

Fallen Empires

Adv. Production Rulebook v1.8



THIS DOCUMENT IS A CONSTANT WORK, STRIVING TO CREATE THE BEST PRODUCT FOR THE PLAYERS. AS SUCH FROM TIME TO TIME THE RULES WILL BE MODIFIED OR ALTERED IN AN EFFORT TO MAKE THE GAME THE BEST IT CAN BE.

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Advanced Item Creation

When crafting advanced items there is a limit to the number of effects that can be placed on a single item. No item can have more than 3 advanced effect types, and no more than 1 Forge item effect.

Advanced effects can be added to an existing item, after this initial creation. Though effects added will always carry the same expiration as the base item they are applied to, up to a maximum of 12 months.

Brew Potion

BLACK WATER

Creation Time: 15 Minutes

Materials:

- 3 Uncommon Herbs/Residuum
- 1 Rare: Motherwort
- 1 Rare Herb: Vileroot

Description

This item is a named component and is used in other Advanced Production.

CLOUDED ELIXIR

Creation Time: 15 Minutes

Materials:

- 5 Uncommon Herbs/Residuum
- 1 Rare Herb: Sweetroot

Description

This item is a named component and is used in other Advanced Production.

DEEP COOLING WATER

Creation Time: 30 Minutes

Materials:

- 3 Uncommon Herbs/Residuum
- 1 Named: Essence of Water

Description

This item is a named component and is used in other Advanced Production.

DILUTING AGENT

Creation Time: 15 Minutes

Materials:

- 2 Uncommon Herbs/Residuum
- 1 Rare Herb: Sage

Description

This item is a named component and is used in other Advanced Production.

EVOCATION POTION

Creation Time: 25 Minutes

Materials:

- 10 Common Herbs/Residuum
- 4 Uncommon Herbs/Residuum
- 2 Rare Herbs/Residuum

Description

This creates a potion of the *Evocation* spell.

FLASK

Creation Time: 25 Minutes

Materials:

- 10 Uncommon Herbs/Residuum
- 1 Named: Essence of Water
- 1 Clouded Elixir

Description

This item is a dormant reagent on its own, but when blended with an advanced potion that normally lasts for 5 minutes or 1 Encounter, it will extend the duration to 1 hour or Module. It takes 1 minute to blend the Flask with the potion, after which the 2 tags must be clipped together, also, once blended, they cannot be separated.

POTION OF FREE ACTION

Creation Time: 15 Minutes

Materials:

- 5 Uncommon Herbs/Residuum
- 1 Rare Herb: Thyme
- 2 Rare Herbs: Wormwood

Description

This potion causes the imbiber's movement to be unhindered. This grants the character the benefits of the skill *Underwater Combat*, and *Immunity to Slow and Difficult Terrain*. This effect lasts for 5 minutes or 1 Encounter.

HEROISM POTION

Creation Time: 25 Minutes

Materials:

- 10 Common Herbs/Residuum
- 4 Uncommon Herbs/Residuum
- 2 Rare Herbs/Residuum

Description

This creates a potion of the *Heroism* spell.

LIFE POTION

Creation Time: 25 Minutes

Materials:

- 10 Common Herbs/Residuum
- 4 Uncommon Herbs/Residuum
- 2 Rare Herbs/Residuum

Description

This creates a potion of the *Life* spell.

METERED DECANTER

Creation Time: 30 Minutes

Materials:

- 5 Uncommon Herbs/Residuum
- 1 Rare Herb: Whiptail
- 1 Named: Belladonna

Description

This item is a named component and is used in other Advanced Production.

POTION OF MIGHTY STRENGTH

Creation Time: 15 Minutes

Materials:

- 4 Uncommon Herbs/Residuum
- 2 Rare Herbs: Red Clover

Description

This potion imbues the character with superhuman strength for a brief time. This grants the character +4 *Permanent Strength* for 5 minutes or 1 Encounter.

PURIFICATION FILTER

Creation Time: 30 Minutes

Materials:

- 4 Uncommon Herbs/Residuum
- 1 Rare Herb: Red Clover
- 1 Rare Herb: Whiptail

Description

This item is a named component and is used in other Advanced Production.

POTION OF RENEW MIND, MINOR

Creation Time: 15 Minutes

Materials:

- 5 Uncommon Herbs/Residuum
- 1 Rare Herb: Whiptail

Description

This potion will restore up to 5 Levels worth of *Spell Slots* that the character had previously expended. The *Slots* gained cannot exceed the character's maximum, and any such points gained that would exceed the maximum are wasted.

POTION OF RENEW MIND, MAJOR

Creation Time: 30 Minutes

Materials:

- 5 Uncommon Herbs/Residuum
- 1 Rare Herb: Red Clover
- 1 Named: Essence of Water

Description

This potion will restore up to 10 Levels worth of *Spell Slots* that the character had previously expended. The *Slots* gained cannot exceed the character's maximum, and any such points gained that would exceed the maximum are wasted.

POTION OF RENEW PROWESS, MINOR

Creation Time: 15 Minutes

Materials:

- 5 Uncommon Herbs/Residuum
- 1 Rare Herb: Echinacea

Description

This potion will restore up to 2 Levels of *Combat Slots* that the character had previously expended. The *Slots* gained cannot exceed the character's maximum, and any such points gained that would exceed the maximum are wasted.

POTION OF RENEW PROWESS, MAJOR

Creation Time: 30 Minutes

Materials:

- 5 Uncommon Herbs/Residuum
- 1 Rare Herb: Vileroot
- 1 Named: Trollsblood

Description

This potion will restore up to 5 Levels *Combat Slots* that the character had previously expended. The *Slots* gained cannot exceed the character's maximum, and any such points gained that would exceed the maximum are wasted.

POTION OF WILD MAGIC, MINOR

Creation Time: 10 Minutes

Materials:

- 3 Uncommon Herbs/Residium
- 1 Rare Herb: Ashberry

Description

This potion temporarily increases the character's *Spell Pool* by 25 for 5 minutes or 1 Encounter.

POTION OF WILD MAGIC, STANDARD

Creation Time: 15 Minutes

Materials:

- 6 Uncommon Herbs/Residium
- 2 Rare Herbs: Ashberry

Description

This potion temporarily increases the character's *Spell Pool* by 50 for 5 minutes or 1 Encounter.

POTION OF WILD MAGIC, MAJOR

Creation Time: 20 Minutes

Materials:

- 10 Uncommon Herbs/Residium
- 4 Rare Herbs: Ashberry

Description

This potion temporarily increases the character's *Spell Pool* by 75 for 5 minutes or 1 Encounter.

