



Crafting Supplement

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Introducing Crafting Trades

If you need something built, repaired or improved, you're probably looking for a crafter. Crafting is a large part of the world of the Phoenix Isles. It enables characters to create healing poultices, deadly poisons, weapons, armour, and other wondrous items. This guide takes a detailed look at the types of crafting, providing details on not only what a character needs to do to become a crafter but also what each of the crafts is capable of making.

Some crafting can be performed during games, others can only be performed in the downtime between events, but all crafting requires the proper skills and resources be available to the crafter before something can be made.

There are six distinct crafting trades at Fields of Illusion:

Alchemy

Alchemists take different herbs, mushrooms, berries and roots and combine them to create stimulating and powerful concoctions. These concoctions can have various effects from helping the imbiber recover from wounds, to venoms that debilitate a foe, or even mutagenic elixirs that grant the imbiber unnatural powers.

Runesmithing

Using the old ways of magic, runesmiths take both mana and arcane essence to craft special ink. This ink is used to inscribe runes on to weapons and armour as well as in the creation of talismans. These runes provide powerful effects that can enhance a weapon's destructive power, improve an armour's protection or imbue a talisman with temporary boons for its wearer.

Shamanism

Shamans weave the very essence of life, salvaged from those who have met their grim fate, into sigils of ancient magic to place upon their allies. These mystical sigils activate when the bearer needs them the most and provide them with various powers and abilities.

Weaponsmithing and Armoursmithing

Of all the trades, these two are the most prevalent within the Phoenix Isles. Blacksmiths work with the raw materials of the world in order to craft items of protection and destruction. The more experienced a smith you are, the wider range of materials that you are capable of working with. As these crafts use much of the same materials and rules they are sometimes listed together for convenience.

Engineering

Engineers create mechanical devices and sturdy structures; everything from catapults and firearms to walls and castles. An engineer's schematics need a committed mind to understand and a veritable mixture of creativity and practicality to design. If you want to build something big, you'll be needing an engineer.

Becoming a Crafter

Crafting skills are proficiencies that allow a character to turn material resources into consumables and equipment. When you create your character, you can purchase as many different crafting skills as you like, as long as you can afford the CP costs. An existing character, however, can only pick up one new crafting skill each time they attend an event. This means that your new character could be a master weaponsmith, starting with all of the weaponsmith skills, but a novice smith that still has much to learn has to progress at a steady rate.

The Crafting Skills

The skills available to make your character a crafter are listed here. If you are interested in playing a blacksmith, note that weaponsmithing and armoursmithing are two different trades and must be purchased separately.

Alchemy	Cost	Restrictions	Effect
Apprentice	5	None	Allows you to create apprentice level concoctions. You also learn one free apprentice alchemy mixture.
Advanced	6	Prerequisite: Apprentice Alchemy	Allows you to create advanced level concoctions. You also learn one free advanced alchemy mixture.
Expert	7	Prerequisite: Advanced Alchemy	Allows you to create expert level concoctions. You also learn one free expert alchemy mixture.
Apothecary	6	Prerequisite: Apprentice Alchemy	Allows you to create cures for poisons and venoms up to your Alchemy skill level without needing to learn the alchemy mixtures for those poisons and venoms.

Runesmithing	Cost	Restrictions	Effect
Apprentice	5	None	Allows you to inscribe apprentice level runes. You also learn one free apprentice runesmith inscription.
Advanced	6	Prerequisite: Apprentice Runesmithing	Allows you to inscribe advanced level runes. You also learn one free advanced runesmith inscription.
Expert	7	Prerequisite: Advanced Runesmithing	Allows you to inscribe expert level runes. You also learn one free expert runesmith inscription.
Master	4	Prerequisite: Expert Runesmithing	Runes you inscribe which are usually expended after 3 uses are expended after 4 uses instead.

Shamanism	Cost	Restrictions	Effect
Apprentice	5	None	Allows you to bestow apprentice level sigils. You also learn one free apprentice shamanism sigil.
Advanced	6	Prerequisite: Apprentice Shamanism	Allows you to bestow advanced level sigils. You also learn one free advanced shamanism sigil.
Expert	7	Prerequisite: Advanced Shamanism	Allows you to bestow expert level sigils. You also learn one free expert shamanism sigil.
Master	4	Prerequisite: Expert Shamanism	Allows you to apply up to 3 sigils to a location without breaking the rule of limits.
Sigil Focus	8	Prerequisite: Expert Shamanism	Choose one shamanism sigil when you purchase this skill. You can spend 2 additional Life Essence to ignore the rule of variance when applying the chosen sigil. You can take this skill multiple times, choosing a different sigil each time.

Weaponsmith	Cost	Restrictions	Effect
Apprentice	4	None	Allows you to make and repair weapons from apprentice materials.
Advanced	5	Prerequisite: Apprentice Weaponsmith	Allows you to make and repair weapons from advanced materials as well as create and repair masterwork weapons from apprentice materials.
Expert	6	Prerequisite: Advanced Weaponsmith	Allows you to make and repair weapons from expert materials as well as create and repair masterwork weapons from advanced materials.
Master	3	Prerequisite: Expert Weaponsmith	Allows you to make and repair masterwork weapons from expert materials.
Shieldsmith	2	Prerequisite: Apprentice Weaponsmith	Allows you to make and repair shields from the materials which you are able to make weapons from and allows you to make and repair masterwork shields from the materials which you are able to make masterwork weapons from.
Battlefield Repair	4	Prerequisite: Apprentice Weaponsmith or Apprentice Armoursmith	Allows you to make fast, cheap, temporary repairs to equipment for which you have the appropriate crafting skill.

Armoursmith	Cost	Restrictions	Effect
Apprentice	4	None	Allows you to make and repair armour from apprentice materials.
Advanced	5	Prerequisite: Apprentice Armoursmith	Allows you to make and repair armour from advanced materials as well as create and repair masterwork armour from apprentice materials.
Expert	6	Prerequisite: Advanced Armoursmith	Allows you to make and repair armour from expert materials as well as create and repair masterwork armour from advanced materials.
Master	3	Prerequisite: Expert Armoursmith	Allows you to make and repair masterwork armour from expert materials.
Battlefield Repair	4	Prerequisite: Apprentice Weaponsmith or Apprentice Armoursmith	Allows you to make fast, cheap, temporary repairs to equipment for which you have the appropriate crafting skill.

Engineering	Cost	Restrictions	Effect
Engineering	6	Prerequisite: Numeracy	Allows you to create and execute engineering schematics and grants you the benefits of the Set And Remove Traps skill.
Apprentice Gunsmith	2	Prerequisite: Engineering	Allows you to make and repair guns from apprentice materials as well as make Metal ammunition.
Advanced Gunsmith	3	Prerequisite: Apprentice Gunsmith	Allows you to make and repair guns from advanced materials as well as create and repair masterwork guns from apprentice materials. You can also make advanced ammunition.
Expert Gunsmith	4	Prerequisite: Advanced Gunsmith	Allows you to make and repair guns from expert materials as well as create and repair masterwork guns from advanced materials. You can also make expert ammunition.
Master Gunsmith	2	Prerequisite: Expert Gunsmith	Allows you to make and repair masterwork guns from expert materials
Locksmithing	8	Prerequisite: Engineering	Allows you to make locks and grants you the benefits of the Expert Lockpick skill.
Innovation	4	Prerequisite: Engineering	Allows you to attempt 2 Major Inventions as part of a single Experimenting downtime action.

