality or Effectiveness

Desert: Creates: Creates Object with Quality

Tundra: Removes: Removes Object with Quality

Solution Structure

Herb: Gas: Incense and Cigarettes: Creates a 10ft area of gas and affects all in that area.

Shrub: Fluid: Balms and Elixirs: Affects anything it's applied to.

Tree: Solid: Crystals and Stones: Affects anything that is touching it.

Expiration & Duration

Morning: One Hour - One Day

Noon: One Day - One Hour

Dusk: One Month - One Minute

Night: One Year - One Round

Full Moon: Six Years - One Minute

Expiration starts as soon as it's gathered.

Solution Effects

Prevents: A subject with the Preventing Effect cannot gain the solution's affect, and is unable to gain any condition related to the solution's affect. The Preventing solution will negate any ongoing conditions until either the solution or condition expire.

Enhances: A subject with the Enhancing Effect doubles the quality or effectiveness of the affect on the subject. This doubles the

effectiveness of affects applied to the subject after, as well as ongoing effects until either the solution or condition expire.

Subjects have disadvantage on resisting the affect, and advantage on receiving contrary affects.

Diminishes: A subject with the Diminishing Effect halves the quality or effectiveness of the affect on the subject. This halves the effectiveness of affects applied to the subject after, as well as ongoing effects until either the solution or condition expire. Subjects have advantage on resisting the affect, and disadvantage on receiving contrary affects.

Creates: A subject with the Creating Effect can receive the minimum unit of the affect, generally 1, for each round until the solution expires or until the subject cannot receive any more of the effect. A subject with the Creating effect will gain the affect condition at the start of each round. This condition persists after the solution expires until resisted by the subject. This can also remove a contrary condition of the affect. A solution can create enough of a sensory effect such that it can be helpful up to 60ft, but becomes too diminished and incoherent past that distance.

Removes: A subject with the Removing Effect can remove the minimum unit of the affect, generally 1, for each round until the solution expires or until subject cannot lose any more of the affect. A subject with the Removing effect will lose the affect condition at the start of each round. This can also gain a contrary condition of the affect. This condition persists after the solution expires until resisted by the subject. A solution can remove enough of a sensory

effect that can be inhabilitating up to 60ft, but to a less effect past that distance.

Affects

Healing: This affect pertains to gaining physical health, and Necrotic damage.

Poisoning: This affect pertains to poisons, poison damage, and the poisoned condition.

Diseased: This affect pertains to the diseases and the diseased condition.

Hardening: This affect pertains to armor, and the Petrified condition.

Brightening: This affect pertains to light and brightness, and Radiant Damage.

Heat: This affect pertains to heat and burning, and Cold and Fire damage.

Emotions: This affect pertains to emotions, and the Rage and Frightened condition.

Color: This affect pertains to color, and color vividness.

Wetness: This effect pertains to moisture, and the Slippery condition.

Sound: This affect pertains to sound and loudness, and Thunder damage.

Structure

Incense: Incense creates a gas that fills a 5ft radius, and affects any subject that the gas is touching or breathed by.

Balm: Balm is a thick liquid that can be applied to the skin or ingested. The Balm can be wiped off to stop its continuous effects as an action.

Crystal: A hard crystal that affects anything it is touching. If the subject is comprised of multiple parts, the Crystal affects a 5ft radius of the material.

Examples:

Glue Balm: (Hardness Creating Balm 6y/1m) This balm hardens on contact, restraining creatures and objects.

Resting Incense: (Healing Creating Incense 6y/1m) This incense will heal creatures within a 5ft radius 1hp per round for one minute. Often used during a rest.

Cooling Balm: (Heat Diminishing Balm 6y/1m) A creature can apply this Balm to gain resistance to Fire Damage, and advantage on checks and saves against heat. Also grants vulnerability to Cold Damage and Disadvantage on checks and saves against cold.

Anti-Petrification Elixir: (Hardness Preventing Balm 6y/1m) This elixir will prevent the drinker from becoming petrified or turning to crystal.

****Herb Rot:** This disease affects creatures who consume too much raw plants, either drunk as elixirs or breathed in. It causes unnatural growth in the stomach and lungs that causes the affected creature to become sluggish, short of breath, and easily exhausted.

Rituals

Ritualists can perform actions and prayers so that angels may bless them with miracles. The favor of the gods is required for these rituals to take effect, and ritualists must hold the tenants of the gods to gain and stay in their favor.

Rituals have three components: preparation, execution, and reward. When performing a Ritual, start by making the proper arrangements that are described in the Preparations section. Once the preparations are complete, execute the ritual by following the instructions in the Execution section. Once the ritual is executed, you reap the ritual's rewards as dictated in the Reward section. Rituals may reap no reward even if properly executed, either because you are not in the favor of your god or because it is deemed unwise by the angels who reward the miracle.

Favor and Tenets of the Gods:

Each god has three tenets. Each ritual requires one or more of these tenets to be fulfilled for the ritual to take effect. You can have all tenets of all gods fulfilled at once. Rituals that have multiple effects based on how much favor you have always take the maximum effect.

When you complete a tenet, you can mark that you have the favor of that god for that tenet. When you do something that would cause you to lose a tenet, or fail to maintain a tenet, you can mark that you do not have the favor of that god for that tenet.

Some rituals can benefit non-ritualists, but must still have the tenets of the gods maintained. Keeping a log of your allies and the tenets they have kept or broken, as well as any unforgivable laws they have broken, is important to make sure they can participate in a spell.

Unforgivable Laws

Each god has an unforgivable law that must not be broken by the ritualist. If the law is broken, then the ritualist becomes disgraced in the eyes of that god, and cannot receive the reward of any ritual that the god provides.

A ritualist can redeem themselves from breaking an unforgivable law. Redeeming a ritualist requires a drastic action or sacrifice. Once redeemed, they can again perform rituals for that god.

Ritual Example:

Ritual Name: Description of ritual.

Preparation: Description of preparations that need to be made.

Execution: Description of action taken with prepared material to complete ritual.

Reward: Description of reward or benefit of successfully completing the ritual.

Forjah

Forjah is the god of anarchy, the hunt, and the sky. Known as the Hunter, Forjah blesses not only the strong, but also the quick and the clever. Forjah has dominion over all beasts and dragons, as well as every star and the sun itself. Although the Wyld is Forjah's creation, Forjah has no known seat of power in any realm because the god is almost always present in Cael, the material plane, within a limited avatar form that allows the god to hunt dragons and leviathans without the benefit of its awesome overwhelming powers. Although it is often assumed that Forjah is the god of the moon, there is no known association between Forjah and the celestial body, which has led to debates about the moon's purpose and existence. Forjah's angels are the stars in the sky which guide those below, but rarely intervene. The symbol of Forjah is a Halo.

You can gain favor from Forjah in the following ways:

Sharpened Claws - Enter Combat daily. Combat does not need to be deadly. Favor gained after maintained for a week.

Effigy - Create and maintain a burning effigy to mimic the stars. The effigy is created using the head of a hunted animal which is lit on fire. As long as the effigy remains lit, you gain this favor. Multiple persons can participate in the maintenance of an effigy.

Vigilance - Do not allow yourself to be taken by surprised in combat. Gain this favor after

subverting a trap or ambush, and keep until you are surprised.

Forjah Unforgivable - Do not die or become wounded in Combat. Redeem self by sacrificing all weapons, armor, and Magic Items.

Forjah Rituals

Guiding Star: The stars are always watching, pay homage to them for their guidance. By burning an effigy of a target, the stars will light the way and guide you to them.

Preparation: You must create a small effigy that resembles the creature or object you want to find, and the more accurate the effigy the better chance to find the target.

Execution: Burn the effigy in a 10 minute ritual.

Reward: A bright star appears in the sky overhead the target. This star is visible to all around them. The star remains in the sky for one round if you have no favor with Forjah, one minute if you have one favor, for one hour if you have two favor, and one day if you have three favor.

One with Nature: Every rock, tree, and beast has a spirit that you can communicate with.

Preparation: You must collect a quarter-pound of wild herbs.

Execution: Smoke the prepared herbs in a pipe.

Reward: You can commune telepathically with beasts, plants, and even stones. Each have their own personality and are not necessarily helpful or truthful. The knowledge of each is limited to their own business: A wolf pack could tell you about people who have trespassed through their land, a tree could tell you of a woodcutter who passed by, and a boulder could tell that

it is often moved. This ability lasts for one round if you have no favor with Forjah, one minute if you have one favor, for ten minutes if you have two favor, and one hour if you have three favor.

Infuse the Wyld: An item can evolve and adapt, changing its properties at a whim to better serve its master.

Preparation: Find a nest with unhatched eggs.

Execution: Leave the item with the nest, and wait for the eggs to hatch and leave.

Reward: The item is able to shift its form to emulate similar items with the same function. As a part action, the wielder of the item can shift its physical properties, such as: Lanterns into torches, shovels into pickaxes, a lock into a chain, or a sword into an axe. Weapons are able to change one physical property with another of the same weapon type, but cannot change a magical property or multiple properties. This ability of the item will cease to function when the wielder has less than three favor with Forjah.

Fairy Ring: You can create a fairy ring, allowing a controlled breach into the Shattered Span.

Preparation: You must hunt down and kill a wild creature, and recover their body.

Execution: Bury the dead creature in the ground as part of a 10 minute ritual.

Reward: A 5ft ring of mushrooms spring up around the buried animal. While the mushrooms are present, the circle acts as a breach into the Shattered Span, leading to a realm of your choice which is decided when you start the ritual. You must have three favor with Forjah to perform this ritual. Anyone may enter into this circle to enter the realm of your choice. The exit on the

other side is invisible, and unless the location is memorized, the ritualist may become trapped in their destination.

When you return from that realm, if you or anyone passing through has less than one favor with Forjah, the mushrooms disappear and the gate is closed from the origin side only. They may reappear again in the spring of next year.

