

The Manufacturers

Guide

Making within the Labyrinthe game system
(Or how to roll dice at the desk)

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By Lee Dale

Introduction

The make system has long been a mystery to some players, seen as something done by a few as a way to make grulls. It can however be much more. The hope is that the update to the rules will open it up to more people, and allow more people to engage in a part of the game that can encourage player interaction and provide a use for those grulls that slowly mount up.

The core of the rules have not changed much over the years and they work so there is little need to change them now. What is here is more an update to bring the Warriors make abilities into the system, open up more options for Druids and Neuronicists, and to give scouts something to make that isn't 12 points.

So enjoy reading, be warned there are lots of numbers involved, and happy dice rolling.

Also to remind everyone that as with all rules if there are problems with them, or they are found not to be working, then they will be changed/removed without regard for the people abusing them.

The Broad Rules of Making

While each individual craft skill has its own rules there are some broad rules that apply to all of them.

There are two types of make abilities, Basic and Advance. Basic make abilities include potions, standard scrolls and the like, Advance Skills are those that deal with the manufacture of items, teaching scrolls, and similar riskier options.

Regardless of the type of make being performed without an ability that allows otherwise a Character (not player) can use one make ability per weekend.

It is possible that Characters can gain the ability to perform a basic make at the same time as an advanced make (such as a Wizard making a magic sword while also making a scroll of dispel 10) though they will find that the basic make has some limitations placed on it (such as not being able to use Ritual Preparation).

In addition to this Characters can gain the ability to perform an additional make on days when they are playing.

The above are the system limits, if someone has an ability from before this publication that exceeds them they will need to have it checked by the GSM and it is likely that it will be removed/amended.

It is also important to note that a player can perform makes for as many characters as they wish at a visit to the caves, but they should be mindful of others wishing to use the Desk and avoid their actions delaying dungeons,

A player can only perform makes on a day when they are actively involved with the caves, this includes Playing, Armouring, Reffing, Desking, A-Reffing, or Monsterring for at least 1 section. Obviously there is some leeway when dungeons are taking place away from the caves.

A player found to be abusing the make system may be banned from engaging in it as any of their characters.

Finally in a slight change from the previous system, and at the request of players, anyone engaged in the Advance Manufacturing system (items) they will be expected to produce a

“Make Sheet”. This sheet should detail all of their percentages, cost reductions, etc. and where they come from. They do not need to be checked by the GSM, but the Desk staff may ask to see your card/points requests to justify them. A suitable lay out could be:

Player Name Here

Character

Character Class

Base make chance: 90%

Bonus % and reason here

Bonus % and reason here as well

Bonus % and reason here if needed.

Final percentage.

Specific percentages (Such as +3% on teaching scrolls from Elemental Adept).

Notes on Cost Reduction and Reason

Notes on level loss reduction and reason.

Types of Advance makes owned

So it might look like:

John Smith

Mythos the Red

Red Wizard

Base chance: 90%

+6% from Magical Artisan

+2% Manufacture.

Normal chance 98%

+2% making Talismans due to Craft speciality

20% off the cost of all roles from Magical Artisan

Target rolls reduce by 1 due to Magical Artisan

½ level loss for makes from Magical Artisan.

Makes owned: Make Major Magical Talismans. Make Minor Magical Weapons.

Gains an extra make when playing due to A Master of the Trade.

Rules Basic Makes

The basic make system is the one that most people engage with, be it as a Pathfinder making healing potions, an Assassin poison, or a Priest attempting to make a scroll of Total heal.

Players are encouraged to look at these options as they provide a means of making money off dungeon without taking any real risk as a Character. They also provide a means of interacting with other players. It's not uncommon for a post of the Labyrinthe Forums offering to make scrolls/potions to elicit several responses and a steady income as a result. Once a Character has a reputation for providing goods at a reasonable price word soon spreads.

The majority of these rules are covered in the various class supplements, but as a way of listing them all in one place the options that fall under the basic make rules are:

Magical Scrolls – The manufacture of scrolls of standard spells. More details on this skill are covered in the Wizards Grimoire, but the basic details follow.

This skill allows the wizard to make scrolls of a magical nature, this skill is gained at 6th level by Wizards.

The material costs for an attempt to make a magical spell scroll are as follows:

Spell Level	Grull Cost	Spell level	Grull Cost
0	100	6	1200
1	200	7	1400
2	400	8	1600
3	600	9	1800
4	800	10	2000
5	1000		

A wizard can only make scrolls of standard spells that:

1) He can cast and 2) Is of his colour or Grey.

A Wizard may only expend up to 250 x his level in grulls attempting to make scrolls per week. A 6th level wizard has a 50% chance of success, 7th level 60% and 8th level wizard has a 70% chance.

The life point loss incurred when making a scroll is equal to twice the tblp loss normally suffered by the wizard casting the spell. Thus a normal 8th level Wizard would find it very difficult to successfully create a scroll of 10th level.

A spell scroll can be used only once and only by a Wizard who can read glyphs or a class with the relevant skills, such as a Pathfinder with the skills of Read Languages and Read Glyphs.

The caster suffers normal life point cost as if he had cast the spell himself. A Pathfinders level for casting is deemed to be his skill level in Read Glyphs.

Wizards [and other mana users or magical creatures with a colour] cannot cast scrolls of an opposite colour of magic, and pathed characters have certain restrictions on it.

A physical representation for the scroll needs to be made by the player. It should be of at least A5 size, with the spell verbal, followed by "Scroll do thy Work...(spell name)..." written in mana glyphs. The entire scroll must be read out to use it, thus discharging its power.

Spiritual Scrolls – The writing of scrolls of standard miracles. As a note it is NOT possible to “take the level loss” when making scrolls of Touch of Death or Restore Life as the level is lost at the point of casting not manufacture.

This skill allows the priest to make scrolls of a spiritual nature, it is gained at 7th level by most priests.

An attempt costs 300 times the **miracle level** not spirit cost in grulls.

A priest can only make a scroll of a miracle that he can cast, he uses three times the miracle level in spirit points to make the scroll.

A 7th level priest has a 60% chance of successfully making the scroll whereas an 8th level priest has a 70% chance of success.

A priest can attempt to make 300 times his level in grulls worth of scrolls per week. If he does not have sufficient spirits to make a scroll he has attempted to make, he overcasts and dies. If he attempts to make more scrolls than his weekly allowance would permit, it is likely that the process will backfire and any number of undesirable results may ensue.

Scrolls must be phys repped by a piece of paper of at least A5 size, with the miracle verbal written in spirit runes, followed by ‘scroll do thy work... Miracle Name’ also in spirit runes. The entire scroll must be read out to use it, discharging its power.

It is possible to read scrolls of above your priestly level – but in all cases the successful reader takes casting damage as appropriate.

Spiritual scrolls can only be read by those with the appropriate skill, most priests gain the skill at 3rd level.

It is a post 8th development ability for pathfinder types. The skill Read Languages allows a character to read spiritual runes but not cast scrolls.

The caster suffers normal life point cost as if he had cast the spell himself.

It is not possible to cast spiritual scrolls of an alignment opposite to the character. Thus a goodly priest could read neutral and goodly scrolls. As with magical scrolls pathed characters have restrictions on the use of spiritual scrolls.

Potions –The full rules can be found in At the Sharp End, but a table of potions and costs can be found at the end of this booklet.

However the basic rules are simple. A character has a chance of success based on the roll of a d10, though it is capped at 50% (5 in 10). Often for ease the Desk will use d6 for the make as they are easier to roll and if the chance is 50% then there is not difference.

The chance is calculated as follows:

Five plus skill level in the relevant make less the difficulty of the potion.

So a character with 6 levels in make healing, attempting to make a healing recipe of difficulty level 5 would have:

$$5+6-5 = 6, \text{ however it is capped at 5 in 10.}$$

A character can use one type of potion make per week and can attempt to make as many batches of potions as they have skill levels. So a character with 5 levels in make healing and 3 in make general could attempt to make either 5 batches of healing or 3 of general, but not mix the two. The batches may be the same potion or different.

