Chapter 10: Smithing, Security, and Forge Magic

Armorsmith

Characters with the Armorsmith skill can create and repair armor and shields. To create armor and shields, an Armorsmith must pay both a production and a material unit cost. Repairing armor costs significantly less. The Production Point cost listed for repairing armor is the number of points paid for each level of the armor to be restored. Note that breaching never reduces a suit of armor below 2 points or its base value, whichever is lower, so Light armor never requires repair.

Mending

In addition to the ability to produce armor and shields, armorsmiths gain a limited ability to repair damaged or broken armor or shields very quickly. At Armorsmith 2, 4, 6, 8, and 10, the character gains one (1) use per day of Natural Mend. This requires one (1) minute of roleplay. The wearer of the armor is not required to remove the suit of armor.

Maintenance

Armor and shields require maintenance after a year. Three (3) shields or suits of Light armor can be maintained for 1 PP. Suits of Medium armor can be maintained for 1 PP each. Suits of Heavy armor cost 2 PP to maintain. The cost in Material Units to maintain armor is $1/10^{th}$ the Material Unit cost of the armor being maintained. When maintaining items of lower material cost, partial Material Units can be added together for a single "batch," but if a single batch of armor has a fractional Material Unit cost, round up to the nearest number of Material Units.

Salvage

Broken, excess, or expired armor and shields can be salvaged for half their Material Unit cost. Only salvaged armor can be used to make new armor; you cannot salvage weapons for armor materials. Note that items that have suffered a Destroy effect cannot be salvaged.

	Create		Repair	
Point Value	PP	MU	PP	MU
1 point	1	4	*	*
2 points	2	8	*	*
3 points	4	20	1	2
4 points	5	30	1	2
5 points	7	60	2**	3**
Buckler	2	4	1	2
Small Shield	3	6	1	3
Large Shield	4	9	1	4
Breach Kit	5	10	n/a	n/a
Helmet	1	2	n/a	n/a

* Armor of 1 or 2 points always refits to its full value.

** Armor of 5 points receives one (1) Natural Resist against Breach effect per day. This means that once per day when refitting the armor after it has been breached, the armor does not lose a point of protective value.

Breach Kit

A breach kit is a reusable tool kit, requiring at least Armorsmith 5 to use, that grants a suit of armor resistance to breaching – that is, it will refit to its full value after once incident that would breach it. Using a breach kit on a suit of armor requires one (1) minute of work, and the target suit of armor must be refit to its maximum current value.

Helmet

By default, all suits of armor include a helmet sufficient to make the wearer immune to Blindside, if the armorsmith wishes. The armorsmith may not cut costs by declining to include a helmet. If, however, the armorsmith only wants to make a helmet, she may do so for one (1) PP and two (2) MU. A helmet must qualify as at least three (3) points of armor to make its wearer immune to Blindside. A character must have at least Wear Light Armor to wear a helmet effectively. Enchantments applying to helmets are rare, but they do not conflict with other armor enchantments.

Security

Characters with the Security skill can create doorbars, locks, lockpicks, and traps. The Production Point and Material Unit costs for creating these goods are outlined below.

Item	Level Required	PP	MU	Component
Key (3)	1	1	1	
Lockpicks	1	1	1	
Reset Resists*	1	1	1	
Door Bar	2	2	2	
Manacles	3	3	4	Lock
Basic L1 Lock	2	2	2	
Improved L1 Lock	3	3	4	
Advanced L1 Lock	4	4	6	
Basic L2 Lock	5	5	5	
Improved L2 Lock	6	6	7	
Advanced L2 Lock	7	7	9	
Basic L3 Lock	8	8	8	
Improved L3 Lock	9	9	10	
Advanced L3 Lock	10	10	12	
Acid Reservoir	4	+2	+1	Acid Break brew
Floor Mounting	1	1	1	
Noise Trap (3)	1	1	1	

Basic Needle Trap	2	1	1	Poison
Basic Weapon Trap	2	2	3	Weapon
Projectile Needle Trap	2	2-4	2	Poison
Snare Trap	3	3	3	
Enhanced Damage Weapon Trap	3	3-7	5-8	Weapon
Lock-mounted Needle Trap	4	4	3	Poison
Expanded Reach Snare Trap	4	4-6	4-6	
Mist Trap	5	5	1	Brew
Expanded Radius Mist Trap	7	7-15	1	Brew
Mancatcher Trap	7	7	7	

* Resetting Resists is a function performed on an existing lock. It resets all of that lock's resists.

Lockpicks

A set of lockpicks is a specialized deck of cards, which the character must have on him in order to attempt to pick a lock. The deck consists of three (3) aces, three (3) kings, three (3) queens, and three (3) jacks, for a total of twelve (12). The suit of these cards does not matter. This deck represents the various tools used in lockpicking. There are a total of three (3) levels of Disable Security, and three (3) corresponding levels of locks.

Door Bars

A door bar is a permanently mounted security device that provides ease of use with a low entry cost. A door may have only a door bar or a lock, not both.

A door bar must be represented by a mechanism that can be obviously placed in "un-barred" and "barred" positions. The representation of the bar must be placed on or directly next to the opening of the door.

Door bars can be broken open using any form of Strength effect. Breaking the door bar takes one minute, generating significant noise during the process.

Door bars are made such that if they are opened with a Strength effect, they yield the door and suffer a Destroy effect. A door bar opened in such a fashion cannot be repaired and must be replaced.

Manacles

A pair of manacles has a lock built in, and may be used to bind wrists or ankles. They do not provide any other restriction than tying the joints together. The degree of strength necessary to break out of manacles is based on the lock built into them.

Keys

Locks automatically come with up to three (3) keys. A character must have an original key or the opened lock to make a duplicate. A lock and its keys share a five-letter code chosen at random by the Production marshal when the lock is initially created.

Locks

Locks are robust, complex mechanisms that can be crafted using a multitude of different techniques, making them difficult to pick and even harder to force open or break. A door may have a lock or a door bar, not both.

A Lock, when first created, comes with up to three keys. Each of these objects (the lock and the keys) is a separate tagged item.

Locks can be made in three (3) levels of complexity. The higher the level, the more difficult it is to pick. The difficulty of the levels rises very sharply, making the higher levels of difficulty extremely challenging for even the most skilled of lockpickers.

Locks built into a door should be represented with two distinct phys-reps. Any character with at least one level of Security may install or uninstall a lock in a door at no cost, given free access to the door while open. The external rep should be a real out of play lock (like a luggage lock or other such small lock) and placed on the exterior of the door. Entrance through the door requires use of a key that opens the phys-rep and the appropriate tag for a key that opens the tagged lock. On the inside of the door, some sort of simple mechanism that can be manipulated to "lock" and "unlock" the lock should be used. Something like a simple turn latch (like on the back of a deadbolt) or other such representation is fine. It should have a clear "unlocked" and "locked" position.

Locks not built into a door can be phys-repped via the same type of phys-rep used for the external side of a door.

Quality Levels for Locks

Locks can be created in three distinct quality levels: Basic, Improved, and Advanced. These quality levels directly affect how difficult a lock is to force open using great strength, and how difficult a lock is to damage to the point of breaking or destroying it permanently.

Basic quality locks can be forced open (that is, opened but not otherwise damaged) using any form of Strength effect. Forcing the lock open takes one minute, generating a good amount of noise during the whole process. Additionally, a Basic quality lock is resistant to being broken, being able to "resist" a destruction effect once ever.

Improved quality locks can be forced open (that is, opened but not otherwise damaged) using a Troll Strength (or greater) effect. Forcing the lock open takes one minute, generating a good amount of noise during the whole process. Additionally, an Improved quality lock is resistant to being broken, being able to "resist" a destruction effect twice ever.