Introducing Crafting Techniques

Each crafting trade includes a collection of techniques detailing the methods and materials required for the creation of the items of that craft. Each technique is listed with how many of which material resources or ingredients are required, the type of item that is crafted, a description of what the crafted item does, and any other information you need to know to make use of the crafted item.

Fulfilling a crafting technique requires a character to spend time role-playing their crafting process. This time can be broken up at the crafter's whim. As long as the crafting character spends the total amount of time necessary, they can pause what they are doing and come back to it as many times as they like. Crafting techniques do not yield any result until they are completed in their entirety.

Learning New Techniques

Weaponsmith, armoursmith and gunsmith crafting skills grant a character the capacity to make use of all the relevant techniques up to the character's skill level in those crafts. Alchemy, runesmithing and shamanism techniques, however, need to be purchased separately. Without making these additional purchases, a character may have skill levels in those crafts but not know the techniques to make use of them.

All Alchemy, runesmithing and shamanism techniques (mixtures, inscriptions and sigils) cost 2 Character Points each to purchase.

Alchemy

Alchemy within the Phoenix Isles is a powerful tool often used to enhance the abilities of others, save a life, or simply remove those who would otherwise stand in your way. It is the art of taking different ingredients and concocting mixtures that have either beneficial or harmful effects when absorbed into a body. These mixtures come in the forms of potions, salves, poisons, venoms, and elixirs.

Mixture Types

Mixtures fall into one of the five categories listed below, most of which need to be imbibed to take effect. In order to imbibe a concoction without assistance from another player, you must have at least 1 hit point in an arm and not be on your death count or otherwise unconscious. You may administer a concoction to another player even if they do not meet these criteria.

Potions

These provide immediate beneficial effects when imbibed.

Salves

These take 20 seconds to apply to the skin on a single hit location after which they provide beneficial effects to that location.

Poisons

These cause immediate harmful effects when imbibed which usually linger until cured. They can be added to otherwise mundane drinks and food.

Venoms

These can be applied to any melee weapon, thrown weapon or arrow. They cause immediate harmful effects on the first strike which does not miss and is not blocked (if a strike with an envenomed weapon is blocked or misses, the venom is not consumed). When making a strike with a weapon that has a venom applied, you cannot make any calls except those offered by the venom until the venom is used.

Elixirs

These provide immediate enhancing effects when imbibed which usually linger for a considerable amount of time.

Metabolizing Mixtures

Some alchemy mixtures, particularly poisons and venoms, cause effects which last until cured. If the effects of these mixtures are not cured by the end of an event, they do not become indefinite. Over time, the affected character metabolizes the mixture, and the effects are considered cured before the start of the next event.

Creating a Mixture

In order to create a mixture you must obtain all the necessary ingredients and spend an appropriate amount of time role-playing your alchemy process. The generally accepted kit required to role-play alchemy is a mortar and pestle, and some vessel in which to brew the mixture. The amount of time appropriate for each level of technique is different and can be found in the table below. This represents the amount of time that it takes to create a single mixture. It is possible to create up to five of any single apprentice-level mixture in one go, or up to three of the any single advanced-level mixture. Due to their delicate nature, you can only ever create one expert-level mixture at a time.

Alchemy Mixture Level	Crafting Time Required
Apprentice	10 minutes
Advanced	20 minutes
Expert	30 minutes

Once you have spent the appropriate amount of time role-playing the creation of these mixtures, you need to hand over the ingredients used to a referee.

As with anything within Fields of Illusion, you will need to be able to phys-rep your concoctions as they are IC items. If you cannot phys-rep the mixture after completion, then it is considered to have failed and the ingredients are lost. Therefore, when you hand in your ingredients to a referee you will need to show you have appropriate phys-reps for the mixtures you have made.

Curing Poisons and Venoms

When a character purchases an alchemy recipe for a poison mixture, they also become able to create potions which can cure that poison. A character with the recipe for the Advanced Poison of Ravage Health, for example, is therefore also able to create the Advanced Potion of Cure Ravage Health which cures the former poison when imbibed.

The ingredients for these potions are the same as those needed for the poison, except that any one ingredient which is not Ethanol, Glowpowder or Rubedo must be swapped out for either Cornovii Crown or Stinkgrass.

A Ravage Health poison requires **1 Glowpowder; plus any 2 of Swampspawn, Blood Root or Deadlyshade**. A Cure Ravage Health potion therefore requires **1 Glowpowder; plus any 1 of Swampspawn, Blood Root or Deadlyshade; plus 1 Cornovii Crown or Stinkgrass**.

Apothecary

A character that has purchased the Apprentice Alchemy crafting skill can then purchase the Apothecary skill for 6 CP. The Apothecary skill allows an alchemist character to create cures for poisons up to their alchemy skill level without needing to first purchase the individual mixtures for those poisons.

An apothecary character with the Apprentice Alchemy crafting skill can therefore create cures for any apprentice-level poison; an apothecary with Advanced Alchemy can create cures for any advanced-level poison; and an apothecary with Expert Alchemy can create cures for any expert-level poison.

These cures take the same time and ingredients to create as normal.

Alchemy Mixtures

Mixture	Type	Ingredients	Effects
Apprentice Recipes		Ethanol and any 1 of:	Effects
Cure Burn	Salve	Peasants Wart, Cornovii Crown, Morning Dew, or Phoenix Ashes	Removes the effects of the “Burn” call from the location to which the salve is applied.
Damage Health	Poison	Swampspawn or Wolfs Bane	The imbiber loses 1 hit point from each location and their maximum Body points are reduced by 1 until cured.
Damage Mana	Poison	Scrathebane or Trama Root	The imbiber loses 10 mana and cannot restore mana until cured.
Damage Willpower	Poison	Hobbit Moss or Vampyre Moss	The imbiber loses 10 willpower and cannot restore willpower until cured.
Enhance Senses	Elixir	Blood Root or Marsh Merrow	The imbiber benefits from the effects of the Enhanced Senses skill until sunrise.
Gibberish	Poison	Bandit Grass or Blood Root	The imbiber cannot talk coherently until cured. This does not prevent the imbiber from spell casting.
Heal Wound	Salve	Lart Berry, Peasants Wart, or Cornovii Crown	Restores all hit points to the location to which the salve is applied. This salve has no effect when applied to a character who is on their Death Count.
Minor Restore Health	Potion	Lart Berry or Cornovii Crown	The imbiber restores 1 hit point on each of their locations.
Minor Restore Mana	Potion	Fey Fungus or Elanor Fruit	The imbiber restores up to 10 of their expended mana.
Minor Restore Willpower	Potion	Orc Whiskers or Crushed Bear’s Tooth	The imbiber restores up to 10 of their expended willpower.
Power	Elixir	Troll’s Blood or Crushed Bear’s Tooth	The imbiber benefits from the effects of the Inhuman Strength skill until sunrise.
Single	Venom	Swampspawn or Wolfs Bane	Call “Venom Single” when landing the next strike with this venom applied to your weapon.
Advanced Recipes		Glowpowder and any 2 of:	Effects
Black Blood	Poison	Vampyre Moss or Blood Root	If the imbiber is a vampire, they suffer the effects of the Expert Poison of Strangler. If the imbiber is not a vampire, they suffer the effects of the Apprentice Poison of Damage Health. (When a vampire drinks the blood of a poisoned character, they also imbibe the poison).
Double	Venom	Swampspawn, Blood Root, or Deadlyshade	Call “Venom Double” when landing the next strike with this venom applied to your weapon.
Drain Mana	Venom	Scrathebane or Trama Root	Call “Venom Drain Mana” when landing the next strike with this venom applied to your weapon.
Drain Willpower	Venom	Hobbit Moss or Vampyre Moss	Call “Venom Drain Willpower” when landing the next strike with this venom applied to your weapon.