Earthpower Talismans – In a change from previous rules all Druids, High Druids, and Forest Guardians gain the ability to manufacture Talismans at 8th level. They are similar to scrolls in that they are once ever use and are not considered to be items.

A “Druid” has a 70% chance of success per Talisman made. A talisman costs 250grulls per EP point of the evocation being bound. Only standard evocations can be bound to Talismans. A Druid can attempt to bind up to 8EP of Talismans per week.

A Talisman must be phys repped by an appropriate object, a carved stick, a daisy chain etc. It should be as representative as a scroll is for spells or miracles. To activate a Talisman requires 10 seconds concentration holding the Talisman and the user suffers life as if casting the Evocations. Obviously utilise Earthpower item is required to do this.

Neuronic Shards – As with Earthpower Talismans the rules for Neuronic shards have been changed. All Standard Neuronic Bracket characters gain the ability to make Shards at 8th level UNLESS they have a make restrictions (EG Awakeners) EXCEPT Psi-Scouts.

A character can either attempt to craft Focussing Crystals (detailed below) or Shards of neuronic power. They cannot mix and match these.

Neuronic shards are once ever innates of the bound neuronic, in a similar manner to scrolls. Again they are not items for the relevant restrictions but could be considered wealth. When creating a Shard of Neuronic power it must be one that the character gains from 1st to 8th level, or forms part of the Active or Passive trees. Obviously they must also have an innate/the ability at will to bind it. Each Shard can hold a single neuronic innate and has a 70% chance of success. Shards cost 100grulls per TBLP of the neuronic being bound. A character can attempt to bind 2000 grulls per in a single make OR create a single shard if it would cost more than 2000 grulls to make.

Shards are phys repped by a small crystal/glass gem. To activate them the person must hold the gem and declare the effect clearly (as with all neuronics) suffering life as normal.

Focussing Crystals are slightly different. They are once ever items, and count as items for restrictions. When triggered they grant the user 2 neural foci (as per Oraculum Insight) for the day. These stack with purchased foci, the Neuronic Focus ability, but not with foci gained from other items or themselves.

A Focussing Crystal has a 70% chance of success and costs 250grulls to attempt. A person can attempt up to 8 in a single week. To utilise them a character must be able to use utilise neuronic items.

Smithing – The Warrior specialist allows character to craft armour. In a change from previous rules it is no longer based on the cost of the Armour at the Desk. Rather it costs 10 grulls per location per point of A/C and the chance of success is guaranteed.

So a suit of A/C 1 all over would be 70 grulls to make (7 locations times 10 grulls time AC 1) or a suit of A/C 3, or a suit of Master Crafted A/C 1 (1+2) all over would be 210 grulls (7x10x3= 210).

A character can make up to 700 grulls of armour per week.

Advance makes

This is the more advanced, and more dangerous, part of the make system. It deals with crafting items of various types, and provides opportunities to make a significant profit, but it is also not without its risks. Such manufacture is difficult and can result in permanent injuries to a character.

The rules follow the same basic form for each of the types of manufacture.

Any attempt to craft an item costs the character a level over the process. This can be regained by play, or through the use of ref points. There are also certain items (detailed later) that can mitigate the level loss, or abilities that can reduce it.

Crafting an advance item will have a set up cost. This is often in Grulls, but not always. There are certain abilities that can remove the need for a set up costs. Each type of item being crafted has its own cost associated with it, which is detailed later.

An item will require a number of success rolls to succeed. All rolls are made using a d100. To succeed a roll the character must reach a target number or lower. A roll of 100 is always a failure and may have other consequences. Each roll attempted will also have an associated cost that must be paid before attempting it.

All types of makes start with a 90% base chance of success. A character then adds any bonus they have due to abilities or class to it. The difficulty of them item being manufactured is then subtracted to give a final chance.

So Johnny Lightning Bolt the High Blue Wizard is trying to make an item of lightning bolt once a day.

He has a base chance of success of 90% and a 2% bonus for being a High Wizard to give him a 92% chance. The difficulty of manufacturing an item of Lightning Bolt is 6% meaning his final chance of success is 86%.

As shown there is a chance of failing when attempting a roll to make an item. This isn't always a bad thing. If the roll is failed by less than 15% and is not a 100 then nothing bad happens, the only problem is the money on that roll is lost. If however the roll was 100 or the failure was by 15% or more then the Character must roll on the failure table, which is where things can begin to go wrong.

Failure Table

Die Roll	
1-75	No further problems
76-90	Loss of 1 successful roll if this is not already possessed then the item is destroyed and all monies wasted. Character suffers the loss of one level [additional] and one permanent 1pt tblp [item perm]
91-95	Loss of 2 successful rolls [as above] plus the character loses an additional 2 levels and suffers 2tblp item perm.
96-99	Loss of 3 successful rolls [as above] plus the character loses an additional 3 levels and suffers 3tblp item perm.
100	The item is destroyed – and should the item be anything other than a Minor Teaching Scroll/Scripture of faith, it is necessary to roll on the ‘Catastrophic Failure Table’ below.

The loss of a level causes a -10% [cumulative] modifier to any continued / future making attempts. These levels are recovered by playing adventures and other specific means.

Catastrophic Failure Table

Die Roll	
1-75	Character suffers the loss of an additional 4 levels, and suffers 4tblp item perm.
76-90	Character suffers the loss of an additional 4 levels, and suffers 4tblp item perm. In addition, the character is unable to make any more items or teaching scrolls until 2 sections of a dungeon are completed, and 2 months of real time have passed..
91-95	Character suffers the loss of an additional 4 levels, and suffers 4tblp item perm. These additional lost levels may only be regained on dungeon. In addition, the character is unable to make any more items or teaching scrolls until 4 sections of a dungeon are completed, and 4 months of real time has passed.
96-99	Character suffers the loss of an additional 4 levels, and suffers 4tblp item perm. These additional lost levels may only be regained on dungeon. In addition, the character is unable to make any more items or teaching scrolls until 6 sections of a dungeon are completed, and 6 months of real time has passed.
100	The character loses 10% vitae, and the character suffers the loss of an additional 4 levels, and suffers 4tblp item perm. These additional lost levels may only be regained on dungeon. In addition, the character is unable to make any items or teaching scrolls ever again.

A character is free to stop an attempt to craft an item at any point, though any failed rolls must be resolved first. Achieved successes are recorded on a card and the Character can return to attempting to make the item at any time in the next 3 months, a longer gap results in a loss of the previously achieved successes. Recommencing an item does not require a new set up cost, but it does cost a further level to continue the attempt.

That covers the rules of the Advance make system, so now onto the more interesting bit what can be made and how much it costs.

Magical Artefacts

The Advanced magical system falls into four parts, each has a “Minor” and Major” elemental to it, and each requires its own skill to use. The parts are:

Weapons – The crafting of magical weapons of various types.

Armour – The crafting of armour and magical protection.

Talismans – Making items of spells.

Teaching Scrolls – Writing of Teaching Scrolls that allow a Wizard to learn a spell.

It is possible that these skills may cross over (Such as someone crafting a Magic Sword of Shatter Range 1/day) and it is permissible to do so.

As noted a person can only attempt to make one item per time. With the exception of Teaching Scrolls, which are permanent, all items are crafted with either an 18 month blow up date, or 8 adventure uses. Players that previously purchased layered binding may see the desk to gain a refund on the ability.

With the exception of Teaching Scrolls Magical Items have a set up cost of 2000 grulls, a reduction from the previous rules, and each roll attempted costs 2000 grulls. The cost of teaching scrolls depends on the type of scroll being made and is detailed later.

Each type of Magical Make has its own difficult and requirements as follows:

Magical Weapons

This skill allows the wizard to enchant a weapon such that it becomes magical. Magical weapons have certain intrinsic values in addition to letting the owner inflict magic damage, they do not count against a wizards metal allowance, and are not affected by spells such as Shatter and Melt [see the individual spells for further details].