Advanced quality locks can be forced open (that is, opened but not otherwise damaged) using a Giant Strength effect. Forcing the lock open takes one minute, generating a good amount of noise during the whole process. Additionally, an Advanced quality lock is resistant to being broken, being able to "resist" a destruction effect three times ever.

A lock may have all of its Resists reset by a Locksmith for 1PP and 1MU. A lock that has lost some of its Resists will be marked on the Cabin Notes by the Guide.

General Box Rules

Boxes cannot have enchantments placed on them. Any Break or Destroy effects that affect a box inflict that same effect on all contents of the box. Unattended boxes are valid targets for Break and Destroy effects. Any box that has a lock placed on it gains that lock's protectives and protections later applied to the lock. Breaking or Destroying a Lock inflicts the same effect on the attached box, and thus inflict the same effect on all contents of the box. Forcing open a lock on a box allows the box to be opened, and does not harm the contents.

Acid Reservoir

If a lock created with this template is attached to a box and Forced, all contents of the box receive a Destroy effect. To attach an Acid Reservoir lock to a box, a character must have Security (much like attaching a Lock to a Door). Acid Reservoirs are not traps and cannot be disarmed. A lock with an Acid Reservoir is recognizable on casual inspection.

Floor Mounting

This is not a template; it is a separate item. This item allows a character with Security to attach a box permanently to the floor of a building, and thus cannot be moved from the spot where it is located. To remove a box attached with a Floor Mounting, a character needs to have Security AND access to the interior of the box. This process takes five minutes of roleplay.

Maintenance

Door bars, locks and lockpicks require maintenance after a year. One door bar, three locks, or three sets of lockpicks can be maintained for 1 PP. The cost in Material Units to maintain door bars, locks and lockpicks is $1/10^{th}$ the Material Unit cost of the items being maintained. When maintaining items of lower material cost, partial Material Units can be added together for a single "batch," but if a single batch of goods undergoing maintenance has a fractional Material Unit cost, round up to the nearest number of Material Units. Traps do not require maintenance.

Those who explore dangerous crypts and other places largely forgotten by time tend to find that the locks there function without maintenance. The techniques used to create such reliable locks are lost.

Salvage

Broken or excess Security items can be salvaged for ½ their cost in Material Units, rounding any fractions down. Material Units from salvaged Security items can only be used for Security production. Security items that have been destroyed cannot be salvaged.

Traps
From the simplest snare to subtle needle traps and deadly weapon traps, these are countless ways traps can be used to foil would-be thieves and intruders.

Any character with the skill Security can create simple noise traps, while master trap makers can kill an intruder with a single pinprick or a falling scythe blade. With only one level of Security, a character can obtain, set, and arm most traps (if obtained after it has "gone off," you must check the trap card first to make sure it can be reset). Characters wishing to go all-out in Security will want to have a reliable source for poisons.

If a character wishes to add a design to his collection, he should obtain a copy of the design for himself. Characters with the Inscription skill can produce valid copies of design and should be sought out to make the copies. Designs found or obtained from others cost nothing to add to one's collection. The phys-rep for a book of designs should accommodate sheets of 8.5" x 11" paper.

Traps range in complexity from simple noise-making devices to complicated needle and mist traps. Characters with at least one level of Security are capable of resetting traps in addition to being able to make them. As with all production skills, the character begins with 1 production point per level of Security purchased to spend as he wishes. Characters with the Security skill begin with the designs for a Noise Trap and a Basic Needle Trap. A character that begins play with Security may purchase additional designs out of his starting money, paying a value equal to the MU cost of creating the item. He may purchase up to five (5) designs in this way, and he may only purchase designs that he has a high enough Security skill to complete. Finally, additional designs, potentially including ones not listed in this book, can be found in-game.

If a character obtains the intact workings of a trap, they may choose to attempt to "reverse engineer" the trap and produce a design from it. This process completely deconstructs (i.e. destroys) the trap and is not entirely without risk. Each attempt starts with a base of 1 in 5 chance of failure. For each Level of skill higher than the level of skill needed to make the trap, 1 success is added to the chances. For each level of skill below the level of the trap, 1 failure is added in place of a success. Example: Karl (who has Level 3 Security) discovers a unique new trap. He spends some time working at taking it apart so he can add it to his set of designs. The trap is beyond his skill to make, requiring Level 5 of Security. His odds of success would be a base of 1 in 5 chance of failure, plus 2 failures substituted for successes due to the level difference. His chance of failure is 3 in 5, or 60%. If the trap had required only Level 2 Security to create, his chance of failure would have been 1 in 6.

Components of a Trap
Each trap is composed of several components that are necessary for completing its function. Some traps may contain additional parts, but every trap must have, at the very least, these three components.

The Physical Representation (phys-rep) is the in-play component that represents the mechanism of the

trap. In a weapon trap this would be the actual weapon, while in a mist trap a small object to represent the container or poison would be appropriate. The phys-rep must be directly adjacent to one end of the physical trigger (within a few inches).

The Physical Trigger is the in-play mechanism that is used to set off the trap. Most often this is a trip wire, though other physical triggers are possible. No matter what form the mechanism takes, it must be made of approved materials (thread, fishing line, etc.) The physical trigger must be able to be disarmed. For any trap, unless specifically noted otherwise, the phys-rep MUST be adjacent to one end of the physical trigger (within a few inches). Also, only one physical trigger may be connected to a trap. Techniques for separating the phys-rep from the physical trigger or applying multiple triggers to one trap may exist and should be sought after in-game.

The Audible Trigger is the sound that indicates that the trap has been triggered. Unlike other components, this part of the trap may include electronic components (i.e. buzzers or other electronic alarms).

Disarming Traps

Characters with the Disable Security skill can often save an entire group from certain death, or at least serious inconvenience, by disabling the trap, rendering it harmless. Remember that you may not do anything to the trap that will permanently damage it (cutting wires, throwing it in the lake, etc.). All traps should be able to be reset by a Guide or character with Security in a few minutes with little to no tools (duct tape and thread at most). Some characters get by with only a small pair of scissors, while others come equipped with matches, candles, small mirrors, and all manner of tools.

Setting Traps

Characters with at least one level of the Security skill may take an existing, unexpended trap and set it up however they wish within the bounds of the rules for that type of trap. This allows characters with only a few levels of Security to find or buy more powerful traps and still be able to use them. Note that some traps that can be reused, such as a Lock-mounted Needle Trap, require a certain level of Security skill to prepare them to be used again. Characters who possess such traps and lack the needed levels of Security could seek the aid of another character who has those needed skills.

Example: Sam the Sneaky finds an armed Mist Trap while exploring an "unoccupied" house. Sam successfully disarms the trap, removes it from where it is installed, and takes it home with him. He could set the trap up somewhere else and rearm it for his own use. If, however, Sam had been unlucky and not successfully disarmed the Mist trap, there would be nothing to take home, as Mist traps are consumed on use.

Trap Cards

Trap cards are placed on all traps. If you set off a trap, shut the trap off (if it has an electronic audible trigger, as dead batteries are no fun) and examine the trap card. It will tell you the type of trap (Noise, Needle, Weapon, etc.), and the list of effects it generates. The trap card will also indicate any blade or contact poisons used, as well as whether or not it can be reset (most Noise and Weapon traps can, while

traps relying on poison generally can't). The tag for any poison used in the trap must also be included with the trap card.