Chemistry

BONDING COMPOUND

Creation Time: 15 Minutes

Materials:

- 5 Uncommon Herbs
- 1 Rare Herb: Ashberry
- 1 Named: Trollsblood

Description

This chemical takes a full minute to apply to the objects to be affected. It will cover up to 1sq.ft. on each item. Once applied the pieces must be put together and left undisturbed for 2 full minutes, at the end of which time the items will become as one. They cannot be separated without breaking the item. This can even be used to Rebuild broken items.

BLADE POISON: NAUSEA

Creation Time: 15 Minutes

Materials:

- 2 Common Herbs
- 2 Uncommon Herbs
- 1 Rare Herb: Vileroot

Description

This blade poison is applied to a weapon; giving the weapon a *Carrier Attack*. It causes the next successful swing by the weapon (a swing which lands or causes a defense to be called), and all unsuccessful swings leading up to it, to have Nausea added as an Effect Carrier to the damage normally called.

DECANTER

Creation Time: 30 Minutes

Materials:

- 1 Rare Herb: Wormwood
- 1 Named: Essence of Water
- 1 Glowing Bottle

Description

This item allows a character to change a chemical into a more basic form in the field. This means a character could take a Vial and turn it into a Salve or Elixir of the same type, this takes 2 minutes of work.

EPOXY

Creation Time: 30 Minutes

Materials:

- 3 Uncommon Herbs/Residuum
- 2 Rare Herbs: Motherwort

Description

This item is a named component and is used in other Advanced Production.

FIRE DAMP

Creation Time: 30 Minutes

Materials:

- 3 Uncommon Herbs/Residuum
- 1 Rare Herb: Sweetroot
- 1 Rare Herb: Echinacea

Description

This item is a named component and is used in other Advanced Production.

FLASK FLAME

Creation Time: 30 Minutes

Materials:

- 3 Uncommon Herbs/Residuum
- 1 Rare Herb: Ashberry
- 1 Rare Herb: Motherwort

Description

This item is a named component and is used in other Advanced Production.

GLOWING BOTTLE

Creation Time: 30 Minutes

Materials:

- 3 Uncommon Herbs/Residuum
- 1 Named: Essence of Water

Description

This item is a named component and is used in other Advanced Production.

NIGHT EYES POWDER

Creation Time: 15 Minutes

Materials:

- 2 Uncommon Herbs/Residuum
- 2 Rare Herbs: Vileroot
- 1 Rare Herbs: Thyme

Description

This chemical is a light powder that is applied to the character's eyelids. Once applied, the character will be able to see in dark conditions without a light source. This does not

allow for out of game items like night vision scopes, as this is intended for use in certain in game situations like Modules. This powder will last for 2 hours or until wiped away.

PETRIFICATION SALVE

Creation Time: 15 Minutes

Materials:

- 3 Uncommon Herbs/Residuum
- 2 Rare Herbs: Motherwort

Description

This will remove the effects of *Petrify* from the target, restoring them to the state that they were in when they became *Petrified*. This means that all time for them starts again, and time sensitive things like Bleed Out counts will resume from where they were halted.

RESIN

Creation Time: 30 Minutes

Materials:

- 3 Uncommon Herbs/Residuum
- 2 Rare Herbs: Whiptail

Description

This item is a named component and is used in other Advanced Production.

SETTING SOLUTION

Creation Time: 25 Minutes

Materials:

- 5 Uncommon Herbs/Residuum
- 3 Rare Herbs: Red Clover
- 2 Rare Herbs: Sage
- 1 Named: Trollsblood

Description

This chemical can be applied to a single item up to 8 sq. ft. in surface area. Once applied, the chemical grants the item the *Unshatterable* property until the item expires.

THERMITE

Creation Time: 30 Minutes

Materials:

- 3 Uncommon Herbs/Residuum
- 1 Rare Herb: Sage
- 1 Named: Belladonna

Description

This item is a named component and is used in other Advanced Production.

UNIVERSAL SOLVENT

Creation Time: 10 Minutes

Materials:

- 2 Uncommon Herbs/Residuum
- 1 Rare Herb: Thyme
- 1 Rare Herbs: Whiptail

Description

This chemical will cause up to 3 sq. ft. of an object to become weakened and easier to break. It takes a 10 counted action to apply to a surface, and lowers the Strength required to break the object by 6.

BLADE POISON: VORPAL +8

Creation Time: 25 Minutes

Materials:

- 5 Uncommon Herbs

Description

This Blade Poison is applied to a weapon, and unlike all other Blade Poisons, needs no *Energy* expenditure from *Poison Use* to use once applied to the weapon. It causes the next successful swing by the weapon (a swing which lands or causes a defense to be called), and all unsuccessful swings leading up to it, to have 8 bonus damage applied to the amount of damage normally called.

Engineering

BASIC SCOPE

Creation Time: 20 Minutes

Materials:

- 10 Uncommon Ore
- 2 Rare Ore: Jade
- 1 Rare Ore: Veridium
- 1 Spyglass

Description

This item can be attached to a Bow or Crossbow. Once attached, the item will gain +1 damage for the duration of the scope. This effect cannot be stacked with the Honed Advanced Production.

CLUTCH

Creation Time: 15 Minutes

Materials:

- 3 Uncommon Ore
- 1 Rare Ore: Veridium

Description

This item is a named component and is used in other Advanced Production.

CRANK LIGHT

Creation Time: 10 Minutes

Materials:

- 2 Uncommon Ore
- 1 Named: Essence of Stone
- 1 Whirlygig

Description

This item will generate a *Light* effect, following the same restrictions as the spell of the same name.

DEFIBRILLATOR LIGHT 700

Creation Time: 45 Minutes

Materials:

- 10 Uncommon Ore
- 5 Rare Ore: Quartz
- 1 Named: Shattered Star
- 1 EL512
- 1 Gyro Destabilizer

Description

This item can generate a "Natural Life" effect once each day. To use the item, the handle must be cranked 20 times then used on the target. This effect will consume 2 Quartz each time it is used. This invention is extremely

dangerous, and only skilled engineers with advanced training can use it.

DISTILLER

Creation Time: 15 Minutes

Materials:

- 3 Uncommon Ore
- 2 Rare Ores: Malachite

Description

This item is a named component and is used in other Advanced Production.

EL512

Creation Time: 15 Minutes

Materials:

- 4 Uncommon Ore
- 1 Rare Ore: Tourmaline

Description

This item is a named component and is used in other Advanced Production.

EXOTIC CLIP (+3 Damage)

Creation Time: 15 Minutes

Materials:

- 3 Uncommon Ore
- 1 Rare Ore: Onyx

Description

This clip holds 10 shots of special ammo that grants +3 *Temporary Damage*. This ammo is expended when used.