Rain Dance: You can conjure rain from the sky.

Preparation: You must create a small fire that is fueled by wood.

Execution: You must perform a loud 1 hour dance around the fire. Others can join in the dance to reduce the time required by 10 minutes per person, to a minimum of 10 minutes.

Reward: A rain begins to fall over a 1 mile radius around the ritual's location. There does not need to be clouds above to create rain, and clouds do not form when the rain begins to fall.

This storm lasts for one round if you have no favor with Forjah, one hour if you have one favor, for one day if you have two favor, and one week if you have three favor.

Animality: You infuse your body with the might of the Wyld.

Preparation: Hunt a beast, slay it, and remove its claws, horns and teeth.

Execution: While holding the prepared materials, roar in the nature of the beast you slayed in the preparation.

Reward: You become overgrown with natural weapons, and your body becomes a simple weapon with which you have proficiency. These attacks have the Keen property which add +1 to your attack's chance to hit. The natural weapons persist for one round if you have no favor with

Forjah, one minute if you have one favor, for ten minutes if you have two favor, and one hour if you have three favor.

Consecrate Land: You bless the land, making it fertile and pure.

Preparation: Gather enough coals to completely cover the area you wish to consecrate.

Execution: Set fire to the coals, and lay the burning coals on the land at dusk and let them sit until dawn.

Reward: The land becomes consecrated and holy, with wildlife bursting through the coals. When the ritualist has two favor with Forjah, the dead who are buried in this land will not become undead. When the ritualist has three favor with Forjah, the land becomes wild and fruitful, providing a higher yield for all crops.

Curse of the Beast: You cause a target to transform into a beast.

Preparation: You must create an effigy in the image of your target, as well as hunting and killing a wild animal and removing their heart.

Execution: During the night, place the animal heart into the prepared effigy and burn it in a 10 minute ritual.

Reward: The target temporarily transforms into a beast. You must have at least 3 favor with Forjah for this ritual to take effect. Their personality does not change, but they are more likely to act out their passions and desires. They return to normal at dawn, and they are unaware of the change when they wake up, although they may be in a different place.

The animal they transform into is based on their personality, and not the animal you used in the ritual. For example, a greedy

noble may transform into a pig, while a watchful guard may transform into a dog. The Game Master decides what beast they transform into based on their personality.

Deelug

Deelug is the god of order, death, and noise. Known as the Reaper, Deelug takes from those who have had enough. Deelug exists within the Shadow Realm, where it oversees all dead souls and also Cael'Iter, the Soul Grinder, which allows the dead to reincarnate and return to Cael. The god of Noise, Deelug's symbol is the bell and is both revered and reviled by Bards. The god of order, Deelug does not condone those who break the natural cycle of life by becoming undead or resurrecting from the dead. The angels of Deelug are Shadows who are crafted from darkness and made living. The symbol of Deelug is the bell, as well as many frequently used symbols of death, such as a skull or sickle.

You can gain favor from Deelug in the following ways:

Integrity - Tell the truth, and do not try and cheat or exploit others. Gained after it has been maintained for one week.

Dusk Worship - Pray for one hour during dusk daily, and do not consume any food during sunless hours. Favor gained after maintained for a week.

Clear the Rot - Tolerate no undeath. Kill undeath where you find it, and allow no undead to live. After killing an undead, keep this favor until you refuse to kill an undead you encounter.

Deelug Unforgivable - Do not facilitate or participate in the Resurrection of a creature.

Redeem self by sacrificing all wealth and magic items.

Deelug Rituals:

Vision Quest: People tend to see things when they are exhausted, and Deelug's shadows can use these mirages to show their disciples a vision of the future.

Preparation: Refuse to eat, drink, or sleep.

Execution: Become exhausted at least a day after preparing for the ritual.

Reward: You will go unconscious. While in this unconscious state you will be visited by a Shadow from the Shadow Realm. The Shadow will show you a possible future which ends in your death. This future can be changed. You must have at least two favor with Deelug to see this vision.

One with the Dead: Sacrifice your body and temporarily enter the Shadow Realm; the realm of death where all souls go when they die.

Preparation: No preparation necessary.

Execution: Allow yourself to become wounded or knocked unconscious on purpose. You can do this yourself or be assisted, but the damage must be lethal.

Reward: Your spirit enters the Shadow Realm. You return when you become exhausted or when your body becomes stabilized, but if you die you remain in the Shadow Realm. You must have at least 3 favor with Deelug to perform this ritual.

You are able to bring objects you are holding back from the Shadow Realm, but it will be as if you violated Deelug's Unforgivable Law if you do.

Haruspicy: You can divine the future using the organs of animals.

Preparation: You must obtain a small wild beast to be sacrificed as part of the ritual.

Execution: Kill the prepared animal.

Reward: The organs of the animal and how they fall out of the beast inform you on the future. You learn of a creature that you will face along a certain path or route. You must have at least one favor with Deelug to perform this ritual.

Shadow Forge: The greatest tool for creation, allows for anything to be created quickly.

Preparation: Create a fire in the Shadow Realm.

Execution: Light a fire in Cael where the fire is currently burning in the Shadow Realm.

Reward: The Shadow Forge comes to life, creating a glowing altar of green deathly flames that basks the area in light. Items crafted within 150ft of the Shadow Forge and are in contact with the light of this forge lose their time requirement for creation, and instead only require one hour total. After an hour, the flames of this forge die out. You must have at least three favor with Deelug to perform this ritual.

Apparition: Let your spirit leave your body and appear to specific people.

Preparation: No preparation necessary.

Execution: You must meditate in silence for 10 minutes.

Reward: A Shadow delivers your spirit to a known person within the realm you occupy. This communication lasts up to 10 minutes or until you choose to end it. You are unable to see the person's surroundings, and they are able to see a spectral version of yourself. Once the apparition ends, the Shadow that delivered you will demand you spend another hour meditating, without

speaking or moving, or it will be as if you violated Deelug's Unforgivable Law.

Infuse the Shadow Realm: The item becomes possessed by a shadow and can wield itself.

Preparation: Bury the item with the recently interred.

Execution: Unearth the dead and retrieve the item after ten days.

Reward: The item becomes an ally, capable of levitation with a speed of up to 15ft per round. The item has an action that it can use to activate its own abilities or to attack with itself if it is a weapon. The item can perform actions independent of its creator or wielder, and can be commanded to perform actions in line with the tenants of Deelug. This ability of the item will cease to function when the wielder has less than three favor with Deelug.

Azurath

Azurath is a god of goodness who resides in the elemental plane of water. Also known as the Soulmith, Fateweaver, and the Ocean, Azurath is the crafter of each soul, making each one with a specific purpose and destiny. Often called the Ocean, Azurath is worshiped by sailors, fishers, and travelers who believe that Azurath is the ocean itself. Azurath is the god of mercy and charity, and is worshiped by goodly creatures all over Cael. Angels of Azurath are most often empowered souls and ice elementals, generally taking the form of winged humanoids, cherubs, and the shifting forms of water and ice. Azurath's symbol is a snowflake, as well as the winking eye.

You can gain favor from Azurath in the following ways:

Poverty - Accept no reward for a morally good deed. Gain this favor only after its maintained for at least a week, and lose it after accepting a reward for a morally good deed.

Mercy - Spare an enemy, and allow them to leave your presence unharmed. Keep this favor until you kill a wounded, unconscious, or surrendering foe.

Iron Whispers - Never share a secret entrusted to you. Gain this favor after keeping a secret for at least a month, and lose it by sharing a secret.

Azurath Unforgivable - You cannot Take an Innocent Life from a Beast or Humanoid. Redeem self by sacrificing all wealth and magic items.

Azurath Rituals

Speak in Tongues: As long as you speak in one continuous act, you can communicate your message to anyone.

Preparation: You must fill a chalice made from precious metals with pure or blessed water.

Execution: Drink the contents of the chalice.

Reward: You begin to speak. Everyone who hears you understands you as if you were speaking their native language. The effect ends when you end your speech, and the chalice turns to glass. You must have at least one favor with Azurath to perform this ritual.

Bless: You purify a substance and make it holy.

Preparation: Select an object you wish to bless.

Execution: You must bathe the object you are blessing in a pure substance, such as running water, sunlight, or silver in a 10 minute ritual.

Reward: The object becomes blessed. It deals magical damage when used in an attack, and damages undead, demons, and devils as if it were acidic, dealing 1d6 magical damage. This blessing lasts for 24 hours, unless the object is naturally pure, in which case it remains blessed forever. You must have at least Two favor with Azurath to perform this ritual.

Infuse the Ocean: The item becomes a liquid state that can crystallize at a moment's notice.

Preparation: Prepare a bath of Blessed water that can completely submerge an item.

Execution: At the end of the item's construction, plunge its entirety into the pool of blessed water.

Reward: The object gains the ability to liquefy or crystallize as a minor action. While solid, it can be liquified into normal water and be stored as if one size smaller in a canteen, waterskin, or jar. While liquid, the item can crystallize in the hand or on the body, allowing armor to be donned instantly or weapons to be concealed in bottles. This ability of the item will cease to function when the wielder has less than three favor with Azurath, with liquid items remaining in their liquid state.

Mana Spring: Create a small geyser of magic that generates mana.

Preparation: You require a tall candle made from beeswax.

Execution: Sit with the candle in meditation, and allow it to burn out in your hand in a one hour ritual.

Reward: As the candle reaches its last light, the flame bursts and becomes mana. You regain your lowest level spell slot or a single mana. This has no effect if the Ritualist has not already exhausted the mana or spell slot. You must have at least one favor with Azurath to perform this ritual.

Return Harmony: Heal someone of a disease or magical ailment using a Healing Wheel.

Preparation: Spend 2 hours creating a wheel from wood and string, then spin the wheel any amount of hours to wind up the string.

Execution: Place the wheel over a wounded or sick person and let the string go.