Noise Traps
Effects: None
Designs Needed: Noise Trap
Production Cost: 1 PP for up to 3 traps
Material Cost: 1 Material Unit for up to 3 traps
Reusable: Yes
Phys-Rep: The physical and audible triggers can serve as the phys-rep for this trap.
Rules:
When this trap is triggered, the guide or person who triggered the trap must yell "Alarm" in a loud voice. The simplest type of trap to make is a Noise trap. One or more noise traps set outside your cabin at night can warn you of approaching creatures or people. When a noise trap is triggered, either the guide or the person triggering the trap must yell "Alarm." Simple noise traps, such as hanging bells on a doorknob, can be made by anyone but do not get the benefit of more complex tripwires or the yelling of "Alarm." Noise traps can be reused without the expenditure of any resources.

Needle Traps

Basic Needle Trap
Effects: None except for the effect of any applied poison
Designs Needed: Basic Needle Trap
Production Cost: 2 PP
Material Cost: Poison + 1 Material Unit
Reusable: No
Phys-Rep: The sticker and the audible trigger can serve the phys-rep for this trap.
Rules:
A Basic needle traps ejects a small pricking needle on or near the trap mechanism when triggered. For this trap there must be a sticker placed on the inside of the object to indicate where the needle is ejected from. If any part of the person's body is adjacent to the location indicated by the dot, they are considered hit by the needle. Once triggered, the trap is considered consumed and cannot be reused.

Needle traps do not inflict any damage, so they bypass all Shield against Physical and Skin protectives. Additionally, needle traps pierce Armor and gloves but do not degrade their value in any way. Needle traps are used in conjunction with contact poisons. Note that the formulation tag must be present on the trap, and that the poison is expended whenever the trap goes off. Using a poison in the creation or re-arming of this trap does not require Brewing.

Lock-mounted Needle Trap

Effects: None except for the effect of any applied poison

Design Needed: Basic Needle Trap, Lock-mounted Needle Trap

Production Cost: 4 PP

Material Cost: 3 Material Units

Reusable: Yes

Phys-Rep: This trap is combined into a lock and requires no additional phys-rep.

Rules:

This trap is identical to a standard needle trap except for the following modifications:

Lock Needle traps are designed to fit within the confines of a lock. It is not possible to disarm this trap by disabling the trap mechanism; it can only be disarmed by someone with an appropriate key or with a successful picking of the lock. Anyone possessing Disable Security who interacts with the lock for at least ten seconds (either by picking the lock or by examining it) will detect the presence of the needle trap. The trap does not trigger until the lock-picking process has been completed. It is thus possible to stop before setting off the trap.

A lock-mounted needle trap is a specially designed needle trap made to fit into the tiny confines of a lock's inner workings. Because of such tiny space requirements, this trap is much more difficult to design and implement, but gains the benefit, once mounted into a lock, of being fully reusable. Once the trap is triggered, the trap can be rearmed by having someone with Security skill who can open the lock (either with a key or by picking it) to re-coat the needle with a new poison. This action requires no production point expenditures or Material Units, but does require a new poison to be obtained and applied.

Needle traps do not inflict any damage, so they bypass all Shield against Physical and Skin spells. Additionally, needle traps pierce Armor and gloves but do not degrade their value in any way. Needle traps are used in conjunction with contact poisons. Note that the formulation tag must be present on the trap, and that the poison is expended whenever the trap goes off. Using a poison in the creation or re-arming of this trap does not require Brewing.

Projectile Needle Trap

Effects: None except for the effect of any applied poison

Designs Needed: Basic Needle Trap, Projectile Needle Trap

Production Cost:	2 PP (1 foot projectile)
	3 PP (2 foot projectile)
	4 PP (3 foot projectile)
Material Cost:	Poison + 2 Material Units (1 foot projectile)
	Poison + 3 Material Units (2 foot projectile)
	Poison + 4 Material Units (3 foot projectile)

Reusable: No

Phys-Rep: The sticker and the audible trigger can serve the phys-rep for this trap.

Rules:

This trap acts like a basic needle trap with the following modifications:

The needle is ejected from the trap in a straight line, striking the first thing in its path. When building the trap, the character can specify one, two, or three feet as the maximum distance (with a corresponding increase in production cost).

Needle traps do not inflict any damage, so they bypass all Shield against Physical and Skin protectives. Additionally, needle traps pierce Armor and gloves but do not degrade their value in any way. Needle traps are used in conjunction with contact poisons. Note that the formulation tag must be present on the trap, and that the poison is expended whenever the trap goes off. Using a poison in the creation or re-arming of this trap does not require Brewing.

Weapon Traps

Basic Weapon Trap
Effects: By weapon type
Designs Needed: Basic Weapon Trap
Production Cost: 2 PP
Material Cost: Weapon + 3 Material Units
Reusable: Yes
Phys-Rep: The weapon used is the phys-rep for this trap.
Rules:

When triggered, this trap inflicts the base damage of whatever weapon is included in the trap. Blade poisons may be applied to the weapon (by a brewer of sufficient skill) before the trap is set (or reset). Weapons Traps may be reused without the expenditure of any resources. When built, the weapon and trap are considered one object for the purposes of any effects. The weapon can be recovered from the trap, but the trap is destroyed in the process. Weapon Traps built using a Substandard Quality weapon work as per normal, but the weapon, and thus the trap, is destroyed after use.

Where the weapon strikes is dependent upon the situation. The guide will rule upon the location struck. Any protections that would apply to a normal weapon blow apply to a weapon trap's effect.

Enhanced Damage Weapon Trap
Effects: By weapon type; more wounds may be added with additional Production points.
Designs Needed: Basic Weapon Trap, Enhanced Damage Weapon Technique
Production Cost: 2 PP for a Piercing Blow, 3 PP for a Striking Blow, 4 PP for a Mighty Blow
Material Cost: Weapon, plus 4 MU for a Piercing Blow, 5 MU for a Striking Blow, 6 MU for a Mighty Blow
Reusable: Yes.
Phys-Rep: The weapon used is the phys-rep for this trap.

Rules:

This trap acts like a Basic Weapon Trap with the following modifications:

The builder may add additional points of damage to the weapon strike, as per a Wounding Blow. A Piercing Blow adds +1 PP and +1 MU on top of the cost of a Weapon Trap. A Striking Blow adds +2 PP and +2 MU, and a Mighty Blow adds +3 PP and +3 MU. The Enhanced Damage Weapon Technique does not allow Wounding Blows higher than Mighty Blows.

Snare Trap

Effects: Natural Pin Foot effect

Designs Needed: Basic Weapon Trap, Snare Trap

Production Cost: 3 PP

Material Cost: 3 Material Units

Reusable: Yes

Phys-Rep: The chain used is the phys-rep for this trap.

Rules:

This trap is a metal chain that creates Natural Pin Foot effect that applies to the limb that is closest to the trap mechanism. If a character is on all fours, an arm may be immobilized. Any effect capable of breaking the chain will free the character from the trap. (A Strength effect can break the chain using the count of "I. Break. Free.") Additionally, a character with the Disable Security skill can spend one uninterrupted minute disentangling the chain (this requires the use of both hands) and freeing the trapped limb. Like Weapon Traps, Snare Traps can be reused without the expenditure of any resources. This trap has a range of three (3) feet.

Expanded Snare Trap

Effects: Natural Pin Foot effect

Designs Needed: Basic Weapon Trap, Snare Trap, Expanded Snare Technique

Production Cost: 3 PP + 1 PP per foot past 3

Material Cost: 3 Material Units + 1 Material Unit per foot

Reusable: Yes

Phys-Rep: The chain used is the phys-rep for this trap.

Rules:

This trap extends the range of the Snare Trap from three feet to a maximum of five feet, allowing a greater reach (max 5ft.) and/or the ensnarement of both legs. If both of the affected person's legs are within 5 feet of the phys-rep of the trap, both legs are considered ensnared.

