

TOOLS AND CRAFTS

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COMPATIBLE

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INTRODUCTION

Welcome to ACKS and Crafts! Take a pencil and a spreadsheet, and then take your seat. The first class on the itinerary is the **grenadier**, a combat alchemist who specializes in explosive alchemical devices. A grenadier is equally at home in the lines of battle flinging grenades, or sneaking around at night to plant mines and bombs in secret locations. Grenadiers know and learn advanced secrets of turning alchemical weapons into grenades, and are the only ones who know the tricks required to make improved grenades. They can also craft and use gunpowder petards with great skill. Of course, to be a grenadier and craft alchemical weapons, you need some rules for them. Included are 13 alchemical weapons, craftable by anyone with the Alchemy proficiency, and nine alchemical elixirs. Only a trained character can safely use alchemical weapons, as they must be primed before use, and will unpredictably detonate if primed without being used! Alchemical elixirs are safer, but carry their own dangers; many alchemical elixirs will offer a temporary benefit, but withdrawal after the benefit fades can be unpleasant.

Next up is the **ritualist**, a ceremonial Eldritch spellcaster who specializes in crafting trinkets with the power of the spirit. Ritualists know how to manipulate spirits and store bits of them for use in their power, which allows them to create many unique kinds of trinkets. They can create spiritshard trinkets, lacuna trinkets, and spiritbond trinkets, each of which has their own benefits and drawbacks and offers them unique abilities that no other ceremonialist can match.

Finally, there is the **dwarven dynamo**, a dwarf who recklessly blends biology and machines to

create cybernetic items. Their experimental prowess and willingness to modify anything for any reason makes them entirely capable of either modifying themselves for combat, or to focus on crafting and modify others. With their ohmic accumulator, they can replace as many body parts as they want with prosthetics without needing to suffer the drawbacks, and their skill allows them to create matchless cybernetic items to be implanted in themselves or others. Of course, the dwarven dynamo would be a bit lacking without the general system for cybernetic items being included, and so we have here a collection of cybernetic items. Cybernetic items are similar to automatons in many ways, but unique in some ways; they have a Rating instead of hit dice, and their ability to possess special abilities is restricted by the details of cybernetic functions. Though they are not quite as flexible as automatons, they are still nearly infinitely customizable and limited primarily by the imagination of the designer and the abilities of the character.

In addition to our three new classes and their supporting systems, we have Heroic Item Crafting! With Heroic Item Crafting, a magic item's formula can be determined based on the rarity of the item and the rarity of the components. All monsters from ACKS™ Core and L&E have been assigned a rarity and placed on tables to allow a Judge to quickly generate a formula for an item of any rarity. The Judge must still select a keystone component to anchor the item's power, but can easily select or randomly generate other appropriate components. Will wonders be designed, or will labs explode? There's only one way to find out!

THE GRENAДИER

Prime Requisites: DEX

Requirements: INT 9

Hit Dice: 1d4

Maximum Level: 14

Grenadiers are people who have studied the secrets of alchemy, and faced with the abilities it presented them, soberly considered their options and decided that the very best choice was to make things blow up.

Grenadiers are highly trained combatants, but only with specific weapons, and they do not train for front-line duties. Grenadiers may wield any missile or thrown weapon, as well as any one-handed melee weapon. They may wear only leather armor or lighter. They may not use shields, but they may dual-wield weapons or use a weapon in both hands for bonus damage. They advance in attack throws by two points every three levels (as fighters), and may cleave one time each round per level they possess. Grenadiers specialize in ranged combat, and gain a bonus to damage with ranged weapons of +1 damage, plus one damage per three full levels they possess. They may use any magic items usable by fighters or by thieves.

All grenadiers have studied the secrets of explosions and the arts needed to create and use them. All grenadiers are **journeyman alchemists**, possessing two ranks in the Alchemy proficiency. Additionally, all grenadiers are **siege engineers**, possessing one rank in the Siege Engineering proficiency.

The most iconic ability of the grenadier is the ability to **construct grenades**. A grenadier may construct a grenade out of any alchemical weaponry (described later). In order to

construct a grenade, they must possess the alchemical weapon, and must also use materials equal in value to the weapon used. (For example, to construct a grenade with an incendiary compound, the grenadier would need an incendiary compound and 10 gp worth of materials.) It requires a minimum of one hour to construct a grenade, though as much of it is waiting, a grenadier can construct a number of grenades equal to 1 + their Int modifier in one hour. (For example, a grenadier with 13 Int could construct two grenades in an hour, while one with 18 Int could construct four). Once constructed, a grenade may be used by any character. Grenades must be **primed** before use, just as alchemical weaponry must be, but the throw to prime a grenade is based on the lower of the character's ranks in Alchemy and Siege Engineering. However, a grenadier always automatically succeeds to prime any grenades that they personally created. A grenade uses all the same mechanics as alchemical weaponry for attack throws, direct hits, splash effects, deviation, range, and so on. A grenade's effect has a 10' radius, rather than the 5' radius that alchemical weaponry normally has.

Grenadiers are specialists in **precision explosives**. When a grenadier directly hits a target with an alchemical weapon, grenade, military oil, or similar item that deals damage, they may add their class damage bonus to the initial damage dealt. (Their damage bonus is applied only to a target directly hit.)

Grenadiers often find that, for some reason, people are not excited about having explosive devices placed near their homes and places of business. For this reason, grenadiers are trained in stealth, able to **move silently** and **hide in shadows** as thieves of their level.

Beginning at 3rd level (Detonator), grenadiers begin to work with larger explosives. They are able to craft petards (Domains at War™, Campaigns page 46) using their Alchemy construction rate at half the normal cost and time. Additionally, they may add their class damage bonus to any damage dealt by a petard that they place.

Beginning at 4th level (Miner), grenadiers learn to construct **timed fuses**. A grenadier is able to construct a fuse for any grenade, petard, or alchemical weaponry. Constructing a timed fuse allows the grenadier to choose the time that the fused explosive will detonate, rather than relying on luck for it to explode at the right time. A grenadier may choose a fuse length anywhere from 0 rounds (exploding at the end of the round it is lit) to 1 hour.

