

Crafting Appendix v3.2

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Crafting Overview

Crafting covers six profession trees that are used to manufacture goods in the Bladelands.

These professions are; Artificer, Alchemy, Blacksmith, Jeweller, Leatherworker and Woodworker.

In each of these professions there are three tiers of competency; Tier 1: Apprentice, Tier 2: Journeyman, Tier 3: Master.

Each crafting profession requires tools from the outset, and Labs or Shops to make more complicated goods.

Artificer

This is a skill used by mages to produce permanent magic items. They use their abilities to produce permanent magical effects that are produced and powered by an internal source. This allows the items to be more powerful than any other item that can be produced by another crafter.

Alchemy

This is a skill used by mages to produce temporary magic items. This means that the effect will be charged and have limited capability before needing to be re-charged in some manner. The most common use of this ability is to make alchemy potions which unlike apothecary concoctions do not lose potency over time.

Blacksmith

A blacksmith is a person who creates objects by forging the metal; i.e., by using tools to hammer, bend, cut, and otherwise shape it in its non-liquid form. Usually the metal is heated until it glows red or orange as part of the forging process. Blacksmiths produce things like agricultural implements, decorative and religious items, cooking utensils, horse shoes and weapons.

Jeweller

A jeweller is a person who creates jewellery from raw materials, such as gold and silver, and combines it with gemstones and other precious materials. They are experts at polishing gemstones to get the very best price for them, and are known to work with Glass.

Leatherworker

Leatherworking is the practice of making leather into armour, craft objects, or works of art, using shaping techniques, colouring techniques or both. They are sort after by adventures wishing new and improved light armours that only a leatherworker can produce.

Woodworker

The woodworker uses wood to produce goods, weapons and armour, as well as building materials. A good woodworker with right tools can produce buildings and fortifications that are sought after all over the Bladelands.

Crafting Process

Whether you are an Artificer or a Leatherworker, the process of crafting an item is the same. You are required to have the right tools of your trade, an idea of what you are going to make, some raw materials, and one or two unskilled labourers to help you. Ex. A blacksmith might have all the raw materials to keep the fire in his forge at temperature but he cannot stop the crafting process to feed that fire, he needs to have someone do it, while he works.

Tools

All crafters require tools to work. These can be bought, borrowed or made by another crafter (I am sure they can be stolen as well). These tools come in three varieties; Basic, Masterwork and Magical. Of course every crafter wishes to get their hands on a magical set, but the others can make do till then.

Basic Tools

Basic Tools are made by apprentices so that they can practice their skills, whilst not costing their masters a fortune wasting good raw materials. Every crafter is assumed to have a basic set of tools of their trade.

Masterwork Tools

Masterwork Tools are made by apprentices wishing to go to the next stage of development, a test by their masters to prove their right to work with more expensive materials. If the tools made are not of high enough quality they are sold as basic tools. Masterwork tools last for one year.

Magical Tools

They're expensive, and they're rare. Enough said!

Raw Materials

Every item made is only ever as good as the raw materials that go into it. These are required to be harvested and prepared by those people that know what they are doing; in this case Foragers and Prospectors.

They are not the only source, but they are the original source. If you find a travelling salesperson that has 10 bars of steel in his cart, you will know that they came from a prospector. If that same travelling salesperson has 10 planks of lumber, that is the realm of the forager.

Without the raw materials you are not going to get very far.

Different Qualities

Normal

Normal quality goods have no special properties and are assumed to be generally available – we do not concern ourselves with these as a general rule.

Master Crafted / Master Worked

These are the higher quality goods which allow the use of special skills such as the enhanced weapon skills that can be utilised with a master crafted sword etc.

Master crafted equipment is delicate and must be maintained. It remains high quality until the winter following its production. After this it reverts to normal unless reworked.

Resonant

This is the highest quality of goods that can be manufactured. Magic Users require the best quality goods to produce the best magic items.

Manufacturing Rates

All special goods are actually produced at events, not in down time between events. This is a pure game mechanic and is in no way intended to be realistic.

During an event a craftsman may perform between 1 - 3 'tasks'. An apprentice (level I) can perform only two 1st Order tasks. A journeyman (level II) can perform three tasks, one of which may be 2nd Order. A Master (level III) can perform three tasks, one of which may be 3rd Order and two may be 2nd Order..

A craftsman may only perform a single task on any one day (in each craft).

In order to perform a task, a craftsman requires access to tools and an appropriate place in which to work. If you are in any doubt as to whether you have access to a workshop at a particular event you should speak to the Crafting Referee. Superior facilities and tools may be of use to a craftsman's efforts.