Mancatcher Trap

Effects: Natural Bands, Natural Pin Foot

Designs Needed: Basic Weapon Trap, Snare Trap, Mancatcher Trap

Production Cost: 7 PP

Material Cost: 7 Material Units
Reusable: Yes
Phys-Rep: The chains used are the phys-rep for this trap.
Rules:
This trap acts like a Basic Weapon Trap with the following modifications:

This trap uses two chains which must be broken or removed individually (one around the legs, one around the torso and arms). The range on this trap is five feet. This trap acts as a Natural Bands effect and a Natural Pin Foot effect.

Mist Traps

Basic Mist Trap
Effects: Varies by poison type; affects everyone in 5' radius
Designs Needed: Basic Mist Trap
Production Cost: 5 PP
Material Cost: Poison + 1 Material Unit
Reusable: No
Phys-Rep: A ping-pong ball (or other 1" x 1" or larger phys-rep). Also include a tape measure with the trap card if possible.
Rules:
This trap affects everyone within a five-foot radius of the phys-rep.

Mist traps utilize a small spraying mechanism to affect everyone within five feet of the trap trigger. Like needle traps, Mist traps are used with any Contact Poison, Glue, or Indelible Dye. Indelible Dye Mist traps used require black makeup to represent the dye. It is the responsibility of the person setting the trap to supply the make-up. Glue Mist Traps have no direct effect on any person in the radius, but all objects in the area-of-effect are considered glued in place. Example: Boxes would be glued down; Doors glued shut, etc.. Once triggered, the trap is considered consumed and cannot be reused. The formulation tag must be presented at the time of Trap creation and is consumed in the process. Using a poison in the creation of this trap does not require Brewing or Alchemy.

Expanded Radius Mist Trap
Effects: Varies by poison type; affects everyone in the stated radius
Designs Needed: Basic Mist Trap, Expanded Radius Mist Trap
Production Cost: 5 PP + 2 PP per foot
Material Cost: One or more poisons + 1 Material Unit
Reusable: No
Phys-Rep: A ping-pong ball (or other 1" x 1" or larger phys-rep). Also include a tape measure with the trap card if possible.
Rules:

This trap acts like a Basic Mist Trap with the following modifications:

Expanded radius mist traps utilize additional doses of the brew and a more complex mechanism to increase the size of the area-of-effect. Each additional foot added to the radius of the area of effect adds two (2) additional PP and one (1) additional formulation to the cost.

Advanced Trap Techniques
Master trap makers, particularly those in ages past, were said to be able to build particularly fiendish traps. Some would affect not the person who tripped it, but whoever was standing in a given place five, ten, or twenty paces away. Other stories tell of death-trapped rooms filled with poison misters, in which anyone within the room was affected, or giant devices that collapsed ceilings or walls. Though such things are the stuff of legend now, who is to say that legends might not live again?

Weaponsmith
Characters with the Weaponsmith skill can create weapons, including missile weapons. To create weapons, the Weaponsmith must pay both Production Points (PP) and Material Units (MU).

Item	Category	PP	MU
Small Blade	Blade	1	2
Short Blade	Blade	2	6
Long Blade	Blade	3	12
Hand and a Half Blade	Blade	4	16
Great Blade	Blade	5	20
Swordbreaker	Blade	3	8
Small Blunt	Blunt	1	1
Short Blunt	Blunt	2	3
Long Blunt	Blunt	3	6
Hand and a Half Blunt	Blunt	4	8
Great Blunt	Blunt	5	10
Staff	Blunt	1	1
Small Axe	Hafted	1	2
Short Axe	Hafted	2	4
Long Axe	Hafted	3	10
War Axe/Glaive	Hafted	4	14
Great Axe/Halberd	Hafted	5	18
Spear	Hafted	2	6
Arrows or Crossbow Bolts (quiver)	Missile	1	2
Bow	Missile	2	1
Crossbow	Missile	3	2
Thrown Weapon	Missile	1	1
Sharpening Stone (2)	Miscellaneous	1	1
Silver-Tempered Weapon	Modification	5	10
Permanent Silver Weapon	Modification	10	20 + variable

Silver Coating	Modification	4	variable
5 Silvered Arrows	Modification	2	See below
Touch of Light	Modification	0	1 Ivory
Touch of Fire	Modification	0	1 Fire Coral
Touch of Storm	Modification	0	1 Thunderstruck Oak
Touch of Shadow	Modification	0	1 Black Pearl
Touch of Ice	Modification	0	1 Amber

Silver-Tempered Weapon

This modification, traditionally only performed on longswords, hand-and-a-half swords, and greatswords, is sufficient to allow the wielder to use Silver Swordsman techniques with the weapon. This modification does not cause the weapon to strike as Silver, however. It lasts for six events. The modified weapon is still usable when this modification expires.

Permanent Silver Weapon

This secretive, expensive technique requires a crafting formula. The weapon it creates is almost purely silver, and while it will require yearly maintenance as per the rules below, it does not need to be silvered again. Creating this weapon requires twice as much silver as Silver Coating (see below). The 20-MU cost of the Permanent Silver modification is added to the weapon's base Material Unit cost when calculating the cost of yearly maintenance. Such weapons strike as Silver with every swing. Arrows cannot be permanently silvered.

Silver Coating

In addition to silver tempering and permanent silver weapons, steel weapons can be coated with silver. This process causes a weapon to strike as Silver, unlike silver tempering, but it is less expensive in the short term than making a permanent silver weapon, and the techniques of silver coating are known to all weaponsmiths. Silver coating costs 4 PP and a number of lumps of silver ore as shown on the table below. The silver lasts for three (3) events of usage.

Steel arrows and bolts can be silvered also. It costs 2 PP per five (5) arrows silvered. One (1) lump of silver can be used for twenty (20) arrows. The silver lasts for three (3) events, and each arrow is good for only one use. The silver coating is lost the first time the arrow is used, even if it misses its target.

Thrown weapons can be silvered for 4 PP and 2 lumps of silver, regardless of size. The silver lasts three (3) events, and it is good for multiple throws.

Item	Lumps of Silver Ore
Small Blade	12
Short Blade	20
Long Blade	30
Hand and a Half Blade	40

Great Blade	48
Swordbreaker	24
Small Blunt	12
Short Blunt	20
Long Blunt	30
Hand and a Half Blunt	40
Great Blunt	48
Staff	30
Small Axe	12
Short Axe	16
Long Axe	26
War Axe/Glaive	40
Great Axe/Halberd	48
Spear	30
Thrown Weapon	2

Sharpening Stone

With a Sharpening Stone, a character with at least one (1) level of Weaponsmith may expend a Sharpening Stone with one (1) minute of work to give a Natural Razor's Edge 1 effect to any edged weapon.

Touch of the Realms

A character with at least three (3) levels of Weaponsmith may expend a piece of Ivory, Fire Coral, Thunderstruck Oak, Black Pearl, or Amber with one (1) minute of work to give a weapon a Charge Weapon effect of the associated energy type. This does not require the presence of a Production marshal. The player should return the phys-rep of the expended mystical material to Plot or Production as soon as possible. This Charge Weapon effect expires at sunset if unused.

Mending

In addition to the ability to produce weapons, weaponsmiths gain a limited ability to repair broken weapons very quickly. At Weaponsmith 2, 4, 6, 8, and 10, the character gains one (1) use per day of Natural Mend. This requires one (1) minute of roleplay.

Maintenance and Expiration

Most weapons require yearly maintenance to keep them in proper working order, regardless of whether or not they are used during that time. For game purposes, weapons that are in need of maintenance cannot be used in combat. If they are, they are rendered useless with the first hit, even if blocked by another weapon. Weaponsmiths can maintain three weapons for 1 PP. The material cost is $1/10^{th}$ the total Material Units used to create the items originally. For maintenance, partial units can be added together for a single "batch," but if a single batch of weapons has a fractional Material Unit cost, round

up to the nearest number of Material Units. Quivers cannot be maintained and must be purchased new after they expire.

