

## BLACKSMITHING AND THE CRAFTING OF ARMS AND ARMOUR

With the destruction of many of the core settlements across Eventyr, services that were once taken for granted are now in short supply; one of these services is that provided by local blacksmiths. Without a smith in every town, you will need to look after your armour yourself.

The general skill of blacksmithing will allow you to maintain armour ensuring it will continue to function as you keep adventuring. The blacksmithing skill also grants the ability make templates, detailed instruction sheets created by blacksmiths that may be found throughout Eventyr.

There are also crafting skills that enable you to learn more about that type of item granting the ability to make them from your own knowledge rather than a template.

### ARMOUR MAINTENANCE

When you come across an armour it will have an expiry event on the cards this is how long the armour will last in its current state of repair. At the end of the event listed on the card the armour will fall into disrepair and is no longer of any use and the card will be removed from the game. It will however offer its full level of protection until it falls in to disrepair. If you have or find a card without an expiry date on it then the assumption will always be that the expiry is the current event.

As armour only falls into disrepair at the end of an event, armour that has expired at an event you did not attend will still be functional at the next one you do attend. Please see a member of the senior crew at check-in who will update the expiry to the current event this will avoid any confusion of having expired armour during the event.

Maintenance to extend the armour to the next event and beyond can then be performed as normal.

The expiry event can be extended by performing armour maintenance on it. To do this you will need the relevant blacksmithing skill for the quality of armour and the tools for it. Maintaining armour takes time and materials.

Maintenance takes 30 minutes where you need to report to GOD and inform them that are doing armour maintenance as well as what piece of armour is being worked on. You then need to spend 30 minutes fixing and maintaining your armour before returning to GOD where you will be given a new card where the expiry event has been increased by one event.

To maintain armour, the same material as that it is made from is required; the quantity of material depends upon the quality of the item, as described below:

Item Level	Materials required to repair
Crude	1
Quality	2
Masterwork	3

Depending on the quality of an item, there is a limit as to how far the maximum expiry event can be taken. The maximum expirations by armour type will be:

Item Level	Maximum Expiry Date
Crude	Current event +1
Quality	Current event +2
Masterwork	Current event +3
Magical	No expiration date

## ARMOUR SALVAGE

When you come across armour looted from encounters if you have the required Blacksmithing skill you can break the armour down to access the raw materials and make it easier to carry and store. It takes at least five minutes to break down armour to get the following raw materials. Referees will be carrying raw materials so they can be exchanged with any referee you find or at GOD.

Item Level	Quantity of Salvaged Material
Quality	1 material
Masterwork	2 materials

Weapons and crude armour do not offer enough usable materials and therefore can't be salvaged for raw materials.

## ITEM CRAFTING

When it comes to making non-magical items to adventure with, this ability can come from two sources. The first is from a template combined with your blacksmithing skill, the second is from your design book combined with the relevant crafting skill for that type of item. These are two different ways will produce the same items and have the same material requirements.

### Making Items from Templates

Templates are written in the universal language of blacksmiths meaning anyone with the blacksmith skill can understand what is needed to make the item. It contains all the information that a trained blacksmith will need to make an item. If your Blacksmithing level is high enough you can make the item on the template, this process consumes the template and it cannot be used again.

To make an item from a template you will need to report to GOD with your template and materials to say you are beginning the crafting processes. Once you have begun you can go to the in-character area you will be crafting in and roleplay the crafting of the item. Once the time has elapsed you can return the resources and template to GOD in exchange for the item being made.

### Making Items from Design Books

If you take any of the crafting skills, then you will get a guide on how to create that type of item to be written in your design book. Design books contain the fundamentals of making each type of item that can be scaled to the

qualities and size of item to be made. You will get this when you take apprentice in each of the crafting skills from the person training you.

Tools are the exception to this as there are many different types of tools that can be made. You will get how to make shields, but you will need to share/trade with other blacksmiths to get more tools for your design book. You are able to put any designs in your design books, but you will need to appropriate skill to actually make the item.

Design books are a smith's personal notes and cannot be used by another smith, you can share what you know with another smith allowing them to make their own notes for their book if you wish.

### Descriptors

At the final step in each of the crafting skills is learning about a descriptor. A descriptor is an extra card that will apply to an item granting extra abilities though the way it has been made. A few examples of descriptors are Elven, Dwarven, Bone, Orcish.

The descriptor card will have any additional rules that apply to the item on it and will be permanently attached to the weapon at the time of crafting. Some descriptors will have limitations on where they can be applied.

When crafting the descriptor will modify the resource and tool requirements of the item you are able to make allowing you to make it with a descriptor. It may also introduce situational requirements that must be met to add the descriptor to the item being made.

Once you have reached Grand Master level in one of the crafting skills and can add a descriptor, it can be added to any item you can make not just the ones in the skill in which you are a Grand Master. If you become a Grand Master in multiple crafting skill you can learn different descriptors; however only one descriptor can ever be applied to an item.

### Armour Expiry

When armour is made from a design book or template it will have the maximum expiry available for the quality made. These are as follows:

Item Level	Expiry Date
Crude	Current event +1
Quality	Current event +2
Masterwork	Current event +3

## EXAMPLES OF DESCRIPTOR SHEETS

<b>Descriptor</b>	Bone
<b>Items that can be affected by this descriptor</b>	Metal armour
	Blunt weapons
	Sharp weapon
<b>Amendments to designs</b>	
<ul style="list-style-type: none"> <li>Any metal required (for crafting or maintenance) is replaced by bone at a conversion of one to one</li> <li>One additional leather component is required per level of quality of the item being crafted (e.g. 1 for crude items, 3 for masterwork)</li> <li>The need for metalworking tools is replaced by leatherworking tools</li> </ul>	

<b>Descriptor</b>	Elven
<b>Items that can be affected by this descriptor</b>	Cloth armour
	Leather armour
	Metal armour
	Blunt weapons
	Sharp weapon
<b>Amendments to designs</b>	
<ul style="list-style-type: none"> <li>As embroidery is involved in all elven designs, you must have the "Craft Cloth Armour" skill at apprentice level</li> <li>One additional cloth resource is required for any item being crafted</li> <li>Tailor's tools are required in addition to any other tool requirements</li> <li>Any items with this descriptor must be made by starlight (i.e. at night)</li> </ul>	