They are automatically assumed to be Grey mana in colour unless ‘coloured’ – obviously they can only be coloured to a colour the wizard possesses, though if the wizard possesses more than one colour this may be applied multiple times as appropriate. Should the wizard be unable to use grey mana, then they must colour the item appropriately.

Make Minor Weapons			
Skill:			
+0 magic weapon	Rolls	4	Modifier: -10%
+1 magic weapon	Rolls	9	Modifier: -15%
Make Major Weapons			
Skill:			
+2 magic weapon	Rolls	15	Modifier: -20%
‘Coloured’	Rolls	+1	Modifier: -5%

Example:

+1 Brown magic broad sword would require:

9+1 = 10 rolls At 90% - 15% - 5% = 70%

chance

Magical Armour

This skill enchants armour in a similar way to weapons above. Magical armour applies equally against a purely magical weapon attack and a mundane attack. It does not protect against magical blast attacks and similar unless it also contains MAC. As above it is assumed that the item is grey magic unless coloured. Magical armour may only be 'Master crafted' and always requires an excellent phys-rep.

The costs below assume a full suit is empowered – there is no discount allowed even if less locations are required. MAC may be added to armour or made separately in a talisman or other charm.

Make Minor Armour Skill:		
+0 magic armour		
Light Armour (PAC 1+2 and 2+2, cloth, furs, hard leather)	Rolls: 3	Modifier: -4%
Medium Armour (PAC 3+2 and 4+2, studded leather and light chain)	Rolls: 4	Modifier: -8%
Heavy Armour (PAC 5+2 and 6+2, heavy chain and plate)	Rolls: 5	Modifier: -12%
Make Major Armour Skill:		
+1 MAC	Rolls: +5	Modifier: -10%
+2 MAC	Rolls: +10	Modifier: -20%
Armour is coloured 'Coloured'	Rolls +1	Modifier: -5%

Example:

+0 magic master crafted studded leather [PAC 3+2] granting +1MAC would require: [Medium armour = 4 rolls]+5 = 9 rolls
At 90% - 8% -10% = 72%

Magical Talismans

This skill covers the manufacturing of magical spell innates into objects. If the innates are to be bound into magical armour or magical weapons then the percentages are calculated separately from that facet of the manufacture though innates can only be bound into weapons or armour of the same magical colour[s]. Innates may be bound into any non-system relevant appropriate object [except weapons and armour above], typically rings, amulets and wands are deemed appropriate. It is not possible to colour items of innates they are automatically solely their own colour.

The modifier from binding innates into items is fully cumulative with itself.

Make Minor Miscellaneous		
Skill:		
1/day standard Cantrip	Rolls: 1	Modifier: 0%
1/day standard spell 1 st -5 th level	Rolls: 1/mp	Modifier: -1%/mp
Make Major Miscellaneous		
Skill:		
1/day standard spell 6 th + level	Rolls: 1/mp	Modifier: -1%/mp

Example:

Magical Ring for Fire Blast 3/day would require:
3x3 = 9 rolls
At 90% - 9% = 81%

Teaching Scrolls

This skill allows the wizard to make an instructional teaching scroll of a spell of their colour, even if the wizard has not already learned that particular spell. This spell can be from the standard basic spells, the advanced grimoire spells, or even spells specifically researched for that character by non-standard means.

If the spell is one of the basic spells then that teaching scroll can be read, and hence the spell learnt, by any appropriate wizardly type even as a specialist glyph should the wizard not be of the correct colour.

If it's from the advanced grimoire then it may be read by any wizard of the correct colour.

Teaching scrolls of non-standard spells may only be made and read by the wizard that performed the research.

There is a limit on the number of teaching scrolls that a wizard is able to read. This is calculated as (Threshold Table reached X 1.5) rounded up. For example, a wizard who has reached table 8 would be able to benefit from, at most, 12 teaching scrolls. This total number is increased by +2 for 1st class High Wizards, and decreased by -2 for all 2nd class wizard bracket classes unless they have taken the class to 8th level. Standard teaching scrolls used to fill specialist slots do not count towards this limit.

It should be noted that when learning a spell the caster suffers twice the normal casting damage for the spell. The cost of rolls for making Teaching Scrolls is lower than that of other items as noted below.

Manufacturing teaching scrolls of Standard spells does not cost the maker a level as it normally would.

The set up cost for a teaching scroll is the same as the cost per roll.

Make Minor Teaching Scrolls

Skill:

Published standard

spell: Rolls: 1/mp @100grulls/roll Modifier: 0/mp

Published grimoire

spell: Rolls: 1/mp @1000grulls/roll Modifier: -1/mp

Make Major Teaching Scrolls

Skill:

Non-standard

research: Rolls: 1/mp @1500grulls/roll Modifier: -2/mp

Example:

A teaching scroll of Rockskin [advanced grimoire] would be $10 \times 1 = 10$ rolls

At % of 90% - $[10 \times 1] = 80\%$ At 1000grulls per roll.

When making 'Minor teaching scrolls' it is possible to make more than one of the same scroll at the time of manufacture, the same rules are followed just that no additional set up fee is payable. Thus attempting to make three teaching scrolls of Rockskin would be as follows:

$10 \times 3 = 30$ rolls

At 90%- $[10 \times 3] = 60\%$

Post 8th Abilities

Below are several post 8th abilities that will assist a wizard in item manufacture. Some of these abilities have been lowered in table and sometimes in cost. All refers to anyone that can buy as being within the wizard bracket. As a reminder High Wizards buy as Wizard.

Magical Manufacturer

Available to: Any

Table: 2

Cost: 50pts

Grants an additional 2% when creating magic (including Teaching Scrolls and Scriptures but excluding normal scrolls).

Wizard's Study

Available to: 1st class Wizard

Table: 5

Cost: 60pts

The wizard spends the time and effort setting up a permanent area for the writing of magical scrolls. As such they no longer have to pay the set up cost during the manufacture of teaching scrolls. Additionally the base chance of making normal magical scrolls is increased to 80%, and provides an additional 2% bonus when manufacturing Teaching Scrolls (cumulative with 'Manufacturer') This ability costs 10,000 grulls to set up, the money being paid to the desk when the ability is bought, and countersigned onto the characters card.

Diverse Magic

Available to: 1st Class Wizard with grey as a colour

Table: 7

Cost: 40pts

May now make items and scrolls (including teaching scrolls) of any 1-5th level standard spell known. This does not include "temporary" spells (EG gains a specialist chosen at the start of the day).

Wizard's Laboratory

Available to: 1st class Wizard

Table: 7

Cost: 60pts

The wizard spends the time and effort setting up a permanent laboratory. As such they no longer have to pay the set up cost of during the manufacture of items (this ability does not apply to teaching scrolls). This costs 20,000 grulls to set up, the money must be paid to the desk when the ability is signed on.

Steel Mind

Available to: Any with Smithing Skill

Table: 7

Cost: 40pts

Gain +5% chance to manufacturing Weapons or Armour.

Craft Speciality "Type"

Available to: 1st Class Wizard

Table: 7

Cost: 40pts

Gains +2% when manufacturing items that fall within the chosen area (EG Weapons, Armour etc.) This can only be purchased once.

Diverse Magic II

Available to: 1st class 1st colour grey Wizard

Table: 8

Cost: +40pts

From Diverse Magic. May now make items and scrolls of any specialist owned.

Dangerous Escape

Available to: 1st class Wizard

Table: 8

Cost: 20pts*

The maker manages to avoid any dangers before they happen. As such if he is required to roll on the Failure Table he may choose to end the manufacture of the item immediately *before* rolling on the Failure Table. This is a once ever ability.

Rites of Protection**Available to:** 1st class Wizard

Table: 8

Cost: 40pts

The maker may choose to take any item perm as perm damage on casting stamina at 2 points for every point suffered.