Salvage

Broken, excess, or expired weapons can be salvaged for half their Material Unit cost. Materials from salvaged weapons can only be used to make new weapons; you cannot salvage armor for weapon materials. Note that items that have suffered a Destroy effect cannot be salvaged.

Substandard Quality

A substandard weapon costs half the normal amount of PP and MU to make. This means that a character with Weaponsmith 2, who normally couldn't make a longsword at all, can fashion a crude longsword that is barely sufficient for combat. A substandard weapon lasts one year, and then expires; it cannot be maintained. It cannot be used to call any Combat Maneuvers other than Blindside. It cannot be enchanted with Forge Magic. Quivers cannot be made substandard, as they normally expire in one year.

Weapon and Shield Appearance

A weapon or shield should be made with colors appropriate to the materials from which it is made.

Material	Color
Metal	Gray
Stone	Black
Wood	Brown/Tan
Bone	White
Silver	Silver

Other colors, including blue (magic), red (natural weaponry such as claws), gold (gold), yellow (Light), green (Fluid), and purple (amethyst) are reserved for Plot usage. These colors should never be used on a weapon without specific instruction from the Dust to Dust Plot Committee.

Forge Magic

Forge Mages are those who have learned the art of imbuing finished goods with Mystical Materials. Not all smiths can do this, and so claim that it is something about the smith that allows this working to take place. Forge Mages work with their natural line of craftsmanship, focusing on weapons, armor or even traps and locks. Each area is specialized, and if a smith ventures into another kind of smithing, the smith must meet the requirements of that new skill before he can use the Forge Magic recipes for that line. Forge Magic is incredibly rare and coveted. Those that openly practice the trade are highly sought after, for both good and ill.

Qualifying for Forge Magic

A character may begin to purchase Forge Magic when they have learned Weaponsmith 3, Armorsmith 3, or Security 3. They are only able to imbue objects they have learned to create with the appropriate level of skill. For example, if a character is a Weaponsmith 5 and has learned the second Circle of Forge Magic, and then begins to learn Armorsmith, she may not create Forge Magic armor requiring Second Circle until she reaches Armorsmith 5. She does NOT have to repurchase levels of Forge Magic. Forge Magic Circles are a one-time purchase. Forge Magic Circles may be advanced at levels three (3), five (5), seven (7), nine (9) and ten (10) of the aforementioned crafts. A character with three (3) levels of Forge Magic can learn Identify Magic Item (see Chapter 4: Magical Talents).

Forge Magic Circles do not grant PP the way Armorsmith, Security, or Weaponsmith do. Instead, a Forge Mage's capacity for production comes out of his Armorsmith, Security, or Weaponsmith Production Point pool.

Book of Formulas

All characters with Forge Magic must possess a book of formulas. The Forge Mage records the formulas for all of his enchantments within the book. A Forge Mage must have the formula of the particular enchantment he wishes to add to a weapon, shield, suit of armor, or Security item, as well as the appropriate level of skill and money. This book is an in-play item and can be lost or stolen. If the book is lost, the Forge Mage will have to somehow acquire these formulas all over again. Each formula is a text prop, and Scribes may create duplicates of existing formulas by spending Inscription PP and MU (see Chapter 9: Inscription and Binding Contracts). The phys-rep for a book of formulas should accommodate sheets of 8.5" x 11" paper.

At character creation, the one (1) free formula is applied to any skill that would reach the forge magic level, allowing multiple free formulas if the skills are purchased. This formula comes with a book binding, if desired. She may further purchase additional starting Forge Magic formulas with his starting money, paying a monetary value equal to the MU cost of completing the formula. He may not purchase more than five (5) additional formulas in this manner. The character may only choose formulas for which she meets the Forge Magic and smithing type requirements. For example, if Miranda has three (3) levels of Weaponsmith, and Forge Magic 1, she may pick any weapon enchant requiring Forge Magic 1. She may not pick armor enchants unless she would be able to meet the requirements otherwise. If Miranda obtains three (3) levels of Armorsmith, she does not need to rebuy Forge Magic, and would be able to pick an armor enchantment for no cost after obtaining that level of Armorsmith.

There are many more Forge Magic enchantments possible than those that are commonly known. Research, guild teaching, and trade are common ways to create new enchantment formulas, or rediscover lost ones.

Enchantments

Enchantments created through Forge Magic are applied to a single finished good, such as a specific sword. When enchanting an item, the Forge Mage chooses a duration of either three (3) events or six (6) events, with the longer duration carrying higher costs in PP, MU, and mystical materials. The tag for the enchantment will indicate the number of events of the enchantment's duration. At the start of each event, these enchantments are dormant and ineffective until the item's wielder activates them. When the wielder activates even one of these enchantments, all enchantments on the item become active, and the wielder must mark off one event from the durations of all enchantments on the weapon.

Any single weapon, suit of armor, shield, lock, or set of lockpicks may have one (1) Lesser enchantment placed upon it. If and only if it has a Lesser enchantment, it may also receive one (1) Greater enchantment. If and only if it has a Lesser and a Greater enchantment, it may also receive one (1) Master enchantment. An item's enchantments may be active or dormant when it receives a new enchantment or has the duration of an existing enchantment renewed. An enchantment may be replaced with another enchantment of the same rank (Lesser, Greater, Master) without changing anything about the enchantments of other ranks. To activate a Greater or Master enchantment, the lower ranks

An enchanted item that is Broken is still enchanted and functional if it is Mended. An enchanted item that is Destroyed is, of course, no longer functional through any means.

Mystical Materials

In addition to a cost in PP and MU, Forge Magic enchantments carry a cost in mystical materials, such as ivory, black pearl, or bloodweb. These materials might be purchased from a merchant, transmuted by an alchemist, or found during an adventure, but they cannot be purchased directly from Production the way Material Units can be. Alchemists have the ability to transmute materials from one type to another, and the ability to refine baser materials into the more exalted materials required for more powerful Forge Magic enchantments and other purposes.

Incomplete Enchantments

Forge Mages have the unique ability to "tie off" an incomplete enchantment and come back to working on it later. Tying off an enchantment costs 1 PP that does not contribute to the enchantment itself. They can also treat multiple production periods within the same event or set of BGAs as a lump sum for purposes of completing enchantments. All MU and rare component costs must be paid at the beginning of the process. The item being enchanted must remain a valid target for the enchantment throughout the process; that is, there must always be a Lesser enchantment present on an item for a Forge Mage to tie off a Greater enchantment, and both a Lesser and a Greater enchantment for a Forge Mage to tie off a Master enchantment. Activating dormant enchantments on an item with an incomplete enchantment does not affect the duration of the incomplete enchantment in any way.

For example, Karl has learned Weaponsmith 5 and Forge Magic 2, and wants to enchant a sword to resist disarming attempts for six events, or roughly a year. Karl has five (5) PP per production period, and has no forge to increase his production. Using 3 BGAs, he could treat the 15 PP he receives as a lump

sum, and spend 12 PP to complete the enchantment. Alternately, he could use the two production periods he receives at an event to make 9 PP worth of progress on the enchantment, spend 1 PP to tie off the enchantment, and finish the enchantment at any later time. Production marshals will give tags indicating the fractional progress of the enchantment, so Karl's tag would read "Resist Disarm, 6 events, 9/12."

Tied-off enchantments from another character through any means can be completed with the normal investment of Production Points, so long as the character completing the enchantment has a copy of the production formula.