Full Restore Health	Potion	Lart Berry, Cornovii Crown, or Morning Dew	The imbiber restores all hit points on each of their locations.
Iron in the Blood	Poison	Scrathebane or Trama Root, and 1 Metal	The imbiber is considered to be carrying more than 1lb of metal for the purposes of the Metal and Magic rules until cured. This poison cannot be cured by way of the Cure Poison spell.
Major Restore Mana	Potion	Fey Fungus, Elanor Fruit, or Glow Moss	The imbiber restores up to 30 of their expended mana.
Major Restore Willpower	Potion	Orc Whiskers, Crushed Bear's Tooth, or Marsh Merrow	The imbiber restores up to 30 of their expended willpower.
Moonshadow	Poison	Wolfs Bane or Silver	If the imbiber is a lycanthrope, they revert back to their normal form and cannot assume their beast form until cured. If the imbiber is not a lycanthrope, they become immune to lycanthropy until sunrise.
Ravage Health	Poison	Swampspawn, Blood Root, or Deadlyshade	The imbiber loses all hit points from each location and their maximum Body points are reduced to 1 until cured.
Ravage Mana	Poison	Scrathebane, Trama Root, or Chamalla Root	The imbiber loses all mana and cannot restore mana until cured.
Ravage Willpower	Poison	Hobbit Moss, Vampyre Moss or Elanor Fruit	The imbiber loses all willpower and cannot restore willpower until cured.
Resistance	Elixir	Marsh Merrow, Scrathebane, or Fey Fungus	The imbiber resists the next three negative calls (other than "Crush") that would otherwise affect them before the next sunrise. Positive calls which this elixir does not resist include anything which results in the restoration of hit points, mana, or willpower.
Supress Disease	Potion	Troll's Blood or Stink Grass	The imbiber ignores the effects of all diseases ailing them at the time of imbibing for the duration of a month. During this time, the suppressed diseases are not contagious.
Expert Recipes		Rubedo and any 3 of:	Effects
Frenzy	Poison	Blood Root, Bandit Grass, Goblin Berries, or Lesser Spotted Boo Flower	The imbiber loses control until cured and attacks everyone in sight with any means at their disposal. Even if the imbiber is incapacitated, the poison remains and they will resume their frenzy if not cured before their consciousness is restored.
Invisibility	Elixir	Void Dust, Lesser Spotted Boo Flower, or Ectoplasm	The imbiber becomes invisible, using the raised closed fist gesture to communicate such. The effect lasts for roughly one minute but ends early if the imbiber strikes with any weapon, loses any hit points or spends any mana or willpower.

Paralysis	Poison	Deadlyshade or Goblin Berries	The imbiber becomes completely paralyzed and unable to move until cured. The paralysis silences the imbiber and prevents them from speaking for the first 300 seconds, after which time the imbiber remains paralyzed from the neck down but regains the ability to speak normally. If not cured sooner, this poison wears off at sunrise.
Regeneration	Elixir	Troll's Blood or Phoenix Ashes	The imbiber benefits from the effects of the Regeneration skill until sunrise.
Sealing	Salve	Phoenix Ashes or Gem	When applied to a piece of Masterwork equipment alongside an Expert Sigil of Legacies and an Expert Rune of Permanence, all runes applied to the equipment become permanent according to the Enchanting rules.
Strangler	Poison	Razor Spines, Deadlyshade, Wolfs Bane, or Swampspawn, and 1 Chokeweed.	The imbiber chokes to death over the course of three minutes, or until cured. For this duration, the imbiber cannot speak but can communicate their predicament through the thrashing of their body and the clutching of their neck as they struggle to breathe. If the imbiber has not been cured by the end of the three minutes, they immediately skip their Death Count and die.
Strike Down	Venom	Goblin Berries, Chokeweed, or Bandit Grass	Call "Venom Strike Down" when landing the next strike with this venom applied to your weapon.
Total Restoration	Potion	Phoenix Ashes, Troll's Blood, Morning Dew, or Cornovii Crown	The imbiber restores all hit points on each of their locations, all expended mana and willpower, and is cured of all diseases ailing them at the time of imbibing.
Triple	Venom	Razor Spines, Deadlyshade, Wolfs Bane, or Swampspawn	Call "Venom Triple" when landing the next strike with this venom applied to your weapon.
Truth	Poison	Bandit Grass, Stink Grass, or Goblin Berries	The imbiber is compelled to speak truthfully until cured. While affected, the imbiber becomes forthcoming when asked direct questions and cannot say anything they know to be untrue. The imbiber can otherwise be deliberately misleading by omitting details but cannot choose to remain silent. If not cured sooner, this poison wears off at sunrise.

Runesmithing

Runesmiths bind magic to an object, enhancing it in a variety of different mystical ways. Unlike spell casters, who weave mana on the spot, runesmiths work their power slowly and apply it to weapons and armours in order to benefit their wielders. The process involves inscribing ancient runes onto the object and infusing them with a considerable deal of mana.

The Rules of Inscribing

When it comes to inscribing runes onto objects, there are two rules which must be followed. Experimenting with defying these rules can cause catastrophic consequences.

The Rule of Form

Each runesmithing inscription belongs to one of four distinct inscription forms: Weapon, Armour, Shield and Focus. A weapon inscription can only be applied to a weapon; an armour inscription can only be applied to a piece of armour; a shield inscription can only be applied to a shield; and a focus inscription can only be applied to a focus.

The Rule of Power

Most objects have a finite capacity for supporting runesmithing inscriptions. A crafted item of standard quality can hold only 1 single inscription at any one time; and masterwork items can hold up to 2 inscriptions at once. Weapons crafted from Bone can hold 1 additional inscription. Among other consequences, exceeding this limit invariably causes the inscribed object to break.

Identifying Runes

Once a character has at least the Apprentice Runesmith skill, they are able to detect any runes on an object and discern their nature after spending 1 minute of appropriate role-play assessing and inspecting that object. They may identify runes regardless of whether or not they are able to craft the inscriptions themselves.

Inscribing Runes

To inscribe runes onto something you must gather the necessary ingredients for your chosen rune. You then need to spend time role-playing the inscription of the item and the binding of the magic into it. The rune should ideally be painted onto the item using something like water based face paint so that people can actually see it, but only if the medium could be easily cleaned off later and you must never paint a rune onto an item without the owner's permission. Runes can be represented in other ways such as by tying a piece of fabric with the rune painted on it to the inscribed object, but be sure to avoid coloured ribbon as to not be confused with ribbons denoting a weapon's material. Runes do need to be visible and identifiable on the item in some way or the inscription will be considered to have failed.

Anything attached directly to a thrown weapon could render that weapon unsafe for use. So, when inscribing runes onto thrown weapons, the physical representation should be attached to whatever container or sheath those weapons are stowed in – not the thrown weapon itself. Those runes then affect all weapons stowed in the container at the time of inscribing, with its limited uses shared by the whole set. If an additional thrown weapon (one which was not in the container at the time of inscribing) is added to the sheath, the rune expires early and its effects are lost.

The amount of time required for each level of inscription is different and can be found in the table below. This represents the amount of time that it takes to inscribe a single rune onto an object. There is no way to reduce the amount of time required, as doing so would endanger the integrity of the inscription. You cannot inscribe more than one object at a time as inscribing one takes all of your concentration. Unlike spell casters, a runsmithing character's careful applications of magic are unaffected by any metal they may be carrying.