EXOTIC CLIP (+5 DAMAGE)

Creation Time: 15 Minutes

Materials:

- 5 Uncommon Ore
- 2 Rare Ore: Charstone
- 1 Rare Ore: Malachite

Description

This quiver holds 10 shots of special arrows that grant +5 *Temporary Damage*. These arrows are expended when used.

EXOTIC QUIVER (CRITICAL)

Creation Time: 15 Minutes

Materials:

- 5 Uncommon Ore
- 1 Named: Steel

Description

This quiver holds 10 shots of special arrows that add the *Critical* Modifier to the attack. These arrows are expended when used.

GYRO-DESTABILIZER

Creation Time: 15 Minutes

Materials:

- 4 Uncommon Ore
- 1 Rare Ore: Thormium

Description

This item is a named component and is used in other Advanced Production.

HAMMER SHOT

Creation Time: 20 Minutes

Materials:

- 10 Uncommon Ore
- 1 Servo Piston
- 1 Thermoflake

Description

This add-on can only be used to modify a gun weapon and will increase the base damage of a Cannon to 4 damage.

HIGH CALIBER

Creation Time: 20 Minutes

Materials:

- 10 Uncommon Ore
- 1 Named: Shattered Star
- 1 Servo Piston
- 1 High Fusion Cell

Description

This add-on can only be used to modify a Gun weapon, which will increase the base damage of a Pistol or Cannon by an additional 1 point, and can be stacked with other add-ons.

HIGH FUSION CELL

Creation Time: 15 Minutes

Materials:

- 10 Uncommon Ore
- 1 Rare Ore: Jade

Description

This item is a named component and is used in other Advanced Production.

IMPROVED CAPACITY

Creation Time: 20 Minutes

Materials:

- 5 Uncommon Ore
- 2 Clutch
- 1 Phase Decoupler

Description

This add-on can only be used to modify a Gun weapon, which will increase the Max Load of a Gun by an additional 3 shots.

IMPROVED SCOPE

Creation Time: 30 Minutes

Materials:

- 1 Basic Scope
- 1 Thermoflake

Description

This add-on can only be attached to a Bow, Crossbow, or Gun. Once attached, the item will gain +1 damage for the duration of the scope; in addition to the damage bonus, this item also allows a Ranger to generate the *Hunters Mark* effect twice each reset.

PHASE DECOUPLER

Creation Time: 15 Minutes

Materials:

- 10 Uncommon Ore
- 1 Rare Ore: Malachite

Description

This item is a named component and is used in other Advanced Production.

ROCKET BOOTS

Creation Time: 25 Minutes

Materials:

- 8 Uncommon Ore
- 3 Rare Ore: Charstone
- 1 Rare Ore: Tourmaline
- 1 Named: Steel

Description

This Item allows the character to use the *Flee* ability to escape combat twice ever. As these boots are tricky to master, the user suffers 10 points of fire damage when activated, however, the damage can be avoided if the character has *Engineering* rank 4.

ROCKET BOOTS EXTREME

Creation Time: 35 Minutes

Materials:

- 1 Gyro-Destabilizer
- 1 Steel Barrel
- 1 New Rocket Boots

Description

This Item allows the character to use the *Flee* ability to escape combat once each reset. As these boots are tricky to master, the user suffers 10 points of fire damage when activated, however, the damage can be avoided if the character has *Engineering* rank 3.

SCATTER LOAD

Creation Time: 15 Minutes

Materials:

- 5 Uncommon Ore
- 1 Named: Steel

Description

This clip holds 10 shots of special ammo that adds the "Critical" Flavor Carrier to its attacks. This ammo is expended when used.

SERVO PISTON

Creation Time: 15 Minutes

Materials:

- 4 Uncommon Ore
- 1 Rare Ore: Thormium

Description

This item is a named component and is used in other Advanced Production.

SPYGLASS

Creation Time: 10 Minutes

Materials:

- 2 Uncommon Ore
- 1 Rare Ore: Chalcedony
- 1 Steel Barrel

Description

This item will increase overland viewing distance by up to 10 times, limited by terrain. This gives a +5 Success bonus on long distance overland tracking.

STEEL BARREL

Creation Time: 15 Minutes

Materials:

- 2 Uncommon Ore
- 1 Rare Ore: Veridium
- 1 Named: Steel

Description

This item is a named component and is used in other Advanced Production.

THERMOFLANGE

Creation Time: 15 Minutes

Materials:

- 5 Uncommon Ore
- 1 Rare Ore: Charstone
- 1 Rare Ore: Onyx

Description

This item is a named component and is used in other Advanced Production.

TIMEKEEPER

Creation Time: 10 Minutes

Materials:

- 1 Clutch
- 1 Whirlygig

Description

This item allows a player to use a watch in game.

WHIRLYGIG

Creation Time: 10 Minutes

Materials:

- 3 Uncommon Ore
- 1 Rare Ore: Quartz

Description

This item is a named component and is used in other Advanced Production.

Scribe Rune

CREATE MAJOR SPELL BOOK

Creation Time: 10 Minutes

Materials:

- 4 Uncommon Residuum
- 1 Rare Residuum: Azure Sand
- 1 Vellum

Description

This item can hold up to 36 Spell Pages, and must have minimum dimensions of 4" by 6" and ½" thick.

EVERLASTING QUILL

Creation Time: 30 Minutes

Materials:

- 3 Uncommon Residuum
- 1 Rare Residuum: Azure Sand
- 1 Rare Residuum: Crushed Stardust

Description

This item is a named component and is used in other Advanced Production.

GOLD LEAF

Creation Time: 30 Minutes

Materials:

- 3 Uncommon Residuum
- 1 Rare Residuum: Mote of Sunlight

Description

This item is a named component and is used in other Advanced Production.

INSCRIBE WAND

Creation Time: 30 Minutes

Materials:

- 3 Uncommon Residuum
- 1 Rare Residuum: Planer Dust
- 1 Named: Essence of Wind

Description

This production allows the character to craft basic wands, that require a blunt *Short Weapon* Phys-Rep, such as a club or mace. While in hand, this item increases the character's *Spell Pool* by 5, so long as they have the *Signature Spell Skill*.

INSCRIBE WAND, GREATER

Creation Time: 45 Minutes

Materials:

- 5 Uncommon Residuum
- 2 Rare Residuum: Imbued Geode
- 1 Rare Residuum: Luminous Shard
- 1 Rare Residuum: Mote of Sunlight
- 1 Named: Essence of Fire

Description

This production allows the character to craft better wands, that require a blunt *Short Weapon* Phys-Rep, such as a club or mace. When the wand is actively wielded by a character with *Spell Pool*, the wand will grant 15 *Permanent Spell Pool*.