Reward: The wheel begins to spin, and the creature underneath the wheel has advantage on all saves and checks against diseases and harmful conditions while the wheel spins. The wheel spins for the number of hours that it was spun during the preparation. You must have at least two favor with Azurath to perform this ritual.

Ward against Evil: You create a circular ward against evil.

Preparation: Have enough salt to completely encircle an area or object.

Execution: Pour the salt in a continuous ring that has no breaks.

Reward: Demons, Devils, and the Undead are unable to cross the line of salt as long as it is unbroken, and cannot interact with the salt itself. You must have at least one favor with Azurath to perform this ritual.

Unfinished Business: A creature is revived as ice to see through their unfinished business.

Preparation: Craft a coffin of ice and place a dead creature within the coffin.

Execution: Bury the coffin in a at least 5ft underground in a 1 hour ritual.

Reward: The deceased is reborn of ice, and exist until they complete a task. The Ritualist decides the task during the ritual, which must be a specific task and in line with the tenants of Azurath. Once the task is complete, the ice-like body of the deceased melts and their soul enters the Shadow Realm. You must have at least three favor with Azurath to perform this ritual.

If the reborn creature dies, they are again reborn in the ice coffin where they were buried, unless their task is complete or the coffin is destroyed. While their form is ice, the reborn creature will feel cold to the touch, although they are otherwise the same as before.

Absorb Knowledge: You can absorb the knowledge of a book or map in an instant.

Preparation: Create a 5ft circle from candle wax.

Execution: Sit in the center of the circle with a book in a 10 minute ritual.

Reward: The words and images of the books climb up your arms and slip into the slits in your eyes. The book becomes blank, and you memorize the entirety of the book's texts and images, regardless of your ability to read it or understand the language.

Runeing

A Spell Scribe, also known as a Runer, is able to write symbols of power which cause amazing magical effects. With a simple drawing of an emblem in ink or chalk, the Runer is able to create stable, permanent magical effects. These symbols are tremendously intricate, but it's the Runer's art to draw them quickly and accurately.

Spell Scribe Basics

The symbols drawn by Spell Scribes are similar to those of a brand or trademark in that they are extremely rare, but lose their power when imitated. Symbols of power are most effective when they are the only one of their kind, and the more words of power of the same kind within a small vicinity will result in less powerful effects. Runes of the same kind are runes that have the same primary abilities.

Most words of power function best when 120ft or more away from each other. When within 120ft of another word of power of the same kind, the item's secondary effects activate instead. Many runes have different abilities for an increasing number of other runes in the area.

When there are more identical runes within 120ft than there are effect options for that rune, then all the runes have the final effect of that rune. For some runes, this means that all of these runes will have no effect, for others, it means that hundreds of runes can be made to glow or create warmth.

The exact reason for the 120ft radius phenomenon is unknown, and is often chalked up to the natural chaos of magic. There are two schools of thought on why the radius exists. The first is that the runes use a finite amount of magic which is siphoned from the local area, and other

runes within that area will compete for the same finite resource. The second school of thought believes that runes produce a signal that disrupts other runes of the same type in a vain attempt to be the original.

Rune Rarity

Runes are typically so rare, that if one Spell-Scribe knows a specific rune in an area, no other Spell Scribe would know how to replicate that rune. It is typically up to the Runer to spread the Runes they know.

It is often the Runer's downfall to oversaturate the market with their runes. Although many will pay well for Runed weapons, few will pay for runes that rarely activate their prime functions. Most Runers are advised to conserve their runes.

Printing and Defacing

Writing a small symbol down generally takes one minute, and typically affects a 5ft square of connected material. A larger rune does not increase the area affected or the power of the rune. You can also permanently inscribe a rune into metal or stone, which generally takes one hour and tools to chisel. A word of power can be destroyed by simple defacement: Being scratched, erased, washed away, or distorted.

Many Spell Scribes use the rune's frailty to their advantage, printing multiple sets of a rune on something fragile so that they can destroy the duplicates when they want to instantly activate the primary power of the rune.

Learning a Rune

When you take Runeing as a Trait, you learn two Runes of your choice from the list provided. You are also proficient in any check relating to Runeing.

Spell Scribes are able to learn new runes if they find one while travelling. Learning a new Rune requires one hour of practice with the rune. If the original rune is protected by other markings designed to disguise it, they must first pass a Runing check with a DC of 25. If the check is successful, the character learns how to create the rune. If during this check, the roll is 15 or lower, they accidentally distort the original beyond repairing, and require a new original rune.

Rune Format:

Rune Name: Description.

Prime: Effect Description.

Secondary: Effect Description.

Foeseeker: This rune points towards its possessor's closest enemy that is within 1,000ft of them, and will direct the momentum of the object it is inscribed on towards that target.

Prime: Automatically attempts to point towards nearest enemy to the holder, and removes any negative modifiers or disadvantage based on sight if placed on a projectile.

Secondary: No effect.

Shadowjack: This rune creates darkness where there should be none.

Primary: Creates an area of darkness, distorting all creatures and objects within 15ft into black silhouettes. Attacks against creatures and objects within this field have disadvantage.

Secondary: The runed object is shrouded in darkness, which affects up to 5ft of connected material. Checks to find the object without specifically looking for it is at disadvantage.

Tertiary: No effect.

Quiet: This rune will reduce any noise to silence.

Primary: This object does not emit noise, and if the runed object is struck, neither it nor the object striking it will emit any noise connected with the impact

Secondary: This object does not emit noise.

Tertiary: No Effect.

Stillness: This rune adjusts the weight of an object.

Primary: The object remains fixed in space, and requires at least 10,000lbs of pressure to move.

Secondary: The object is weightless, and it is easily manipulated by any pressure.

Tertiary: The object is up to half its weight lighter.

Quaternary: No effect.

Heat metal: This runes turns metal red hot, but leaves other materials alone.

Prime: The metal is so hot that white flames jet around it. If this rune is on a weapon, the weapon deals Fire Damage. Touching the metal while in this state deals 1d4 Fire damage per round.

Secondary: The metal is burning hot, and weapons with the rune deal Fire damage.

Tertiary: The metal is warm and glows slightly. Touching the metal while in this state may stave off non-magical cold effects.

The Ram: This rune amplifies force.

Primary: All pressure applied by an object creates instead 500lbs of pressure, knocking back a creature of a large size or smaller 10ft away on a hit.

Secondary: No effect.

Returning: This rune will always try to return to its owner.

Primary: This item will move towards its owner at least 30ft per round while within 1,000ft. It will take the straightest path, and can move up to 5lbs of weight out of the way.

Secondary: No effect.

Radiance: This rune glows with the radiant light of the sun.

Primary: This item produces 120ft of bright light, and deals 1d6 Radiant damage to all creatures within 15ft at the start of every round.

Secondary: This item produces 60ft of bright light, and weapons with this rune deal Radiant damage.

Tertiary: This item produce 30ft of bright light.

Cement: This rune makes anything into an adhesive.

Primary: Non-organic objects stick to this item and require 100lbs of force to remove. All items stuck to this item gain the Cement secondary property.

Secondary: Non-organic objects stick to this item and require 100lbs of force to remove.

Tertiary: Non-organic objects which already have the Cement tertiary property will stick to this item and require 100lbs of force to remove.

Tremble: This rune shakes relentlessly.

Primary: This item shakes so much that it breaks apart. The object takes 1d6 bludgeoning damage per turn.

Secondary: This item vibrates too wildly to hold well. Attacks made with the item have disadvantage.

Tertiary: No effect.

Focus: This rune draws the attention of those around it.

Primary: People's eyes are naturally drawn to this object, as if they are charmed. This affects people within 30ft of the rune itself, and they do not need to sense the rune to be distracted by it.

Secondary: No effect.

Water: This rune imbues its object with water.

Primary: This object is perpetually drowned, leaking one pint of pure water every hour. The object becomes slick, creatures attempting to grab or hold the object do so with disadvantage. The object reflects light, and creatures have advantage on checks to see it.

Secondary: This object is perpetually soaked, and is wet and slippery. The object becomes slick, and creatures attempting to grab or hold the object do so with disadvantage. The object reflects light, and creatures have advantage on checks to see it.

Tertiary: No Effect.

Deposit: This rune is a storehouse for lots of small items.

Primary: The rune itself becomes an intangible hole which leads to a space within the Shattered Span. The space is thin and narrow, about 1ft by 1ft, but is infinitely deep, and can fit small to large objects within. The walls of the hole are weak, and if punctured, will cause the rune to be destroyed. If the Rune is destroyed, all objects within the rune are returned to the material plane at the rune's last location.

Secondary: No effect, but objects already inside remain inside.

Drowsy: This rune makes people tired.

Primary: While within 30ft of this object, creatures take 1d6 non-lethal psychic damage every six seconds. Creatures who fall asleep near this rune will wake up in eight hours after a Full Rest, unless shaken awake. Creatures have disadvantage on observance checks while affected by this rune. When a creature is reduced to 0 hitpoints while within 30ft of this rune, they fall asleep.

Secondary: Creatures who fall asleep within 30ft of this rune will wake up in eight hours after a Full Rest, unless shaken awake. Creatures have disadvantage on observance checks while affected by this rune. When a creature is reduced to 0 hitpoints while within 30ft of this rune, they fall asleep.

Tertiary: Creatures who fall asleep while within 30ft of this rune will wake up in eight hours after a full rest, unless shaken awake. They have disadvantage on observance checks while in this state.

Quaternary: No Effect.

Eyes: This object of interest is easily viewed by others.

Primary: By concentrating your thoughts on the object, you can see through the rune as if it were an eye. Anyone who is aware of the rune can do this. The vision appears as though it were the person's imagination.

Secondary: All creatures within 60ft are aware of this object. They know its location but not what it is. This telepathic message comes in as intuition.

Suspension: This rune traps magic within.