Runesmith Inscription Level	Crafting Time Required
Apprentice	10 minutes
Advanced	20 minutes
Expert	30 minutes

Once you have completed an inscription, you will need to inform a referee that you have inscribed a rune onto an object and hand over the ingredients used.

A rune inscribed on a piece of equipment can be activated by any character using that equipment, and its calls can be combined with the character's own proficiencies. When a rune is activated as part of a weapon strike, it can be combined with an ability; and when a rune is activated by casting, it can be combined with a spell; resulting in combining the calls of both the inscribed rune and the user's proficiency.

Once a rune has been inscribed it lasts for an amount of time depending on the properties of the specific rune. Regardless, all runes inscribed on an item immediately expire if the item becomes broken or destroyed and runsmithing inscriptions are considered to expire in between events.

Removing Runes

Once a character has at least the Apprentice Runesmith skill, they are able to remove the inscription of a rune from an object provided that they have the knowledge of the inscription. This means that you can remove any runes that you are able to inscribe, even if you weren't the one to inscribe them. By removing an inscription from an object, the character gains half of the amount of dust or essence that was required to inscribe that rune.

Enchanting

Any masterwork quality equipment can be enchanted by applying an Expert Salve of Sealing, an Expert Sigil of Legacies, and an Expert Rune of Permanence to the equipment as part of a high magic ritual. If the ritual is successful, all runes applied to the equipment become "permanent": They retain their conditions for becoming expended (and become expended, not removed, by the "Dispel" call); but they can be recharged.

Additionally, the runes on enchanted equipment do not expire between events and are fully recharged at the start of each event. They do, however, still expire and require recharging whenever the equipment becomes broken.

When expended, each rune on enchanted equipment can be recharged by using the Channelling spell to transfer mana equal to that rune's inscription cost into the rune; or by keeping the equipment in a clutii well for an equal number of minutes. While in a clutii well, all runes on the enchanted equipment soak mana to recharge simultaneously.

The same goes for permanent runes of Mana, effectively providing the enchanted equipment a rechargeable mana pool which can be drawn from freely (as per the rune's effects). Also, if substantial enough, mana stored in a rune of Mana can be used to recharge runes on the same enchanted equipment.

Runesmithing Inscriptions

Rune	Form	Ingredients	Effects
Apprentice Inscriptions		2 Strange Dust and:	Effects
Burning	Weapon or Focus	6 Mana	The wielder may call "Burn" when striking with the runed weapon or casting with the runed focus. This rune is expended after 3 uses.
Dismay	Weapon or Focus	4 Mana	The wielder may cast the Fear spell without spending mana. The Metal and Magic rules do not apply to these casts. This rune is expended after 3 uses.
Knockback	Weapon or Focus	5 Mana	The wielder may call "Knockback" when striking with the runed weapon or casting with the runed focus. This rune is expended after 3 uses.
Lesser Protection	Armour	2 Mana	The runed piece of armour gains an additional armour protection point, which is lost before any of its existing protection points and cannot be repaired. This rune is expended once the extra armour point has been lost.
Lesser Might	Weapon	8 Mana	The wielder may call "Double" when striking with the runed weapon. This rune is expended after 3 uses.
Parrying	Weapon or Shield	4 Mana	The wielder may call "Parry" when blocking a strike with the runed equipment. This rune is expended after 3 uses.
Perseverance	Armour	4 Mana	The wearer benefits from the effects of the Constitution skill the next time they begin their Death Count, after which this rune is expended. This inscription does not expire if the piece of armour is broken but not destroyed.
Piercing	Weapon or Focus	10 Mana	The wielder may call "Through" when striking with the runed weapon or casting with the runed focus. This rune is expended after 3 uses.
Stone	Armour or Shield	5 Mana	The wielder or wearer may resist the effects of the "Knockback" and "Strike Down" calls. This rune is expended after 3 uses.
Advanced Inscriptions		2 Dream Dust and:	Effects
Courage	Weapon, Armour, Shield, or Focus	6 Mana	The wielder or wearer resists the effects of the "Fear" call. This rune is expended at sunrise.
Dispelling	Weapon	8 Mana	The wielder may call "Dispel" when striking with the runed weapon. This rune is expended after 3 uses.
Greater Might	Weapon	10 Mana	The wielder may call "Triple" when striking with the runed weapon. This rune is expended after 3 uses.
Greater Protection	Armour	6 Mana	The runed piece of armour gains an additional 3 armour protection points, which are lost before any of its existing protection points and cannot be repaired. This rune is expended once the extra armour points have been lost.

Lesser Barrier	Armour	6 Mana	The wearer gains 3 points of magical protection. This rune is expended once the protection points have been lost.
Mana	Weapon, Armour, Shield, or Focus	10 Mana	The runed equipment gains 10 mana which the wielder or wearer can draw from freely without needing the Channeling spell. This rune cannot have its mana restored and is expended once all its mana has been drawn out.
Reflection	Armour or Shield	8 Mana	The wielder or wearer may call "Bounce" when the runed equipment is hit by any strike which does not include the "Crush" call. This rune is expended after 3 uses.
Shielding	Armour or Shield	2 Mana	The wielder or wearer may resist the effects of the "Through" call. This rune is expended after 3 uses.
Strike Down	Weapon or Focus	16 Mana	The wielder may call "Strike Down" when striking with the runes weapon or casting with the runed focus. This rune is expended after 3 uses.
Expert Inscriptions		2 Void Dust and:	Effects
Devastating	Weapon or Focus	16 Mana	The wielder may call "All" when striking with the runed weapon or casting with the runed focus. This rune is expended after 3 uses.
Greater Barrier	Armour	10 Mana	The wearer gains 6 points of magical protection. This rune is expended once the protection points have been lost.
Overwhelming	Weapon or Focus	18 Mana	The wielder may call "Mass" when casting with the runed weapon or focus. This rune is expended after 3 uses.
Permanence	Weapon, Armour, Shield, or Focus	100 Mana; a cost which can be shared among outside sources using the Channeling spell	When applied to a piece of masterwork equipment alongside an Expert Salve of Sealing and an Expert Sigil of Legacies, all runes applied to the equipment become permanent according to the Enchanting rules. This rune is never expended.
Slaying	Weapon	10 Mana	When this rune is inscribed, the runesmith chooses a single creature type such as Daemon, Undead, or Fey. The wielder may call "Double <i>Creature</i> " once every three strikes when striking with the runed weapon. This means that in between every use of this rune, the wielder must make two strikes without using it. This rune is expended at sunrise.
Ultimate Protection	Armour	12 Mana	The runed piece of armour gains an additional 5 armour protection points, which are lost before any of its existing protection points and cannot be repaired. This rune is expended once the extra armour points have been lost.

Shamanism

Harnessing the very energies of life, shamans are able to weave mystical effects into sigils painted onto a person's body. Depending on the shaman's intent, these sigils can provide boons which range from enhanced physical capabilities to prepared spells.

The Rules of Sigils

Shamanism is an ancient talent, its origins lost to time. Some shamans are not even aware how exactly their powers work, but all understand the rules that must be respected when exercising this power.

Natural

Armour cannot be worn over any location with a sigil placed upon it. If armour is worn alongside a sigil like this, the sigil immediately expires.

Variance

If a location is to bare more than 1 sigil, each sigil placed upon it must differ from the others. Even "Minor" and "Greater" variants of the same sigil cannot share a location.

Limits

Any one location may have no more than 2 sigils placed upon it at once.

Applying Sigils

Placing a sigil upon a person takes time. A shaman's paint must be prepared with care and the proper rites for any given sigil mustn't be rushed. Even the seemingly mundane process of applying the paint to body must be completed with patience. The amount of time it takes to role-play these processes varies depending upon the complexity of the Sigil.

