



Crafting Guide

vI.I

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Crafting

Crafting takes multiple forms, and all Jaeger have the opportunity to learn the basics of each craft. As a basic understanding, crafting is about how components are made and how they fit together to make a useful item. At a greater understanding, it's about pushing those components to their limits to create special items.

Crafters can make as many items as they have components for. Components can be granted via trade with other players and NPCs and can be found out in the field.

Crafting Time

Each craftable item should be roleplayed being created using appropriate phys rep and role play. Phys reps do not need to be a full blacksmithing set with an anvil, and can simply be a single hammer. You do not need phys reps of the items being crafted, as these will be represented using cards which can be attached to existing kit pieces.

For each component required in a plan it is recommended to spend around 30 seconds roleplaying its crafting. **Please note, this is just an approximate guide!**

For example:

Leather Set of Armour	- Leather x6 - Leather Straps x5 - Metal Fixtures x5	Medium Armour	Produces a Leather set of armour that provides full coverage.
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(Components) $6 + 5 + 5 = 16$

(Time) $16 \div 2 = 8$

Crafting a Leather Set of Armour should take approximately **8 minutes** of roleplay

Ore Processing	Silver Ore x3	Resource	Produces Silver Ingot x1
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(Components for 1) $3 = 3$

(Time) $3 \div 2 = 1.5$

(Components for 4) $12 = 12$

(Time) $12 \div 2 = 6$

Processing 1 Ingot should take approximately **1.5 minutes** of roleplay.

Processing 4 Ingots should take approximately **6 minutes** of roleplay.

Inventor Slots

At Crafting II, you can work on creating new items.

Submit your thesis to the Unit Quartermaster (Crafting NPC) first for approval. This must be done **at events** and not submitted between events.

You must clearly state the following:

- What you are trying to achieve (Intended item)
- How you are going to achieve it (Intended roleplay)
- What resources you will use (Intended resources/components/etc)

You are welcome to involve others in your thesis, however the progress and study lies with the individual submitting it.

The Quartermaster and Game Team will assess the difficulty of the task, whether you have submitted it as a Lesser or Greater slot and then determine the length of time and effort it should take to achieve your goal.

You will need to check in with the Unit Quartermaster at each event so that your progress can be tracked. Creative roleplay and components can absolutely speed up progress, so make sure to think outside of the box!

You may only work on one Lesser and one Greater project at a time.

For Greater Inventor Slots only, you may spend a Credit at the end of the year to speed up progress - as though you are focusing on your thesis rather than another class.

Foundry

Item	Components	Type	Effects
Arms & Armour Repair	N/A	Repair	Repair any arms and armour through 2 minutes of roleplay. Unless specified otherwise on the item. (Eg. Shattered armour cannot be repaired mundanely).
Refinery	• Metal • Charcoal	Resource	Produces Metal Ingot x1
	• Ingot x1		Produces Metal Fixtures* x3
Ore Processing	• Silver/Gold/Cold Iron/Copper Ore x3	Resource	Produces Silver/Gold/Cold Iron/Copper Ingot x1
	• Ingot x1		Produces Silver/Gold/Cold Iron/Copper Fixtures* x3
Lumber Processing	• Wood x1	Resource	Produces Wood Planks x3
	• Wood Planks x1		Produces Wood Fixtures* x5
Tannery	• Hide x3	Resource	Produces Leather x1
	• Leather x1		Produce Leather Straps x5
Razer Tip	• Metal Fixtures x2	Resource	Sharp, piercing implements that can be used for creating other items.
Wooden Stake	• Wood Planks x2	Gadget	Single use item. Produces a Wooden Stake to put Vampires in Stasis Phys rep required
Soft Leather Set of Armour	• Leather x3 • Leather Straps x5 • Metal Fixtures x5	Light Armour	Produces a Soft Leather set of armour that provides full coverage. (Includes trench coats).
Padded Gambeson Armour	• Cloth x3 • Leather Straps x5 • Metal Fixtures x5	Light Armour	Produces a Padded Gambeson that provides full coverage.