MASTER STAFF

Creation Time: 60 Minutes

Materials:

- 20 Uncommon Residuum
- 2 Rare Residuum: Astral Ether
- 1 Rare Residuum: Moonlight Filament
- 2 Rare Residuum: Planer Dust
- 1 Named: Essence of Fire
- 2 Named: Pure Ether
- 2 Silvered Ink
- 1 Staff

Description

These staves have had mystic runes inscribed onto them to enhance the wielder's magical prowess. When the wand is actively wielded by a character with *Spell Pool*, the wand will grant 20 *Permanent Spell Pool*. Additionally, twice each reset the character can refresh their *Spell Pool* on a 3 counted action, instead of the normal 3 minute count. This item requires the *MagicStaff* Power to use.

PIGMENT REMOVER

Creation Time: 30 Minutes

Materials:

- 3 Uncommon Residuum
- 2 Rare Residuum: Planer Dust

Description

This item is a named component and is used in other Advanced Production.

RUNE OF MASTERY (BARRIER)

Creation Time: 15 Minutes

Materials:

- 10 Uncommon Residium
- 1 Rare Residium: Azure Sand

Description

This powerful rune stores a single use skill that can be used by any character for whom the skill is a "Class Skill". They must still meet the skill requirements to active this item.

RUNE OF MASTERY (QUICKNESS)

Creation Time: 15 Minutes

Materials:

- 10 Uncommon Residium
- 1 Rare Residium: Azure Sand

Description

This powerful rune stores a single use skill that can be used by any character for whom the skill is a "Class Skill". They must still meet the skill requirements to active this item.

RUNE OF POWER

Creation Time: 30 Minutes

Materials:

- 10 Uncommon Residium
- 1 Rare Residium: Azure Sand
- 1 Rare Residium: Darkened Silver
- 1 Named: Ritual Ash
- 1 Rune of the spell to be stored

Description

This powerful rune stores a spell that can be cast by anyone so long as they have an unused *Spell Slot* of the appropriate level; meaning they do need to be able to cast the spell stored normally. Casting spells using this rune consumes the *Spell Slot* from the character. Once activated, the rune will last for up to 1 hour or Module.

RUNE OF THE NOVICE

Creation Time: 15 Minutes

Materials:

- 2 Uncommon Residium
- 1 Rare Residium: Moonlight Filament
- 1 Rune of the spell to be stored

Description

This rune is written such that anyone can use the spell stored within, even those who lack the abilities to cast spells normally. The

difficulty in crafting these runes leaves their power limited and only spells of 3rd level and lower can be crafted this way.

RUNE STAFF

Creation Time: 60 Minutes

Materials:

- 10 Uncommon Residium
- 1 Rare Residium: Etheric Essence
- 1 Rare Residium: Imbued Geode
- 1 Named: Essence of Wind
- 1 Named: Ritual Ash
- 1 Silvered Ink
- 1 Staff

Description

These staves have had mystic runes inscribed onto them to enhance the wielder's magical prowess. While in hand, this item increases a character's *Spell Pool* by 10, so long as they had already had *Spell Pool* charges. Additionally, once each reset the character can refresh their *Spell Pool* on a 3 counted action, instead of the normal 3 minute count. This item requires the *MagicStaff* Power to use.

RUNESTONE INLAY

Creation Time: 30 Minutes

Materials:

- 3 Uncommon Residium
- 1 Rare Residium: Azure Sand
- 1 Rare Residium: Darkened Silver

Description

This item is a named component and is used in other Advanced Production.

SILVERED INK

Creation Time: 10 Minutes

Materials:

- 3 Uncommon Residium
- 1 Rare Residium: Darkened Silver

Description

This item is a named component and is used in other Advanced Production.

SPELL BOOK OF STORING I

Creation Time: 20 Minutes

Materials:

- 5 Uncommon Residium
- 3 Rare Residium: Azure Sand
- 1 Gold Leaf
- 1 Silvered Ink
- 1 Vellum

Description

This process will infuse a spell book with the latent ability to hold a spell that can be used at a later time. Each reset the Spell Book can store 2 spells of up to 5th level, which can be cast by any caster holding the book with a few restrictions: the Spell Page for the spell to be stored must be in the book, and the stored spells must be on the character's available spell list in order to cast them from the book. To store a spell, it must be touch cast onto the book and the bearer must announce "Absorbed". The stored spell will remain until the next Skill Reset, and can be used with the call "Activate Magic <Spell Name>" and throwing a packet.

SPELL BOOK OF STORING II

Creation Time: 30 Minutes

Materials:

- 10 Uncommon Residium
- 4 Rare Residium: Azure Sand
- 1 Gold Leaf
- 2 Silvered Ink
- 2 Vellum

Description

This process will infuse a spell book with the latent ability to hold a spell that can be used at a later time. Each reset the Spell Book can store 2 spells of up to 8th level, which can be cast by any caster holding the book with a few restrictions: the Spell Page for the spell to be stored must be in the book, and the stored spells must be on the character's available spell list in order to cast them from the book. To store a spell, it must be touch cast onto the book and the bearer must announce "Absorbed". The stored spell will remain until the next Skill Reset, and can be used with the call "Activate Magic <Spell Name>" and throwing a packet.

VELLUM

Creation Time: 10 Minutes

Materials:

- 10 Uncommon Residium

Description

This item is a named component and is used in other Advanced Production.

Smithing

ARMOR PLATING (BLADE BREAKER)

Creation Time: 20 Minutes

Materials:

- 4 Uncommon Ore
- 1 Rare Ore: Chalcedony

Description

This armor plating adds hooked fins to the armor, taking a 30 counted action to attach. Once attached, the suit of armor can be used to generate a "Natural Aura Shatter", which can only be called on a melee weapon attack that strikes the character and was not defended with an Active Skill. This effect may be triggered on any one valid attack of the character's choosing, after which the armor plating will become unusable and fall off.

ARTISAN CRAFTED

Creation Time: 60 Minutes

Materials:

- 20 Uncommon Ore
- 5 Rare Ore: Quartz
- 4 Rare Ore: Thormium
- 8 Rare Ore: Tourmaline
- 1 Named: Essence of Stone
- 1 Named: Steel
- 1 Suit of Armor

Description

This armor is so well crafted. It gives more protection than just armor points. This armor allows the wearer to *Resist* an attack made with a Melee or Ranged weapon 2 times each day.