Enchantment	Degree	Forge Magic Level	3-Event PP	3-Event MU	3-Event Components	6-Event PP	6-Event MU	6-Event Components
Weapon Enchantments								
Glowing Weapon	Lesser	1	2	2	1 Ivory	5	3	2 Ivory
Resist Destruction	Lesser	1	4	4	2 Amber	10	6	3 Amber
Bond with Silver	Lesser	1	4	6	2 Ivory	N/A	N/A	N/A
Shield Pierce	Lesser	1	4	3	3 Black Pearl	10	5	4 Black Pearl, 1 Amber
Resist Disarm	Lesser	2	5	4	3 Fire Coral	12	6	3 Fire Coral, 2 Ivory
Store Poison	Lesser	2	5	5	3 Black Pearl	12	8	5 Black Pearl
Self-Repairing	Lesser	2	5	4	3 Fire Coral	12	6	5 Fire Coral
Armor Pierce	Lesser	2	5	5	3 Black Pearl	12	8	4 Black Pearl, 1 Amber
Indestructible	Greater	3	7	6	2 Sunstone	18	10	3 Sunstone
Ghul Bane	Greater	3	7	6	1 Greatfang, 1 Bloodweb	18	10	2 Greatfang, 1 Bloodweb
Flame Aura	Greater	3	7	6	2 Bloodweb	18	9	3 Bloodweb
Werewolf Bane	Greater	4	8	5	2 Greatfang, 8 silver ore	20	7	3 Greatfang, 10 silver ore
Nemesis	Master	5	10	12	1 Eye of Temaugren, 1 Crusader's Spur	25	18	1 Eye of Temaugren, 1 Crusader's Spur, 1 Luminous Seastone
Armor Enchantments								
Resist Disease	Lesser	1	4	4	2 Fire Coral	10	6	2 Fire Coral, 1 Ivory

Quick Refit*	Lesser	1	4	4	2 Fire Coral	10	6	3 Fire Coral
Resist Destruction	Lesser	1	4	4	2 Amber	10	6	3 Amber
Resist Poison	Lesser	2	5	5	1 Ivory, 1 Fire Coral	12	8	2 Fire Coral, 1 Ivory
Unbreachable*	Lesser	2	5	5	3 Amber	12	8	4 Amber
Shadow Meld	Lesser	2	6	6	3 Black Pearl	15	10	5 Black Pearl
Indestructible	Greater	3	7	7	2 Sunstone	18	11	3 Sunstone
Earth Meld	Greater	3	7	6	2 Bloodweb	18	10	3 Bloodweb
Armor Mastery*	Greater	4	9	10	3 Thronewood	22	16	5 Thronewood
Shadow Walk	Greater	4	8	8	3 Nightskein	20	14	5 Nightskein
Glass Guise	Master	5	10	12	1 Eye of Temaugren, 1 Jewel of Ages	25	18	2 Eye of Temaugren, 1 Jewel of Ages
Shield Enchantments								
Resist Destruction	Lesser	1	4	5	2 Amber	10	8	3 Amber
Triggered Disarm	Lesser	2	5	5	3 Thunderstruck Oak	12	8	4 Thunderstruck Oak
Resist Poison	Lesser	2	5	5	1 Ivory, 1 Fire Coral	12	8	2 Fire Coral, 1 Ivory
Block Arrows	Lesser	2	5	5	3 Amber	12	8	4 Amber
Indestructible	Greater	3	7	8	2 Sunstone	18	14	3 Sunstone
Triggered Weapon Break	Greater	4	8	7	3 Thronewood	20	11	5 Thronewood
Triggered Disrupt	Master	5	9	9	2 Eye of Temaugren	22	15	2 Eye of Temaugren, 1 Drasda Leaf
Security Enchantments								
Attuned Lock	Lesser	1	4	4	3 Ivory	10	6	4 Ivory
Enchanted Lockpicks, Lesser	Lesser	2	4	6	3 Black Pearl	10	10	3 Black Pearl, 2 Thunderstruck Oak
Second Glyph	Greater	3	6	6	2 Sunstone	15	10	3 Sunstone

Enchanted Lockpicks, Greater	Greater	4	7	8	3 Nightskein	18	13	3 Nightskein, 2 Thronewood
Cursed Lock	Greater	4	7	8	2 Eye of Temaugren	18	12	2 Eye of Temaugren, 1 Jewel of Ages
Enchanted Lockpicks, Master	Master	5	9	10	2 Eye of Temaugren	22	16	2 Eye of Temaugren, 1 Drasda Leaf

* Reinforced Armor only

Glowing Weapon

Type: Weapon

Degree: Lesser   **Forge Magic Level:** 1

3-Event PP: 2   **6-Event PP:** 5

3-Event MU: 2   **6-Event MU:** 3

3-Event Components: 1 Ivory

6-Event Components: 2 Ivory

Description: The weapon is able to glow with a light of its own. This light is typically generated with EL wire or something similar inside the weapon. Weapons that glow with enough light to interfere significantly with the night vision of other players will not be permitted. Unlike other Glow effects, the wielder of the weapon may extinguish and reignite this Glow effect at will.

Resist Destruction

Type: Weapon

Degree: Lesser   **Forge Magic Level:** 1

3-Event PP: 4   **6-Event PP:** 10

3-Event MU: 4   **6-Event MU:** 6

3-Event Components: 2 Amber

6-Event Components: 3 Amber

Description: The weapon gains one Resist against a Break or Destroy effect per day.

Bond with Silver

Type: Weapon   **Restrictions:** Melee Only

Degree: Lesser   **Forge Magic Level:** 1

3-Event PP: 4   **6-Event PP:** N/A

3-Event MU: 6   **6-Event MU:** N/A

3-Event Components: 2 Ivory

6-Event Components: N/A

Description: When this weapon is given a silver coating, that silver coating has a duration of 6 events rather than 3 events. The Bond with Silver enchantment must be active on the weapon when it receives

its silver coating, but the silver coating may be applied at any time in the duration of the enchantment. This enchantment is automatically regarded as "active" from the time the silver coating is applied to the weapon to the time the enchantment expires, but it does not interact with the activations of other enchantments on the weapon.

Shield Pierce

Type: Weapon
Degree: Lesser   **Forge Magic Level:** 1
3-Event PP: 3   **6-Event PP:** 10
3-Event MU: 3   **6-Event MU:** 5
3-Event Components: 3 Black Pearl
6-Event Components: 4 Black Pearl, 1 Amber
Description: Once per day, this weapon's wielder may call Shield Pierce for an attack.

Resist Disarm

Type: Weapon
Degree: Lesser   **Forge Magic Level:** 2
3-Event PP: 5   **6-Event PP:** 12
3-Event MU: 4   **6-Event MU:** 6
3-Event Components: 3 Fire Coral
6-Event Components: 3 Fire Coral, 2 Ivory
Description: Once per day, this weapon's wielder may call a Resist against a Disarm.

Store Poison

Type: Weapon   **Restrictions:** Edged Weapons Only
Degree: Lesser   **Forge Magic Level:** 2
3-Event PP: 5   **6-Event PP:** 12
3-Event MU: 5   **6-Event MU:** 8
3-Event Components: 3 Black Pearl
6-Event Components: 5 Black Pearl
Description: Once per day, this weapon's wielder may apply a blade poison to this weapon and cause the weapon to store the poison for later use. The wielder does not have to use the blade poison on the first swing, and the blade poison is not used or lost until the first swing after wielder activates the poison. The weapon cannot hold a second blade poison while it is storing a first.

Self-Repairing

Type: Weapon
Degree: Lesser   **Forge Magic Level:** 2
3-Event PP: 5   **6-Event PP:** 12
3-Event MU: 4   **6-Event MU:** 6

3-Event Components: 3 Fire Coral
6-Event Components: 5 Fire Coral
Description: When this weapon receives a Break effect, the wielder may repair the weapon on a 10-count. The wielder should drop the weapon when the weapon receives the effect and pick it back up before beginning this 10-count. This repair may take place any number of times in a day. This cannot repair a weapon that has suffered a Destroy effect.