Beginning at 5th level (Blaster), grenadiers learn to construct **improved grenades**. A 5th-level grenadier, when constructing a grenade, may choose to construct an **enhanced grenade**, an **augmented grenade**, or an **apex grenade** instead. In all of these cases, the improved grenade requires multiple alchemical weapons, and a value in materials equal to their combined value. An enhanced grenade requires six alchemical weapons, an augmented grenade requires eighteen, and an apex grenade requires forty. (For example, creating an apex grenade of incendiary compound would require forty incendiary compounds and 400 gp in materials). These grenades have increased effect when compared to an ordinary grenade. If the alchemical weapon used deals damage, an enhanced grenade deals twice as much damage, an augmented grenade three times as much, and an apex grenade four times as much. If the alchemical weapon does not deal damage, the duration is instead extended to

double, triple, or quadruple normal. In either case, the effect radius is increased; fifteen feet in radius for an enhanced grenade, twenty feet in radius for an augmented grenade, and thirty feet in radius for an apex grenade. Only a grenadier of 5th level or higher understands the complications necessary to prime an improved grenade; other characters may attempt to, but regardless of their proficiencies, they are treated as untrained, and require a throw of 10+ with any failure indicating a fumble.

Also at fifth level, the grenadier's **explosive confidence** is infectious. Any henchmen or hirelings hired by the grenadier gain a +1 bonus to morale while the grenadier is present with alchemical grenades, weaponry, or similar explosive or incendiary devices ready to use.

Beginning at 7th level (Bomber), grenadiers learn techniques that offer them much more **efficient grenade construction**. They are able to craft all alchemical weapons at half cost and time, and require half as many materials to craft grenades. (This means that they require only as many materials as their modified cost to craft the alchemical weapons; half the base cost, not one-quarter.)

At ninth level, grenadiers often find that they want the comfort of a strong **castle** around them, something that will remain standing after an explosive mishap. If they build a castle, up to 1d4+1x10 0th-level mercenaries and 1d6 grenadiers of 1st-3rd level will come to apply for jobs and training. If hired, they must be paid standard rates for mercenaries. Except as noted here, a grenadier's castle is identical to a fighter's castle.

Beginning at 10th level (Grenadier(10th)), a grenadier learns how to create **combinatorial grenades**. When crafting an improved grenade,

they may use more than one type of alchemical weaponry. A grenadier may mix at most two types of alchemical weaponry into an enhanced grenade, three into an augmented grenade, and four into an apex grenade. When building a combinatorial grenade, the required components must be split evenly between the different types of alchemical weaponry. The materials required are still equal in value to the sum of the value of all alchemical weaponry used. Instead of increasing the effect, the combinatorial grenade instead has the effects individually of all different alchemical weaponry used in it. (For example, a grenadier builds an enhanced combinatorial grenade with incendiary compound + adhesive composite. It requires six alchemical weapons to build an enhanced grenade, so it requires three incendiary compounds plus three adhesive composites. Their total base value is 60 gp, so it requires 30 gp of materials. When thrown, this combined grenade will have the effects of both an incendiary compound and an adhesive composite, in a fifteen foot radius.) If a type of alchemical weaponry is used more than once, it has enhanced effect equal to the number of times it is used. For example, our character

above liked that grenade, and wants to build a bigger one that does more damage. They decide to build an apex grenade using three shares of incendiary compound plus one of adhesive composite. An apex grenade normally requires forty alchemical weapons, so this combinatorial grenade will require thirty incendiary compounds plus ten adhesive compounds, as well as 200 gp worth of materials. When thrown, this apex grenade will deal three times the normal damage of an incendiary compound (3d8 to a creature directly hit, plus 3d6 to creatures who fail their saving throws against the splash), as well as having the effect of an adhesive composite, in a thirty foot radius.

Grenadier Proficiency List

Alchemy, Alertness, Ambushing, Arcane Dabbling, Armor Training, Blind Fighting, Ceremonial Magic, Climbing, Combat Reflexes, Combat Trickery, Craft, Disguise, Eavesdropping, Endurance, Engineering, Knowledge, Manual of Arms, Martial Training, Military Strategy, Precise Shooting, Running, Siege Engineering, Skirmishing, Skulking, Sniping, Tracking, Trapping, Weapon Finesse



Grenadier Level Progression			Grenadier Skill Progression			
Experience	Title	Level	Hit Dice	Move Silently	Hide in Shadows	Damage Bonus
0	Skirmisher	1	1d4	17+	19+	+1
2,150	Hoister	2	2d4	16+	18+	+1
4,300	Detonator	3	3d4	15+	17+	+2
8,600	Miner	4	4d4	14+	16+	+2
17,200	Blaster	5	5d4	13+	15+	+2
34,400	Shrapnelier	6	6d4	12+	14+	+3
70,000	Bomber	7	7d4	10+	12+	+3
140,000	Bombardier	8	8d4	8+	10+	+3
240,000	Grenadier	9	9d4	6+	8+	+4
340,000	Grenadier (10 th)	10	9d4+2*	4+	6+	+4
440,000	Grenadier (11 th)	11	9d4+4*	2+	4+	+4
540,000	Grenadier (12 th)	12	9d4+6*	2+	3+	+5
640,000	Grenadier (13 th)	13	9d4+8*	1+	2+	+5
740,000	Master Grenadier	14	9d4+10*	1+	1+	+5

*(hit point bonuses from Constitution are ignored)

Grenadier Saving Throws					
Level	Petrif. and Paralysis	Poison and Death	Blast and Breath	Staffs and Wands	Spells
1-2	13+	13+	16+	14+	15+
3-4	12+	12+	15+	13+	14+
5-6	11+	11+	14+	12+	13+
7-8	10+	10+	13+	11+	12+
9-10	9+	9+	12+	10+	11+
11-12	8+	8+	11+	9+	10+
13-14	7+	7+	10+	8+	9+

Grenadier Attack Throws	
Level	Attack Throw
1	10+
2-3	9+
4	8+
5-6	7+
7	6+
8-9	5+
10	4+
11-12	3+
13	2+
14	1+

Combat Scholar Template	
Proficiencies	Arcane Dabbling, Endurance, <i>Alchemy (2)</i> , <i>Siege Engineering</i>
Starting Equipment	Leather armor, sword, crossbow, case with 20 bolts, 1 week iron rations, backpack, 2 flasks of military oil, 2 detonating compounds, 1 incendiary compound, 10 gp of grenade materials

Combat Scholar Template: This pre-generated template represents a grenadier who has spent long into the night puzzling out the workings of magical devices. This template is ready for adventure. However, if your grenadier's Int is 13 or higher, you may pick one or more additional general proficiencies before play.