Shamanism Sigil Level	Appliction Time Required
Apprentice	2 minutes
Advanced	5 minutes
Expert	10 minutes

When crafting a sigil, a shaman must expend a certain amount of Life Essence, akin to how spell casters and runesmiths spend mana. With the Life Essence expended and the proper rites performed, a completed sigil is physically represented by face paint applied to the wearer's skin. The wearer's consent must of course be obtained before doing this.

Once a sigil has been applied, it lasts for an amount of time depending on the properties of the specific sigil. Regardless, shamanism sigils are considered to expire in between events.

Life Essence

Shamanism sigils are fuelled by the same force that gives all mortal beings life. Respectfully, but decisively, a shaman is able to harvest this force whenever a living being dies. Life Essence is not a being's soul, but some shamans practice rites to assist the souls of the deceased while they collect their redundant vestiges.

Living NPCs are therefore given an amount of Life Essence in their brief. If a living NPC dies, a character with shamanism crafting skills can acquire that amount of Life Essence from them by performing at least 10 seconds of appropriate role-play over their corpse. These rites can only be performed if the character is dead and cannot begin while the character is still amidst their Death Count.

Consult the game team when harvesting Life Essence from a dead player character, but know that most player characters are worth 10% of their total CP value +1 in Life Essence.

Shamans are practiced in the ways of storing harvested Life Essence within themselves, but each have their limits and can eventually be overwhelmed. The more practiced a shaman is, the more life essence they are able safely keep. A shamanism character is able to hold an amount of Life Essence depending on the shamanism skills they have. If a shaman harvests more Life Essence than they can hold, the excess is lost.

Shamanism Skill	Maximum Life Essence
Apprentice	10 Life Essence
Advanced	20 Life Essence
Expert	30 Life Essence

At the start of each event, shamanism characters time-in holding an amount of Life Essence equal to half of their maximum, regardless of how much they were holding at the end of the previous event. This is an average which represents the amount of Life Essence that a shaman might have within themselves at the conclusion of the downtime months.

Shamanism Skill	Life Essence at the start of an event
Apprentice	5 Life Essence
Advanced	10 Life Essence
Expert	15 Life Essence

Shamanism Sigils

Sigil	Location	Cost	Effects
Apprentice Sigils			Effects
Close Wounds	Arm	2 Life Essence	The wearer may cast the Close Wound spell without spending mana. The Metal and Magic rules do not apply to this cast. This sigil is expended after 1 use.
Constitution	Torso	2 Life Essence	The wearer benefits from the effects of the Constitution ability the next time they begin their Death Count, after which this sigil is expended.
Might	Arm	1 Life Essence	The wearer may call "Double" when striking with a weapon held with the sigiled arm. This sigil is expended after 1 use.
Minor Fortitude	Torso, Arm, or Leg	4 Life Essence	The wearer gains 1 additional Body point on the sigiled location. This Body point can be restored as normal for as long as the sigil lasts. This sigil is expended at sunrise.
Minor Vigor	Torso	3 Life Essence	The wearer gains 5 extra willpower. These willpower points can be restored as normal for as long as the sigil lasts. This sigil is expended at sunrise.
One With The Earth	Arm or Leg	5 Life Essence	If applied to their leg, the wearer may resist the effects of the "Mud Feet" call and the sigil is expended at sunrise. If applied to their arm, the wearer may cast the Mud Feet spell without spending mana (the Metal and Magic rules do not apply to this cast) and the sigil is expended after 1 use.
Advanced Sigils			Effects
Greater Fortitude	Torso, Arm, or Leg	7 Life Essence	The wearer gains 2 additional Body points on the sigiled location. These Body points can be restored as normal for as long as the sigil lasts. This sigil is expended at sunrise.
Greater Vigor	Torso	5 Life Essence	The wearer gains 10 extra willpower. These willpower points can be restored as normal for as long as the sigil lasts. This sigil is expended at sunrise.
Grip	Arm	5 Life Essence	The wearer may resist the effects of the "Fumble" call provided it targets the sigiled arm or an item held with the sigiled arm. This sigil is expended at sunrise.
Heal	Arm	3 Life Essence	The wearer may cast the Heal spell without spending mana. The Metal and Magic rules do not apply to this cast. This sigil is expended after 1 use.
Minor Steady	Leg	1 Life Essence	The wearer may resist the effects of the "Strike Down" call. This sigil is expended after 1 use.

One With The Spirits	Torso or Arm	3 Life Essence	<p>If applied to their torso, the wearer may cast the True Sight spell without spending mana (the Metal and Magic rules do not apply to this cast) and the sigil is expended after 1 use.</p> <p>If applied to their arm, the wearer may cast the Ghost Talk spell without spending mana (the Metal and Magic rules do not apply to this cast) and the sigil is expended after 1 use.</p>
Purity	Torso	3 Life Essence	<p>The wearer resists the next poison, venom, or disease that would otherwise affect them. They then become immune to that specific poison, venom, or disease for as long as the sigil lasts.</p> <p>This sigil is expended at sunrise.</p>
Strength Of The Spirits	Arm	3 Life Essence	<p>The wearer may call "Strength 4" when using the sigiled arm to exert their strength.</p> <p>This sigil is expended after 1 use.</p>
Unstoppable	Torso	4 Life Essence	<p>The wearer may use the Stop Damage ability without spending willpower.</p> <p>This sigil is expended after 1 use.</p>
Expert Sigils		Effects	
All Heal	Arm	4 Life Essence	<p>The wearer may cast the All Heal spell without spending mana. The Metal and Magic rules do not apply to this cast. This sigil is expended after 1 use.</p>
Bounce	Torso, Arm, or Leg	4 Life Essence	<p>The wearer may call "Bounce" when the sigiled location is hit by any strike which does not include the "Crush" call. This sigil is expended after 1 use.</p>
Greater Steady	Leg	6 Life Essence	<p>The wearer may resist the effects of the "Strike Down" call. This sigil is expended at sunrise.</p>
Immunity	Torso	7 Life Essence	<p>The wearer is immune to all poisons, venoms, and diseases which they are not already ailed by.</p> <p>This sigil lasts until sunrise.</p>
Legacies	Equipment	15 Life Essence	<p>When applied to a piece of masterwork equipment alongside an Expert Salve of Sealing and an Expert Rune of Permanence, all runes applied to the equipment become permanent according to the Enchanting rules.</p>
One With The Wind	Arm or Leg	5 Life Essence	<p>If applied to their leg, the wearer may resist the effects of the "Knockback" call and the sigil is expended at sunrise.</p> <p>If applied to their arm, the wearer may cast the Knockback spell without spending mana (the Metal and Magic rules do not apply to this cast) and the sigil is expended after 1 use.</p>
Strength Of The Gods	Arm	6 Life Essence	<p>The wearer may call "Strength 10" when using the sigiled arm to exert their strength. This sigil is expended after 1 use.</p>
Ultimate Fortitude	Torso, Arm, or Leg	10 Life Essence	<p>The wearer gains 3 additional Body points on the sigiled location. These Body points can be restored as normal for as long as the sigil lasts.</p> <p>This sigil is expended at sunrise.</p>

Engineering

Engineers are the inventors, tinkers, trap-makers, bombsmiths, architects and builders of the Phoenix Isles. Regardless of their specializations, an engineer's vocation is one of planning, testing, and out-the-box thinking.