Arcane Shield Manufacture**Available to:** All

Table: 8

Cost: 50pts

From Make Major Armour: The maker gains the ability to manufacture magical shields. This functions in the same way as Armour, including the inclusion of MAC. Shields count as 'Medium Armour' for calculations, and may be aligned as per Armour.

Trinkets (previously Talismans)**Available to:** All

Table: 9

Cost: 50pts

Requires Make Major Talismans skill. The manufacturer may create artefacts with limited uses. These are cheaper and easier to construct. Weapons, armour and similar cannot be made in this manner, just innates of spells. As opposed to being daily innates item is made with once ever uses (So a ring of storm blast 2/day becomes storm blast 2/ever). Such items gain a 5% bonus in the chance of success and the cost per roll is reduced to 750grulls. This reduction in cost also affects the set up cost. Trinkets do not have blow up dates and do not blow up on death.

Reciprocates Binding**Available to:** Wizard

Table: 9

Cost: 50pts

When making the artefact if the user of the object is named, ie written on the item card – then the item gains 'does not blow up on death'. It can still be destroyed by other means, and is destroyed on perm death, or the item reaching its end date. All rolls are subject to a -5% modifier if making an item in this way.

The Simple Craft**Available to:** Post 6th Magical Calligrapher

Table: 9

Cost: 50pts

The wizard may write normal magical scrolls (using the basic make skill) at the same time as crafting an item. Enhancements to the basic 70% chance (such as Ritual Preparation) may not be used.

A Master of the Trade**Available to:** Post 6th Magical Artisan or Magical Calligrapher

Table: 9

Cost: 100pts

On a day when the wizard is playing they gain an additional make slot for crafting magical items or teaching scrolls. This is not cumulative with other increase in make slots except The Simple Craft.

Research Reduction**Available to:** 1st class Wizard

Table: 10

Cost: 100pts

Grants an additional 2% chance when attempting to make magical teaching scrolls.

Spiritual Relics

The advanced spiritual system falls into four parts, each has a “Minor” and Major” elemental to it, and each requires its own skill to use. The parts are:

Weapons – The crafting of spiritual weapons of various types.

Armour – The crafting of armour and spiritual protection.

Talismans – Making items of miracles.

Scriptures of the Faith – Writing of Scriptures of Faith that allow a priest to learn miracles.

It is possible that these skills may cross over (Such as someone crafting a Spiritual Mace of Dismiss Ghoul 1/day) and it is permissible to do so.

As noted a person can only attempt to make one item per time. With the exception of Scriptures of Faith, which are permanent, all items are crafted with either an 18 month blow up date, or 8 adventure uses. Players that previously purchased layered binding may see the desk to gain a refund on the ability.

With the exception of Scriptures of Faith all items have a set up cost of 3000 grulls, and each roll attempted costs 3000 grulls. The cost of Scriptures of the Faith depends on the type of scroll being made and is detailed later.

Each type of Spiritual make has its own difficult and requirements as follows:

Spiritual Weapons

A spiritual weapon, in addition to allowing the wielder to inflict spiritual damage, also have certain other benefits – they are not affected by spells like Shatter or Magnetise, though you are advised to check those spells for further information. Character classes such as Spiritual Warriors find their spiritual control easier when wielding spiritual weapons over mundane ones, and similar.

Aligning a spiritual item will set it to being Goodly or Evil as required as appropriate.

Make Minor Spiritual Weapons Skill:			
+0 spiritual weapon	Rolls 4	Modifier:	-10%
+1 spiritual weapon	Rolls 9	Modifier:	-15%
Make Major Spiritual Weapons Skill:			
+2 spiritual weapon	Rolls 15	Modifier:	-20%
‘Aligned’	Rolls +1	Modifier:	-5%

Example: +0 spiritual staff would be 4 rolls at 90% - 10% = 80%

Spiritual Armour

Spiritual Armour acts to defend the wearer from purely spiritual weapon blow attacks – such as those from various undead like Wights. As such its PAC value may equally apply against purely spiritual blows. It will not defend against spiritual miracle attacks, such as Cause Wound unless the armour also contains SAC [see below]. Spiritual armour may only be ‘Mastercrafted’ and always requires an excellent phys-rep.

The costs below assume a full suit is empowered – there is no discount allowed even if less locations are required.

Make Minor Armour Skill:		
+0 spiritual armour		
Light Armour (PAC 1+2 and 2+2, cloth, furs, hard leather)	Rolls: 3	Modifier: -4%
Medium Armour (PAC 3+2 and 4+2, studded leather and light chain)	Rolls: 4	Modifier: -8%
Heavy Armour (PAC 5+2 and 6+2, heavy chain and plate)	Rolls: 5	Modifier: -12%
Make Major Armour Skill:		
+1 SAC magic armour	Rolls: +5	Modifier: -10%
+2 SAC magic armour	Rolls: +10	Modifier: -20%
‘Coloured’	Rolls +1	Modifier: -5%

Example: +0 goodly spiritual light chainmail armour
 [PAC 4+2]
 Equals [Medium Armour = 4 rolls] +1 aligned = 90% -8% -5% = 77%
 5 rolls at

Spiritual Talismans

This skill covers the manufacturing of spiritual miracle innates into objects. If the innates are to be bound into spiritual armour or spiritual weapons then the percentages are calculated separately from that facet of the manufacture -

Though innates can only be bound into weapons or armour of the same alignment –

Innates may be bound into any non-system relevant appropriate object [except weapons and armour above], typically rings, amulets and wands are deemed appropriate.

It is not possible to ‘align’ items of innates they are automatically solely their own alignment. The modifier for innates is fully cumulative.

Make Minor Miscellaneous		
Skill:		
1/day standard miracle 1 st -4 th level	Rolls: 1/sp	Modifier: -1%/sp
Make Major Miscellaneous		
Skill:		
1/day standard miracle 5 th -8 th level	Rolls: 1/sp	Modifier: -1%/sp

Example: Amulet of Heal
 2/day 90% - [4x2] % = 82% for 4 rolls

Scriptures of Faith

This skill allows the Priest to make instructional scriptures of a miracle, even if the priest has not already learned that particular miracle. This miracle can be from the standard handbook miracles, the advanced WFA miracles, or even miracles specifically researched for that character by non-standard means.

If the miracle is one of the basic handbook miracles then that scripture can be read, and hence the miracle learnt, by any priest of the same faith. Hermit priests are only able to use their own scriptures.

If it's an advanced WFA miracle, then it may be read by any Priest of the same faith who meets the sphere requirements (e.g. they must have the capacity and pre-requisites to learn the miracle with points)

Scriptures of non-standard miracles may only be made and read by the Priest that performed the research.

There is a limit on the number of scriptures that a priest is able to read. This is calculated as 1 scripture for each threshold table reached. For example, a priest who has reached table 8 would be able to benefit from, at most, 8 scriptures. This total number is increased by +2 for 1st class non-weapons priests who have multi-classed 6th lvl devout priest, Spiritual Healer, etc. (or similar appropriate multiclass/progression at GSM discretion), and decreased by -2 for all 2nd class priest bracket classes.

The cost of rolls for making scriptures is lower than that of other spiritual items as noted below.

Make Minor Scripture Skill:				
Published basic miracle:	Rolls:	1/sp	@ 500grulls/roll	Modifier: 0/sp
Published advanced WFA miracle:	Rolls:	1/sp	@1500grulls/roll	Modifier: -1/sp
Make Major Scripture Skill:				
Non-standard research:	Rolls:	1/sp	@2000grulls/roll	Modifier: -2/sp

Example:

A scripture of Soul Lance [advanced WFA] would be:-

1500 grulls set up

8 x 1 = 8 rolls

At % of 90% - [8 x 1] = 82% At 1500grulls per roll.

When making 'Minor scripture' it is possible to make more than one of the same scripture at the time of manufacture, the same rules are followed just that no additional set up fee is payable. Thus attempting to make three scriptures of Soul Lance would be as follows:

1500 grulls set up

8*3 = 24 rolls

At % of 90%- [8x3] = 66%

Post 8th Abilities

Below are several post 8th abilities that will assist a Priest in item manufacture. Some of these abilities have been lowered in table and sometimes in cost. Clearly these abilities are all within the priest bracket.