New Alchemical Items

This section on new alchemical items introduces two new kinds of alchemical items; alchemical **weaponry** and alchemical **elixirs**. Alchemical weaponry is used to attack foes, while alchemical elixirs are used for utility or to assist allies. Both kinds of alchemical items may be crafted by characters who have ranks in Alchemy, at the appropriate construction rate as if their ranks in Alchemy were a Craft skill. (10 gp/month for an apprentice, 20 gp/month for a journeyman, 40 gp/month for a master, and 80 gp/month for a grand master). Alchemists may also supervise apprentices, journeymen, and so on as if Alchemy were a Craft proficiency for the purposes of creating these items.

In some settings, these alchemical items may be more or less common than ordinary items. Because they require special skill to make and use and have a low demand, by default, they are available as if they were one price category more expensive than their actual value. In settings (or specific locations within settings) where alchemists or alchemy are more common, they may be available at their ordinary availability. In settings or locations where they are even more rare, they may be available at two or more price categories above their actual value, or not available for purchase at all (requiring all such items to be crafted by characters), at the Judge's discretion.

Alchemical weaponry must be **primed** before use. Priming an alchemical weapon can be done as part of the action used to throw or set it, but requires an Alchemy throw of 6+. The target number for this throw is reduced to 2+ if you have Alchemy 2 or higher, but a natural 1

always fails (and causes a fumble; see below). A character who is not trained in Alchemy may attempt to prime an alchemical weapon with a throw of 10+, but fumbles on any failure (see below).

When throwing a primed alchemical weapon, you must make an attack throw against your target's AC (unless noted otherwise in the weapon's description). If your attack throw hits the target's AC, they are directly struck, and creatures other than the target within the weapon's splash radius are splashed. If your attack throw would have hit AC 0, the weapon lands in the target's space, splashing the target and other creatures within the splash radius. On a miss, roll for deviation as per military oil (ACKS™ Core page 103); creatures within the splash radius of the weapon's final destination are splashed. Alchemical weapons have the same ranges as military oil (short range up to 10', medium range up to 30', long range up to 50'). On a roll of a natural 1 on your attack throw, you fumble, dropping the alchemical weapon at your feet. On a fumble, you are directly hit, and creatures within the splash radius of you are splashed. (The effects of a splash will vary based on the specific alchemical weapon, but generally will mean that they must make a saving throw or suffer damage or an effect.)

An unprimed alchemical weapon will not react, and is harmless. A primed alchemical weapon is highly unstable, and will detonate 1d4-1 rounds after being primed if it is not thrown before then. (A roll of zero indicates that it detonates at the end of the round it was primed in.)

Alchemical elixirs must also be primed, but act differently. An unprimed alchemical elixir will taste foul, but cause no particular harm or value. A primed elixir, like a primed weapon, has a limited shelf life. After 1d4-1 rounds, the elixir will degrade and become useless. It must be used before it degrades, though unlike weaponry elixirs degrade harmlessly. A character who fails to prime an elixir destroys the elixir, but suffers no harm.

Alchemical Weaponry

Item	Cost
Acidic Composite	10 gp
Adhesive Composite	10 gp
Concussive Preparation	20 gp
Detonating Compound	5 gp
Earsplitting Admixture	5 gp
Flash Powder	10 gp
Fuming Liquor	5 gp
Galvanizing Composite	20 gp
Glaciating Compound	20 gp
Incendiary Compound	10 gp
Itching Powder	10 gp
Lucifous Admixture	20 gp
Tainted Essence	20 gp

Alchemical Elixirs

Alarumeth	20 gp
Antiemetic Balm	10 gp
Antivenims Tonic	25 gp
Celeritous Tisane	20 gp
Cleansing Panacea	10 gp
Goresmother Tincture	15 gp
Thermic Sludge	15 gp
Wrath Vitriol	20 gp
Vigor Infusion	10 gp

Alchemical Item Descriptions

ALCHEMICAL WEAPONRY

Acidic Composite: A creature directly struck by an acidic composite suffers 1d8 points of damage when struck, and another 1d8 points the next round. Creatures within 5' must save vs Blast, suffering 1d3 points of damage on a failure. An acidic composite may also be used to damage or destroy small items such as locks.

Adhesive Composite: A creature directly struck by an adhesive composite must save vs Blast. On a failure, they cannot move for 1 round. Creatures within 5' must save vs Blast with a +4 bonus; on a failure, they cannot move for 1 round.

Concussive Preparation: A creature directly struck by a concussive preparation must save vs Blast. On a failure, they are knocked prone. Creatures within 5' must save vs Blast with a +4 bonus; on a failure, they are knocked prone.

Detonating Compound: A creature directly struck by a detonating compound suffers 1d6 points of damage. Creatures within 5' must save vs Blast; on a failure, they suffer 1d6 points of damage.

Earsplitting Admixture: A creature directly struck by an earsplitting admixture is deafened for 1 round. Creatures within 5' must save vs Blast; on a failure, they are deafened for 1 round.

Flash Powder: Creatures within 5' of the target (including the target) of thrown flash powder must save vs Blast or be blinded for 1 round. Flash powder has no additional effect on a target who is directly struck.

Fuming Liquor: Fuming liquor creates a cloud of smoke 5' in radius around its detonation point. The smoke is opaque to vision and light, but dissipates quickly, lasting only 1d4-1 rounds. (On a roll of zero, the smoke dissipates at the end of the round it detonated in.)

Galvanizing Composite: A creature directly struck by a galvanizing composite suffers 1d8 points of damage from erupting electricity. Creatures within 5' must save vs Blast, suffering 1d8 points of damage on a failure. If a galvanizing composite strikes a significant body of water (Judge's discretion), the radius of splash danger is doubled (requiring creatures within 10' to save or suffer damage).