Inventing Schematics

While a handful of schematics are common to engineers everywhere, the greatest advantage of engineering comes from the possibility to invent a schematic for any need. With notebooks and scrolls full of their unorthodox designs, engineering characters are able to fathom unique techniques combining familiar crafting materials to create something new. This can result in new engineering schematics, but an engineer can also consult other crafters (or explore other crafting skills of their own) to invent experimental weapons, armour, and etcetera.

An engineer might also need to collaborate with other crafters for particularly ambitious inventions. Those involving runes would require runesmithing skills, and armoured inventions may require armour smithing skills, as examples. Engineers are additionally hindered by the need to provide adequate physical representations and props for their creations before an invented schematic can be fulfilled. When discussing an experimental creation, the game team will need to know your intentions for these props as well as the in-character plans.

Inventing and experimenting is very freeform and requires a heavy amount of attention from the game team. For that reason it is often a slow process and must sometimes wait for the downtime between events. See page 28 for more details on the process of experimenting.

Patents in the Phoenix Isles

The Phoenix Empire believes strongly in certain creative freedoms. Among other things, this means that no idea or contraption can be legally patented within the Empress' domains, nor can any patents be legally enforced. With any successful invented schematics, no character (player or otherwise) has the right to prevent another from attempting a like creation.

Constructing Buildings

For the most part, constructing a building follows the same rules as invented schematics. Generally speaking, however, they require less planning as the specifics of their designs are relatively mundane.

As with invented schematics, a building requires an adequate physical representation and approval from the game team to be completed.

Making Traps

Most engineers in the Phoenix Isles are familiar with 3 basic types of traps, and can generally improvise schematics to achieve them. In addition to being able to make these traps, engineering characters benefit from the effects of the Set And Remove Traps skill without having to purchase it, allowing them to arm and disarm traps of this nature. A disarmed trap can be rearmed, but a triggered trap is subsequently destroyed by a feature of its own design (most explode).

Explosive Traps

Props such as prank cap detonators which are able to set off cap gun caps can be used to represent explosive traps. Characters with the Engineering crafting skill are able to create these traps using the following schematic.

Schematic: Explosive Trap (up to 5 traps)

Time Required: 5 minutes

Resources Required: 1 Repair Powder, 2 Metal, 1 Boom Cap

When triggered, these traps inflict the effects of the “Double” call to the closest character’s nearest location and then become destroyed. Trap props must be approved by the game team before use.

Venom Traps

A more subtle approach to trap-making involves forgoing the explosive boom cap in favour of venom-tipped needles. Characters with the Engineering crafting skill are able to create these traps using the following schematic. The engineer does not have to be the character to craft the venom they use in the trap, and any venom can be used. The venom trap schematic can produce up to 3 traps, depending on how many venoms are used. The venoms used in a single batch of venom traps do not need to be the same venom.

Schematic: Venom Trap (up to 3 traps)

Time Required: 5 minutes

Resources Required: 1 Repair Powder, 1 Metal, 1-3 venoms

These traps are represented by small cards that detail the trap’s effects when read, to be placed inside trapped containers or otherwise positioned to be noticed only when the trap should trigger. The effect of a venom trap is the call provided by the venom used.

Rune Traps

Many weapon runes grant uses of given calls or spells. Those runes can be used to make traps that deliver the effects of those calls and spells. Characters with the Engineering crafting skill are able to create these traps using the following schematic. The engineer does not have to be the character to craft the runes they use in the trap, and only runes that can be applied to weapons which provide uses of a call or spell can be used.

The trap itself can be made of Wood, Metal, or Bone, and the number of runes which can be applied to it depends on the material used. Wood and Metal can only support 1 rune, while Bone traps can support 2 runes. When a Bone trap is triggered, the effects of both runes occur simultaneously.

Schematic: Rune Trap (up to 3 traps)

Time Required: 5 minutes

Resources Required: 1 Repair Powder, 1 of the weapon material, 1-2 weapon runes

These traps are also represented by small cards detailing the effects when read. The card is to be placed inside a trapped container or otherwise positioned to be noticed only when the trap should trigger. The effect of a rune trap is the calls or spells provided by the runes used.

Gunsmithing

Black powder weapons are not uncommon in the Phoenix Isles and it is the engineers who are responsible for their manufacture and maintenance. Characters with a gunsmith crafting skill are able to make and repair guns using weapon materials dependent on the level of their gunsmith skill.

A basic, apprentice-level black powder weapon is made using Wood for the grip and Metal for the barrel. When making a gun using advanced or expert materials, only one of these materials – either the grip or the barrel – can be replaced. When making an advanced-level black powder pistol using Silver, for example, either the grip can be Silver in which case the barrel must be Metal; or the barrel can be Silver in which case the grip must be Wood.

Black powder weapons benefit from all of the properties of the weapon materials that they are made from, except that they cannot be used to make special Last Hits.

A masterwork black powder weapon requires double the Repair Powder and other materials listed in the schematic, and 1 Downtime Action to create.

Repairing Black Powder Weapons

A black powder weapon is considered to be as sturdy as the stronger of the two weapon materials involved in its creation. This means that an apprentice-level gun has the sturdiness of a Metal weapon: It is broken by the effects of “Triple” and destroyed by the effects of “Quad” or “Crush”.

When a black powder weapon has become broken, a character with the appropriate gunsmith crafting skill is able to repair it by investing 30 minutes of appropriate role-play; 1 of the gun’s grip material OR 1 of the gun’s barrel material; and an amount of Repair Powder depending on the gun’s rarest material level: Apprentice-level guns require 1 Repair Powder; advanced-level guns require 2 Repair Powder; and expert-level guns require 3 Repair Powder. Masterwork guns require 2 of the material and double the Repair Powder to repair.

Over-Packing

Any black powder weapon can be over-packed, allowing the wielder to call “Triple” when making a successful strike with the weapon. This causes the weapon to immediately become broken and in need of repair before it can be used again. When a masterwork gun is over-packed, the wielder instead calls “Quad” (this still breaks the weapon).

Over-packing a black powder weapon does not require a character to expend additional shots of their ammunition; the extra powder need not be accounted for in this way. However, the wielder must spend an additional 10 seconds after the weapon is reloaded to role-play over-packing its black powder, before firing.

Ammunition

Ammunition for black powder weapons can be made from different materials as per the gunsmith schematic. Basic shot needs only Boom Cap and Repair Powder to make, but each other shot-type offers unique properties when fired. The calls provided by these shots can be combined with combat abilities and runes.

Ammo Material	Gunsmith skill level	Additional Shot Effect
Basic	Apprentice	None
Wood	Apprentice	The wielder's Knockback ability costs 1 less Willpower when making a successful strike with their gun.
Metal	Apprentice	The wielder's Sharpshooter ability costs 1 less Willpower when making a successful strike with their gun.
Silver	Advanced	The wielder may call "Silver" when making a successful strike with their gun.
Gem	Advanced	The wielder may call "Gem" when making a successful strike with their gun.
Ironwood	Advanced	The wielder may call "Knockback" when making a successful strike with their gun.
Cold Iron	Advanced	The wielder may call "Drain Mana" when making a successful strike with their gun.
Mithril	Advanced	The wielder may call "Through" when making a successful strike with their gun.
Star Metal	Expert	The wielder may call "All" when making a successful strike with their gun.
Titanium	Expert	The wielder's gun does not become broken when over-packed.
Dragon Hide	Expert	The wielder may call "Burn" when making a successful strike with their gun.

Gunsmith Schematics

All gunsmith characters are able to make use of the following plans, without needing to purchase them separately. Characters with higher gunsmith crafting skill levels use the same plans, but can work with more advanced materials when doing so.

Schematic: Black Powder Pistol

Time Required: 30 minutes

Resources Required: 2 grip material, 2 barrel material and 1 Repair Powder.