Spiritual Manufacturer

Available to: Any

Table: 2

Cost: 50pts

Grants the priest +2% when making spiritual items (Includes Scriptures of Faith but not normal scrolls).

Scriptorium

Available to: 1st class Any

Table: 5

Cost: 75pts

The priest is able to set up a permanent place to work on spiritual scriptures – this grants an additional increase in the base chance of manufacture of normal spiritual scrolls to 80%, and provides an additional 2% bonus when manufacturing Scriptures of the Faith (cumulative with ‘Manufacturer’) This ability costs 12,000 grulls to set up, the money being paid to the desk when the ability is bought, and countersigned onto the characters card.

Private Shrine

Available to: 1st Class Any

Table: 7

Cost: 75pts

The priest spends the time and effort setting up a permanent room for the use in item manufacture. As such they no longer have to pay the set up cost of during the manufacture of spiritual items. This costs 30,000 grulls to set up, the money must be paid to the desk when the ability is signed on.

Steel Mind

Available to: Any with Smithing Skill

Table: 7

Cost: 40pts

Gain +5% chance to manufacturing Weapons or Armour.

Craft speciality “Item type”

Available to: Any

Table: 7

Cost: 40pts

From Make Major Item type. Gains +2% chance of success in the chosen item type. This may only be purchased once.

Rites of Protection

Available to: 1st class Any

Table: 8

Cost: 40pts

The maker may choose to take any item perm as perm damage on casting stamina at 2 points for every point suffered.

Dangerous Escape

Available to: 1st class Any

Table: 8

Cost: 20pts*

The maker manages to avoid any dangers before they happen. As such if he is required to roll on the Failure Table he may choose to end the manufacture of the item immediately *before* rolling on the Failure Table. This is a once ever ability.

Shield Manufacture

Available to: Any

Table: 8

Cost: 50pts

From Make Major Armour: The maker gains the ability to manufacture spiritual shields. This functions in the same way as Armour, including the inclusion of SAC. Shields count as ‘Medium Armour’ for calculations, and may be aligned as per Armour.

Trinkets**Available to:** Any

Table: 8

Cost: 50pts

The manufacturer may create artefacts with limited uses. These are cheaper and easier to construct. Weapons, armour and similar cannot be made in this manner, just innates of miracles. As opposed to being daily innates item is made with once ever uses (So a ring of heal 2/day becomes heal 2/ever). Such items gain a 5% bonus in the chance of success and the cost per roll is reduced to 1000grulls. Trinkets do not have blow up dates and do not blow up on death.

Reciprocates Binding**Available to:** Any

Table: 9

Cost: 50pts

When making the artefact if the user of the object is named, ie written on the item card – then the item gains ‘does not blow up on death’. It can still be destroyed by other means, and is destroyed on perm death, or the item reaching its end date. All rolls are subject to a –5% modifier if making an item in this way.

The Simple Craft**Available to:** Post 6th Spiritual Calligrapher

Table: 9

Cost: 50pts

The priest may write normal spiritual scrolls (using the basic make skill) at the same time as crafting an item. Enhancements to the basic 70% chance (such as Ritual Preparation) may not be used.

A master of the Trade**Available to:** Post 6th Spiritual Artisan or Spiritual Calligrapher

Table: 9

Cost: 100pts

On a day when the priest is playing they gain an additional make slot for crafting spiritual items or scriptures of the faith. This is not cumulative with other increase in make slots except a Simple Craft.

Earthpower Charms

With the success of Talismans the Earthpower system has been enhanced so that it can craft proper items. Due to the nature of Earthpower there is only one type of item they can craft, innates bound to objects. The ability to do so is learnt post 8th (detailed later in this booklet). The system to craft an item is the same as the other advance systems.

The set up cost, and cost per roll, for Earthpower Charms is 2000 grulls.

Only standard evocations can be bound to items, which must always be phys repped by a natural object (carved stick, daisy chain, leather patch with symbols on it etc.).

The percentage penalty for crafting is 1% per EP of an evocation and requires 1 successful roll per EP of the evocation. So to manufacture an item of Druidic Heal (3 EP) is -3% and 3 rolls. As with magical and spiritual items it is possible to bind innates multiple innates to the same item, but the penalties are cumulative and the rolls add together. So to create a Charm of Druidic Heal 2/day is -6% (3% twice) and requires 6 (3 twice) successful rolls.

Post 8th Abilities

Below are several post 8th abilities that will assist a Druid in item manufacture. Clearly these abilities are all within the druid bracket. 1st Class abilities are only available to Druids, Forest Guardians and High Druids, not Ley-Walkers.

Crafter of Charms

Available to: Any

Table: 1

Cost: 30pts

Grants the Druid the ability to Craft Charms.

Natural Manufacturer

Available to: Any

Table: 2

Cost: 50pts

Grants the druids +2% when making Earthpower Charms.

Tranquil Grove

Available to: 1st Class Any

Table: 7

Cost: 50pts

The Druids spends the time and effort setting up a calm and tranquil grove (or other appropriate area) for the use in item manufacture. As such they no longer have to pay the set up cost of during the manufacture of earthpower charms This costs 10,000 grulls to set up, the money must be paid to the desk when the ability is signed on.

Craft speciality

Available to: Any

Table: 7

Cost: 40pts

The Druid gains +2% when crafting Charms.

Rites of Protection

Available to: 1st class Any

Table: 8

Cost: 40pts

The maker may choose to take any item perm as perm damage on casting stamina at 2 points for every point suffered.

Dangerous Escape

Available to: 1st class Any

Table: 8

Cost: 20pts*

The maker manages to avoid any dangers before they happen. As such if he is required to roll on the Failure Table he may choose to end the manufacture of the item immediately *before* rolling on the Failure Table. This is a once ever ability.

Trinkets

Available to: Any

Table: 8

Cost: 50pts

The manufacturer may create artefacts with limited uses. These are cheaper and easier to construct. As opposed to being daily innates item is made with once ever uses (So a Druidic heal 2/day becomes Druidic heal 2/ever). Such items gain a 5% bonus in the chance of success and the cost per roll is reduced to 500grulls.

Trinkets do not have blow up dates and do not blow up on death.

Reciprocates Binding**Available to:** Any

Table: 9

Cost: 50pts

When making the artefact if the user of the object is named, ie written on the item card – then the item gains ‘does not blow up on death’. It can still be destroyed by other means, and is destroyed on perm death, or the item reaching its end date. All rolls are subject to a –5% modifier if making an item in this way.

The Simple Craft**Available to:** Post 6th Natural Artisan

Table: 9

Cost: 50pts

The Druid may manufacture Basic Talismans at the same time as Charms. The percentage chance for Talismans cannot be enhanced beyond the basic chance.

A Master of the Trade**Available to:** Post 6th Natural Artisan

Table: 9

Cost: 100pts

On a day when the Druid is playing they gain an additional make slot for crafting Charms. This is not cumulative with other increase in make slots except The Simple Craft.

Neuronic Prisms and Torques

Once a Neuronic class has perfected Crystals sometimes begin to learn to craft prisms. Prisms are similar to crystals but recover their power over time rather than crumbling to dust. Effectively they are daily innates rather than once ever items. The ability to craft there is gained post 8th. A neuronicists can also learn to crafts Torques, which revolve around focussing or shielding the mind again these are learnt post 8th.

Neuronic Prisms

Prisms use the same system as other Advanced makes. As with Crystals a Neuronicists can only craft Prisms of neuronics that they gained from 1st to 8th, or are part of the Active or Passive tree (and known to the neuronicist).

Each 3 TBLP of the neuronic has a 1% penalty (rounded up per innate, so Auric Colour is 1% despite only costing 1 TBLP) and requires 1 successful roll per TBLP of the Neuronic. Each roll (and the set up cost) is 1000 grulls to attempt.