Leather Set of Armour	• Leather x4 • Leather Straps x5 • Metal Fixtures x5	Medium Armour	Produces a Leather set of armour that provides full coverage.
Studded Leather Set of Armour	• Leather x3 • Leather Straps x5 • Metal Fixtures x10	Medium Armour	Produces a Studded Leather set of armour that provides full coverage.
Plate Set of Armour	• Metal Ingot x5 • Leather Straps x5 • Metal Fixtures x5	Heavy Armour	Produces a Plate set of armour that provides full coverage.
Chainmaille Set of Armour	• Metal Ingot x5 • Leather Straps x5 • Metal Fixtures x5	Heavy Armour	Produces a Chainmaille set of armour that provides full coverage.
Silver Plated Armour	• Silver Ingot x2 • Medium or Heavy Armour	Medium or Heavy Armour	Resists calls from 5 Lycanthrope encounters. Takes damage as normal otherwise. Expires after 1 event.
Gold Plated Armour	• Gold Ingot x2 • Medium or Heavy Armour	Medium or Heavy Armour	Resist calls from 5 Undead encounters. Takes damage as normal otherwise. Expires after 1 event.
Cold Iron Plated Armour	• Cold Iron Ingot x2 • Medium or Heavy Armour	Medium or Heavy Armour	Resist calls from 5 Fae encounters. Takes damage as normal otherwise. Expires after 1 event.
Copper Plated Armour	• Copper Ingot x2 • Medium or Heavy Armour	Medium or Heavy Armour	Resists calls from 5 Demon encounters. Takes damage as normal otherwise. Expires after 1 event.
[x] Weapon Plating	• Silver/Gold/Cold Iron/Copper Ingot • Existing Weapon	Melee Weapon	Produce [x] plating to make a weapon effective against particular monsters. Gain 5 uses of "[x]" call. Can be replated. Expires after 1 event.
Short Weapon	• Metal Ingot x2 • Metal Fixtures • Wood Fixtures	Short Weapon	Produces a Short Weapon

Medium Weapon	• Metal Ingot x3 • Metal Fixtures • Wood Fixtures	Medium Weapon	Produces a Medium Weapon
Large Weapon	• Metal Ingot x4 • Metal Fixtures • Wood Fixtures	Large Weapon	Produces a Large Weapon
Projectile Weapon	• Wood Planks x2 • Metal Fixtures • Wood Fixtures	Projectile Weapon	Produces a Projectile Weapon
Sap Grip	• Gum Resin • Metal Ingot • Metal Fixtures • Wood Fixtures	Melee Weapon	Immune to “Debilitate” or “Disarm” effects on the wielder’s hand/hands when wielding a Sap Grip weapon.
Barbed Arrowhead	• Metal Ingot • Wood Plank • Fletching • Razer Tip	Projectile Weapon	Produce x3 Impale arrow/bolts.
Hooked Crossguard	• Metal Ingot x 2 • Metal Fixtures x4	Melee Weapon	Gain 3 uses of “Disarm” call per day.
Tempered Blade	• Charcoal x4 • Metal Ingot x2	Melee Weapon	Gain 3 uses of “Stun” call per day.

**Fixtures are the miscellaneous small items that may be required during the crafting process.
Eg. Nails, buckles, small plates, studs, wiring, etc.*

Foundry II

Item	Components	Type	Effects
Reinforced Leather Trench Coat	- Leather x5 - Leather Straps x7 - Metal Fixtures x7	Light Armour	Produces a Trench Coat of +3 armour.
Reinforced Gambeson	- Cloth x5 - Leather Straps x7 - Metal Fixtures x7	Light Armour	Produces a Gambeson of +3 armour
[x]* Armour	[x]* Ingot x6 - Heavy or Medium Armour	Medium or Heavy Armour	Produces a full set of [x] Armour. Resists calls from their associated monster for 10 encounters with them. Takes damage as normal otherwise. Can be repaired.
[x] Short Weapon	[x] Ingot x2 - Components for the desired weapon	Short Weapon	Produce [x] Short Weapon effective against its associated monsters. Gain 10 uses of "[x]" call. Can be repaired.
[x] Medium Weapon	[x] Ingot x3 - Components for the desired weapon	Medium Weapon	Produce [x] Medium Weapon effective against its associated monsters. Gain 10 uses of "[x]" call. Can be repaired.
[x] Large Weapon	[x] Ingot x4 - Components for the desired weapon	Large Weapon	Produce [x] Large Weapon effective against its associated monsters. Gain 10 uses of "[x]" call. Can be repaired.
Lesser Trap	- Metal Fixtures x5 - Wood Fixtures x5	Traps	Produce a Lesser Trap. Phys rep not required but recommended.
Greater Trap	- Metal Fixtures x5 - Wood Fixtures x5 - Razer Tip x3	Traps II	Produce a Greater Trap. Phys rep not required but recommended.
Caltrops	Razer Tip x2	Gadget	Large, easy to distinguish caltrop phys reps required. Can be laid out as a trap to create a dangerous obstacle field which