Schematic: Black Powder Rifle

Time Required: 30 minutes

Resources Required: 3 grip material, 3 barrel material and 2 Repair Powder

Schematic: Black Powder Ammunition (16 shot)

Time Required: 10 minutes

Resources Required: 1 ammo material (or none), 1 Boom Cap and 1 Repair Powder

Locksmithing

For as long as the concept of possession has existed – perhaps even longer – so too has thievery. Furthermore, so too has guarding one's possessions *against* thievery. As always, engineers have an inventive solution. The Locksmithing crafting skill allows an engineering character to create locks, which are an in-character method of securing one's possessions detailed on page 28 of the Core Rulebook. Characters with this skill also benefit from the effects of the Expert Lockpick skill without having to purchase it.

Schematic: Lock

Time Required: 20 minutes

Resources Required: 2 Metal and 4 Repair Powder

Changing a Lock

In the unfortunate event that a picklock gets one of these locks open, it may be appropriate to change the lock – 'less the same thief try again. A character with the Locksmithing skill can spend 1 Repair Powder and 10 minutes of their time to change the code on an open lock. A referee must supervise the change, choosing a new code from the game-team's master list.

Weapon and Armour Smithing

The demand for weapons and armour is at an all-time high in the Phoenix Isles and someone practiced in these crafts will never find themselves wanting for work.

Please note that Weaponsmith and Armoursmith are two separate crafting skills but, as they function similarly to each other, their rules are detailed in this chapter together.

Creating Equipment

In order to create an item, whether that is a piece of armour or a weapon, a smithing character is required to invest specific materials and appropriate role-play for their trade. The role-played process should vary based on the material that a smith is working with: Wood requires carving; Metal must be forged; and Leather could be cut and stitched.

Non-masterwork smithing plans usually require 30 minutes of appropriate role-play to fulfill. Masterwork plans instead require 1 Downtime Action as well as double the Repair Powder and other materials listed in the plan.

Repairing Equipment

Depending on the material from which it is made, equipment can become broken when struck by the effects of certain calls. Broken equipment cannot be used until it has been repaired.

Broken weapons require 30 minutes, 1 Repair Powder and 1 of the weapon material which it is made out of to repair. Masterwork weapons require twice as much time, 2 Repair Powder and 2 of the material.

When repairing broken thrown weapons, the same amount of time and materials can be spent to repair up to 5 of them provided that they are all of the same quality and weapon material. Similarly, up to 10 broken arrows and bolts can be repaired at the cost of a single weapon.

Broken pieces of armour require 10 minutes, 1 Repair Powder and 1 of the armour material which it is made out of to repair. If two pieces of armour are being repaired together, they will take a combined total of 20 minutes and 2 Repair Powder but 1 of the armour material will cover both pieces. This means that two Metal gauntlets could be repaired with just 1 Metal; or a full suit of Leather armour could be repaired with just 3 Leather. Masterwork armour does not require additional crafting resources or time to repair.

When a piece of armour runs out of Hit Points, but has not been broken, it is considered beaten. Beaten armour is much cheaper to restore and requires much less time.

A beaten piece of armour made using apprentice-level materials requires 1 Repair Powder to restore; a beaten piece of armour made using advanced-level materials requires 2 Repair Powder to restore; and a beaten piece of armour made using expert-level materials requires 3 Repair Powder to restore. Regardless of its level, restoring a beaten piece of armour takes 10 minutes.

Battlefield Repair

The Battlefield Repair crafting skill allows a smith character to make rushed repairs to equipment when they are short on time or crafting resources.

A character with the Battlefield Repair crafting skill can do the following by spending 3 minutes of appropriate role-play and 1 Repair Powder:

- Restore all damage to beaten locations and repair all broken locations of one suit of armour for which the character has the appropriate armoursmith crafting skill.
- Repair one broken weapon or shield for which the character has the appropriate weaponsmith crafting skill.

The fixes are fast, cheap, and temporary. After roughly 1 hour, items which have been affected by this skill become broken, even if they were merely damaged or beaten before, and cannot be affected by Battlefield Repair again until they have been fully repaired by other means.

Armoursmith Plans

All armoursmith characters are able to make use of the following plans, without needing to purchase them separately. Characters with higher armoursmith crafting skill levels use the same plans, but can work with more advanced materials when doing so.

Armoursmith Plan: Torso Armour (1 piece)

Resources Required: 1 Repair Powder and 2 of the armour material.

Armoursmith Plan: Limb Armour (1 piece)

Resources Required: 1 Repair Powder and 1 of the armour material.

Armoursmith Plan: Suit of Armour (1 torso piece, 2 leg pieces and 2 arm pieces)

Time Required: 2 hours

Resources Required: 5 Repair Powder and 5 of the armour material.

Weaponsmith Plans

All weaponsmith characters are able to make use of the following plans, without needing to purchase them separately. Characters with higher weaponsmith crafting skill levels use the same plans, but can work with more advanced materials when doing so.

When fulfilling a weaponsmith plan (or a shieldsmith plan), the soft armour material used must be of the same level as the weapon material used. For example: A Silver dagger requires 1 advanced soft armour material which can be either Spider Silk or Ogre Hide.

When fulfilling a weaponsmith plan for thrown weapons, or arrows or bolts, only one tag is issued for the whole pack or quiver. These cannot be broken down into multiple packs or quivers during or following their creation.

Weaponsmith Plan: Dagger

Resources Required: 1 Repair Powder, 1 of the weapon material and 1 soft armour material.

Weaponsmith Plan: 1 Handed Weapon

Resources Required: 1 Repair Powder, 2 of the weapon material and 1 soft armour material.

Weaponsmith Plan: 2 Handed Weapon

Resources Required: 1 Repair Powder, 3 of the weapon material and 1 soft armour material.

Weaponsmith Plan: Polearm

Resources Required: 1 Repair Powder, 4 of the weapon material and 1 soft armour material.

Weaponsmith Plan: Bow or Crossbow

Resources Required: 1 Repair Powder, 2 of the weapon material and 2 soft armour material.

Weaponsmith Plan: Thrown Weapon (1 pack of up to 5 throwing weapons)

Resources Required: 1 Repair Powder and 2 of the weapon material.

Weaponsmith Plan: Arrows or Bolts (1 quiver up to 10 arrows or bolts)

Resources Required: 1 Repair Powder, 1 of the weapon material and 1 soft armour material.

Weaponsmith Plan: Focus

Resources Required: 1 Repair Powder and 2 of the weapon material.

Shieldsmith Plans

All weaponsmith characters with the Shieldsmith crafting skill are able to make use of the following plans, without needing to purchase them separately. Characters with higher weaponsmith crafting skill levels use the same plans, but can work with more advanced materials when doing so.

Shieldsmith Plan: Small Shield

Resources Required: 1 Repair Powder, 3 of the weapon material and 1 soft armour material.

Shieldsmith Plan: Large Shield

Resources Required: 1 Repair Powder, 4 of the weapon material and 1 soft armour material.

Shieldsmith Plan: Great Shield

Resources Required: 1 Repair Powder, 5 of the weapon material and 1 soft armour material.

Obtaining Crafting Materials

There are many different ways in which you are able to obtain the crafting materials that you require. The following is not an exhaustive list and instead provides some of the more common means by which materials are acquired.

Loot Cards – During each event, coloured cards are placed around the event site to be discovered by the player characters. These cards can be collected and exchanged with the economy referee for various goodies; often crafting materials. Some loot cards require certain proficiencies to be collected, though. This is explained more in the core rulebook.