Neuronic Torques

Neuronicists may also learn to craft Torques (a separate skill) A torque is either metal necklace or crown. It allows the wearer to either focus neuronics better or divert them away from themselves.

Torques are the same cost per roll (1000 grulls) as Prisms but they are limited in their nature. A single Torque can have multiple powers bound to it, but the penalties and rolls are cumulative.

Focus the Mind – Grants the owner + 1 foci. It does not stack with item foci, and is obviously item foci itself. This has a 5% penalty and requires 5 successful rolls per foci being bound. Multiple foci can be bound at the same time.

Shield the Mind – Grants the wearer NAC. Unlike other items this DOES NOT require utilise neuronic items to use. The percentage difficulty and rolls are:

+1 item NAC – 5 rolls, -5%.

+2 (total) item NAC – 15 rolls, -10%

Clearly a person can only benefit from one item source of NAC at a time.

Shield the Mind – Grants the wearer Psionic Retard (as table one). This does not require utilise neuronics item to use. The object takes time to attune and de-attune. So should an individual battle-board the item they suffer the disadvantages of this for the remainder of the dungeon (on extended lengths it is possible to choose to not attune for a day, but the person remains un-attuned for the entire day).

This has a 10% difficulty to manufacture and requires 10 rolls. It is possible to bind NAC to the same Torque and allow the wearer to use it. However if it is not part of the same Torque they could not utilise the item of NAC.

Post 8th Abilities

Below are several post 8th abilities that will assist a Neuronics in item manufacture. Clearly these abilities are all within the neuronics bracket. 1st Class abilities are only available to those classes purely within the neuronics bracket (EG Seers and Mystics can buy them, but not Psi-Masters). None of these abilities are available to Psi-Scouts.

Gem Cutter		
Available to: Any	Table: 1	Cost: 30pts

Gains the ability to craft Neuronics Prisms

Torque crafter		
Available to: Any	Table: 1	Cost: 30pts

Gains the ability to craft Torques.

Mental Manufacturer		
Available to: Any	Table: 2	Cost: 50pts

Grants the neuronics +2% when making Neuronics Prisms.

Silent Chamber		
Available to: 1 st Class Any	Table: 7	Cost: 50pts

The neuronics creates a calm and silent chamber, one where they can focus their mind for the use in item manufacture. As such they no longer have to pay the set up cost of during the manufacture of neuronics prisms. This costs 10,000 grulls to set up, the money must be paid to the desk when the ability is signed on.

Craft speciality “Type”		
Available to: Any	Table: 7	Cost: 40pts

The neuronics gains +2% when crafting Prisms or Torques, chosen when purchased..

Rites of Protection		
Available to: 1 st class Any	Table: 8	Cost: 40pts

The maker may choose to take any item perm as perm damage on casting stamina at 2 points for every point suffered.

Dangerous Escape		
Available to: 1 st class Any	Table: 8	Cost: 20pts*

The maker manages to avoid any dangers before they happen. As such if he is required to roll on the Failure Table he may choose to end the manufacture of the item immediately *before* rolling on the Failure Table. This is a once ever ability.

Trinkets**Available to:** Any

Table: 8

Cost: 50pts

The manufacturer may create artefacts with limited uses. These are cheaper and easier to construct, only prisms can be made in this manner and not Torques. As opposed to being daily innates item is made with once ever uses (So a Neuromastery 2/day becomes Neuromastery 2/ever). Such items gain a 5% bonus in the chance of success and the cost per roll is reduced to 500grulls. Trinkets do not have blow up dates and do not blow up on death.

Reciprocates Binding**Available to:** Any

Table: 9

Cost: 50pts

When making the artefact if the user of the object is named, ie written on the item card – then the item gains ‘does not blow up on death’. It can still be destroyed by other means, and is destroyed on perm death, or the item reaching its end date. All rolls are subject to a –5% modifier if making an item in this way.

The Simple Craft**Available to:** Post 6th Artisan of the Mind

Table: 9

Cost: 50pts

The Neuroncist may manufacture Crystals at the same time as Prisms or Torques. The percentage chance for Crystals cannot be enhanced beyond the basic chance.

A master of the Trade**Available to:** Post 6th Artisan of the Mind

Table: 9

Cost: 100pts

On a day when the Neuroncist is playing they gain an additional make slot for crafting Prisms or Torques. This is not cumulative with other increase in make slots except The Simple Craft.

Fabled Arms and Armour

Warriors and their ilk have finally managed to craft weapons and armour that last longer than previously. Unlike previous versions the weapons, armour, and associated other objects now follow the Advance making system as magical and spiritual items do. The exception to this is smithed items do not blow up on death but must be manufactured for a specific individual as they are fitted and weighted for the individual. There are three advanced make options for a Warrior:

Weapons – Obvious as it sounds.

Armour – Again pretty obvious.

Shields and other goods – Covers Shields, bags, metal bottles and the like.

Within each area a Warrior can also craft Templates (detailed below) that can be sold to Priests or Wizards).

A warrior can craft varying qualities of goods within each area. The types are the same, even if they are slightly different in effect, as are the percentages and roll requirements.

Each roll a warrior attempts costs 1000 grulls (and as you may guess the setup is also 1000 grulls).

A warrior can craft:

Apprentice Equipment – The object is considered supernatural for the purposes of being destroyed (shatter, warp etc.). Effects such as vanish will still affect it, as will grand tan or the like.

Armour has a 0% penalty and requires 1 roll per 2 A/C that is provides (Rounded up). Everything else requires 3 rolls and has a 0% penalty.

Journeyman Equipment – In addition to the apprentice benefits it is now immune to vanish and magnetise. Effects such as grand tanashiwara will still function on it. If a bag or bottle then the contents are impervious to the effects of the Shattering or Incineration.

Armour has a 5% penalty and requires 2 rolls per 3 A/C that is provides (Rounded up). Everything else requires 6 rolls and has a 5% penalty.

Master Status Equipment – The pinnacle of a Warriors craft. Master Status objects are immune to baneful effects, including Grand Tanishiwara, Displacement and the like. Disarm, Slippery grip and the like will still function as they do not target the object. If a bottle or bag then their contents are protected from all dis-beneficial effects while closed (This does not protect against scrying).

Armour has a 10% penalty and requires 1 roll per A/C that is provided. Everything else requires 10 rolls and is at -10%.

It is also possible for a Warrior to enhance the object beyond the norm. This is covered within the same make skill, but increases the difficulty and rolls requires.

Weapons

A warrior has two ways of improving a weapon. They can either weight the blade and make it strike deeper, or use a metal other than steel. They could, in theory, do both if they wish.

+1 Weapon – This increases the difficulty of the weapon by 5% and adds 5 rolls to the total.

+ 2 weapon – This increases the difficulty of the weapon by 15% and adds 10 rolls to the total.

A different material – Chosen when manufactured. This could be Gold, Silver, Bronze, Bone, Coral, or anything else relevant (even wood). This increases the difficulty by 5% and doubles the cost the setup and all rolls attempted rather than increasing the number of rolls.

Armour

Armour is far simpler it is still made of the same substance (or it would clearly be a different armour type) but it can be made more efficient.

+ 1 Armour – The armour grants an additional point of PAC. This increases the difficulty by 5% and the number of rolls by 5.

+ 2 Armour – 10% additional penalty and require an extra 15 rolls.

Well fitted – The armour grants immunity to accuracy. This increases the difficulty by 5% and adds 5 rolls. It should be noted the immunity to accuracy only applies to PAC from the armour and not other sources of PAC.

Other

Alas there are no enhancements to “other” things, they are already as good as they need to be.

Templates

So now “Templates”. A warrior can craft a template for a specific weapon, type of armour, or shield. These can then be used by Wizards or Priests when manufacturing magical or spiritual items. A template (of any sort) offers the priest or Wizard +5% chance to succeed in their rolls. The template is used in the attempt, even if the item is destroyed. A template has a 5% difficulty to succeed and requires 5 rolls. They do not have blow up dates however. They fall within the appropriate area (so the template of a sword is a weapon). A warrior can make multiple templates at the same time, but that must all be the same and the penalties stack. EG two templates of broad swords is possible, but has a 10% penalty (2x5) and requires 10 (2x5) rolls. They could not however make a Broad sword and a Hand Mace template at the same time.

