

Crafting

Crafting Equipment

In the Duke's Camp, the magical crafting guilds have set up an area for crafting. Each of the three guilds: Warsmith, Magecraft and Alchemy, has an area organised for the use of their members under the control of the guild leader in the Vale. In this area is the equipment needed to make the specialist magical scrolls of their craft.

In the Khan's Camp, the Tinker Clan has set up their "infernal machine" a device performing a similar function for their members, albeit somewhat more hazardous. This device is in close proximity to the Black Mirror as the demons power it for the Tinker Clan.

When the first expedition sets out to the Vale, there is no other way to manufacture crafted items.

The Objects Created

Many objects are actually scrolls. If the scroll is damaged but still intact and legible it still works. If not it is sadly lost. It is the responsibility of the holder to ensure that they protect the scroll so we recommend some form of container or cover such as a scroll tube.

The scroll must be able to be shown to a referee or marshal on request and must be removable quickly should the character die. As a result you may not secure it in an inaccessible location such as beneath the handle wrapping on a weapon.

Scrolls of Invocation

All the crafting processes used with the skills of smiths and magecrafters (whether guildsmen or tinkers) produce magical ritual scrolls of **invocation** (described in the core rules) which are attached to objects in order to grant them special powers. These scrolls last for the event in which they are created and for the next three full events thereafter (they have a notation indicating which event the following year they last to).

Alchemy

Alchemists on the other hand produce:

Applications similar to invocations and also involving a scroll but with three differences: the scroll only lasts for the event in which it is created, the effect does not depend upon using a technique but is constant while it lasts, finally applications may be attached to objects that also have invocations upon them.

Preparations these do not involve a scroll being in the form of a bottle containing the reagent (and a piece of paper explaining the affects) and only function a single time. Preparations come in three main types:

- Compounds – are preparations which have specific effects. The obvious example of a compound is ammunition for firearms.
- Additives are preparations that are added to consumables to generate an effect: spices which are applied to foods so that when the food is consumed, the person eating it receives the effect; teas which are prepared with drinks so that when the drink is consumed, the person drinking receives the effect; and incenses which are burned with incenses affecting all those in the area who breath in the smoke.
- Potions are preparations that are also consumed but do not need to be added to other materials to be effective. An example of this would be an essence potion that allows a spell caster to cast magics that require energy.

Skills

Each of the three crafting skills is further subdivided into three sub fields:

Alchemy

- Applications – preparations that enhance objects in some way
- Compounds and Additives – these include ammunition
- Potions – these include essence potions

Magecraft

- Carving – objects made from wood such as wands, staves and rods
- Jewellery – amulets and talismans, including firearms
- Fashion – items of clothing such as robes, hoods and sashes

Warsmith

- Armour and Shields – all types and sizes
- Blades – blade weapons from daggers to great swords including smaller axes
- Hafted – all types of blunt weapons and polearms

If you have the general craft skill, you begin with knowledge of the skills required to make items of the first tier and you may develop each sub skill through tier 2 to tier 3.

Knowledge of a tier does not discover the formulae to actually make items. These are learned from the guilds or by experimentation.

The Cost of Items

While formulae vary (and some objects can even be made more than one way) as a guideline objects require the following level of materials:

	Materials	Mana	Coins	Shards
Tier 1	1-3	2-5	1-2 Stags	8-12 Shards
Tier 2	3-6	6-15	4-6 Stags	1-2 Souls
Tier 3	10?	25?	1 Dragon?	1 Paragon?

The materials required become increasingly rare as the tier is higher. The price is in coins in the guilds and in shards in the Tinker Clan.

The Creation Process

The creation process involves elements which are out of character as well as the in character process:

OOC The crafter must fill in a crafting slip and pass it to the referee team in their camp. In doing this they can seek assistance from the cast members associated with the guilds or the Tinkers as appropriate. The following information goes on the slip:

1. The name and character number of the crafter
2. The type of item being made (sword, robe, amulet etc.)
3. The materials being put into the crafting process (which are handed over at this point)

IC The crafter takes the materials to the crafting area and with other crafters (players and cast), role plays interaction with the equipment. As a guideline we expect this step to take about ten minutes times the tier being attempted.

The crafter then returns to the referee team to pick up the results, if any.

Following a crafting attempt, successful or unsuccessful, there follows a minimum one hour period before a crafter can make another crafting attempt.

How to Begin

We recommend that characters with crafting skills in the King's Expedition (Duke's Camp) should make contact with their guild representative who will be able to help them and discuss some known formulae to make some first tier items.

Goblin Tinkers (Khan's Camp) should find the senior tinkers in the area round the Khan's throne who will be able to offer them similar assistance.