			must be carefully navigated by others. Take 1 damage per Caltrop stepped on.
Utility Grapple	• Metal Fixtures x3 • Razer Tip	Gadget	Single use item. Grab an item up to 30ft away. Requires a rope or cord as phys rep. You do not need to throw the grapple, but the RP is welcome. Go to an item within 30ft to grab it and bring it back.
Clockwork Lockpick	• Lead • Metal Fixtures x5	Gadget	Single use item. Open a lock and then relock it.
Clockwork Cipher	• Metal Fixtures x5 • Glass • Lead	Gadget	Either, automatically solves part of a puzzle, which a ref will determine. Or, automatically solve a mathematical problem. Flip a coin to see if the Cipher breaks after use. If it does not, you can use it again.
Dowsing Rod	• Cold Iron Ingot • Wood Planks	Gadget	Single use item. Tracks a fey creature, even when not visible up to 30ft.
Religious Vambrace Attachment	• Pre-existing arm armour • Copper Ingot • Someone with the "Bless" skill	Gadget	Gain the call "Repel" to repel a Lesser Demon for 10 seconds, three times a day. Must be recharged with x2 uses of Bless each event.
Juggernaut Spring-Loaded Armour	• Pre-existing Armour • Metal Ingots x5 • Metal Fixtures x6	Gadget	Increases rank of Vigour and Weight by 3.
Metal Purification	• [x] Ingot x5 • Acid x2	Resource	Produces [x] Refined Ingot x3 1 [x] Refined Ingot = 2 [x] Ingots
	• [x] Refined Ingot x1		Produces [x] Refined Fixtures x5

Lesser Inventor Slot		Any	Begin working on a side project to research the creation of a new item. See the Inventor Slots chapter for more details.
Greater Inventor Slot		Any	Begin working on a major project to research the creation of a new item. See the Inventor Slots chapter for more details.

**[x] Denotes a form of Ore (Gold, Silver, etc)*

Chemistry

Item	Components	Type	Effects
Healing Salve	- Any Fat/Oil - White Willow - Chamomile - Vervain	Topical	Restores 1HP. Change the Fat/Oil to Water or Alcohol to make an Ingested Potion instead.
Antidote	- Water - Charcoal - Burdock - Bismuth	Ingested	Cures 1 Lesser Poison.
Coagulant	- Any Fat/Oil - Gum Resin/ Collagen Glue - Milk of Magnesia - Alum	Topical	When applied to wounds, it stabilises an individual on their Bleed Out, but does not restore HP.
Bolster	- Bismuth - Chamomile - White Willow - Water	Ingested	Boosts the user's immune system temporarily. Resist either one poison or one disease for up to 1 day.
Molotov	- Ethanol/Alcohol - Glass Vessel - Cloth	Thrown	Phys rep required. "Light" the Molotov with an appropriate phys rep and throw with the call "Molotov". Creatures within 10ft of the thrown Molotov are ignited, taking 1 point of damage every 10 seconds until either extinguished, or they drop and roll, or die.
[x] Lure	[x] Pheromones - Musk - Ethanol - Alum	Topical	When applied to a surface, it attracts [x] monster, if there are any in the area.
Witch's Slumber	- Foxglove - Dried Toad - Valerian - Oil (Vegetable)	Ingested	When consumed, the target falls asleep for 10 minutes and can only be woken up using Salt of Hartshorn or magic.
Salt of Hartshorn	- Ammonia - Salt - Water	Inhaled	Wakes a target who is asleep.
Infusion of	Nightshade	Ingested	Paralyses the target for 10 minutes. Their