Post 8th Abilities

Below are several post 8th abilities that will assist a Warrior in item manufacture. Clearly these abilities are all within the warrior bracket. 1st Class abilities are only available to those classes purely within the Warrior bracket (EG Warriors and Archers are fine, Warlocks or Power Masters are not).

Smith “Type”

Available to: Any

Table: 1

Cost: 30pts*

Allows the individual to craft the chosen type of arm and armour. Must have Smithing Skill.

Master Smith

Available to: Any

Table: 2

Cost: 50pts

Grants the warrior +2% when making smithed items.

Grand Smithy

Available to: 1st Class Any

Table: 7

Cost: 50pts

The Warrior creates a grand smithy usable in the crafting of Smithed items. This means when making items they do not have to pay set up costs. Such a smithy costs 20,000 grulls to set up payable when the ability is purchased.

Craft speciality “Type”

Available to: Any

Table: 7

Cost: 40pts

The warrior gains +2% when making the chosen type of items.

Rites of Protection

Available to: 1st class Any

Table: 8

Cost: 40pts

The maker may choose to take any item perm as perm damage on casting stamina at 2 points for every point suffered.

Dangerous Escape

Available to: 1st class Any

Table: 8

Cost: 20pts*

The maker manages to avoid any dangers before they happen. As such if he is required to roll on the Failure Table he may choose to end the manufacture of the item immediately *before* rolling on the Failure Table. This is a once ever ability.

The Simple Craft

Available to: Post 6th Smith

Table: 9

Cost: 50pts

The Smith may manufacture basic armour at the same time as advanced armour.

A Master of the Trade**Available to:** Post 6th Smith

Table: 9

Cost: 100pts

On a day when the Smith is playing they gain an additional make slot for crafting “Smithed” items.

Wondrous Elixirs and Recipe Books

When scouts have mastered the manufacture of basic potions there are two pathways open to them to advance their skills.

One is the crafting of Wondrous Elixirs that are mythical in power, and the other is writing recipe books to teach others potions. These are separate skills, but both follow rules similar to the advance making rules.

Recipe Books

Recipe books allow a Scout to learn a potion making recipe without spending points on it. A scout may have many recipe books in a specific make type as they have skill levels. So a scout with 6 levels in make healing may have 6 recipe books.

In order to write a recipe book a scout must have at least 10 skill levels in the relevant potion make type. Then they must clearly and successfully write it.

If the scout already knows the recipe then there is no set up cost and they must gain a number of successful rolls equal to the difficulty level of the recipe being made. Each roll attempted costs 1000 grulls.

If a scout does not know the recipe then there is a set up cost of 3 batches of the potion that the recipe is being made of (So trying to make 12 points recipe requires 3 batches of 12 points).

A recipe's difficulty depends on how complex it is:

Simple: 90%

Average: 85%

Difficult: 80%

There is no chance of a person going onto the failure table if they fail by more than 15% or roll 100. Instead the attempt fails and the book is wrong (destroyed).

Wondrous Elixirs

These are mysterious and wondrous potions. To be able to manufacture Wondrous Elixirs the scout must either have a total of 20 skill levels spread over all scout makes, or 12 levels in the make type of the potion being made. They are all once ever items, but are still potions rather than items. They all have different set up costs, which will be other potions. They will additionally have a number of successful rolls required. Each roll costs 500 grulls to attempt for a Wondrous Elixir.

To calculate a person's chance of success the formula is:

90% plus the scout's skill level in make “potions” of the relevant type, less the difficulty of the potion being made.

For example a scout with 10 levels in make healing, making a potion with a difficulty of 5% would be:

$$90\% + 10\% - 5\% = 95\%$$

It is possible to make more than one dose of a Wondrous Elixir at the same time. To do so the set up cost is increased by the number of potions being made (So if the set up cost is 1 batch of 6 points, and the person wishes to make 3 doses of the potion then the set up becomes 3 batches of 6 points). The number of successful rolls required are multiplied by the number of doses being made, likewise the penalty is increased.

So if the potion is a penalty of 3% and needs 5 rolls, and the person is making 3 doses the total penalty is 9% and requires 15 successes.

If a roll is failed by 15% or more, of a 100 is rolled then it is considered a failure as per the standard advance make rules.

A scout with the ability to make Wondrous Elixirs can make any of the following potions (within the rules outlined above). The set up requirements are all in batches.

These are all (clearly) flesh and blood effects as they are potions. They also cannot be made using mercenary alchemist or similar abilities. They are also considered items due to their mystical and wondrous nature.

Name: Body Purge

Set up requirements per dose: Purgative and Stomach Lining

Difficulty per dose: 5%

Target rolls per dose: 3 Rolls

Type: General

Effect: This has two potential effects. When drunk it purges the drinkers system resetting their potion allowance for the day. This can be drunk by Neuronic classes, or others with a potion restrictions (clearly), but not by those unable to use item.

Alternatively it will purge any and all potions from the drinkers system be it poison, general or even healing.

A person can only drink one dose of this potion in a day. Any more results in extreme sickness and has no effect.

Name: Heroism

Set up requirements per dose: Deadening Elixir, Super Endurance

Difficulty per dose: 10%

Target rolls per dose: 6 rolls

Type: General

Effect: Grants the drinker the benefits of a Stand and Die (as Guard tradition). Lasts 5 minutes. It has a kick out of 5 minutes unconsciousness

Name: Super Heroism

Set up requirements per dose: Hyper Action, Super Endurance, Deadening Elixir

Difficulty per dose: 15%

Target rolls per dose: 10 rolls

Type: General

Effect: The drinks gains the benefits of a Stand and Die, additionally locations will function until severed. The potion lasts 5 minutes and has a kick out of 5 minutes unconsciousness.

Name: Calming Herbs

Set up requirements per dose: Selling Salts, Sleep 1.

Difficulty per dose: 5%

Target rolls per dose: 3 rolls

Type: General

Effect: If inhaled before starting meditating grants the person +x1 med rate. Lasts one period of meditation to a maximum of one hour.

Name: BV Death

Set up requirements per dose: BV 2, BV 4, BV 6, BV 8

Difficulty per dose: 15%

Target rolls per dose: 15 rolls

Type: Poison

Effect: Acts as a normal dose of Blade Venom except the effects are fatal slaying the victim. Poison facility may not be used with this potion and it will always have a 30 second kick in. Should the victim have 1/2 effect poison then they suffer 72 TBLP and are rendered unconscious for 5 minutes.

Name: IV Death

Set up requirements per dose: IV 2, IV 4, IV 6, IV 8

Difficulty per dose: 10%

Target rolls per dose: 10 rolls

Type: Poison

Effect: Acts as a normal dose of ingestive venom except when it kicks in the drinker dies. Should the victim have 1/2 effect poison then they suffer 72 TBLP and are rendered unconscious for 5 minutes.

Name: Unhallowed Water

Set up requirements per dose: 3 batches on Unholy Water

Difficulty per dose: 3%

Target rolls per dose: 5

Type: Poison

Effect: When poured on a weapon causes it to inflict spiritual damage vs Angelkind for 5 minutes.

Name: Legatic Incense

Set up requirements per dose: Mystic Honey, Smelling Salts, Will Focus.

Difficulty per dose: 0%

Target rolls per dose: 3 rolls

Type: Healing

Effect: When used causes a level lost due to the manufacture of advanced items to be regained. This can also be used on dungeon to reduce the level loss (by 1) from casting a restore life or any other ritual (Not Touch of Death as the incense does not have time to take effect) at the point of casting.

Name: Hallowed Water

Set up requirements per dose: 3 batches of Holy Water

Difficulty per dose: 10%

Target rolls per dose: 5 rolls

Type: Healing

Effect: When poured over a weapon it causes it to inflict spiritual damage vs undead for 5 minutes.