Primary: After a spell is cast within 120ft of this rune, the spell is instead suspended, and the Rune is Primed and begins to glow. This effect cannot be used again while the Rune is Primed. When the Primed Rune is destroyed or a second Suspension Rune causes it to have no effect, the spell is released and functions as the Caster defined at the time of casting, targeting the same creatures or area.

Secondary: No effect.

Bubble: This rune is encased on a protective magic bubble.

Primary: This rune creates a magical barrier, covering a 5ft square from all sides centered around the object. This barrier will stop people, objects, and attacks from entering, and provides cover. This rune will not stop water or air from entering or leaving. The barrier has 1hp, and once the hp is gone, the rune deactivates for one minute.

Secondary: This rune creates a magical barrier covering 5ft square from all sides centered around the object, and stops liquids and gases from entering or leaving.

Tertiary: No effect

Tinkering

Tinkers are practical problem solvers who can augment simple tools to make them more useful. They not only add complexity to the item's capabilities, but also to the handling of the item; adding triggers, power sources, and faults. The most outstanding feature of a Tinkers Contraption is that they allow the user to use the Tinker's Tinkering skill when using the contraption for its intended purpose.

Far from the Artificers that create tinkered monsters and clockwork limbs, real tinkers are engineers who create complicated contraptions that have real world applications, allowing tinkers to expand their capabilities and perform otherwise impossible tasks. Their designs follow natural laws and the preservation of motion that require no magic to function.

Creating a Schematic

Creating the schematic for a contraption requires three things: a week of drafting, an original item that is being augmented and experimented on, including 2 silver dollars of materials for each Augment, powersource, trigger, and fault in the schematic.

When drafting a schematic, you must choose an item and an augmentation. Roll to determine a power source and the trigger, and the schematic gains those properties, as well as the "Sensitive" Fault. You must spend one hour every day writing the schematic, and spend the rest of the day pondering the schematic. Pondering the schematic can be done while participating in other activities throughout the day, but only one schematic can be pondered at a time.

Faults

When designing a contraption, a tinker can decide to add more augmentations, or to choose the power source or trigger of the contraption instead of determining them randomly. The contraption gains an additional Fault for choosing the trigger, choosing the power source, and for each augmentation after the first. Roll randomly to determine the new fault and apply its properties to the schematic of the contraption.

These faults are a result of an overambitious or uncompromising tinker. Reducing the total faults in a design requires a simpler contraption, and for the tinker to allow schematic to emerge naturally without predetermining the power-source or trigger.

The sensitive fault is common to all contraptions. This largely due to the delicate gears that are easily bent or knocked out of place.

Creating a Contraption

Using a schematic, a contraption can be created. This contraption has all the properties of the schematic, and requires custom materials such as cogs and gears that must be created by a Blacksmith. The cost in materials for a contraption is the same as the cost for a Blacksmith to create the original item, but the time to smith the gears will increase by one hour for each augmentation and each pound of the original item.

Once the materials are created, it takes one hour to assemble the contraption. This contraption must be assembled by a tinker, or by someone who is under the supervision of a tinker.

Checks with Contraptions

When a check is made with a contraption, that check is made with the Tinker's Tinkering proficiency bonus that the schematic creator had at the time of the design. The user of the contraption does not need to make a check with their own skills, unless the check is unrelated to the intended use of the contraption. Additionally, unless the check is unrelated to the intended use of the contraption, they cannot choose to use their own proficiency. Every contraption should include the Tinker's Skill.

Augments:

This is the main attraction of Tinkering. You can give an item additional properties to make them more useful. Each augment is activated as part of an action or movement. Complicated designs that use augments in strange and creative ways should require your Game Master's approval.

Rotating: This contraption spins wildly and violently. With spinning barrels and blades, this augment can be made to give a weapon multi-attack, to swap items in a clip, or to reload a contraption.

This Augment can be taken multiple times to increase the speed or amount of rotations, to increase the multi-attack further, or to reload another contraption or weapon.

Injector: This contraption can inject liquids into objects and enemies. Weapons augmented with injectors can inject liquids directly into or onto enemies or objects. They can also be used to administer potions, or to spray liquids at a target up to 10ft away, or to safely apply a liquid to the contraption itself.

This augment can be taken multiple times to increase the amount of liquid displaced, to spray or apply more viscous liquid, or to increase the distance of the spray another 10ft.

Folding: This item folds to save space, to increase concealment, or to change the appearance of the object. The contraption is considered one size smaller while folded, but is unusable while in that form. This can make folding shields, or collapsing runes.

This augment can be taken multiple times to decrease the size of the weapon further, or change to have multiple collapsing forms.

Quick Spring: This contraption can spring into action, allowing the contraption to be used quickly, independently, and without supervision.

This could be used to make self-launching grappling hooks, switch activated lanterns, or a crossbow booby-trap.

Powersource

Whenever an Augmentation on an device is used, such as a gun rotating a barrel or a shield unfolding, the powersource is expended to make the action possible.

Roll 1d4 to determine the Powersource randomly, or choose your powersource and add a fault to your design.

(1) *Force*: This device requires a controlled explosion to activate. A single bullet is commonly used as a powersource.

(2) *Wind-Up*: This item requires the winding of rubber bands and springs to activate. The item takes 10 minute of winding for every use.

(3) *Boiler*: This item is powered by heat and steam. An ounce of oil and water are commonly used as a powersource.

(4) *Pressure*: This item is powered by intense air pressure. Alchemical air is commonly used as a powersource.

Triggers

Every item has a trigger to activate it, which allows the item to be used in specific circumstances. Triggers are always attached to the device itself, although larger devices may be partially hidden in walls and floors.

Using an item is typically done as part of an action or movement.

Roll 1d6 to determine the Trigger randomly, or choose your Trigger and add a fault to your design.

(1) *Switch*: The device is activated by a lever or switch that must be turned or pulled.

(2) *Pressure Pad*: The device is activated by putting pressure on a button or pad.

(3) *Pull-Pin*: The device is activated by pulling or removing a pin from the device.

(4) *Clock*: The device is activated by a timer, either set to a specific time of day or on a countdown, with a minimum time of six seconds.

(5) *Air Pressure*: The device is activated by a quick change in air pressure, usually from being thrown too high or falling into water. Gentle changes in external pressure will allow the trigger to adjust and will not activate the device.

(6) *Shock Tumbler*: The device is activated by intense shaking, like crashing into a wall or tumbling down a hill.

Design Faults

When a design becomes too complicated, it's bound to have faults. A fault is a negative and unintended consequence or a flaw in a design that could not be resolved. All designs have the sensitive feature by nature, but more faults are acquired where the designer refused to compromise. When adding faults to a design, roll 2d8 to determine each fault randomly. The same fault can be picked multiple times, but this has no further effect and is treated as if there was only the original fault.

(Necessary) Sensitive: This item breaks if it is dropped or handled poorly, including if the item is being carried by a character who becomes wounded or knocked unconscious. If the item breaks, it must be repaired by a tinker, and takes an hour to repair. This comes with an associated cost equal to 1/5th the item's construction cost for replacement parts.

(2) Unreliable: This weapon doesn't always work, and when activated the device has a 25% chance not to function that turn. This does not consume the power-source and can be tried again next turn.

(3) Slippery: Due to the oil use in the mechanism, this device often slips out of characters' hands when used. The item requires a Dexterity check with a DC 15 to hold onto after using the Augmented feature. Oil must be wiped as an action.

(4) Expensive Parts: This device requires especially intricate parts, and its labor time doubles for creation. Repairs now cost half the total manufacturing cost.

(5) Bulky: Large gears require extra room. This device is double the weight of the original, and is one size larger than designed.

(6) Second Trigger: Randomly choose a second trigger. Both triggers must be used for the device to function.

(7) Second Power Source: The device requires more power. Randomly choose another Power Source. This design requires both power sources to function.

(8) Hot: This device can get so warm it burns to the touch. After using the Augmented feature, the item deals 1d6 fire damage to anyone touching it directly for one round.

(9) Guzzler: This device eats through its fuel, and requires twice the amount of fuel used by the power source for each activation.

(10) Delicate: This device is fussy, and will not function when wet or covered with dust.

(11) Hair-trigger: If powered, any impact to the contraption or the wielder being knocked prone or moved by force will accidentally activate this.

(12) Loud: Clashing metal makes an absurdly loud noise, and when activated the contraption is heard from up to a mile away.

(13) Complicated: This item often baffles its users, and requires a Intelligence check with a DC 15 for each use of the augmented feature.

(14) Unwieldy: This item is unbalanced and hard to use. Attacks and checks made with this contraption are at disadvantage and Ranged Weapons cannot fire past their normal range.

(15) Full Loading: Reloading this contraption is a manual process, requiring an action to reload the contraption in order to use the Augmented feature again.

(16) Recoil: This contraption packs a punch, and when activated it requires a move action to brace, or will otherwise be dropped when activated.

Contraption Examples:

Grapple Gun

Quick Spring, Force, Switch, Slippery

A standard grapple gun that uses a bullet's explosion for power. The contraption requires excess amounts of lubrication to keep from overheating, which often gets on the hands of the user.

Spinning Axe

Rotating, Boiler, Tumbler, Hot

This is an axe with three heads that quickly rotate when it strikes an enemy. The boiler tends to overheat, and can burn anyone touching the contraption. Although the axe can be dropped before the contraption burns the wielder, this is not recommended as it will break the contraption.

Floor Spike Trap

Quick Spring, Boiler, Pressure Pad, Guzzler

This is a classic floor spike trap, where blades fly out of the floor when a pressure pad is stepped on. The trap operates on a large wood boiler, and requires to be reset and reloaded with lots of wood and water after being triggered.

Sky-Ship Rigging

Folding, Force, Switch, Unwieldy

The rigging of this blimp can change itself, folding ropes and rigging into multiple forms which change almost instantaneously, negating the need for a large crew. The tinkered mechanism does make the sails unweildy, and it is recommended not to take the Sky-Ship into stormy weather or combat.