Atonia	• Mistletoe • Liquorice Root • Any Oil		muscles either go limp or rigid, and they cannot move. They can still speak, drink and eat but will require assistance.
Nettle Suspension	• Nettle • Angelica • Charcoal • Any Oil	Ingested	Cures Paralysis.
Reverie	• Dandelion • Lotus • Fly Agaric • Water	Ingested	Puts the user into a hypnotic trance for 2 minutes. Either; Improves the result when using a skill whilst entranced: - Diagnosis - Intuition - Divination Or; Improve the result of the following spell whilst entranced: - Eye of the Eagle Or; Catch a glimpse of a possible future
Ironskin	• Construct Ichor • Chalk • Clay • Any Oil	Topical	Coating yourself in this flexible oil protects your skin from attack. However, it loosens and slides off on contact. +1 HP, stacks.
Armourskin	• Construct ichor • Charcoal • Clay • Any Oil	Topical	Coating your armour in this oil hardens it, making it more enduring, however, it loosens and slides off on contact. +1 AP, stacks.
Rosethorn Oil	• Rose • Hawthorn • Holly • Thistle • Any Oil	Topical	Coating your weapon in this oil allows for the next 10 hits to call "Through".
Unbinding Oil	• Any Oil • Acid • Ethanol/Alcohol • Anise • Holly	Topical	Coating your weapon in this oil allows for the next 10 hits to call "Unbind".
Do No Harm	• Valerian	Ingested	Prevents the target from taking any

	• Motherwort • Salt • Oil (Vegetable)		offensive action for 1 hour.
Silver Tongue	• Salt • Water • Sugar • Motherwort	Ingested	Gain the skill "Lie" for 1 hour.
Soap	• Adder's Tongue • Oil (Vegetable) • Fat (Animal) • Wax	Ingested	Prevents use of the "Lie" skill for 1 hour. Also prevents the user from cussing.
Grease	• Any 4 Oils or Fats	Topical	It is impossible for anyone to grapple or restrain you for 1 hour.

Chemistry II

Item	Components	Type	Effects
Bezoar	- Stone - Charcoal - Hair - Bismuth	Ingested	Cures 1 Greater Poison, or 3 Lesser Poisons
Dragon's Breath	- Brimstone - Chilli - Goat Weed - Salt	Resource	When burned at night, remove one curse up to and including Greater from the user. Or, remove one Lesser curse from up to three users.
Healing Tincture	- Alcohol - White Willow - Chamomile - Vervain - Ginseng	Ingested	Restores all HP.
Hex Block	- Agrimony - Mugwort - Any Oil - Anise	Topical	Resist Lesser Curses for 1 hour.
Lucky Charm	- Acorn - Four Leaf Clover - Allspice - Devil's Shoestring - Cinnamon - Any Oil	Worn	Resist Lesser Curses, Lesser Diseases, Lesser Spells and Charm effects from any source for 1 day. Must be properly disposed of at expiry.
Metal Purification	[x] Ingot x5 - Acid [x] Refined Ingot x1	Resource	Produces [x] Refined Ingot x3 1 Refined Ingot = 2 Ingots Produces [x] Refined Fixtures x5
Pseudo Glamour	Either; - Demon Ichor - Revenant Ichor - Fae Ichor With; - Birch - Burdock - Poppy	Ingested	Masquerade as a Lesser Demon, Revenant or Changeling for 1 hour. Only your physical self is disguised, and will fool the senses. However, if magic is used on you, it will reveal who you are.
Spellbane	- Birch - Salt - Thistle	Ingested	Resist all magic up to Greater for 1 hour.

	• White Willow • Water		
Ward Walker	• Charcoal • Any Oil/Fat • Angelica • Acorn • Amber	Topical	Opens a hole in a ward large enough for one person to pass through.
War Water	• Metal Fixtures • Water • Blood • Anise	Worn	Resist Greater Curses for 1 hour. Must be properly disposed of at expiry.
Lesser Inventor Slot		Any	Begin working on a side project to research the creation of a new item. See the Inventor chapter for more details.
Greater Inventor Slot		Any	Begin working on a major project to research the creation of a new item. See the Inventor chapter for more details.