Glaciating Compound: A creature directly struck by a glaciating compound suffers 1d8 points of damage from intense cold. Creatures within 5' must save vs Blast, suffering 1d8 points of damage on a failure. Exposed water within the splash radius of a glaciating compound instantly freezes, as per Ice Floe (HFH page 138) to a maximum thickness of 1". Ice created in this way will support the same weight and have the same resilience to damage as ice created by Ice Floe, but will melt as appropriate for the temperature and region, to a minimum duration of 1 round (for boiling water) or an average duration of 1 turn for most warm regions. (Of course, in below-freezing regions, the ice will remain until the temperature rises.)

Incendiary Compound: A creature directly struck by an incendiary compound must save vs Blast. On a success, they suffer only 1d8 points of damage from the flaming compound. On a

failure, they suffer 1d8 points of damage, and are lit on fire as per Kindle Flame (HFH page 141), suffering 1d8 points of damage each round for 1d4+1 rounds unless they spend a full round extinguishing the flames before they burn out. Creatures within 5' must save vs Blast; on a failure, they suffer 1d6 points of damage. Additionally, any unattended and readily flammable items within the splash area are lit on fire as per Kindle Flame.

Itching Powder: A creature directly struck by itching powder must save vs Poison or be distracted by constant itchiness, suffering a -2 penalty to all throws. Creatures within 5' must save vs Poison with a +4 bonus; on a failure, they are also afflicted with constant itchiness. In either case, the itchiness lasts for 1d4+1 rounds, or until the powder is washed off with water or a similar liquid (requiring one round).

Lucifous Admixture: A creature directly struck by a lucifous admixture suffers 1d3 points of fire damage each round for 1d4+1 rounds, or until the flame is extinguished. Creatures within 5' must save vs Blast, suffering 1d3 points of damage on a failure. A lucifous admixture lasts much longer than other alchemical weapons when primed, and will remain safely primed for 1d6+4 turns. While primed, a lucifous admixture casts light as bright as daylight to a 30' radius and lesser light out to 60'. Like other alchemical weapons, when a lucifous admixture's priming duration expires, it detonates, and will count as a direct hit to its wielder if it is still being carried at the time.

Tainted Essence: A creature directly struck by a tainted essence must save vs Poison, or be nauseated for 1 round (as per Noxious Cloud, HFH page 142). Creatures within 5' must save

vs Poison with a +4 bonus; on a failure, they are nauseated for 1 round.

ALCHEMICAL ELIXIRS

Alarumeth: A character who chews a dose of alarumeth (a wrapped ball of wet leaves) finds their senses heightened. They gain a +4 bonus on any throws to hear noises or detect secret doors, and gain a +1 bonus to avoid surprise. These effects last for 1d6 turns, after which they are sluggish and unobservant for 1d6 hours. While sluggish, they suffer a -4 penalty to all throws to hear noise and a -1 penalty to all surprise rolls. The effects of alarumeth do not stack with the Alertness proficiency or similar effects.

Antiemetic Balm: A character who applies an antiemetic balm to their stomach gains resistance to nausea. For 1d6 turns, they gain a +2 bonus on all saves vs Poison to resist nausea or similar effects.

Antivenims Tonic: A character who drinks an antivenims tonic receives a +2 bonus on their next saving throw vs Poison, so long as that saving throw occurs within 1d6+4 turns. An alchemist with a sample of a specific poison may create an antivenims tonic designed to benefit against that poison. If they do, the specific antivenims tonic gives a +4 bonus to save against that poison, but no benefit against other poisons. A character who has already been poisoned and drinks an antivenims tonic instead may make an additional saving throw against their poison (with a +2 bonus if it was a tonic specifically for that poison).

Celeritous Tisane: A character who drinks this tisane finds their reflexes heightened. They gain a +1 bonus to avoid surprise and a +1 bonus to initiative rolls (this initiative bonus

does not apply when casting spells, as their faster reflexes do not help them there.) These effects last for 1d6 turns, after which they are slow and twitchy for 1d6 hours. While slow, they suffer a -1 penalty to initiative rolls. The effects of a celeritous tisane do not stack with Combat Reflexes or any similar effect.

Cleansing Panacea: A cleansing panacea, when added to food or water, will purify it and make it safe to eat (though it will not do anything for the flavor). A cleansing panacea can purify one ration of food, one skin of water, or enough normal food to feed three people.

Goesmother Tincture: When used as part of treatment for a mortally wounded character, a goesmother tincture helps to stabilize a dying character. If the mortally wounded character must be healed to 1 HP within a given span of time, use of a goesmother tincture adds 1d6 turns to the time allotted. A character with Healing proficiency who is watching the injured character will notice when this duration is expiring, and additional tinctures may be applied. For each tincture beyond the first, subtract one from the d6 roll for duration (minimum zero). For example, use of a second goesmother tincture would add an additional 1d6-1 turns; a third would add 1d6-2 turns; and so on. On a roll of zero turns, the character cannot benefit from any further goesmother tinctures.

Thermic Sludge: A character who pours this foul-smelling sludge over themselves is protected from heat and cold. They are unaffected by normal extremes of heat or cold (between approximately 0F and 100F), and suffer -1 damage when they would be exposed to heat or cold beyond those limits. The effects of thermic sludge last for 1d6+2 turns, or until the character is thoroughly washed (requiring 1

minute). Thermic sludge continues to smell extremely foul while it protects a character and may give them away by stench in some situations.

Wrath Vitriol: A character who drinks wrath vitriol enters an immediate berserker rage. They gain +2 to attack throws and become immune to fear, but suffer a -2 penalty to AC and cannot retreat from combat. When not in combat, they are impatient and angry, and will seek out more combat as rapidly as possible. They remain enraged for 1d6 turns, after which they are exhausted for 1d6 hours. While exhausted, they suffer a -2 penalty to attack throws. The effects of wrath vitriol do not stack with the Berserker proficiency or similar effects.