BATTLE ARMOR

Creation Time: 45 Minutes

Materials:

- 1 Rare Ore

Description

This is the largest suit of armor that a character can wear, with a base Armor value of 50 Points. This follows the normal rules for duration and cost when crafting armor.

COLD IRON WEAPON

Creation Time: 20 Minutes

Materials:

- 4 Uncommon Ore
- 1 Rare Ore: Malachite
- Component cost of the weapon

Description

These weapons are unique in that they are resilient toward magic; each day they will naturally *Resist* the first *Shatter* or *Destroy* effect with the *Magic* delivery type. Additionally, it adds the Iron Flavor Carrier to all attacks made with the weapon.

CRYSTAL FRAMEWORK

Creation Time: 15 Minutes

Materials:

- 2 Uncommon Ore
- 2 Rare Ore: Chalcedony

Description

This item is a named component and is used in other Advanced Production.

EXOTIC QUIVER (+3 DAMAGE)

Creation Time: 10 Minutes

Materials:

- 3 Uncommon Ore
- 1 Rare Ore: Onyx

Description

This quiver holds 10 shots of special arrows that grant +3 *Temporary Damage*. These arrows are expended when used.

EXOTIC QUIVER (+5 DAMAGE)

Creation Time: 15 Minutes

Materials:

- 5 Uncommon Ore
- 2 Rare Ore: Charstone
- 1 Rare Ore: Malachite

Description

This quiver holds 10 shots of special arrows that grant +5 *Temporary Damage*. These arrows are expended when used.

EXOTIC QUIVER (CRITICAL)

Creation Time: 15 Minutes

Materials:

- 5 Uncommon Ore
- 1 Named: Steel

Description

This quiver holds 10 shots of special arrows that add the *Critical* Modifier to the attack. These arrows are expended when used.

FAST LINKED

Creation Time: 30 Minutes

Materials:

- 10 Uncommon Ore
- 2 Rare Ore: Charstone
- 2 Rare Ore: Mercury
- 1 Named: Firefly Trapped in Amber
- 1 Suit of Armor

Description

This type of armor is made in such a way that it is far easier to adjust, reducing the time to refit the armor by half, making it now 15 Seconds if the armor is not *Breeched* and 30 seconds if it is *Breeched*. This is a *Temporary Reduction* effect.

HONED WEAPON

Creation Time: 30 Minutes

Materials:

- 10 Uncommon Ore
- 3 Rare Ore: Jade
- 2 Rare Ore: Thormium
- 3 Rare Ore: Veridium
- 1 Named: Firefly Trapped in Amber
- 1 Named: Shattered Star

Description

These weapons, while not magical in any way, will add 1 point of damage to all weapon swings.

LARGE SHIELD

Creation Time: 30 Minutes

Materials:

- 1 Rare Ore

Description

Large shields can have a maximum area of 610 sq. in, and no dimension greater than 40 inches. While wielding a shield of this size, the character can only touch cast spells, and cannot use *Bombs* or *Vials*. This follows the normal

rules for duration and cost when crafting weapons.

LODESTONE MAGNET

Creation Time: 15 Minutes

Materials:

- 2 Uncommon Ore
- 1 Rare Ore: Chalcedony

Description

This item is a named component and is used in other Advanced Production.

MASTER CRAFTED

Creation Time: 60 Minutes

Materials:

- 10 Uncommon Ore
- 4 Rare Ore: Jade
- 4 Rare Ore: Onyx
- 4 Rare Ore: Tourmaline
- 1 Named: Essence of Stone
- 1 Named: Steel
- 1 Suit of Armor

Description

This armor is so finely crafted that it gives more Armor than it would appear to.

Master Crafted armor has an Armor value 10 points higher than a normal suit of its type, and these points will exceed class maximum.

REINFORCED BIT

Creation Time: 30 Minutes

Materials:

- 2 Uncommon Ore
- 1 Rare Ore: Malachite

Description

This item is a named component and is used in other Advanced Production.

REINFORCED CRUCIBLE

Creation Time: 30 Minutes

Materials:

- 2 Uncommon Ore
- 1 Rare Ore: Onyx

Description

This item is a named component and is used in other Advanced Production.

RUNE WEAPON

Creation Time: 30 Minutes

Materials:

- 8 Uncommon Ore
- 2 Rare Ore: Jade
- 1 Rare Ore: Mercury
- 1 Named: Shattered Star
- 1 Runestone Inlay

Description

Weapons crafted in this way are covered in runes that unlock magical potential. While in hand, this item increases the characters *Spell Pool* by 10 points, so long as they had already had *Spell Pool*.

SILVER WEAPON

Creation Time: 30 Minutes

Materials:

- 2 Uncommon Ore
- 1 Rare Ore: Mercury

Description

These weapons have had special materials worked into the surface, giving it a silvery sheen. This adds the "Silver" Flavor Carrier to the weapon's call, replacing the "Normal" Flavor Carrier that base weapons have.

STEEL BARREL

Creation Time: 15 Minutes

Materials:

- 2 Uncommon Ore
- 1 Rare Ore: Veridium
- 1 Named: Steel

Description

This item is a named component and is used in other Advanced Production.

STEEL

Creation Time: 15 Minutes

Materials:

- 5 Uncommon Ore
- 1 Rare Ore: Charstone
- 1 Rare Ore: Veridium

Description

This item is a named component and is used in other Advanced Production.

TEMPER

Creation Time: 15 Minutes

Materials:

- 1 Rare Ore: Jade

Description

Tempers can be added to weapons and armor that have already been created, and it will give them the ability to *Resist Shatter/Destroy* effects a limited number of times. Each time Temper is added to an item it gains 2 of these *Resists*, which are one shots and are marked off when used. An item can have up to 6 total *Resists* at any given time.

UNBREAKABLE GLASS

Creation Time: 30 Minutes

Materials:

- 2 Uncommon Ore
- 1 Rare Ore: Quartz

Description

This item is a named component and is used in other Advanced Production.

UNSHATTERABLE

Creation Time: 40 Minutes

Materials:

- 5 Uncommon Ore
- 2 Rare Ore: Thormium per Rank of the base item
- 1 Named: Essence of Stone
- 1 Named: Shattered Star

Description

These items are *Immune to Shatter* effects. Additionally, these items cannot be broken by a normal Feat of Strength but can still be broken by a creature with +10 *Permanent Strength*. Other methods may exist to destroy them.

Forge Item

MINOR ITEMS

ARMOR OF ELUSION

Materials:

- Suit of Armor to be enchanted
- 20 Residium
- 2 Touch of Void
- 2 Moldavite

Description

This enchants a normal suit of armor with the ability to *Resist Binding* and *Prison* effects twice each reset. Additionally, the armor can be activated to generate the *Freedom* effect once each day at no cost.