Gunpowder

Item	Components	Type	Effects
Fuse	- Cloth/Hair - Wood fixtures	Resource	Crafting component for making bombs and grenades.
[x] Metal Bullets	[x] Ingot - Lead - Black Powder	Ammunition	Produces 5 [x] Metal bullets: Silver - Lycanthropes Gold - Undead Copper - Demons Cold Iron - Fae
Concussive Shot	- Wax - Gum Resin/ Collagen Glue - Black Powder	Ammunition	Non-lethal shot. Where hits would do damage to be reduced to 0HP, targets are instead rendered unconscious. Must call "Subdue" on shot (See call in main rules for full details).
Textured Gum Grip/Stock Attachment	- Gum Resin/ Collagen Glue - Metal Ingot - Wood Fixtures - Metal Fixtures (x2 components for Rifle)	Pistol	Immune to "Debilitate" and "Disarm" effect on the wielder's hand/hands when wielding a Textured Gum Grip weapon. Must be fitted to an existing firearm.
		Rifle	
Flash Powder	- Magnesium - Salt - Black powder	Explosive	Thrown to the ground, all who have not guarded their eyes within 10ft of the wielder are visually "Debilitated" for 10 seconds.
Grenade	- Black Powder - Stone - Glass or Ceramic Vessel - Fuse	Explosive	Phys Rep Required. Call "Grenade" and throw to the ground, dealing 3 Damage within a 10ft radius on impact.
Liquid Explosive	- Nitrate - Honeysuckle - Fat (Animal)	Explosive	After being applied with appropriate roleplay, it can be detonated from afar to deal 5 damage in a 5ft radius of the application with the "Detonate" call. Ref may be required for giving calls at a distance.

Gunpowder II

Item	Components	Type	Effects
Black Powder	• Nitrate • Sulphur • Charcoal	Explosive	Produces x3 Black Powder
Ol' Reliable	• Metal Ingot x2 • Metal Fixtures x4 • Wood Planks x2 • Wood Fixtures x2	Pistol	Produce a firearm with a secondary flintlock mechanism.
	• Metal Ingot x4 • Metal Fixtures x8 • Wood Planks x4 • Wood Fixtures x4	Rifle	3 times a day, if you misfire a shot, call "Reliable Through" to denote that the shot actually hit.
Blessed Bomb	• Sanctified Water* • Black Powder • Magnesium • Fuse	Explosive	*A vessel of water Blessed by a Priest Emits a vapourised cloud of Holy Water. Stuns any Evil creatures within a 10ft radius.
Bait Mine	• Appropriate Bait • Any Vessel • Metal Fixtures • Black Powder	Explosive	Lures corresponding creatures to it and when triggered, deals 3 damage to all within a 10ft radius.
Concussion Bomb	• Any Vessel • Black Powder • Wax • Magnesium • Salt • Fuse	Explosive	Phys rep required. Call "Subdue Grenade" to deal 3 non-lethal damage to all targets in a 10ft radius from thrown phys rep. Targets are Maimed if reduced to 0HP in addition to Subdue rules.
Ectoplasm Shot	• Ghost Ichor • Lead • Black Powder	Ammunition	Produces x3 Ectoplasm Rounds With your usual firearm call, add "Materialise". Deals no damage, but forces incorporeal creatures to become corporeal again.
Sludge Shot	• Collagen Glue/ Gum Resin/ Clay	Ammunition	Produces x3 Sludge Rounds With your usual firearm call, add "Mute".

	• Lead • Black Powder		Deals no damage, but prevents an individual from speaking for 30 seconds, as if you have hit them with a sticky substance that they have to wipe off of their face in order to speak again.
Lesser Inventor Slot		Any	Begin working on a side project to research the creation of a new item. See the Inventor chapter for more details.
Greater Inventor Slot		Any	Begin working on a major project to research the creation of a new item. See the Inventor chapter for more details.

Conduit

With an existing knowledge of crafting, Conduits can add mystical effects to their work using Crystal.

Item	Components	Effects
Lesser Conduit	• Metal Ingot x2 • Metal Fixtures • Silver Ingot • Glass	A specialist container that can safely hold up to 5 Lesser Crystals.
Greater Conduit	• Metal Ingot x2 • Metal Fixtures • Gold Ingot • Glass	A specialist container that can safely hold up to 3 Greater Crystals.
Split Atoms	• [x] Greater Crystal	Split a Greater Crystal down into 3 Lesser Crystals. Extreme caution advised...
Crystalline Harmony	• [x] Lesser Crystal x3 • Different Lesser Crystal	Encourage the merging of 3 Lesser Crystals of the same type, using the power of another different Lesser Crystal, to become a Greater Crystal.