Vigor Infusion: A character who drinks a vigor infusion (which smells roasted and delicious, but tastes bitter and unpleasant) has their natural exhaustion washed away. The character suffers no penalties from forced marching or lack of rest (including temporarily negating any such penalties already accrued) for 3d6 turns. When that duration expires, all accrued penalties (those that existed before, and any penalties that would have been earned during the duration) are doubled until the character rests.



THE RITUALIST

Prime Requisites: INT and WIS

Requirements: None

Hit Dice: 1d4

Maximum Level: 14

Ritualists study the secrets of the spirit; both their own spirit and those around them. They are able to manipulate their own spirit to create different kinds of trinkets, as well as to take advantage of the spirits of others to use in creating trinkets. Though there is nothing about their magic that requires them to be Chaotic, it is a very slippery slope, and many ritualists move from studying the spirit to stealing it, slipping into Chaos.

Ritualists are not trained in combat, and have limited abilities. They may fight wielding only a club, staff, dagger, or sap, and may not wear any armor or wield a shield. They may gain additional damage by wielding a weapon in both hands. Their attack throws improve by only two points per six levels (as a mage), though their saving throws advance by two points every four levels (as a cleric). Fortunately, it is rarely required of a ritualist that they engage in such activities. A ritualist may use any magic items usable by mages or clerics.

The most core power of a ritualist is their ability to **learn and perform eldritch ceremonies in the chthonic tradition**. Like other ceremonial spellcasters, their ability to perform ceremonies is limited to those ceremonies in their **repertoire**. A ritualist's repertoire is equal to the number and level of ceremonies listed on their progression table, but their repertoire at each level is increased by their Int bonus (if any). A ritualist may use any magic items usable by mages or clerics, and may craft trinkets to

aid in their performance of ceremonies. More information on ceremonial magic can be found in the Heroic Fantasy Handbook™ (page 105). Except as described here, a ritualist follows all normal rules for ceremonial magic.

All ritualists also know how to perform an **unnerving chant**. The unnerving chant shivers the very spirit of enemies who hear it. Performing an unnerving chant requires the ritualist to focus and concentrate, as if casting a spell, and the chant's effect will be ruined if the ritualist suffers damage before completing it. When a ritualist successfully performs an unnerving chant, it has a chilling effect on enemies. Enemies within 50' of the ritualist suffer a -1 penalty to attack throws, damage rolls, morale rolls, and saving throws against magical fear. The effects of the unnerving chant last for 1 hour. Because it strikes at the spirit of the target, creatures who do not possess a spirit (such as constructs or lesser undead) are not affected by the chant. A ritualist may perform an unnerving chant once per day for each level they possess.

Beginning at third level (Oblater), a ritualist learns how to create **spiritshard trinkets**. A spiritshard trinket is a trinket into which the ritualist has placed a fragment of their own spirit. This spirit-fragment allows any creature given the trinket the ability to activate it as if they were the ritualist. Creating a spiritshard trinket is taxing to the ritualist, however. The ritualist's maximum hit points are reduced by twice the level of the spell placed into the spiritshard trinket until the trinket is discharged. When the trinket is discharged, the ritualist's maximum hit points return, but their current hit points do not increase (that is, they are not healed). For example, a ritualist wishes to give an ally of theirs the ability to cast bane-rune on

their own weapons for once. The ritualist creates a spiritshard trinket of bane-rune. Because bane-rune is a first level spell, this reduces the ritualist's maximum hit points by two points. (This particular ritualist has their maximum HP reduced from 7 to 5.) Later, the ally uses the trinket, and the ritualist's maximum hit points return back to 7. They still only have 5 HP, though, until they rest or receive healing. A ritualist may have at most one charged spiritshard trinket for each level of ceremony that they know (one containing a first level ceremony, one containing a second level ceremony, and so on).

Beginning at fourth level (Incanter), a ritualist learns how to create **lacuna trinkets**. A lacuna trinket is a trinket set and prepared to receive a spell, but not charged with any particular ceremony. Lacuna trinkets are always disposable. A lacuna trinket must be created to receive a specific level of ceremony, and its creation costs as much as creating a rechargeable trinket of that level (including component costs as well as gold piece costs). However, due to the additional understanding required, a ritualist may not create a lacuna trinket of the highest level of ceremonies in their repertoire. (The highest level of ceremonies in a fourth-level ritualist's repertoire is second level. Therefore, a fourth level ritualist may create only first-level lacuna trinkets. Upon reaching fifth level, they would learn third level ceremonies, and could create second-level lacuna trinkets.) Once created, a lacuna trinket may be charged by the ritualist with any ceremony of the appropriate level in their repertoire. Charging a lacuna trinket requires only a moment (an action in combat), much easier than casting a spell. However, a ritualist who has reached their Stigma threshold may not charge a lacuna trinket until they

recover Stigma. Once the trinket is charged, it may be used as any normal trinket. For example, a ritualist knows many useful first-level ceremonies, and wishes to have access to them. The ritualist creates a first-level lacuna trinket. Because creating a first level rechargeable trinket costs 50 gp + 50 gp of components, that is what our ritualist must pay. Very few components are appropriate for such a versatile magical item, and so generic components are often used to create a lacuna trinket. Our ritualist succeeds in their ceremony throw and successfully creates a first-level lacuna trinket. Later, their ally is injured and they need a Cure Light Wounds urgently. The ritualist takes an action to charge their lacuna trinket with a ceremony of Cure Light Wounds, and the next round activates their newly-charged trinket as normal.

Beginning at fifth level (Purifier), a ritualist learns to create **spiritbond trinkets**. Creating a spiritbond trinket requires the ritualist to possess a rechargeable trinket that they have created. This rechargeable trinket must be empty. Additionally, it requires a recently-deceased corpse (slain within the last 3 turns). In a ritual requiring 1 turn, the ritualist siphons off some of the spirit from the deceased creature to use to power the trinket. A creature must have Hit Dice at least equal to the level of the spell contained in the trinket to be able to recharge it. If this condition is met, and the ritual is not interrupted, the ritualist recharges their trinket, making it a spiritbond trinket. This process is not as resilient as a normal recharging performance. If not discharged, the spiritbond trinket will remain charged for only 24 hours before the energy dissipates. After the spiritbond trinket is discharged or fades, it becomes an ordinary rechargeable trinket again. A ritualist may have only one charged

spiritbond trinket at 5th level. At 9th level, they may have two, and at 13th level, they may have up to three.

