

## 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 be 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 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.