Artificing

Artificing is the art of creating Magical items, also known as Artifices. An Artifice is magical object capable of wondrous magical effects which can bend and shape reality.

Artificers construct sentences into their Artifices to determine the effects of the Artifice. An Artifice is created from strange reagents along with powerful gemstones, each placed within a Circle of Power that solidifies its attributes. However, the creation of an Artifice demands a price, which results in the creation of a deadly magical monster, also known as an Anti-Artifice.

Artificers create Artifices by first creating a sentence. These sentences are often broken up into Powers, Inputs, and Recipients.

The **Power** is the magical effect or ability that the Artifice creates. The **Input** is the manner in which the Artifice is activated. The **Recipient**, which is shortened to "**Who**," defines the characters or areas that are effected by the Artifice.

Each Power, Input, and Recipient is further broken down, defining characteristics of the sentence, such as the **Target**, **Damage Type**, **Damage Amount**, etc. All words in parenthesis must be defined, or the Artifice cannot be created.

Basic Artificing

Creating an Artifice always starts with defining its Power. The Power determines what type of effect the Artifice will create. Choose from the list of Powers which Power you want your Artifice to have. The capabilities of a Power are highly dependent on gemstones, as they are where the Artifice's magic comes from. The gemstone will determine what **Type** of Power can be chosen, as well as the **Distance** a power can travel, the amount of **Damage** a power can deal, and the **Duration** of time the Power will last. Some Powers will refer to **Targets**, **Emotions**, **Damage Type**, etc, which will further define the effects of the Artifice's magic.

Once the Power is chosen, the Artificer should define its **Recipient**, also known as the "**Who**." Choose from the list of Recipients. Some Recipients will refer to **Targets** and **Distances**, which will further define who is the Recipient of the Artifice's magic.

Finally, once the Power and Recipient have been determined with all of their inward parenthesis defined, the Artificer should define the **Input** of the Artifice. The Input defines what event will activate the Artifice's effects.

Now that the Powers, Recipients, and Inputs of the Artifice has been defined, the Artifice can now be crafted.

Crafting an Artifice

Once the Powers, Recipients, and Inputs of the Artifice has been defined, the Artifice can now be crafted. Crafting an Artifice requires placing a **Gemstone**, **Reagents**, and the **Base Item** in a **Circle of Power**.

Every Artifice requires a **Gemstone** to power its magical effects. Gemstones are crystallized mana, and Artificers are able to use them as a battery to power an Artifice forever. The Gemstone will define the Artifice's **Type** through its **Color**, its **Damage Potential** from its **Cut**, its **Distance Potential** from its **Size**, and its **Duration Potential** from its **Clarity**.

Certain Artifices require **Reagents** to catalyze certain magical properties. These Reagents are often mundane ingredients that must be bottled and placed in the Circle of Power. Unlike the Base item and Gemstone, the Reagents are consumed during the creation of the Artifice.

The **Base Item** is the object that is becoming the Artifice. For certain properties to manifest in the Artifice, the Base item may need to have some characteristic, or have had undergone an event or process.

Once the Base Item, Reagents, and Gemstones that are required for our Artifice are gathered, the Artificer can create a Circle of Power to create the Artifice.

Circles of Power

Artificers consolidate an Artifice with a **Circle of Power**. Circles of Power are rings within rings that are drawn into the ground with magic symbols. These symbols imprint the instructions of the Artificer into the Artifice.

Every time there is a parenthesis within a parenthesis, it is considered one **Step** down in the Artifice's sentence **Depth**. The longest column of parenthesis within parenthesis is known as the **True Depth** of the Artifice. An Artifice's Circle of Power requires one ring for each step in the Artifice's True Depth.

Starting with the center ring, each ring in a Circle of Power adds at least 1ft to the total diameter of the Circle of Power. The first ring requires one hour to create, but the rings require more time to draw as the diameter of the circle becomes larger and more complex. Each ring after the first takes twice as long to create as the ring before it. These rings can be drawn in the dirt or written in chalk, and may require more time to create if made specifically for a larger Artifice, such as a boat or castle. Etching the circle into metal or stone can make the Circle of Power permanent and reusable, however this increases the total time it takes to draw the circle by tenfold.

Each object used in the creation of the artifice is placed on the circle, and the Artificer initiates the creation of the Artifice with a one hour ritual. The circle of power glows with a bright light in the same color as the Artifice's gemstones during the ritual. After the ritual is complete, the Artifice appears in the center of the circle, along with the Anti-Artifice that has been created through Thaumogenesis.

Example of Creating an Artifice:

For this Artifice, we're using a Ruby that is small, opaque, and uncut. The first step is to determine which **Power** we want to use.

The Power will be of the Evocation School because the gemstone is a Ruby. For this Artifice, we're choosing the Power: Hurt.

Hurt: (Who) is dealt (Damage) (Damage Type).

Now we define the **Recipient**, or "**Who**." The power will deal damage, so the Recipient should be an enemy. For this we'll use "(Target) within (Distance)."

Hurt: (Target) within (Distance) is dealt (Damage) (Damage Type).

Now we need to define the **Miscellaneous** sections, including the Target and Damage Type. For this Artifice, we're going to choose "(Sensed) Creature" for the Target. We also need to define which Sense is used. In this case, we're going to choose "Sight." For Damage Type, we're going to choose "Piercing Damage." The Gemstone is Uncut and Tiny, so it will deal 3c damage at 5ft of Distance.

Hurt: Visible Creature within 5ft is dealt 3c Piercing damage.

Finally we need to define the **Input**, which will tell us what event will activate the Artifice. For this we're going to use "Gesture" where a movement or position activates the Artifice. The Artificer decides the gesture, and in this case, it will be a complicated hand sign.

With a hand sign, a visible creature within 5ft is dealt 3c Piercing damage.

Example of a Circle of Power:

Below is an example of how to determine the **True Depth** of an Artifice. The underlined words are the new words for each sentence.

-Step 1: (Power)(Input)

-Step 2: (Evocation: Hurt: (Who) is dealt (Damage) (Damage Type).) (Gesture)

-Step 3: (((Target) within (Distance)) is dealt (3c) (Piercing Damage).) (Complicated Hand Sign.)

-Step 4: ((((Sensed) Creature) within (5 feet)) is dealt (3c) (Piercing Damage).) (Complicated Hand Sign.)

-Step 5: (((Visible Creature) within (5 feet)) is dealt (3c) (Piercing Damage).) (Complicated Hand Sign)

The sentence finally reads: Visible Creature within 5 feet is dealt 3c piercing damage. A movement or position activates Artifice. The Artifice is finished on step 4, so it would require a circle of power with four rings.

The **Anti-Artifice** created through Thaumogenesis would be a Devourer who is cruel, capable of scanning their foes equipment, is immune to piercing damage, and can cause piercing damage.

Mundane made into Magic

Every Artifice requires a Base Item that is transformed into the artifice. Base Items are often swords, rings, and clothing, but can be any mundane item such as wagons, carpets, and statues. There is no size restriction for a Base Item, although it must sit on the circle of power when being transformed into an artifice. The Base Item cannot be magical and cannot already be an Artifice.

Destroying an Artifice

An Artifice can be destroyed as easily as the Base Item. Most Artifices are made of sturdy resilient materials to resist being broken. Like most Base Items, destroying them on accident is rare, and so must be done as a deliberate and violent action.

Once broken, an artifice is unusable, but can be repaired by an artificer during a one hour ritual. If while broken the Artifice is damaged again, it is destroyed. A destroyed artifice is impossible to repair, with the entire object turning into ash with only the gemstone remaining.

Accidental Activation

Upon creation of an Artifice, the Artificer decides exactly how their Artifice activates. An Artifice can be activated by anyone within 30ft of it. If the way an Artifice is activated is too broad or common, like by pointing or saying the word "Eclipse," then it may activate accidentally by a passer by or from a careless user. Artificers can choose to make the artifice activation thoroughly complicated enough that it is almost impossible to activate accidentally, but as a byproduct the item requires an action to activate.

Lack of Specificity:

When an artifice target lacks specificity, it targets a generic version of that thing. Appear as a (elf) will make you look like an ideal elf, although you will appear uncanny to elves. Transforming into a (Beast) may turn you into a creature with fur, four legs, and a tail, although you will not be of any recognizable species. Less specificity in your design also allows your Game Master more input on what happens, often causing more randomness which can help or hinder you.

Charges:

Certain words require charges to be expended every time the item is activated. Multiple words that require charges use more charges. All Artifices can hold at least 16 charges total and recharge 2d8 every dawn. An Artifice cannot have more than 16 charges. Artifices are empty upon creation, but can immediately recharge as if it were a new day.

Attunement:

Certain words require the Artifice to become attuned. Multiple words with attunement do not change the Artifice. Only three Artifices can be attuned to a creature at once, and must be attuned again at the start of every day to be functional. Artifices that require attunement can only be used by creatures that are attuned to them.

Resisting an Artifice

An Artifice can be used to both help and harm, and characters can choose to resist their effects. If a character chooses to not resist, the magic of the Artifice always succeeds. A character can only resist the effects of an Artifice if they are being directly affected by it.

If the character does choose to resist, they are able to counter it as though it were a magic spell cast by a magic user.

If unable to counter the Artifice, they may be able to resist its effects. A check to resist an effect is done at the time of casting to resist the initial effects, and again at the end of their turn to resist any ongoing effects. The difficulty to save from an Artifice is $10 + \text{Artificer Skill} + \text{Attribute Modifier}$. The type of check that must be made to resist the spell depends on the school of magic.

Necromancy, Abjuration, and Transformation magic must withstood by the strength and constitution of it's target. Illusion, Divination, and Enchantment magic must be overcome by the mind of the target. Evocation and Conjunction magic must be dodged with the agility of the target.

If an Artifice can only affect a single target and the Artifice only deals damage, the Artificer can choose to have the Artifice act as a magical attack rather than as a spell effect, allowing them to use their attack bonus.