Also at fifth level, a ritualist learns to create talismans, potions, scrolls, and perform magical research to research ceremonies. They may collect and use divine power as clerics to assist them in these tasks.

Beginning at seventh level (Spectrist), a ritualist learns greater control of their own spirit. They may **spiritwalk** once per week. Their ability to spiritwalk is identical to that of the shaman (ACKS Player's Companion™ page 39), allowing them to scout invisibly and fear only magical attacks even if detected while doing so.

Beginning at ninth level (Ritualist), a ritualist may craft permanent magic items such as weapons, rings, and staves, as a mage of their level. Also at ninth level, a ritualist may build a **necropolis**. Depending on the ethos of the ritualist, their necropolis may be a place to put spirits to rest, or a place to command them for nefarious ends. If the ritualist is Lawful, their necropolis may be considered a shrine to a Lawful power for the purposes of consecrating a graveyard. If the ritualist is Chaotic, their necropolis will likely contain a Chaotic altar, having the opposite effect. When the ritualist builds their necropolis, they will attract 1d6 apprentice ritualists of 1st-3rd level, as well as 2d6 normal humans seeking to become ritualists. Their Intelligence and Wisdom scores will be above average, but many will become discouraged or terrified by the training required and quit after 1d6 months. While in the ritualist's service, apprentices must be provided food and lodging, but need not be paid wages.

If the ritualist builds a **dungeon** or **catacombs** below their necropolis, it may become populated by monsters and followed by adventurers seeking to defeat them. Except as described here, a ritualist's necropolis should be treated as a mage's sanctum.

Beginning at tenth level (Ritualist (10th)), a ritualist learns how to create **greater spiritshard trinkets**. When crafting spiritshard trinkets, they now only reduce their maximum HP by the level of the ceremony contained, instead of twice the level. Additionally, they may now create as many spiritshard trinkets as they wish, with no limit beyond what their spirit (hit points) can support.

Finally, at eleventh level (Ritualist (11th)), a ritualist unlocks the secrets of great magical power. They are able to cast eldritch ritual spells of 7th, 8th, and 9th level, and are able to craft constructs and create cross-breeds as a mage of their level. If Chaotic, they may create or become undead. Many ritualists look down on undead as a result of their studies in spirit, but others believe that only by casting the spirit into the forge of undeath can something truly great be created.

Ritualist Proficiency List

Alchemy, Battle Magic, Black Lore, Bright Lore, Ceremonial Magic, Collegiate Wizardry, Craft, Divine Health, Elven Bloodline, Familiar, Farseeing, Healing, Knowledge, Language, Lore mastery, Magical Engineering, Mystic Aura, Naturalism, Passing Without Trace, Personal Talisman, Prestidigitation, Prophecy, Second Sight, Sensing Evil, Sensing Power, Transmogrification, Soothsaying, Unflappable Casting

Ritualist Level Progression				Ritualist Ceremony Progression					
Experience	Title	Level	Hit Dice	1	2	3	4	5	6
0	Penitent	1	1d4	2	-	-	-	-	-
2,000	Flagellant	2	2d4	3	-	-	-	-	-
4,000	Oblater	3	3d4	3	1	-	-	-	-
8,000	Incanter	4	4d4	3	2	-	-	-	-
16,000	Purifier	5	5d4	3	2	1	-	-	-
32,000	Exorcist	6	6d4	3	3	2	-	-	-
65,000	Spectrist	7	7d4	4	3	2	1	-	-
130,000	Animist	8	8d4	4	3	3	2	-	-
230,000	Ritualist	9	9d4	4	4	3	2	1	-
330,000	Ritualist (10 th)	10	9d4+1*	4	4	3	3	2	-
430,000	Ritualist (11 th)	11	9d4+2*	5	4	4	3	2	1
530,000	Ritualist (12 th)	12	9d4+3*	5	4	4	3	3	2
630,000	Ritualist (13 th)	13	9d4+4*	5	5	4	4	3	2
730,000	Ritemaster	14	9d4+5*	6	5	4	4	3	3

*(hit point bonuses from Constitution are ignored)

Ritualist Saving Throws					
Level	Petrif. and Paralysis	Poison and Death	Blast and Breath	Staffs and Wands	Spells
1-2	13+	10+	16+	13+	15+
3-4	12+	9+	15+	12+	14+
5-6	11+	8+	14+	11+	13+
7-8	10+	7+	13+	10+	12+
9-10	9+	6+	12+	9+	11+
11-12	8+	5+	11+	8+	10+
13-14	7+	4+	10+	7+	9+

Ritualist Attack Throws	
Level	Attack Throw
1-3	10+
4-6	9+
7-9	8+
10-12	7+
13-14	6+

Vivisectionist Template

Proficiencies	Divine Health, Healing
Starting Equipment	Chthonic implements (level 1), surgical scalpel*, backpack, comfrey (1 lb), 1 week iron rations, bloodstained ceremonial codex with spectral grasp *, rune-carved bone (5 gp value), 30 gp

*(The vivisectionist's surgical scalpel should be treated as a dagger. **Spectral grasp** is a new spell described later.)

Vivisectionist Template: This pre-generated template represents a ritualist who has learned the secrets of anatomy through experimentation. This template is ready for adventure. However, if your ritualist's Int is 13 or higher, you may pick one or more additional general proficiencies and starting spells before play.

THE DWARVEN DYNAMO

Prime Requisites: DEX, INT

Requirements: CON 9

Hit Dice: 1d6

Maximum Level: 10

Dwarven dynamos are dwarves with very similar fundamental training to dwarven machinists. However, unlike dwarven machinists, dynamos believe that machines and life cannot be separated, but must work together to form a seamless whole. Many dwarven machinists consider them apostates for this belief. Instead of learning to build machines and work with mechanical items, dwarven dynamos learn to build cybernetic items and to integrate such items with their bodies and their lives. Some dwarven dynamos were exiled for their experiments, while others left peacefully, but few find themselves comfortable in most dwarven vaults.