ARMOR OF EVOCATION

Materials:

- Suit of Armor to be enchanted
- 20 Residium
- 2 Basilisk Eye
- 2 Moldavite

Description

This enchants a normal suit of armor with the ability to *Resist* effects from the *Path of Evocation* and *Elemental Damage* twice each reset.

ARMOR OF MIND

Materials:

- Suit of Armor to be enchanted
- 20 Residium
- 2 Leviathan Fang
- 2 Moldavite

Description

This enchants a normal suit of armor with the ability to *Resist Sleep*, *Charm* and *Fear* effects twice each reset. Additionally the armor can be activated to grant the wearer *Mind Guard* once each day at no cost.

ARMOR OF SHADOWS

Materials:

- Suit of Armor to be enchanted
- 20 Residium
- 2 Essence of Death
- 2 Moldavite

Description

This enchants a suit of armor with the ability to *Resist: Shadow* effects and damage twice each reset.

BAG OF HOLDING I

Materials:

- 1 Rune of Secret Box
- 5 Residium
- 1 Dram of Time

Description

This formula enchants a bag so that it may carry up to 10 Ghost Tags (tags for items that do not require their rep to be there); this also makes the bag Unshatterable. A bag enchanted with effect can never be placed inside of an item with the same effect.

BOOTS OF TRACKLESS STEP

Materials:

- 5 Residium
- 1 Phoenix Feather

Description

This creates a pair of footwear that when used reduces the chance that the wearer will be tracked; giving any would be tracker a 2 Negative penalty to their Contested Roll.

BRACERS OF HEALTH

Materials:

- 20 Residium
- 1 Basilisk Eye
- 1 Harpy Bone

Description

These enchanted bracers, when worn, increase the characters *Base Body Points* by 3 points.

CLOAK OF THE WOODLANDS

Materials:

- 20 Residuum
- 1 Touch of the Void
- 1 Vial of Darkwater
- 1 Banshee Essence

Description

Grants the wearer the use of the *Conceal* skill once per reset, so long as they are in natural wooded terrain.

COLLAPSIBLE ROPE

Materials:

- 5 Residuum
- 1 Basilisk Eye

Description

This formula enchants a 50 foot length of rope so that it can be collapsed down to 6 inches for easy storage. A simple activation can be used to collapse or expand the rope.

ELEMENTAL AURA WEAPON (FLAVOR)

Materials:

- 1 Rune of Blade
- 35 Residuum
- 2 Basilisk Eye

Description

This enchants a weapon with the elemental property of stone. Five times each day the weapon can be used to mimic the *Blade* spell granting the wielder +5 *Temporary Weapon Damage* <Flavor> on a single weapon swing.

ENCHANT MINOR WAND

Materials:

- 15 Residuum
- 1 Dram of Time
- 1 Greater Wand

Description

This enchants a wand increasing its strength. When the wand is actively wielded by a character with *Spell Pool*, the wand will grant 15 *Permanent Spell Pool*.

EVERTORCH

Materials:

- 25 Residuum

Description

This spell creates a light that will function whenever it is night or the item is in a dark or dimly lit location.

GOGGLES OF SEEING

Materials:

- 20 Residuum
- 1 Essence of Death

Description

This spell enchants a pair of goggles that improve the wearer's vision. While worn it will grant the wearer +2 Bonus on *Tracking* Contested Rolls.

MAGIC WEAPON

Materials:

- 35 Residuum
- 1 Phoenix Talon
- 1 Banshee Essence

Description

This spell enchants a normal weapon so that it now has the *Carrier Flavor: Magic* added to its call. This replaces weaker damage types such as *Normal* and *Silver*.

NIMBLE GLOVES

Materials:

- 5 Residuum
- 1 Phoenix Feather

Description

These enchanted gloves, while worn, will give the character 2 additional Success for Challenged Rolls when using the *Disable* skill.

PROWESS GEM

Materials:

- 5 Residuum
- 1 Dram of Time

Description

This enchants a gem to store magical power that can be used at a later time. A newly forged gem will contain 5 levels worth of Combat Slots. When using Techniques the character can choose to use the Slots in the gem, instead of their own. Once all slots are used the gem is destroyed.

RING OF FEATHERFALL

Materials:

- 5 Residium
- 1 Phoenix Feather

Description

This spell enchants a ring that so long as it is worn that character is constantly under the effects of *Featherfall* and will not take any falling damage.

RING OF MIND SHIELDING

Materials:

- 25 Residium
- 1 Vial of Darkwater

Description

This magical ring guards the wearers mind from being intruded. The player is immune to the *Detect Thoughts* ability; additionally each reset the first *Psionic* attack is *Resisted*.

RING OF SPELL STORING

Materials:

- 25 Residium
- 2 Harpy Bone

Description

This spell enchants an item so that up to a 3 levels of spells may be stored into to be used at a later time. To store a spell it must be touch cast onto the item and the bearer must announce "Absorbed". The stored spell will remain until the next skill reset and can be used by stating "Active <Spell Name>" and then throwing a packet.

SPELL GEM

Materials:

- 5 Residium
- 1 Dram of Time

Description

This enchants a gem to store magical power that can be used at a later time. A newly forged gem will contain 10 levels worth of Spell Slots. When casting spells the caster can choose to use the Slots in the gem, instead of their own. Once all slots are used the gem is destroyed.

STANDARD ITEMS

ARMOR OF ELUSION

Materials:

- Suit of Armor to be enchanted
- 30 Residium
- 3 Touch of Void
- 3 Moldavite

Description

This enchants a normal suit of armor with the ability to *Resist Binding* and *Prison* effects three times each reset. Additionally, the armor can be activated to generate the *Freedom* effect once each day at no cost.

ARMOR OF EVOCATION

Materials:

- Suit of Armor to be enchanted
- 30 Residium
- 3 Basilisk Eye
- 3 Moldavite

Description

This enchants a normal suit of armor with the ability to *Resist* effects from the *Path of Evocation* and *Elemental Damage* three times each reset.

ARMOR OF MIND

Materials:

- Suit of Armor to be enchanted
- 30 Residium
- 3 Leviathan Fang
- 3 Moldavite

Description

This enchants a normal suit of armor with the ability to *Resist Sleep, Charm* and *Fear* effects three times each reset. Additionally the armor can be activated to grant the wearer *Mind Guard* once each day at no cost.

ARMOR OF SHADOWS

Materials:

- Suit of Armor to be enchanted
- 30 Residium
- 3 Essence of Death
- 3 Moldavite

Description

This enchants a suit of armor with the ability to *Resist: Shadow* effects and damage three times each reset.