Multiple Gems

Artifices can use multiple gems to further increase their power or capabilities. Gems of the same color can be used in the same artifice to increase a Power's Properties, such its Damage, Duration, or Distance. Two deficient gems are often placed in the same artifice to compensate for each other.

An artifice can also use multiple gems to give it more Powers. Added Gems can be of any color and give any additional Power. This Power is independent from all other powers within the Artifice, and requires its own Input and Recipient. Unlike an Artifice with only one Power, an Artifice with multiple powers must add the True Depth of all its sentences together to determine the amount of rings its Circle of Power will require. This often results in Circles of Power that take weeks, months, or even years to draw.

Feeble:

Artifice Powers that are Feeble are easily resisted. A creature can only be affected by a Feeble Power if they are restrained, unconscious, or willing to be affected. Objects with no will or that cannot make checks to resist will also be affected.

Any Artifice that could potentially kill a creature with a single action may become Feeble.

Thaumogenesis:

When an artifice is created, an Anti-Artifice is created simultaneously. An Anti-Artifice is a living creature that will seek to destroy its creator by undoing their works and eradicating their friends, reputations, and lives.

The Anti-Artifice is a balance to the Artificer's Equation, which says that every action must have an opposing action. The creation of a powerful Artifice must coincide with the creation of a powerful counteracting Anti-Artifice, or it will otherwise fizzle out.

Artificing is not necessarily the creation of an item. Artificers will often create an Anti-Artifice, and have an Artifice created to balance the Artificer's Equation.

Wax & Wane:

An Anti-Artifice created for Artificing is incorporeal directly after creation, and they are completely immune to non-magical attacks. They are able to move, but are unable to interact with the environment. The Anti-Artifice will often attempt to escape its immediate surroundings to find somewhere it can begin its Waxing.

Waxing is when an Anti-Artifice is slowly gaining strength and becoming corporeal. This process can take anywhere from an hour to a month, with the Anti-Artifice being in a dormant state while adjusting to existence. Once the Waxing has stopped the Anti-Artifice will begin waning. If captured and unable to be free, an Anti-Artifice will not Wane, but instead will stop existing, taking the Artifice with it.

Waning is when the creature's connection with the artifice begins to fade, the creature will become increasingly interested in the Artificer until they develop an obsession. They will then actively try to destroy the Artificer and claim the Artifice for their own. The creature may Wane for anywhere from an hour to ten years, where it will eventually lose interest in the Artificer.

The Merging

If an Artificer creates an Artifice while another Anti-Artifice is still Waxing, there is a chance that the two may find one another and merge. This merging may be a result of them combining their still frail essences, or as a result of one consuming the other. Anti-Artifices that merge gain the combine strengths of both, and their unstable nature may cause them to immediately begin waning. They are connected to all Artifices that they were connected to before merging.

The Connection:

The creature created by Thaumogenesis and the Artifice have a special connection, as they are both the answer to the same equation. If the artifice is destroyed then the Anti-Artifice will expire, and vice versa. As long as the Anti-Artifice created by Thaumogenesis is alive, the Artifice will continue to function. However, if the Anti-Artifice is killed, the Artifice will similarly fizzle out.

As time passes, the Anti-Artifice's connection to the Artifice will fade. Once the Anti-Artifice has finished Waning, the connection will cease and the Anti-Artifice will not die if the artifice is destroyed, and vice versa. There is no warning for when an Anti-Artifice goes from Waxing to Waning. However, the Artifice will glow, hum, shake, or emit an aroma permanently following the Anti-Artifice ending its Waning.

Connection to Artificer

Although very weak at inception, an Anti-Artifice can quickly grow in strength, speed, and intelligence. The Anti-Artifice will naturally mature into something similar to its creator, with comparable statistics and health. However, the Anti-Artifice can also develop its own abilities, and increase its statistics and health beyond that of the Artificer.

All about Gems:

Gems are crystallized mana that can be used as power sources for Artifices.

Gems have four properties which determines its potential; Color, Size, Cut, and Clarity. The Size of a Gem determines its Distance Potential. The cut of the Gem determines its Damage Potential. The Clarity of a Gem determines Duration Potential.

The potential of gems has cascading residual effects when the Artifice has more than one use for that potential. An item with a Perfect cut will deal 5d6 damage, and if there is a second use for the gem's cut, it will deal 4d6 damage, then 3d6, etc. The effect bottoms out at the lowest strength of the variable, but can be used multiple times as the lowest variable; for example 1d6, or 1ft distance.

Gemstone Color: (Power)

The color of the gemstone will determine what **Type** or school of magic can be cast with it. Once the color is determined, any word within the school of magic's options can be substituted into the sentence.

Necromancy: Manipulates Life and Death - Emerald Gem

Evocation: Creation of Offensive Magic - Ruby Gem

Abjuration: Creation of Defensive Magic - Sapphire Gem

Illusion: Manipulates the Senses - Amethyst Gem

Conjuration: Manipulates Space and Position - Topaz Gem

Divination: Creation of Knowledge - Diamond Gem

Transformation: Manipulates Form and Substance - Citrine Gem

Enchantment: Manipulates the Mind - Aquamarine Gem

Gemstone Cuts: (Damage)

The cut of the gemstone determines the damage of the variables in an event. Gems can be cut by Blacksmiths, but it takes an increasing amount of time to create the more prestigious gems. See more in the Blacksmithing section.

Uncut: 3c Damage - Level 0 Unpolished raw Gem

Polished: 4c Damage - Level 1 Polished Gem

Marquise: 5c Damage - Level 2 Perfect Football Shape

Princess: 6c Damage - Level 3 Perfect Square Shape

Magus: 7c Damage - Level 4 Perfect Round Shape

Gemstone Size: (Distance)

The Size of a Gem determines its Distance Potential of an event.

Dust: Distance potential is 1ft. - Smaller than a 1-inch diameter.

Tiny: Distance potential is 5ft. - Greater than a 1-inch diameter.

Small: Distance potential is 15ft. - Greater than a 2-inch diameter.

Moderate: Distance potential is 30ft. - Greater than a 3-inch diameter.

Large: Distance potential is 60ft. - Greater than a 4-inch diameter.

Huge: Distance potential is 120ft. - Greater than a 5-inch diameter.

Giant: Distance Potential is 240ft. - Greater than 6-inch diameter.

Gemstone Clarity: (Duration)

The clarity of a gem determines the duration potential of any spells that use it.

Opaque: One Round (Until start of your next turn) - Gem is impossible to see through.

Included: One Round (Until end of your next turn) - Gem has large enclosure on the inside.

Slightly Included: One Minute - Gem has small enclosure on the inside.

Eye Clean: Ten Minutes - Gem has tiny inclusions that cannot be seen by the naked eye.

Loupe Clean: One Hour - Gem has minute inclusions that can only be seen through a loupe.

Translucent: Eight Hours - Gem has no inclusions and allows light to pass through with distortions.

Transparent: One Day - Gem has no inclusions and allows light to pass through without distortions.

Duration Or Until (Input):

An Artifice can be made to stop early by adding an (Until) gate. These Artifices will cease to function once the duration is up, or until the condition is met. When you choose an (Until) gate, add another (Input) to the sentence. When the Input Event occurs, the Artifice will cease its effects early.

Requires a Four Leaf Clover.

Sensitive: Whenever the Anti-Artifice witnesses the Until Input Event, it will fly into a range and attack the creature or object causing the event.

Powers

Creating an Artifice always starts with defining its Power. The Power determines what type of effect the Artifice will create. Choose from the list of Powers which Power you want your Artifice to have.

Anti-Artifice:

The Anti-Artifice will gain abilities based on Gemstone Color.

Abjuration

Requirement: The gemstone color must be a Sapphire.

Anti-Artifice: The Anti-Artifice is an unstoppable force. It is unaffected by magical or non-magical defenses, and can naturally move and attack through them. The Anti-Artifice is almost always moving, is tireless, and cannot become exhausted.

Protection: Increases Armor for (Who) for (Duration). Gaining +1 total armor or gaining another armor tier. Gain an additional +1 to total armor for every 2 levels of the Gem's cut above 1. Requires Attunement.

Resistance: Give (Who) Resistance to (Damage Type) for (Duration). Requires Attunement.

Wall: Create a magic wall around or along the border of (Who). This wall is made of (Target), with a maximum health of (Damage). This wall disappears after (Duration).

Pain Wall: Create Wall around or along the border of (Who). This wall is partially transparent and passable, and deals (Damage) of (Damage Type) to creatures the first time they pass through the wall in a round. This wall disappears after (Duration).

Arcane Object: Create a transparent and solid (Target) which cannot animate and has (Damage) maximum health. This item disappears after (Duration).

Banish: (Who) is returned to their native plane for (Duration).

Guard Emotions: (Who) cannot gain (Emotion) for (Duration).

Switcharoo: Effects that only target (Who) instead affect (Target).

Dampen Magic: The magical effects afflicting (Who) are negated for (Duration). Requires Attunement.

Anti-Magic: The magical effects afflicting (Who) are dispelled. Requires Attunement and uses 1 charge.

Barrier: (Who) cannot be affected by (Power). The (Power) in this case refers to the school of magic, and a second gem may be necessary to gain this benefit.

Mind Guard: (Who) cannot have their (Thought) be the target of spells or abilities.

Conjuration

Requirement: The gemstone color must be a Topaz.

The Anti-Artifice: The Anti-Artifice is an Immovable Object. It cannot be moved against its own will physically or by magic. The Anti-Artifice will resemble a living statue.

Gate: Create a portal at the center of (Who) and another portal at the center of (Who) that connect to one another, and exists for (Duration).

Halt: (Who) resists being moved (Distance) for (Duration).

Throw: (Who) is moved away from (Target) at (Distance) per round for (Duration).

Pull: (Who) is move towards (Target) at (Distance) per round for (Duration).