Obtaining Materials

A craftsman will need to obtain the materials in order to practice his trade. These are a place to work (a workshop), tools with which to work, the key materials to work with (materials) and a supply of the materials needed to keep the workshop running.

The Workshop

This can either be shared with other craftsmen (for example your master who taught you) or obtained through service with a local ruler (Lord Thomas has a forge that he can allow his smith to use).

Obtaining a facility of your own would be a very expensive undertaking but does give maximum flexibility.

You should be aware that bad things can happen to property when you are away.

Materials to Work

A craftsman requires considerable quantities of raw materials. The basic materials like iron, oak and leather can be easily obtained. Special metals like Eog are much more difficult to obtain. A craftsman is able to seek out his own materials if he has foraging / prospecting skill but it is also possible to get other people to prospect for you or to buy these materials.

A craftsman is expert at working normal materials but will not automatically know how to work the more advanced materials. This knowledge needs to be obtained in character (see the Crafting Referee).

Basic Supplies

A workshop needs to be equipped with other materials in order to function. These can be bought or obtained but to work at optimal efficiency you really need someone foraging and prospecting for you.

This is less important when working basic materials but becomes vital when working special, super hard materials.

This condition is met by paying a cost representing the purchase of the necessary materials. This cost is set at:

- ☛ 2gp for using a Tier 1 task¹
- ☛ 3gp for using a Tier 2 task²
- ☛ 5gp for using a Tier 3 task³

This cost can be lowered using a Forager or Prospector with the requisite skills.

This cost never removes the cost for specific or rare components. i.e. this cost doesn't cover the cost of the Laen require to make a Laen sword.

Supply of Magical Energy

Magical crafting requires an input of power. This can take the form of mana or the equivalent or alternatively can be supplied by using the power intrinsically available in certain materials (for example, weird stone).

This will generally be approximately the raw power required to cast the spell for one shot devices (for example 3 potions containing a first order spell would cost 3 mana to create). For permanent devices the cost will be significantly greater and may need to be put in over several cycles of the nexus (some artificers use a power point to generate the magical energy needed).

¹ The cost for Alchemy is 5 crowns for a Tier I creation task and double this for Artifice.

² The cost for Alchemy is 10 crowns for a Tier I creation task and double this for Artifice.

³ Tier III creation tasks for Alchemy and Artifice are considerable but non fixed (expect 100 crowns or more).

Manufacturing

Normal Goods

As with many other areas of the game we are not concerned with your day to day operations. A craftsman character is assumed to be able to make his living using his skills if he wishes, however, this generates no additional income and this is purely for role playing.

As players can obtain normal goods very easily and without cost, this is not often relevant to play.

Master Worked Goods

A craftsman is able to make special, superior goods (typically weapons, shields, special tools and armour). This will require the use of tasks at events.

Master worked or master crafted equipment allows skilled users to use their more advanced skills (disarms with master weapons, armour mastery with master armour and high level surgery with master tools).

Advanced Materials

A craftsman is able to find and help with advanced materials but must be a master before he is able to begin to learn the skills required to work these special materials.

In order to learn these skills a player will require a master or tutor (which could take the form of scrolls or books).

These materials may take more than one task to work but can be worth a staggering amount of money.

Magical Items

The creation of magical items is a risky business and could go wrong in a great many different ways. While Alchemy is usually sufficiently low powered to be safe, artificers often risk magical catastrophe.

Using Tasks

In order to use a task to make something, a craftsman must speak to the Crafting Referee at an event. He will discuss the task with you and inform you of what you need. You may need to assemble materials etc. prior to performing the task and there may be a fee to pay.

It takes a minimum of one hour to perform a task, although this can be undertaken while the character is 'Monsterring'. If your character is actually in the game for this hour he will need to roleplay making the item or whatever.

Once you have completed this step, return to the Crafting Referee who will inform you whether you have been successful and what you have produced.

Some objects (particularly magic items) may take many tasks to complete. For example, a magic ring may require the stone to be cut (3rd Order), polished (1st Order), a ring to be made (2nd Order), the stone to be set in the ring (2nd Order) before it is passed to the sorcerer who is going to enchant it.

In the tables below:

- ☞ (*) means the process will not generally require additional materials beyond the standard cost
- ☞ (+) means that it is likely that special materials will be required
- ☞ (X) means that special materials will definitely be required

Smith

This is the skill of crafting metal or metal working. It does not include fine work with precious metals which is covered by the skill Jeweller.