BAG OF HOLDING II

Materials:

- 2 Rune of Secret Box
- 15 Residium
- 1 Dram of Time

Description

This formula enchants a bag so that it may carry up to 25 Ghost Tags (tags for items that do not require their rep to be there); this also makes the bag Unshatterable. A bag enchanted with effect can never be placed inside of an item with the same effect.

BELT OF CONSTITUTION

Materials:

- 20 Residium
- 2 Phoenix Feather

Description

This belt increases the characters fortitude and resistance to infections. Once each reset the character can *Resist Toxin* as per the racial skill.

BELT OF MIGHT

Materials:

- 25 Residium
- 1 Gorgon Horn
- 1 Banshee Essence

Description

This belt strengthens the character and gives great boost when exerting force. While worn the characters gains +2 *Temporary Strength*.

BRACERS OF DEFLECTION

Materials:

- 25 Residium
- 1 Essence of Death

Description

These enchanted bracers, when worn, increase the characters armor value. The bracers count as 10 points of armor that stacks with other sources, up to the characters maximum value. These points are readjusted with physical armor, and not separately.

CLOAK OF THE RAY

Materials:

- 15 Residium
- 2 Leviathan Fang
- 1 Vial of Darkwater

Description

This cloak is created from a grey-blue cloth and when worn looks similar to a large manta ray. When worn the character is treated as though they had the skill *Underwater Combat*.

CLOAK OF THE WOODLANDS

Materials:

- 20 Residium
- 2 Touch of the Void
- 1 Vial of Darkwater
- 1 Banshee Essence

Description

This creates a cloak that allows the character to vanish into the wilds. This item grants the wearer the use of the *Conceal* skill once per reset, so long as they are in a natural wooded terrain. If the character already has the *Conceal* skill this item instead reduces the count to enter *Hide* from a 5 count to a 3 count.

CREATE IRON GOLEM

Materials:

- 20 Uncommon Ore
- 3 Gorgon Horn
- 5 Moldivite

Description

This creates a Golem made of iron that will be under the creator's voice control, or that can be programmed with up to 25 words of instructions. The golem will last for 1 year or until it is destroyed. The rep for the golem must be provided by players, NPCs will not be available for player golem reps.

ELEMENTAL AURA WEAPON (FLAVOR)

Materials:

- 3 Rune of Blade
- 40 Residuum
- 1 Phoenix Talon
- 3 Basilisk Eye

Description

This enchants a weapon with an elemental property granting the wielder +0 *Carrier <Flavor>* on all attacks made with the weapon.

ENCHANT STANDARD WAND

Materials:

- 15 Residuum
- 1 Dram of Time
- 1 Leviathan Fang
- 1 Greater Wand

Description

This enchants a wand increasing its strength. When the wand is actively wielded by a character with *Spell Pool*, the wand will grant 20 *Permanent Spell Pool*.

HAT OF DISGUISE

Materials:

- 20 Residuum
- 1 Harpy Bone
- 1 Banshee Essence

Description

This ordinary looking headgear makes it far easier to hide your actual appearance. First this item allows the character to use the *Disguise* skill once each reset; Second once each reset it allows the wearer to give a false answer to the out of game question "What do I See?".

HEADBAND OF CONCENTRATION

Materials:

- 15 Residuum
- 2 Dram of Time
- 1 Gorgon Horn

Description

This enchanted headband is often a pendant put could be worked into a more traditional helm. When wore it lowers the time to perform Counted Actions, which require concentration, by up to 1 minute, to a minimum of 1 minute.

MAGIC WEAPON

Materials:

- 40 Residuum
- 3 Phoenix Talon
- 2 Banshee Essence

Description

This spell enchants a normal weapon so that it now has the damage type *Magic* added to its call. This replaces weaker damage types such as *Normal* and *Silver*.

RING OF RESISTANCE

Materials:

- 30 Residuum
- 3 Basilisk Eye
- 2 Moldavite

Description

This spell creates a ring that protects the wearer against the designated flavor. While the ring is worn the character will take half damage, rounded up, from any damage dealing attack with the <Flavor> flavor.

RING OF REFRACTING FORCE

Materials:

- 20 Residuum
- 1 Touch of the Void
- 1 Gorgon Horn
- 1 Phoenix Feather

Description

This magic ring, while worn, will allow the wearer to ward off harmful magic. Once each reset the character can use the *Spell Turning* skill without having to pay any cost.

RING OF SPELL STORING

Materials:

- 30 Residuum
- 1 Leviathan Fang
- 2 Harpy Bone

Description

This spell enchants an item so that up to a 6 levels of spells may be stored into to be used at a later time. To store a spell it must be touch cast onto the item and the bearer must announce "Absorbed". The stored spell will remain until the next skill reset and can be used by stating "Active <Spell Name>" and then throwing a packet.

RING OF WIZARDRY I

Materials:

- 25 Residium
- 2 Essence of Death
- 1 Moldavite

Description

This very powerfully enchanted ring allows the character to retain 2 spells, up to 5th level, that they have cast.

SHIFTERS VESTMENTS

Materials:

- 15 Residium
- 2 Harpy Bone

Description

This vestment increases the character natural armor, by 10 points, while they are *Shapechanged*.

WINGED BOOTS

Materials:

- 20 Residium
- 2 Phoenix Feather
- 1 Phoenix Talon

Description

These supple boots can sprout small but powerful wings upon command. Once each day the wearer can use the *Fly* ability, and it will last for up to 10 minutes.

MAJOR ITEMS

ARMOR OF ELUSION

Materials:

- Suit of Armor to be enchanted
- 20 Uncommon Residium
- 4 Touch of Void
- 4 Moldavite

Description

This enchants a normal suit of armor with the ability to *Resist Binding* and *Prison* effects four times each reset. Additionally, the armor can be activated to generate the *Freedom* effect once each day at no cost.

ARMOR OF EVOCATION

Materials:

- Suit of Armor to be enchanted
- 20 Uncommon Residium
- 5 Basilisk Eye
- 5 Moldavite

Description

This enchants a normal suit of armor with the ability to *Resist* effects from the *Path of Evocation* and *Elemental Damage* four times each reset.

ARMOR OF MIND

Materials:

- Suit of Armor to be enchanted
- 20 Uncommon Residium
- 4 Leviathan Fang
- 4 Moldavite

Description

This enchants a normal suit of armor with the ability to *Resist Sleep, Charm* and *Fear* effects four times each reset. Additionally the armor can be activated to grant the wearer *Mind Guard* once each day at no cost.