Armor Pierce

Type: Weapon
Degree: Lesser   **Forge Magic Level:** 2
3-Event PP: 5   **6-Event PP:** 12
3-Event MU: 5   **6-Event MU:** 8
3-Event Components: 3 Black Pearl
6-Event Components: 4 Black Pearl, 1 Amber
Description: Once per day, this weapon's wielder may call Armor Pierce for an attack.

Indestructible

Type: Weapon
Degree: Greater   **Forge Magic Level:** 3
3-Event PP: 7   **6-Event PP:** 18
3-Event MU: 6   **6-Event MU:** 10
3-Event Components: 2 Sunstone
6-Event Components: 3 Sunstone
Description: This weapon is immune to Break and Destroy effects. As with any immunity, the Arcane tagline overrides the immunity conferred by this enchantment.

Ghul Bane

Type: Weapon
Degree: Greater   **Forge Magic Level:** 3
3-Event PP: 7   **6-Event PP:** 18
3-Event MU: 6   **6-Event MU:** 10
3-Event Components: 1 Greatfang, 1 Bloodweb
6-Event Components: 2 Greatfang, 1 Bloodweb
Description: When fighting ghuls, this weapon's wielder may invoke its power against ghuls by saying, "I pronounce a sentence of death against ghuls." At least one creature that the wielder believes to be a ghul must be in sight at the time, and able to hear this invocation. Once the weapon has been thus invoked, the wielder may call Ghul Bane with every swing until the end of the encounter, effectively dealing permanent Mighty Blows against all ghuls. Enemies that are not ghuls will take the weapon's base damage instead. The weapon may be invoked any number of times in a day.

Flame Aura

Type: Weapon   **Restrictions:** Melee Only
Degree: Greater   **Forge Magic Level:** 3
3-Event PP: 7   **6-Event PP:** 18
3-Event MU: 6   **6-Event MU:** 9
3-Event Components: 2 Bloodweb
6-Event Components: 3 Bloodweb
Description: Once per day, the wielder of this weapon may activate an Exalt Weapon (Fire). A red glowstick should be tied to the weapon to represent the Flame Aura.
Tagline: "Fire 2" or "Fire 3"

Werewolf Bane

Type: Weapon
Degree: Greater   **Forge Magic Level:** 4
3-Event PP: 8   **6-Event PP:** 20
3-Event MU: 5   **6-Event MU:** 7
3-Event Components: 2 Greatfang, 8 silver ore
6-Event Components: 3 Greatfang, 10 silver ore
Description: When fighting werewolves, this weapon's wielder may invoke its power against werewolves by saying, "I pronounce a sentence of death against werewolves." At least one creature that the wielder believes to be a werewolf must be in sight at the time, and able to hear this invocation. Once the weapon has been thus invoked, the wielder may call "Werewolf Bane" with every swing until the end of the encounter, effectively dealing permanent Mighty Blows against all werewolves. Enemies that are not werewolves take the weapon's base damage instead. The weapon may be invoked any number of times in a day.

Nemesis

Type: Weapon
Degree: Master   **Forge Magic Level:** 5
3-Event PP: 10   **6-Event PP:** 25
3-Event MU: 12   **6-Event MU:** 18
3-Event Components: 1 Eye of Temaugren, 1 Crusader's Spur
6-Event Components: 1 Eye of Temaugren, 1 Crusader's Spur, 1 Luminous Seastone
Description: When this enchantment is applied to weapon, the Forge Mage names a single individual. If that individual has a True Name, the Forge Mage must inscribe it in the weapon at that time. If the Forge Mage attempts to create a Nemesis enchantment against a creature whose True Name he does not inscribe at the time of crafting, the enchantment fails and all materials are lost. When fighting that individual, the wielder of this weapon may invoke its power against him by saying, "I pronounce a sentence of death against (Name or True Name)." The individual named must be in sight at the time and able to hear the invocation. Once the weapon has been invoked, the wielder may call permanent Mortal Blows against the named individual. Enemies who are not the named individual take the weapon's base damage instead. The weapon remains invoked until the wielder is out of combat for ten minutes. The weapon may be invoked any number of times in a day.

Resist Disease

Type: Armor
Degree: Lesser   **Forge Magic Level:** 1
3-Event PP: 4   **6-Event PP:** 10
3-Event MU: 4   **6-Event MU:** 6
3-Event Components: 2 Fire Coral
6-Event Components: 2 Fire Coral, 1 Ivory
Description: The wearer of this armor may call one Resist against a Disease effect per day.

Quick Refit

Type: Armor   **Restrictions:** Reinforced Only
Degree: Lesser   **Forge Magic Level:** 1
3-Event PP: 4   **6-Event PP:** 10
3-Event MU: 4   **6-Event MU:** 6
3-Event Components: 2 Fire Coral
6-Event Components: 3 Fire Coral
Description: This enchantment halves the amount of time required to refit this suit of armor after it has been damaged. This effect stacks with other sources that reduce the time required to refit armor.

Resist Destruction

Type: Armor
Degree: Lesser   **Forge Magic Level:** 1
3-Event PP: 4   **6-Event PP:** 10
3-Event MU: 4   **6-Event MU:** 6
3-Event Components: 2 Amber
6-Event Components: 3 Amber
Description: This suit of armor can Resist one Break or Destroy effect per day.

Resist Poison

Type: Armor
Degree: Lesser   **Forge Magic Level:** 2
3-Event PP: 5   **6-Event PP:** 12
3-Event MU: 5   **6-Event MU:** 8
3-Event Components: 1 Ivory, 1 Fire Coral
6-Event Components: 2 Fire Coral, 1 Ivory
Description: The wearer of this suit of armor may call one Resist against a Poison effect per day.

Unbreachable

Type: Armor   **Restrictions:** Reinforced Only

Degree: Lesser   **Forge Magic Level:** 2
3-Event PP: 5   **6-Event PP:** 12
3-Event MU: 5   **6-Event MU:** 8
3-Event Components: 3 Amber
6-Event Components: 4 Amber
Description: This suit of armor always refits to its full value, even after being so damaged that its current value is zero (0).

Shadow Meld

Type: Armor
Degree: Lesser   **Forge Magic Level:** 2
3-Event PP: 6   **6-Event PP:** 15
3-Event MU: 6   **6-Event MU:** 10
3-Event Components: 3 Black Pearl
6-Event Components: 5 Black Pearl
Description: Once per day, and only between sunset and sunrise, the wearer of this suit of armor may Shadow Meld.

Indestructible

Type: Armor
Degree: Greater   **Forge Magic Level:** 3
3-Event PP: 7   **6-Event PP:** 18
3-Event MU: 7   **6-Event MU:** 11
3-Event Components: 2 Sunstone
6-Event Components: 3 Sunstone
Description: This suit of armor is immune to all Break or Destroy effects. It still takes damage in combat as normal.

Earth Meld

Type: Armor
Degree: Greater   **Forge Magic Level:** 3
3-Event PP: 7   **6-Event PP:** 18
3-Event MU: 6   **6-Event MU:** 10
3-Event Components: 2 Bloodweb
6-Event Components: 3 Bloodweb
Description: Once per day, the wearer of this suit of armor may Earth Meld. She must be in contact with earth or stone to do so; this enchantment does not work inside buildings.

Armor Mastery

Type: Armor   **Restrictions:** Reinforced Only

Degree: Greater   **Forge Magic Level:** 4
3-Event PP: 9   **6-Event PP:** 22
3-Event MU: 10   **6-Event MU:** 16
3-Event Components: 3 Thronewood
6-Event Components: 5 Thronewood
Description: This suit of armor adapts to the wearer such that it has its armor rating increased by one (1). This point of armor is only available while the armor is unbreached, and does not stack with any other abilities designated as Armor Mastery.

