

# CRAFTING



SagaBorn

# SAGABORN CRAFTING

By Michael Bielaczyc and Aiden Walker

Editing by Dane Clark Collins

Cover by Michael Bielaczyc

## Crafting

Crafting is used to repair or make new items. Crafting is tied to skills from the Core Game. Each character can know one crafting skill per 3 levels.

- Alchemy - making potions, poultices, and chemicals. Skill: Awareness
- Artificing - creation of magic items. Skill: Spellcraft
- Blacksmithing - creation and repair of arms and armor. Skill: Endurance
- Carpentry - creation of wood objects and items. Skill: Survival
- Leather Working - creation and repair of leather items. Skill: Acrobatics
- Poisoner - creation of basic poisons.
- Tinkerer - creation of tool kits, traps, and adventuring gear. Skill: Thievery

## How to craft items

Crafting has a base cost of materials, time investment, crafting station, and a crafting skill requirement. Some items may have a rare crafting material or level requirement. When a character spends one week of downtime crafting, they make 150 gp worth of goods for half the price. If the crafter's room is of masterwork level, the discount is 60%. Items made with kits have no discount.

The week is spent sourcing and purchasing materials as well as crafting.

| Skill          | Crafting Station Requirement | Time   | Retail Cost of Goods Made | Craftable Items                 |
|----------------|------------------------------|--------|---------------------------|---------------------------------|
| Artifice       | Mage Lab                     | 1 Week | 150 gp                    | Imbued items                    |
| Blacksmithing  | Smithy                       | 1 Week | 150 gp                    | Metal items, weapons, and armor |
| Carpentry      | Woodworker's Bench           | 1 Week | 150 gp                    | Armor, bows, arrows, furniture  |
| Chymistry      | Chymistry Lab                | 1 Week | 150 gp                    | Alchemical substances           |
| Leatherworking | Leatherworker's Room         | 1 Week | 150 gp                    | Any leather item                |
| Poisoner       | Poisoner's Room              | 1 Week | 150 gp                    | Any basic poison                |
| Tinkerer       | Tinker's Pack, Tinker's Room | 1 Week | 150 gp                    | Kits and traps                  |

## Artifice

Artificing allows for the crafting of any imbued item at a discounted price. The discount is based on the type of crafting room. Imbue item with spells: retail cost is spell mana x40 gp per charge (minimum 40 gp). One item can hold only one spell with indefinite charges.

## Blacksmithing

Blacksmithing allows for the crafting of any metal item at a discounted price. The discount is based on the type of crafting room. Crafted items can be weapons, armor, tools, or other mundane items. Special items can be crafted or repaired based on level.

| Level | Items Crafted                                       | Items Repaired                                      |
|-------|---|---|
| 3     | Cold iron, mundane metal items                      | All mundane metals, cold iron, silver               |
| 5     | Silver  | Amarnium, Aradan steel, metal Legacy items, tritium |
| 7     | Amarnium, Aradan steel, metal Legacy items, tritium | Metal artifacts                                     |

## Carpentry

Carpentry allows for the crafting of any wooden item at a discounted price. The discount is based on the type of crafting room. Crafted items can be weapons, armor, tools, or other mundane items. Special items can be crafted or repaired based on level.

| Level | Items Crafted                | Items Repaired               |
|-------|------------------------------|------------------------------|
| 3     | Mundane wooden items         | Mundane wooden items         |
| 5     |                              | Elfwood, wooden Legacy items |
| 7     | Elfwood, wooden Legacy items | Wooden artifacts             |

## Chymistry

Chymistry allows for the crafting of any alchemical substance at a discounted price. The discount is based on the type of crafting room.

## Leatherworking

Leatherworking allows for the crafting of any imbued item at a discounted price. The discount is based on the type of crafting room. Crafted items can be armor, clothing, or other mundane items. Special items can be crafted or repaired based on level.

| Level | Items Crafted         | Items Repaired        |
|-------|-----------------------|-----------------------|
| 3     | Mundane leather items | Mundane leather items |
| 5     |                       | Leather Legacy items  |
| 7     | Leather Legacy items  | Leather artifacts     |

## Poisoner

Being a poisoner allows for the crafting of any basic poison at a discounted price. The discount is based on the type of crafting room.

## Tinkerer

Tinkering allows for the crafting of kits and traps at a discounted price. The discount is based on the type of crafting room.

## Specialty Items

These are the basic rules for crafting. Crafting other items should be agreed upon between Player and GM.

An example would be siege weapons. They do not fit in any category, so the adventurers might all team up to build different parts. If three heroes used blacksmithing, leatherwork, and carpentry, they could build a light catapult (500 gp retail cost) in one week. They could build a medium catapult (700 gp retail cost) in two weeks. With an additional two crafter allies, they could build a medium catapult in a single week.

# Marketplace

## Crafting Materials

The following is the base cost and weight for materials to craft. Most of these materials are common in cities, though in villages some materials may be more scarce. These represent generic items used in the crafting of each trade.

| Type                    | Cost  | Weight           |
|-------------------------|-------|------------------|
| Artificing Goods        | 10 gp | 1 lb per 10 gp   |
| Blacksmithing Materials | 10 gp | 5 lb per 10 gp   |
| Carpenter's Goods       | 10 gp | 10 lb per 10 gp  |
| Chymistry Materials     | 10 gp | 1 lb per 10 gp   |
| Leatherworking Supplies | 10 gp | 5 lb per 10 gp   |
| Poisoner's Elements     | 10 gp | 1/2 lb per 10 gp |
| Tinker's Materials      | 10 gp | 1 lb per 10 gp   |

FIND ADVENTURE IN THE  
DARK RETURN SETTING AT  
DARKRETURN.COM



DARK RETURN