Wandering Teleport: (Who) is instantly moved to (Target) that is within (Distance). Cannot effect a creature larger than (Distance).

Visiting Teleport: (Who) is instantly moved to (Target) until (Duration), and then the target returns to the original location. Cannot effect a creature larger than (Distance).

Strafing Teleport: (Who) is instantly moved to (Target) that they can (Sense). Cannot effect a creature larger than (Distance).

Swapping Teleport: (Who) instantly changes places with (Target) within (Distance). Cannot effect a creature larger than (Distance).

Teleport: (Who) Moves to (Target). Cannot effect a creature larger than (Distance). Requires Attunement, uses 1 charge, and is Feeble.

Fly: (Who) gains a flight speed of (Distance) for (Duration). Requires Attunement and uses 1 charge.

Swim: (Who) gains a Swim speed of (Distance) for (Duration). Requires Attunement.

Walk: (Who) gains a walk speed of (Distance) for (Duration).

Swift: (Who) gains +1 to AC or a Simple Complication. This can be increased by another 1 or by another tier for every two levels of gems cut above the first.

Evocation

Requirement: The gemstone color must be a Ruby.

The Anti-Artifice: This Anti-Artifice is a Devourer. It can consume and negate attacks and magical effects. It is capable of eating swords, bullets, fireballs, creatures, and almost anything physical or magical. The Anti-Artifice has Gut-Magic, well as a gaping maw and teeth.

Bubble: A weightless 1ft bubble of (Damage Type) is spawned above the center of (Who), and explodes when touched to deal (damage) to everything within (Distance).

Blast: Create a 15ft wave of (Damage Type) at the center of (Who) and moves (Distance) towards (Target), dealing (Damage) to all creatures passing through.

Hurt: (Who) is dealt (Damage) (Damage Type).

Imbue: When (Who) deals damage, it is considered the (Damage Type) and deals an extra (Damage) damage.

Glow: (Who) begins to glow brightly up to (Distance) for (Duration).

Dark: (Who) radiates darkness up to (Distance) which negates non-magical light for (Duration).

Lantern: A weightless bulb of light appears above (Who), shining brightly up to (Distance) for (Duration).

Divination

Requirement: The gemstone color must be a Diamond.

The Anti-Artifice: This Anti-Artifice is a Mystery. It is completely impossible to sense or find by any magical or non-magical means. It may choose when or how it is being sensed.

Extra Sense: (Who) Gets (Sense) for (Duration).

Direction: (Who) Learns the direction of (Target).

Detect: (Who) is aware of the presence of (Target) within (Distance).

Detect Emotion: (Who) learns the emotional state of (Target).

Detect Thought: (Who) can (Sense) the surface thoughts of (Target)

Arcane Eye: (Who) Spawns (Sense) at (Target), and experiences it as an additional sense.

Steal Sense: (Who) gains the (sense) of (Target) as an additional sense.

Identify: (Who) understands the nature, properties, and essence of (Target) within (Distance).

Telepathy: (Who) can commune with (Target) using (Sense) for (Duration).

Accuracy: When (Who) makes an attack, the attack has +1 to attack or ignores a tier of their highest complication. This bonus increases one time for every two levels the Gemstone is above the first.

Foresight: (Who) gains +1 to AC or a Simple Complication. This can be increased by another 1 or by another tier for every two levels of gems cut above the first.

Transmutation

Requirement: The gemstone color must be a Citrine.

The Anti-Artifice: This Artifice is Perfect. It cannot be changed, either added to or taken from. It cannot gain any external magical or non-magical buff, debuff, or status. The Anti-Artifice may appear as though it is made from an ooze.

Aid: Increase (Who) Maximum Life for (Damage) for (Duration). Requires Attunement and uses 1 charge.

Restore: Restores (Damage) hitpoints to (Who). Can heal creatures and fix objects. Requires Attunement and uses 1 charge.

Hinder: Decrease (Who) Maximum Life for (Damage) for (Duration).

Animate: (Who) Begins to move and take action, following your commands, regardless of danger, for (Duration).

Material Change: Transform component materials of (Who) into (Target) material for (Duration). Feeble. Uses one charge.

Shape Change: Transforms (Who) into (Target) for (Duration). Total health does not change between Shapes. Uses one charge.

Size Change: Transforms (Who) into the same size and weight as (Target) for (Duration). Cannot change diameter difference more than (Distance). Uses one charge.

Fit: Dimensions of (Object) change to fit (Who) for (Duration).

Restrict Ruin: (Who) cannot be destroyed for (Duration).

Restrict Repairs: (Who) cannot be repaired for (Duration).

Swift: (Who) gains +1 to AC or a Simple Complication. This can be increased by another 1 or by another tier for every two levels of gems cut above the first.

Talent: (Who) Gains +2 to (Ability Score) for (Duration). Cannot increase the ability score past 19.

Competence: The (Ability Score) of (Who) is changed to 13. This ability gains 2 for every level of the gems cut above 1.

Incompetence: The (Ability Score) of (Who) is changed to 13. This ability loses 2 for every level of the gems cut above 1.

Necromancy

Requirement: The gemstone color must be an Emerald.

The Artifice: This Anti-Artifice is Immortal. It is completely impossible to kill, and cannot gain or lose health or vitality. The Anti-artifice cannot become wounded, and will bleed sand.

Aid: Increase (Who) Maximum Life for (Damage) for (Duration). Requires Attunement and uses 1 charge.

Hinder: Decrease (Who) Maximum Life for (Damage) for (Duration). Cannot be decreased below 1.

Raise: Returns (Who) to life as undead, with (Damage) maximum hitpoints. Requires Attunement and uses 1 charge.

Kill: Kills (Who) if they have less than (Damage) hitpoints

Heal: Restores (Damage) hitpoints to (Who). Requires Attunement and uses 1 charge.

Harm: (Who) is dealt (Damage) Necrotic damage.

Vampirism: (Who) is dealt (Damage) necrotic damage, and (Target) gains health equal to the amount of damage dealt.

Revive: Returns (Who) to life, with (Damage) maximum hitpoints. Requires Attunement and uses 1 charge.

Restrict Life: (Who) cannot be restored to life for (Duration).

Restrict Death: (Who) cannot be killed for (Duration).

Illusion

Requirement: The gemstone color must be an Amethyst.

The Anti-Artifice: This Anti-Artifice is a Validator. It is incapable of seeing illusions, hearing lies, or reading false facts. It has perfect accuracy, and is incapable of missing an attack regardless of distance. This Anti-Artifice will appear stern, with eyes that are constantly judging those around them.

Disguise: (Who) Appears As (Target) for (Duration).

Image: An image of (Target) appears at (Who) for (Duration). The image can animate, and can be no larger than (Distance).

False Sense: An (Sense) of (Target) emerges at (Who) for (Duration). An image can animate, and can be no larger than (Distance). The false sense cannot cause damage, or be sensed by more than 100ft away.

Switcharoo: Magic effects that only target (Who) instead affect (Target) for (Duration).

Overload: (Who) has (Sense) overloaded, and is disabled until (Duration).

Blur: Increases Sensory Complication for (Who) for (Duration). Gaining +1 total Sensory complication or gaining another Sensory Complication Tier. Gain an additional +1 to total Sensory Complication for every 2 levels of the Gem's cut above 1. Requires Attunement and 1 charge.

Enchantment

Requirement: The gemstone color must be an Aquamarine.

The Anti-Artifice: The Anti-Artifice is a Mastermind. They are completely immune to being manipulated psychologically through either magical or non-magical means. The Anti-Artifice is especially good at predicting the behaviors of others, as well as planning attacks and traps.

Relationship: (Who) Considers (Target) as (Relationship) for (Duration).

Request: (Who) Is compliant with your requests for (Duration), unless dangerous.

Demand: (Who) Is compliant with your demands for (Duration), regardless of danger. Requires Attunement and uses 1 charge.

Give Emotion: (Who) gains (Emotion) for (Duration).

Lose Emotion: (Who) Loses (Emotion) for (Duration).

Guise: (Who) Appears As (Target) to (Target) for (Duration).

Shutdown: (Who) has (Sense) shut down, and is disabled until (Duration).

Sleep: (Who) falls unconscious if they have less than (Damage) hitpoints.

Ache: (Who) is dealt (Damage) Psychic damage.

Hold: (Who) becomes paralyzed for (Duration). Requires Attunement, uses 1 charge.

Plant Sense: (Who) will (Sense) (Target) at (Target) for (Duration).

Reboot: All enchantment magic on (Who) are disabled.

Confusion: (Who) becomes confused for (Duration) and cannot recognize friend from foe.

Mind Change: The (Thought) of (Who) becomes the (Thought) of (Target) for (Duration).

Mind Blank: The (Thought) of (Who) becomes the blank for (Duration).

Mind Read: The (Thoughts) of (Who) can be (Sensed) by (Target).

General

Simulate Spell: The artifice simulates a spell that the Artificer knows and can cast. The gemstone used in the spell must have qualities that facilitate the (Clarity), (Color), (Cut), and (Size) of the original spell.

The spell cast from this Artifice works as if cast by a magic-user, and does not require (Who) or (Target) to function. An artifice that simulates a spell uses 16 charges to cast and must be attuned.

The **Anti-Artifice** will be able to cast this spell as well.

Battery: The Artifice contains more charges than normal. The Artifice can contain (Damage) in charges.

When the **Anti-Artifice** becomes wounded or exhausted, it can instantly return to full health or become energized.

Empower: An empowered Artifice can remove the effects of Feeble for one of its Powers. When using that power, the target must have more than (Damage) in total health, or the effects of the spell succeed.

The **Anti-Artifice** has advantage on all physical or magical checks.

Recipients

Once the Power is chosen, the Artificer should define its **Recipient**, also known as the "**Who**." Choose from the list of Recipients.

User only - Requires Attunement. **Deceiver**: Those who perceive the Anti-Artifice will see it as the last user of the Artifice.