Although they are excellent with cybernetic devices of all kinds, dwarven dynamos have no real training in combat. They may not wear any armor and may wield only a limited selection of weapons, namely the club, dagger, dart, and sling. They may dual-wield weapons, but may not use a shield or wield a weapon in two hands, and may not cleave. They may use any magic item usable by thieves.

Thanks to the partial machinist training they have received, all dwarven dynamos are trained in a specific craft. The dwarven dynamo may choose a particular craft, which they are trained as a journeyman (two ranks) in. Additionally, their own experiments in biology and anatomy have taught them the basics of healing; all dwarven dynamos are equivalent to healers (one rank in Healing). Finally, their dwarven

attention to detail offers them a +3 bonus to all proficiency throws.

The most precious and valued secret of the dwarven dynamo is the ability to **design, build, and repair cybernetic items**. The rules for cybernetic items can be found later. When a throw is required to design, build, or repair a cybernetic item, a dwarven dynamo should use the target number on their class table for their level. (This target number already accounts for their dwarven attention to detail.)

Dwarven dynamos, however, are not content merely to design items for others to use. All dwarven dynamos have modified themselves with an experimental cybernetic item known as an **ohmic accumulator**. This ohmic accumulator offers them new abilities and enhances their ability to power other cybernetic items. A dwarven dynamo's ohmic accumulator never causes them a side effect of Tampering with Mortality. Additionally, the ohmic accumulator can power any number of Rating 0 cybernetic items implanted into the dwarven dynamo, preventing such items from causing a side effect of Tampering with Mortality. The amount of power provided increases at higher levels; at 5th level, the ohmic accumulator can power cybernetic items of Rating 1 or lower, and at 9th level, it can power items of Rating 2 or lower.

The ohmic accumulator is also a cybernetic item in its own right. The dwarven dynamo may begin with an ohmic accumulator as a cybernetic item worth up to 7,000 gp. An ohmic accumulator may be designed with a maximum Rating of 16 and a maximum of four special abilities (though these are still limited by the dynamo's class level as normal). See Cybernetic Items, later, for more on designing cybernetic items. If their ohmic accumulator is ever destroyed or disassembled, the dynamo

may build a new one. It costs 7,000 gp less than normal to design and build an ohmic accumulator, with equivalent reductions in design time and library or workshop requirements, and any proficiency throws required to design or build the ohmic accumulator are always successful. A dwarven dynamo may never implant an ohmic accumulator in anyone else. An ohmic accumulator is not so reliable as other cybernetic items due to its experimental nature, and requires 1 turn of maintenance from the dynamo each day. If the maintenance is not performed, the ohmic accumulator and any cybernetics powered by it are disabled (functioning only as prosthetics) until 3d6 turns are spent restoring the ohmic accumulator to working order. If desired, the dynamo may upgrade their ohmic accumulator. When upgrading their ohmic accumulator, the dynamo may apply half of its current value towards the building cost of the upgraded version. For example, a dwarven dynamo has an ohmic accumulator worth 7,000 gp. They design a new ohmic accumulator worth 10,500 gp. This costs them 3,500 gp in design costs, because it costs them 7,000 gp less than normal to design ohmic accumulators. Their existing ohmic accumulator reduces the build cost by 3,500 gp (half of its 7,000 gp value), and since it costs them 7,000 gp less to build ohmic accumulators, the upgraded ohmic accumulator costs them a total of 3,500 gp to design and 0 gp to build. However, when upgrading an ohmic accumulator in this fashion, it requires an additional 1 day to build per 2,000 gp of value of the ohmic accumulator prior to its upgrade. (In our example before, it would have required an additional 3.5 days to build.)

Though they are not trained in ordinary weapons, dwarven dynamos possess an

intuitive understanding of integrated weaponry. This **integration capacity** grants them proficiency with any integrated one-handed axes or hammers, any integrated missile weapons, or any automaton weapons that they possess in any cybernetic items.

Beginning at 3rd level (Dwarven Advancer), a dwarven dynamo's **cybernetic coordination** grants them a +1 bonus to any attack throws required by a cybernetic item (including attack throws made with integrated weapons). This bonus increases to +2 at 10th level (Dwarven Omniflux).

Beginning at 4th level (Dwarven Accelerator), a dwarven dynamo unlocks the secrets of **cybernetic actuators**. This grants them proficiency with up to 2 AC of integrated armor (the equivalent of leather armor or lighter). If they also have selected the Armor Training proficiency, this stacks with their proficiency increase. Additionally, if they have integrated armor of any AC value, they gain an additional +1 bonus to AC.

Beginning at 5th level (Dwarven Optimizer), a dwarven dynamo's **efficient designs** allow a recipient character to have a greater number of total special abilities from cybernetic items. When installing a new cybernetic item designed by the dwarven dynamo in a recipient character, the item will function as designed as long as it brings the recipient character's total number of cybernetic special abilities to no more than the dwarven dynamo's class level, plus their Intelligence bonus, plus one. For example, a fifth-level dwarven dynamo with 16 Int designs a cybernetic item with two special abilities. The item is installed into a character who already had five special abilities from cybernetic items, bringing them to a total of seven. Normally, this would be too many

special abilities; but thanks to the efficient designs of our dwarven dynamo, the cap is increased by 2 + 1, from five to eight, and the item functions as designed.

Beginning at 7th level (Dwarven Augmentist), a dwarven dynamo learns to design **streamlined tunings** into their cybernetic items, allowing them to exceed the ordinary maximum Rating and maximum number of special abilities that an item can have (as determined by their body part replaced). The restriction on maximum Rating by body part is increased by 4 for any item the dwarven dynamo designs, and the restriction on maximum special abilities is increased by 1. (The dwarven dynamo still cannot design cybernetic items with a Rating greater than twice their class level, as normal.)

When a dwarven dynamo reaches 9th level (Dwarven Dynamo), they may establish a **bionic foundry** and begin training apprentices. Within a month, 1d6 apprentice dynamos of 1st-3rd level will arrive, as well as 2d6 normal dwarves seeking to become dynamos. Their Dexterity and Intelligence scores will be above average, but many will lack the spark and quit after 1d6 months. Such apprentices function like assistants in magical research (see ACKS Core page 119). While in the dynamo's service, apprentices must be provided food and lodging, but need not be paid wages. If the dwarven dynamo builds a **dungeon** under their bionic foundry, monsters will begin to arrive to populate it. These dungeons and monsters are often used to test new cybernetic items. A dwarven dynamo's bionic foundry is otherwise identical to a mage's sanctum, as described in ACKS Core.