Shadow Walk

Type: Armor
Degree: Greater   **Forge Magic Level:** 4
3-Event PP: 8   **6-Event PP:** 20
3-Event MU: 8   **6-Event MU:** 14
3-Event Components: 3 Nightskein
6-Event Components: 5 Nightskein
Description: Three times per day, but only between sunset and sunrise, the wearer of this suit of armor may activate Shadow Invisibility.

Glass Guise

Type: Armor
Degree: Master   **Forge Magic Level:** 5
3-Event PP: 10   **6-Event PP:** 25
3-Event MU: 12   **6-Event MU:** 18
3-Event Components: 1 Eye of Temaugren, 1 Jewel of Ages
6-Event Components: 2 Eye of Temaugren, 1 Jewel of Ages
Description: Three times per day, the wearer of this suit of armor may activate Shadow Invisibility.

Resist Destruction

Type: Shield
Degree: Lesser   **Forge Magic Level:** 1
3-Event PP: 4   **6-Event PP:** 10
3-Event MU: 5   **6-Event MU:** 8
3-Event Components: 2 Amber
6-Event Components: 3 Amber
Description: Once per day, this shield may Resist a Break or Destroy effect.

Triggered Disarm

Type: Shield
Degree: Lesser   **Forge Magic Level:** 2

3-Event PP: 5   **6-Event PP:** 12
3-Event MU: 5   **6-Event MU:** 8
3-Event Components: 3 Thunderstruck Oak
6-Event Components: 4 Thunderstruck Oak
Description: Once per day, when an enemy strikes this shield with a melee weapon, the shield's wielder may call a Triggered Storm Disarm.

Resist Poison

Type: Shield
Degree: Lesser   **Forge Magic Level:** 2
3-Event PP: 5   **6-Event PP:** 12
3-Event MU: 5   **6-Event MU:** 8
3-Event Components: 1 Fire Coral, 1 Ivory
6-Event Components: 2 Fire Coral, 1 Ivory
Description: Once per day, this shield's wielder may call one Resist against a Poison effect.

Block Arrows

Type: Shield
Degree: Lesser   **Forge Magic Level:** 2
3-Event PP: 5   **6-Event PP:** 12
3-Event MU: 5   **6-Event MU:** 8
3-Event Components: 3 Amber
6-Event Components: 4 Amber
Description: This enchantment allows a shield to block Arrow effects completely (not arrows shot from a bow), just as normal shields completely stop Dart effects.

Indestructible

Type: Shield
Degree: Greater   **Forge Magic Level:** 3
3-Event PP: 7   **6-Event PP:** 18
3-Event MU: 8   **6-Event MU:** 14
3-Event Components: 2 Sunstone
6-Event Components: 3 Sunstone
Description: This shield is immune to all Break or Destroy effects.

Triggered Weapon Break

Type: Shield
Degree: Greater   **Forge Magic Level:** 4
3-Event PP: 8   **6-Event PP:** 20
3-Event MU: 7   **6-Event MU:** 11

3-Event Components: 3 Thronewood
6-Event Components: 5 Thronewood
Description: Up to three times per day, the wielder of this shield may call a Triggered Storm Weapon Break immediately after an enemy's melee weapon has struck the shield.

Triggered Disrupt

Type: Shield
Degree: Master   **Forge Magic Level:** 5
3-Event PP: 9   **6-Event PP:** 22
3-Event MU: 9   **6-Event MU:** 15
3-Event Components: 2 Eye of Temaugren
6-Event Components: 2 Eye of Temaugren, 1 Drasda Leaf
Description: Up to three times per day, the wielder of this shield may call a Triggered Shadow Disrupt immediately after an enemy's melee weapon has struck the shield.

Attuned Lock

Type: Security   **Restrictions:** Lock Only
Degree: Lesser   **Forge Magic Level:** 1
3-Event PP: 4   **6-Event PP:** 10
3-Event MU: 4   **6-Event MU:** 6
3-Event Components: 3 Ivory
6-Event Components: 4 Ivory
Description: This lock is attuned to one person when it receives this enchantment. For that person, this lock is always treated as unlocked.

Enchanted Lockpicks, Lesser

Type: Security   **Restrictions:** Lockpicks only
Degree: Lesser   **Forge Magic Level:** 2
3-Event PP: 4   **6-Event PP:** 10
3-Event MU: 6   **6-Event MU:** 10
3-Event Components: 3 Black Pearl
6-Event Components: 3 Black Pearl, 2 Thunderstruck Oak
Description: This set of lockpicks allows for the retry of a failed lockpicking attempt in five (5) minutes rather than ten (10).

Second Glyph

Type: Security   **Restrictions:** See below
Degree: Greater   **Forge Magic Level:** 3
3-Event PP: 6   **6-Event PP:** 15
3-Event MU: 6   **6-Event MU:** 10

3-Event Components: 2 Sunstone
6-Event Components: 3 Sunstone
Description: This enchantment, placed upon a wooden or metal panel, allows that panel to hold two Warding Glyphs, as created by the Inscription skill (see Chapter 9: Inscription and Binding Contracts). This panel is posted over a door with the two Warding Glyphs affixed to it.

Enchanted Lockpicks, Greater

Type: Security	**Restrictions:** Lockpicks only
Degree: Greater	**Forge Magic Level:** 4
3-Event PP: 7	**6-Event PP:** 18
3-Event MU: 8	**6-Event MU:** 13

3-Event Components: 3 Nightskein
6-Event Components: 3 Nightskein, 2 Thronewood
Description: These lockpicks have superior ability to pick locks on the first attempt. The lockpicker may remove two of the Aces from his lockpicking deck for his first try against any lock.

Cursed Lock

Type: Security	**Restrictions:** Locks Only
Degree: Greater	**Forge Magic Level:** 4
3-Event PP: 7	**6-Event PP:** 18
3-Event MU: 8	**6-Event MU:** 12

3-Event Components: 2 Eye of Temaugren
6-Event Components: 2 Eye of Temaugren, 1 Jewel of Ages
Description: This lock curses those who attempt to open it and fail. The first time in a day that a character tries and fails to pick or break this lock, or successfully forces or destroys it, her lockpicks suffer a Dust Break effect, and she receives the Lame Disadvantage until the next sunset. The second time in a day that a character tries and fails to pick or break this lock, or successfully forces or destroys it, her lockpicks suffer a Dust Break effect and she receives the Fast Bleeder Disadvantage until the next sunset. The third time in a day that a character tries and fails to pick or break this lock, or successfully forces or destroys it, her lockpicks suffer a Dust Break effect and she receives the Frail Disadvantage until the next sunset. The curse effects targeting the character are Arcane, but can be avoided with Master Enchanted Lockpicks or a Trap Dodge.

Enchanted Lockpicks, Master

Type: Security	**Restrictions:** Lockpicks Only
Degree: Master	**Forge Magic Level:** 5
3-Event PP: 9	**6-Event PP:** 22
3-Event MU: 10	**6-Event MU:** 16

3-Event Components: 2 Eye of Temaugren
6-Event Components: 2 Eye of Temaugren, 1 Drasda Leaf
Description: These lockpicks protect the user from any magical effects caused by failing to pick a lock. Twice per day, the user may call a Resist against Magic for effects from an enchanted lock. In the case of

a Cursed Lock, the Dust Shatter and the application of a Disadvantage are treated as separate effects, but either or both may be Resisted, and the lockpicks specifically allow the character to Resist the otherwise unavoidable effects of the cursed lock.