Conduit: Foundry

Item	Components	Rank	Effects
Repair Shattered Arms/Armour	• Lesser Green Crystal	Foundry	Repairs any single shattered armour or weapon.
Spectral Dodecahedron	• Glass • Lesser Purple Crystal • Moonstone	Foundry	Safe storage for a single Lesser spectral entity, such as a Ghost.
Shatterproof Armour	• Greater Red Crystal/ 3 Lesser Red Crystals • Greater Blue Crystal/ 3 Lesser Blue Crystal • Any Armour	Foundry	Magically reinforces armour to become immune to Shatter.
Strengthening Brace	• Greater Red Crystal/ 3 Lesser Red Crystals • Greater Blue Crystal/ 3 Lesser Blue Crystal • Any Melee or Projectile Weapon	Foundry	Magically reinforces a weapon to become immune to Shatter.
Nullifying Shackles	• Greater Red Crystal • Greater Blue Crystal • Greater White Crystal • Greater Green Crystal • Greater Purple Crystal • Metal Ingot • Metal Fixtures	Foundry II	Removes the ability to cast magic up to Greater from the wearer for as long as the shackles are worn.
Wand of Passage	• Greater Blue Crystal/ 3 Lesser Blue Crystals • Cold Iron • Oak	Foundry II	Dispels Lesser Wards once per day.
Lesser Inventor Slot		Foundry II	Begin working on a side project to research the creation of a new item. See the Inventor chapter for more details.
Greater Inventor Slot		Foundry II	Begin working on a major project to research the creation of a new item. See the Inventor chapter for more details.

Conduit: Chemistry

Item	Components	Rank	Effects
Battle Stimulant	• Lesser White Crystal • Cocaine • Tobacco • Menthol If the target is on 0 HP, must include Salt of Hartshorn to wake them in order to apply the effect.	Chemistry	Inhalant Heal 2HP, Gain +3 Vigour with no Weight for 1 hour. If taken too frequently, withdrawal symptoms will set in. Can exceed max HP.
A Tipple of Brandy	• Brandy • Thyme • Lemon Peel • Lesser Red Crystal	Chemistry	Ingested Staves off the effects of a curse for 1 hr. Prevents any further curses. You become quite tipsy.
Embalmer's Potion	• Coagulant • Lesser Purple Crystal • Salt • Arsenic	Chemistry	Topical Prevents supernatural interference with a corpse. Must be applied correctly in order to work.
Snake Oil	• Greater Green Crystal • Any Oil • Charcoal • Opium or Milk of Magnesia	Chemistry II	Ingested No matter what condition you are in, you feel a bit better. You do not take any additional conditions for 1 day.
Lesser Inventor Slot		Chemistry II	Begin working on a side project to research the creation of a new item. See the Inventor chapter for more details.
Greater Inventor Slot		Chemistry II	Begin working on a major project to research the creation of a new item. See the Inventor chapter for more details.

Conduit: Gunpowder

Item	Components	Craft	Effects
Repair Shattered Firearms	• Lesser Red Crystal	Gunpowder	Repair a shattered firearm.
Spirit Lens Attachment	• Lesser Purple Crystal • Lesser White Crystal • Glass • Silver Fixtures	Gunpowder	Three times a day, whilst wielding a firearm with this attachment, call "Detect Evil". Any Evil creature in front of the user must make themselves known. This is an OC call, so others will not hear it in game.
Spellbane Bullets	• Lesser [x] Crystal x2 • Lesser [x] Crystal (different to the above) • Lead • Black Powder	Gunpowder	Produces x3 Spellbane Bullets With your normal firearm call, add "Bane" to it. This expends a spell slot from a target without effect. Targets Lesser slots first, then Greater, until all slots are expended.
Repair Shattered Gadget	• Lesser Green Crystal	Gunpowder II	Repair a shattered gadget.
Daylight Orb	• Greater Red Crystal • Greater White Crystal • Gold Ingot • Black Powder • Silver Fixtures • Metal Fixtures • Fuse	Gunpowder II	A specialist grenade that emits a burst of blinding ultraviolet light. Destroys any Lesser Vampire and repels Greater Vampires in a 30ft radius.
Lesser Inventor Slot		Gunpowder II	Begin working on a side project to research the creation of a new item. See the Inventor chapter for more details.
Greater Inventor Slot		Gunpowder II	Begin working on a major project to research the creation of a new item.

			See the Inventor chapter for more details.
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Change Log

August 2024 (v1.1)

- Added the Conduit ability to repair shattered items under Foundry and Gunpowder
- Updated metal effects to be consistent with the main rules
- Updated subdue effects to be consistent with the main rules