ARMOR OF SHADOWS

Materials:

- Suit of Armor to be enchanted
- 20 Uncommon Residium
- 4 Essence of Death
- 4 Moldavite

Description

This enchants a suit of armor with the ability to *Resist: Shadow* effects and damage four times each reset.

BAG OF HOLDING III

Materials:

- 3 Rune of Secret Box
- 5 Uncommon Residium
- 2 Dram of Time

Description

This formula enchants a bag so that it may carry up to 50 Ghost Tags (tags for items that do not require their rep to be there); this also makes the bag Unshatterable. A bag enchanted with effect can never be placed inside of an item with the same effect.

BELT OF MIGHT

Materials:

- 10 Uncommon Residium
- 1 Gorgon Horn
- 2 Banshee Essence

Description

This belt strengthens the character and gives great boost when exerting force. While worn the characters gains *+4 Temporary Strength*.

BOOTS OF STRIDING

Materials:

- 10 Uncommon Residium
- 1 Phoenix Feather
- 3 Leviathan Fangs

Description

These boots have very bizarre soles that on land leave a unique print, however their real power shows up on water. These boots allow the wearer to move across the surface of water, as though it was solid ground, so long as they remaining moving.

BRACERS OF DEFLECTION

Materials:

- 5 Uncommon Residium
- 3 Essence of Death
- 1 Vial of Darkwater

Description

These enchanted bracers, when worn, increase the characters armor value. The bracers count as 20 points of armor that stacks with other sources, up to the characters maximum value. These points are readjusted with physical armor, and not separately.

CINCTURE OF LIGHT

Materials:

- 5 Uncommon Residium
- 2 Essence of Death
- 2 Banshee Essence

Description

This enchanted belt is often made of simple leather or even woven cord. While it is worn it will grant the character 1 addition use of Lay on Hands each reset.

CLOAK OF THE SPIDER

Materials:

- 12 Uncommon Residium
- 2 Vial of Darkwater
- 2 Gorgon Horn

Description

This enchanted cloak slightly moves around on its own while being worn. The wearer of the cloak gains the following abilities; they can use the ability "*Natural Web*" twice each reset, and can walk on webbing treating it as natural terrain.

CREATE PURE WATER

Materials:

- 10 Uncommon Residium
- 1 Vial of Darkwater
- 1 Essence of Death
- 1 Dram of Time
- 1 Touch of Void
- 1 Banshee Essence

Description

This spell creates a powerful tonic that has to be combined with a few final ingredients in a ritual to create a life well; most importantly the final step of this spell can only be performed at certain locations where the River is strong enough to form a well. Once all is said and done this will create a Life Well that can be used for resurrections.

CREATE STEEL GOLEM

Materials:

- 30 Uncommon Ore
- 3 Phoenix Talon
- 8 Moldavite

Description

This spell creates a Golem made of steel that will be under the creator's voice control, or that can be programmed with up to 25 words of instructions. The golem will last for 1 year or until it is destroyed. The rep for the golem must be provided by players, NPCs will not be available for player golem reps.

DARKSKULL

Materials:

- 3 Uncommon Residium
- 2 Essence of Death
- 2 Harpy Bone

Description

This is all that remains of a severed head of a thief or villain. Once enchanted the skull takes on a pitch black aura. So long as it is in a characters possession and on their person they take half damage from *Shadow* flavor and *Inflict Damage*; additionally the vast majority of Shadow property monsters will see them as a similar creature so long as they are not currently engaged in combat.

ELEMENTAL BRAND WEAPON (FLAVOR)

Materials:

- 3 Rune of Summon Weapon
- 20 Uncommon Residium
- 2 Phoenix Talon
- 3 Basilisk Eye
- 2 Moldavite

Description

This enchants a weapon with an elemental property granting the weapon +0 *Carrier <Flavor>* on all attacks made with the weapon. Additionally, once each day the weapon can be used to deliver a powerful strike; to use this effect the call is "*Arcane 100 <Flavor>*", this attack is a single swing hit or miss.

ENCHANT MAJOR WAND

Materials:

- 5 Uncommon Residium
- 2 Dram of Time
- 1 Vial of Darkwater
- 1 Greater Wand

Description

This enchants a wand increasing its strength. When the wand is actively wielded by a character with *Spell Pool*, the wand will grant 25 *Permanent Spell Pool*.

MAGIC WEAPON

Materials:

- 20 Uncommon Residium
- 4 Phoenix Feather
- 3 Banshee Essence

Description

This spell enchants a weapon so that it gains the *Carrier Flavor: Magic* added to its call and will increase the *Base Weapon Damage* of the weapon by 1 point. This replaces weaker damage types such as *Normal* and *Silver*. Additionally, once each encounter the character can use a *Blade* effect that grants +5 *Temporary Weapon Damage*.

RING OF BLASTING

Materials:

- 5 Uncommon Residium
- 1 Touch of Void
- 2 Harpy Bone
- 2 Moldavite

Description

This spell enchants a ring so that it allows the wearer to send forth a few bolts of magic each day. To use the effects of the ring the wearer must call "Activate 20 Ward" and then throw a packet. This ring can be activated three times each reset.

RING OF ELEMENTAL COMMAND

Materials:

- 5 Uncommon Residium
- 2 Dram of Time
- 2 Gorgon Horn
- 1 Moldavite

Description

This ring is forged from the purest stuff of the Inner Plane, giving great sway among those creatures. The wearer can, twice each reset, use the ability "<Target>Voice Command Elemental".

RING OF RESISTANCE (FLAVOR)

Materials:

- 25 Uncommon Residium
- 3 Touch of Void
- 2 Phoenix Talon
- 2 Basilisk Eye
- 2 Moldavite

Description

This spell creates a ring that grants the wearer *Damage Cap* 5 for a specific flavor of damage <Flavor> rounded down; however, they become *Vulnerable* from the opposed flavor while wearing the ring.

RING OF WIZARDRY II

Materials:

- 15 Uncommon Residium
- 2 Essence of Death
- 2 Phoenix Feather
- 2 Moldavite

Description

This very powerfully enchanted ring allows the wearer to cast 2 additional spells each day of up to 8th Spell Level. The spells must be of a Path the character has and must be of a Spell Level the character has purchased slots for.

RING OF SPELL STORING

Materials:

- 10 Uncommon Residium
- 2 Leviathan Fang
- 1 Harpy Bone
- 1 Moldavite

Description

This spell enchants an item so that up to a 9 levels of spells may be stored into to be used at a later time. To store a spell it must be touch cast onto the item and the bearer must announce "Absorbed". The stored spell will remain until the next skill reset and can be used by stating "Active <Spell Name>" and then throwing a packet.