Artifice only - **Thief**: The Anti-Artifice will attempt to steal and keep the Artifice it is connected to.

(Target) within (Distance). - **Cruel**: The Anti-Artifice enjoys causing pain and suffering, and will make deaths last as long as possible.

(Target) within (Distance) of (Target) within (Distance). - **Barbarity**: The Anti-Artifice is a crude and savage beast, often making trophies of the Artificers allies.

All in area in line between (Target) and (Target) that is (Distance) long. -

Dominating: The Anti-Artifice will seize power by collecting powerful items and allies.

All in area in Cone from (Target) towards (Target) that is (Distance) long and (Distance) wide.. - **Seducer**: The Anti-Artifice is either male or female, and is extremely persuasive to the opposite sex.

Area that is (Distance) Around (Target) within (Distance) - **Betrayer**: People are naturally very trusting of the Anti-Artifice, but it will always betray them.

Every (Target) within (Distance) - **Slaver**: The Anti-Artifice will make slaves of the Artificer's friends and allies, and can easily break the will of others.

Every (Target) - *Targets past the first use 1 Charge* - **Legion**: The Anti-Artifice is a natural leader, and will create an army to destroy the Artificer.

Inputs

Once the Power and Recipient have been determined with all of their inward parenthesis defined, the Artificer should define **Input** of the Artifice. The Input defines what event will activate the Artifice's effects.

Gesture - A movement or position activates Artifice. - **Scan**: The Anti-Artifice can easily determine the shape of all items on a person with a simple visual scan.

Material - Presence of nearby (Target) activates Artifice within (Distance). - **Detect**: The Anti-Artifice can detect the target from up to 1,000ft away.

Wounding - (Target) becoming hurt activates Artifice. - **Revenge**: Upon becoming wounded, the Anti-Artifice makes a final attack to those around it.

Strike - Artifice activates when it strikes something. - **Intangible**: The Anti-Artifice is incapable of being struck by physical attacks.

Command Word - A word or mantra activates Artifice. - **Silent**: The Anti-Artifice cannot speak or communicate verbally, and can choose to not make noise from their actions or movements.

Sense - Artifice activates when it is sensed. - **Thousand Eyes**: The Anti-Artifice is always aware of who can sense it, how it is being sense, and where the sensor is.

Loop - Artifice activates after every (Duration). - The Base Item must be an closed loop, such as a ring. - **Unrelenting**: The Anti-Artifice continues to act after becoming wounded, until it is exhausted.

Miscellaneous Keywords

Target

Requirement: There is no requirement added, but the Anti-Artifice will have a change in attitude or form.

Self - Target is always the Creator of the Artifice. - **Hubris**: The Anti-Artifice will look, act, and sound exactly like its creator.

(Sensed) Creature - Target is a chosen creature that is being (sensed) by the User. -

Hate: The Anti-Artifice takes pleasure in torturing creatures it senses.

(Sensed) (Object) - Target is a chosen (Object) that is (sensed) by the User. - **Deceit**: The Anti-Artifice is a shapeshifter, and can transform in objects, preferring the chosen object.

Specific - Target is a specific creature, object, or location designated during the Artifice creation. - Requires a piece of the specific target - **Avarice**: The Anti-Artifice will seek out the specific object or Creature and will seek to possess it.

Touch - Target is Creature or Object that comes into physical contact with the Artifice. -

Abductor: The Anti-Artifice will steal people away while they are defenseless.

Nothing - There is no Target. - **Empty**: The Anti-Artifice is a hollow shell, and will attempt to swallow others into itself.

Spawn - The Target is the last object spawned by the Artifice. - **Brood**: The Anti-Artifice is constantly generating smaller versions of itself.

Owner - The target is the owner of a held creature or object. - **Dominating**: The Anti-Artifice seeks to be ruler of all it surveys.

User's Thoughts: Target is the (Thought) of the Artifice's user Requires attunement and uses 1 charge. **Telepath**: The Anti-Artifice can read minds within 50ft.

Object

Requirement: The Base item generally should be partially made from an object similar to its target. As mentioned in the (Target) section above, the Anti-Artifice can shapeshift into the chosen object.

Natural Object - The Base Item is partially made from natural and raw material.

Manufactured Object - The Base Item is partially made from manufactured materials.

Magical Object - The Base Item is partially made from magically manifested materials.

Held Object - The Base Item is sticky from non-magical means.

Floor Terrain - The Base Item was first found on the ground.

Wall Terrain - The Base Item was first found on a wall.

Ceiling Terrain - The Base Item was first found on the Ceiling.

Specific Material - A Sample of the specific Material.

Type - Requires at least three objects of the same type. The target will be the lowest common denominator between the chosen objects.

Damage Type

Requirement: Each damage type requires the Artifice item to have undergone a certain event or fit a certain description. For the purposes of the Damage Type, a "Day," is a single 24 hour day/night cycle.

The Anti-Artifice is immune to the damage type added, and is able to naturally cause this kind of damage.

Physical Damage:

Piercing - The magic attack has Piercing - Requires The Base Item must be able to fit through a 1-inch diameter ring.

Crushing - Damage becomes non-lethal - Requires The Base Item has been crushed under 10,000lbs of pressure.

Slashing - Creature begins to Bleed. - Requires The Base Item has been cut on all sides, with no natural external edge remaining.

Acid - Creature is temporarily vulnerable to Physical Damage - Requires The Base Item has been submerged in acid for a day.

Poison - Creatures become temporarily poisoned. - Requires The Base Item has been submerged in poison for a day.

Thunder - Creature becomes temporarily deafened. - Requires The Base Item has been shaken wildly for a day.

Elemental Damage:

Fire - ignites flammable objects that touch the flames - Requires The Base Item has been submerged in non-magical fire for a day.

Cold - Creatures are temporarily slowed by 5ft per 1d6 - Requires The Base Item has been frozen solid in non-magical ice for a day.

Lightning - Creatures temporarily cannot take reactions - Requires The Base Item has been **struck** by non-magical lightning.

Magical Damage:

Psychic - Creature loses concentration and any emotion effect, and temporarily can't gain either - Requires The Base Item has been submerged in the brains of humanoids for a day. Requires Attunement and uses 1 charge.

Force - Creature is moved away from caster 5ft per 1d6. - Requires The Base Item has fallen 1,000ft and landed on a solid surface. Requires Attunement and uses 1 charge.

Radiant - Creature becomes temporarily blinded. - Requires The Base Item has bathed in non-magical sunlight for a day. Requires Attunement and uses 1 charge.

Necrotic - Creatures temporarily cannot be healed. - Requires the Base Item was with a creature when they were turned into an undead. Requires Attunement and uses 1 charge.

Ability Score

Requirement: Each ability has their own requirement. The Anti-Artifice automatically succeeds all checks or saves related to the chosen ability.

Strength: Requires a Piece of Iron.

Dexterity: Requires a bird's Feather

Constitution: Requires a chunk of Stone.

Intelligence: Requires a flower's Petal.

Wisdom: Requires a fragment of a Mirror.

Charisma: Requires a shard of Porcelain.

Gates:

Gates can replace any word with two of the same word with a conjunction, such as (Power and Power), allowing more flexibility and capability to the artifice.

And: Choose Two instead of one, and both take effect. - **Requirement:** Cloud in a Bottle. Uses 1 charge.

Or: Choose Two instead of one, and only one takes effect. - **Requirement:** Living Ooze in a Bottle. Requires Attunement.

And/Or: Choose Two instead of one and either one or both take effect. -

Requirement: Living Fairy In a Bottle. Requires Attunement and uses 1 charge.

Excluding: Choose two instead of one, and this effects the first, but never the second. - **Requirement:** Living Elemental in a bottle. Requires Attunement and uses 1 charge.

Sense

Requirement: The Brain or Core of a creature who has this sense, as well as the sensory organ. The Anti-Artifice has this sense.

Sight

Black Sight - Requires Attunement

Hearing

Echolocation - Requires Attunement and uses 1 charge.

Smell

Gut Vision - Requires Attunement and uses 1 charge.

Touch

Seismic Sense - Requires Attunement and uses 1 charge.

Taste**Emotion:**

Requirement: The tears of a creature who is feeling that emotion due to non-magical means. A single bead of a tear will do. When affected by an emotion magically, creatures tend to shed tears regardless of the emotion. The Anti-Artifice will be incapable of feeling this emotion, and may be obsessed in making others feel it in order to study it.

Fear - Requires creature Being Frightened.

Anger - Requires creature Being Enraged.

Sadness - Requires creature Sorrowful or filled with Grief.

Joy - Requires creature Being Happy.

Disgust - Requires creature Feeling that something is wrong is disgusting.

Surprise - Requires creature Feeling unprepared.

Trust - Requires creature Feeling secure and calm.

Anticipation - Requires creature feeling Prepared and vigilant.

Relationship

Requirement Each require a strange item.

Friend - Requires Rabbits Foot - The **Anti-Artifice** will attempt to harm your friends before you.

Enemy - Requires Eye of Newt - The **Anti-Artifice** will attempt to aid your enemies.

Indifferent - Requires Lodestone - The **Anti-Artifice** will attempt to make your life miserable before anything else.

Family - Requires a used Horseshoe. - The **Anti-Artifice** will bond with other **Anti-Artifices**.

Romantic - Requires a set of previously used wedding bands. - The **Anti-Artifice** will find a creature to bond with.

Thoughts

Requirement: A spirit in a jar.

The **Anti-Artifice** will emit an aura that will disrupt the type of thought, requiring a check in order to use that type of thought within 100ft.

Inner Monologue - The surface level of thoughts with conscious rationalization.

Sub-Vocal - The thoughts underneath the inner monologue.

Subconscious - The unaware thoughts underneath the sub-vocal.

Instincts - The the innate pattern of thoughts that first react to stimuli.

Short Term Memories - Stored thoughts that become long term after sleep.

Long Term Memories - Encoded and stored thoughts.