Name: Trolls Blood

Set up requirements per dose: Regen Elixir, 36 point, Rejuvenation

Difficulty per dose: 10%

Target rolls per dose: 6

Type: Healing

Effect: Causes the target to slowly regeneration. This allows them to regenerate at 1/1 per 5 minutes, but it will not regenerate damage from fire or spirit (as with a troll). This does not stack with other regeneration and lasts either the dungeon or until the person has a good night's sleep.

Name: Anti-Toxin

Set up requirements per dose: AV 2, AV 4, AV 6, AV 8, and AV True

Difficulty per dose: 10%

Target rolls per dose: 6 rolls

Type: Healing

Effect: For one hour after drinking this potion any poison the person suffers is instantly countered before it kicks in, rendering them unaffected by it. This includes instant kick in poisons and the like.

Post 8th Abilities

Below are several post 8th abilities that will assist a scout in item manufacture. Clearly these abilities are all within the scout bracket. 1st Class abilities are only available to those classes purely within the scout bracket (EG Pathfinders and Assassins are fine, Leywalkers or Rogues are not).

Write Recipe books

Available to: Any

Table: 1

Cost: 40pts

Allows the scout to write recipe books as detailed above.

Brew the Wondrous

Available to: Any

Table: 1

Cost: 40pts

Allows the Scout to brew Wondrous Elixirs as detailed above.

Taught by a Master

Available to: Any

Table: 7

Cost: 50pts

If a Scout has learnt a recipe with points then they only lose ½ a level when writing a recipe book of that recipe.

Leave to Simmer

Available to: Any

Table: 7

Cost: 40pts

In addition to using an advance potion make a scout may use a basic make skill. However they cannot use any ability to enhanced it or reduce the cost (Such as Alchemical Prep or Scraping Up).

Rites of Protection

Available to: 1 st class Any

Table: 8

Cost: 40pts

The maker may choose to take any item perm from making Wondrous Elixirs as damage on casting stamina at 2 points for every point suffered. This may also be taken against "Kick out stamina" if owned.

Dangerous Escape**Available to:** 1st class Any

Table: 8

Cost: 20pts*

The maker manages to avoid any dangers before they happen. As such if he is required to roll on the Failure Table he may choose to end the manufacture of the item immediately *before* rolling on the Failure Table. This is a once ever ability.

A Master of the Trade**Available****To:** 1st Class Any

Table: 9

Cost: 100pts

On a day when the scout is playing they gain an additional make slot for crafting Wondrous Potions or Recipe books.

Potion Making – Costs and Batches

Healing

Potion Name	Category	Difficulty Level	Max batch size	Temp Cost per batch	Perm Cost per dose	Perm Cost per batch
1pt TBLP Cure	Immediate	0	3	20	10	30
4pt TBLP Cure	Immediate	2	3	80	40	120
6pt TBLP Cure	Immediate	3	3	120	60	180
12pt TBLP Cure	Simple	4	3	300	150	450
Purgative	Simple	5	3	400	200	600
Lembas	Simple	3	3	180	90	270
Burn Salve	Simple	5	3	180	90	270
Venom 8 Antidote	Simple	7	3	300	150	450
2pt Loc Salve	Average	5	2	120	90	180
18pt TBLP Cure	Average	6	2	240	180	360
Anti-venom Salve	Average	7	2	160	120	240
Treated Bandages	Average	6	2	240	180	360
Studied Lembas	Average	6	2	160	120	240
Resuscitation Balm	Average	6	2	240	180	360
Wireweed	Average	6	2	160	120	240
Rejuvenation	Difficult	10	1	200	300	300
Regenerative Elixir	Difficult	10	1	300	450	450
Mystic Honey	Difficult	10	1	300	450	450
Buckland Hoby's essence Binding Powder	Difficult	12	1	200	300	300
Medicated Bandages	Difficult	8	1	300	450	450
36pt TBLP Cure	Difficult	9	1	300	450	450
Anti-Venom True	Difficult	9	1	300	450	450
Embalming Fluid	Difficult	10	1	300	900	900

General

Potion Name	Category	Difficulty Level	Max batch size	Temp Cost per batch	Perm Cost per dose	Perm Cost per batch
Ingestive (ing) Blindness	Immediate	2	3	80	40	120
Ing Deafness	Immediate	2	3	80	40	120
Ing Dumbness	Immediate	2	3	80	40	120
Ing Sleep I	Immediate	2	3	80	40	120
Ing Sleep II	Immediate	3	3	120	60	180
Ing Paralysis	Immediate	3	3	120	60	180
Strength	Simple	4	3	120	60	180
Endurance	Simple	4	3	120	60	180
Dexterity	Simple	3	3	120	60	180
Strengthening Salve	Simple	4	3	120	60	180
Numbing Elixir	Simple	5	3	180	90	270
Catalyst	Average	+1	2	+40	+60	+120
Scent Neutraliser	Average	6	2	160	120	240
Scent Inhibitor	Average	4	2	120	90	180
Mind Dull	Average	5	2	160	120	240
Coating Paste	Average	+2	2	+50%	+50%	+50%
Frog-Leg	Average	4	2	80	60	120
Zombie	Average	4	2	120	90	180
Heavy Metal	Average	+1	2	+80	+60	+120
Blade True	Average	6	2	280	210	420
Acid	Average	5	2	160	120	240
Stomach Lining	Average	5	2	160	120	240
Star Metal	Average	5	2	160	120	240
Vibrance	Average	5	2	160	120	240
Magical Baffle Salve	Average	5	2	120	90	180
Holy/Unholy Water	Difficult	7	1	400	600	600
Deadening Elixir	Difficult	8	1	240	360	360
Crystal Glitter	Difficult	8	1	160	240	240
Dragon's Blood	Difficult	8	1	200	300	300
Prot Psionics	Difficult	7	1	240	360	360
Anger	Difficult	7	1	240	360	360
Super Endurance	Difficult	10	1	200	300	300
Will-Focus	Difficult	7	1	200	300	300
Vision Salve	Difficult	7	1	160	240	240
Hyper-Action	Difficult	10	1	400	600	600
Wild Frenzy	Difficult	8	1	200	300	300
Smelling Salts	Difficult	9	1	200	300	300
Sweet Dreams	Difficult	9	1	200	300	300

Poison

Potion Name	Category	Difficulty Level	Max batch size	Temp Cost per batch	Perm Cost per dose	Perm Cost per batch
Ingestive Venom(IV) 2	Immediate	2	3	60	30	90
IV4	Immediate	4	3	120	60	180
IV6	Immediate	6	3	180	90	270
Blade Venom(BV) 2	Immediate	3	3	80	40	120
BV4	Immediate	5	3	160	80	240
BV6	Immediate	7	3	240	120	360
Antidote Venom(AV) 2	Immediate	2	3	60	30	90
AV4	Immediate	4	3	120	60	180
AV6	Immediate	6	3	180	90	290
Ingestive Illness	Simple	5	3	240	120	360
Slow-Acting Venom	Simple	+1	3	+50%	+50%	+50%
Gene-Coded Venom	Simple	+1	3	+60	+30	+90
Coating Poison	Average	+2	2	+50%	+50%	+50%
IV8	Average	7	2	320	240	480
Wooden Horse	Average	5	2	240	180	360
Ingestive Nerve Venom	Average	6	2	320	240	480
Blade Blindness	Difficult	9	1	300	450	450
Blade Paralysis	Difficult	9	1	300	450	450
BV8	Difficult	8	1	120	180	180
Blade Dumbness	Difficult	8	1	140	210	210
Blade Sleep	Difficult	9	1	300	450	450
Blade Deafness	Difficult	8	1	120	180	180
Venom Concealment	Difficult	9	1	200	300	300
Virulent Poison	Difficult	+3	3	+600	+300	+900
Blade Nerve Venom	Difficult	9	1	200	300	300