Traders – From time to time players will encounter traders in game. Who knows what sorts of materials they may have for sale?

Looting – Searching and looting the dead can yield different usable resources.

Hunting – This skill allows certain resources to be harvested from dead creatures. It is also needed to collect red loot cards.

Gathering Downtime – You can spend downtime actions to gather resources between events. This is explained more in the core rulebook.

NPC Tokens – When you come and play an NPC for us, or otherwise assist the game-team, you earn NPC Tokens. Among other options, these tokens can be exchanged for your choice of material resources. This is explained more in the core rulebook.

Deconstructing Equipment

The techniques used by engineers and blacksmiths to form raw materials into equipment are irreversible. Even still, if you have the right skills, it is possible to salvage Repair Powder from a piece of equipment by taking it apart and grinding it down. An engineering, weaponsmithing, or armoursmithing character can break down any piece of equipment for which they possess the skills to make. A character with the Apprentice armoursmith skill can break down pieces of armour made from apprentice-level materials, for example.

- A weapon or shield can be broken down into an amount of Repair Powder equal to twice the amount of weapon material detailed in the equipment's plan or schematic.
- A piece of armour can be broken down into Repair Powder equal to twice the amount of armour material detailed in the armoursmith plan.
- A character with the Locksmith skill can certainly break down a lock if they can bring the lock into their workshop; or bring their workshop to the lock. A lock can be broken down into 4 Repair Powder.

Breaking down any piece of equipment takes 10 minutes of the crafters time, during which they must role-play their deconstruction process.

Crafting During Downtime

Among the various actions which a character might venture during downtime, crafter characters are able to put their crafting skills to work. If they so choose, a character with a crafting skill may spend 1 Downtime Action to create any quantity of non-masterwork items for which they have the crafting skill and the crafting resources.

As part of the same Downtime Action, a character with both the necessary crafting skills and materials can fulfill 1 weapon smithing plan, armour smithing plan, or gunsmithing schematic in masterwork quality. Masterwork equipment can only be created during downtime.

Exotic Resources

Within the Phoenix Isles there are some materials and ingredients that are not listed in any technique. These are rare and exotic resources with unique and potent properties. In order to discover what an exotic resource can do, and unlock its power, a character will need to learn about it in-game. This can be as simple as asking around and learning from another character, but the properties of an exotic resource can also be researched as a downtime action.

Once the material had been identified, a crafter character will need to spend downtime with it in order to work it into their craft. Usually, the material's properties will lend it naturally to use in weapon smithing plans, armour smithing plans, or gunsmithing schematics, but doing so requires a great deal of time and care.

As part of a Crafting Downtime Action, a character with both the necessary crafting skills and materials can fulfill 1 weapon smithing plan, armour smithing plan, or gunsmithing schematic incorporating an exotic resource of which they understand the properties. Exotic equipment can only be created during downtime, and can be made in standard or masterwork quality this way.

Experimenting

The techniques in this rulebook are not entirely absolute. Engineers, especially, frequently exceed them by experimenting with new inventions. Some of these inventions might require skills found in other crafts. In the event that an engineer does not have the skills required to pursue their invention alone, they are expected to consult and involve other crafter characters. An engineer who includes runes in their experimental schematic would require the aid of a runesmith, for example.

Engineering is the essence of invention among crafters in the Phoenix Isles. When characters with other crafting skills wish to experiment with unorthodox techniques, an engineer character must still be involved to facilitate the process of invention. Experimental alchemy is the only exception to this.

In any case, the process of invention starts by drawing up in-character designs and proposing the experimental technique to the game-team; be it an unorthodox weaponsmithing plan, a new engineering schematic, a fresh alchemy mixture, or otherwise. These propositions must include more than just the desired end result: The game team will also expect to know which crafting resources are to be included in the experimentation, as well as read about the in-character theory behind the design. These propositions are not guaranteed to be approved, so be sure to leave room for adjustments should the game team determine that your design requires rethinking.

Note that props for physically representing experimental creations will not be provided by the game-team. At the end of the experimentation process, if a prop is deemed unsuitable, the creation can still fail. Make sure props made for weaponized inventions follow our safety rules, and consult the game-team to avoid wasted effort.

Whether it's a weaponsmith's hopes to merge the properties of two different materials into one weapon or a lone-engineer building a bomb, all inventions fall into one of two categories as decided by the game-team at the time of proposal:

Major Inventions

When an invention is deemed suitably powerful or complex, its creation can only occur during the downtime between events: A character can take the Experimenting downtime action to attempt to create one major invention of their design. The downtime submission should include every detail of the invention and, if the design is yet to be approved by the game-team, leave plenty of time for back-and-forth discussion.

Major inventions, even once approved, are not easy to create. After spending downtime to experiment on a major invention, a player will be challenged at sign-in to play Rock-Paper-Scissors against the game team, with three possible outcomes:

- **If the player wins**, the experiment was successful! The game team will collect the resources spent and prepare any tags required for the new creation. Further role-play during game-time may be required to complete construction; otherwise, the tags will be provided immediately.
- **If the game is a draw**, there were complications. The game team will collect some of the less-valuable resources involved in the experiment, representing materials lost in the process. If the player has enough resources spare to still fulfill the experimental technique, they may choose to play again.
- **If the player loses**, there was a disaster. The game team will collect some of the most-valuable resources involved in the experiment, representing wasted materials. If the player has enough resources spare to still fulfill the experimental technique, they may choose to play again.

When a major invention requires the collaboration of another crafter, that character must spend their downtime Assisting in order for the Experimenting to go ahead. When such collaboration is *not* required, a character with the appropriate skills can instead use the Assisting action to improve the experiment's chances of success. For each discretionary assistant involved in the experiment, the player can ignore one draw or loss in their Rock-Paper-Scissors game and play again with no loss of crafting resources.

If the player provides a suitable six-sided die, they can choose to roll that die before the game team instead of playing Rock-Paper-Scissors. On a 5 or 6, the player wins; on a 3 or 4, the game is a draw; and on a 1 or 2, they lose.

Even after an experiment succeeds, the creation of a major invention remains experimental. If a player wishes to repeat an experiment in order to construct additional copies of the invention, they are welcome to, but the process and potential for failure persists.

Minor Inventions

The game team will sometimes deem that an invention is not powerful or complex enough to demand so much in return. For a start, minor inventions do not always require downtime to create: When the game-team can spare time to process the experiment during an event, an engineer can fulfill the technique entirely in-game. Alternatively, a character can attempt to create any number of minor inventions as part of a single Experimenting downtime action.

Whether it's processed during an event or as downtime, the game team will still challenge a player to Rock-Paper-Scissors (with the alternative option of rolling a six-sided die) over the creation of a minor invention, with all the same risks and modifiers as a major invention. When one of these experiments succeeds, however, the creation of a minor invention is simple to repeat: When a character attempts to make copies of a minor invention that they personally have made before, they are not challenged to Rock-Paper-Scissors and do not risk losing additional crafting resources.

Experimental Alchemy

An experimental schematic might sometimes include an alchemical component, requiring both engineering and alchemy skills to fulfill. When experimenting with a new mixture, to be used standalone, however, the engineering skill is not required. Unlike other crafts, an alchemist character can complete the entire experimentation process to concoct new mixtures unaided if they so choose.

Experimental mixtures are usually treated as major inventions, and this kind of alchemy can be especially dangerous. In addition to the risky Rock-Paper-Scissors game, the alchemist character will be expected to perform their final process in role-play during the event; with a referee witness. Experimental alchemy is usually volatile, and any player who attempts it should prepare for potentially devastating consequences – succeed or fail.