<u>Order</u>	<u>Tasks</u>
<i>First</i>	Masterwork metal body armour (*) Masterwork one handed weapons (*)
<i>Second</i>	Masterwork metal limb armour (*) Masterwork two handed weapons (*) Creating an item suitable for enchantment (+)
<i>Third</i>	Creating an item suitable for resonance (X) Working exotic materials (X)

Jeweller

This is the skill of cutting gems, crafting the softer metals or making jewellery. It does not include heavy work with the harder metals which is covered by the skill blacksmith.

<u>Order</u>	<u>Tasks</u>
<i>First</i>	Masterwork craftsman tools (*) Masterwork throwing knives (*) Masterwork bottles (*) Grinding mana crystals, pente or korba ⁴ (X) ⁵
<i>Second</i>	Masterwork surgeon or thieves tools (*) Masterwork Laen bottles ¹ (X) Creating an item suitable for enchantment (+) Creating religious symbols suitable for empowerment ⁶ (+)
<i>Third</i>	Creating an item suitable for resonance (X) Working exotic materials (X)

Carpenter

This is the skill of working with wood to manufacture certain hand to hand weapons, all missile weapons and all shields. It does not include heavy work with the harder metals which is covered by the skill blacksmith but it does include minor metal working required to work the items (such as the shod on a staff).

<u>Order</u>	<u>Tasks</u>
<i>First</i>	Masterwork small shields (*) Masterwork wooden weapons (*) Creating quality paper for scrolls or books (*) ⁷
<i>Second</i>	Masterwork large shields (*)

⁴ Must be a master able to work exotic materials

⁵ This will require the appropriate material to grind and produces up to five units of pente or korba and up to ten units of powdered mana crystals

⁶ Must be religious for this to be effective

⁷ This allows the craftsman to produce sufficient paper for three scrolls

	Masterwork bows and crossbows (*) Masterwork pole arms (*) Creating an item suitable for enchantment (+) Creating religious icons suitable for empowerment ⁸ (+)
Third	Creating an item suitable for resonance (X) Working exotic materials (X)

Leather worker

This is the skill of working with soft materials to manufacture all kinds of clothing and other soft goods. It does not include work with metals which is covered by the skill jeweller but it does include minor metal working required to work the items (such as the buckle on a belt).

Order	Tasks
First	Masterwork light armour (*) Creating quality velum for scrolls or books (*) Skinning and preparing unusual animal (X)
Second	Masterwork medium armour (*) Creating an item suitable for enchantment (+)
Third	Creating an item suitable for resonance (X) Working exotic materials (X)

Alchemist

This is the skill of producing magic potions and single use or charged items.

Order	Tasks
First	Placing 1st and 2nd Order spells in potions ⁹ (X) Recharging amulets and talismans ¹⁰ (X) Creating magic ink for scrolls ¹¹ (X) Binding Alchemical items to individuals (*)
Second	Creating amulets and talismans of 1st and 2nd Order spells (X) Increase the life of a masterwork item (+)
Third	Placing Highmagic spells in potions ⁶ (X) Recharging amulets and talismans containing High magic ⁷ (X) Creating amulets and talismans of Highmagic spells (X) Creating resonant items (X)

⁸ Must be religious for this to be effective

⁹ This allows the production of three identical potions or one which contains a ritual spell

¹⁰ This allows the recharging of three charges or one ritual charge

¹¹ This allows the production of sufficient ink for three scrolls

Artificer

This is the skill of creating permanent magical effects within items.

<u>Order</u>	<u>Tasks</u>
<i>First</i>	Creating a permanent item containing a 1st order spell (or equivalent) (X) Recharging amulets and talismans ⁷ (X) Binding Artificied magic items to individuals (*)
<i>Second</i>	Creating a permanent item containing a 2nd order spell (or equivalent) (X)
<i>Third</i>	Creating a permanent item containing a Highmagic spell (or equivalent) (X) Recharging amulets and talismans containing High magic ⁷ (X) Creating a resonant item (X)

Crafting Progression

Tier 1: Apprentice

The Apprentice is starting out in their profession and is required to make a masterwork piece of work in front of their masters before being able to progress to the next tier.

Tier 2: Journeyman

The journeyman has already proven to his masters that he can produce masterwork goods, now he must make a name for himself before he can be counted among the masters of his craft. He must make a complicated item with the skills he knows that will require a Master to put together. Special materials are likely to be required and help of someone that can work them for the Journeyman.

Tier 3: Master

There are only three levels of advancement... You've made it!

Learning about special materials is all in-character. You can be shown how to work these special materials by a number of NPCs or even a few characters.

Crafting Power Scrolls

Any sorcerer can now create a power scroll containing a spell that they can cast (including a ritual but excluding an area effect spell or group ritual). In order to do this they must obtain the paper and the ink and scribe the scroll. The scroll will wear out after a period of time (usually over the winter months).