Beginning at 10th level (Dwarven Omniflux), a dwarven dynamo has learned everything about their **avored function**. The dwarven dynamo may choose one cybernetic function. When they design items that include the chosen function, it counts as one fewer special ability. (The function Tier, and the minimum Rating to have a function of that Tier, are not affected.)

Like all dwarves, dwarven dynamos possess an innate **sensitivity to earth and stone**, giving them a +1 bonus on surprise rolls when underground. Because of their experience underground, they may **detect traps**, false walls, hidden construction, or sloped passages with a throw of 14+, though they must be actively searching to detect such things. Also like all dwarves, they are **hardy people**, gaining a +3 bonus on saving throws vs Blast and a +4 bonus on all other saving throws (already included in their target numbers, below). Dwarven dynamos can speak the Common and Dwarven tongues, as well as Goblin, Kobold, and Gnome.

Dwarven Dynamo Proficiency List

Alchemy, Animal Husbandry, Armor Training, Art, Bargaining, Caving, Craft, Contortionism, Divine Health, Dungeon Bashing, Dwarven Brewing, Endurance, Engineering, Healing, Illusion Resistance, Inventing, Jury-Rigging, Knowledge, Lore mastery, Mapping, Mechanical Engineering, Military Strategy, Navigation, Precise Shooting, Riding, Scavenging, Seafaring, Siege Engineering, Signaling, Tinkering, Trapping, Weapon Finesse

Dwarven Dynamo Level Progression					
Experience	Title	Level	Hit Dice	Design/Build/Repair	Cybernetics
0	Dwarven Reinforcer	1	1d6		14+
2,100	Dwarven Enhancer	2	2d6		13+
4,200	Dwarven Advancer	3	3d6		12+
8,400	Dwarven Accelerator	4	4d6		11+
16,800	Dwarven Optimizer	5	5d6		10+
33,600	Dwarven Alterist	6	6d6		9+
65,000	Dwarven Augmentist	7	7d6		8+
130,000	Dwarven Adventist	8	8d6		7+
260,000	Dwarven Dynamo	9	9d6		6+
390,000	Dwarven Omniflux	10	9d6+3*		5+

*(hit point bonuses from Constitution are ignored)

Dwarven Dynamo Saving Throws					
Level	Petrif. and Paralysis	Poison and Death	Blast and Breath	Staffs and Wands	Spells
1-2	9+	9+	13+	10+	11+
3-4	8+	8+	12+	9+	10+
5-6	7+	7+	11+	8+	9+
7-8	6+	6+	10+	7+	8+
9-10	5+	5+	9+	6+	7+

Dwarven Dynamo Attack Throws	
Level	Attack Throw
1-3	10+
4-6	9+
7-9	8+
10	7+

Renegade Template

Proficiencies	Armor Training, Gambling, Craft (blacksmithing) 2, Healing
Starting Equipment	Thick leather work apron*, cybernetic tools, wool tunic and pants, leather belt, low boots, hammer (small), backpack, iron rations (1 week), rope (50'), comfrey (1 lb), iron spikes (12), book of anatomical drawings, case with 20 crossbow bolts, 2 gp, <i>ohmic accumulator</i> *

*(Treat the renegade's thick leather work apron as leather armor. The renegade's ohmic accumulator can be used to accelerate crossbow bolts placed between atop their shoulder and fire them as a crossbow. **Ohmic Accumulator** – Rating 1 – Integrated Weapon (Crossbow) Tier 0 –Weapon can be concealed (+1 special ability). Total Rating 1, 1 special ability, value 7,000 gp.)

Renegade Template: This pre-generated template represents a dwarven dynamo who was expelled from the machinists for their heretical beliefs. This template is ready for adventure. However, if your dynamo's Int is 13 or higher, you may pick one or more additional general proficiencies before play.

Cybernetic Item Creation

Dwarven dynamos, and possibly other characters depending on setting, can create cybernetic items. Depending on how common the Judge wishes cybernetics to be in their campaign (a question which will depend in large part upon their setting), there are a few options.

Option 1 – Any character capable of creating automatons or constructs may also create cybernetic items.

Option 2 – Any character capable of creating automatons or constructs may select a class proficiency, Cybernetic Training. This proficiency allows them to create cybernetic items.

Option 3 – Only dwarven dynamos may create cybernetic items.

Option 4 – No one may create cybernetic items, and there are no dwarven dynamos. This is mentioned here just as a reminder that cybernetics, while awesome, may not fit into every setting or be appropriate for every campaign; every campaign is a law unto itself!

A cybernetic item serves to replace a specific body part; the eyes, the arms, the legs, the torso, the hands, or the feet. A character may not have more than one cybernetic item for each specific body part (you may not replace two arms with four arms). Additionally, each body part has a maximum Rating and maximum number of special abilities that a cybernetic item in that location may have.

Body Part Replaced	Max Rating	Max Special Abilities
Eyes	4	1
Arms	12	3
Legs	16	4
Torso	20	5
Hands	8	2
Feet	8	2

Cybernetic items that normally come paired (that is, all except the torso) may be created as a single item instead of as a pair. Doing so reduces access to redundant power sources and so reduces the potential power of the item. When a normally paired item is created as a singleton instead, its Maximum Rating is reduced by 4 and its Maximum Special Abilities is reduced by 1. However, doing so allows a character to have (for example) two cybernetic arms with unique and separate abilities.

All cybernetic items have a Rating from 0 to 20. Additionally, a cybernetic item may have one or more special abilities, depending on the functions the item has (see below). Cybernetic items must be designed and then built, like automatons. Like automatons, it costs 2,000 gp times the Rating plus 5,000 gp per special ability to design a cybernetic item, and then the same amount to build it. (A Rating 0 item with no special abilities costs 500 gp to design, and another 500 gp to build.) A character designing a cybernetic item must have a library worth at least as much as the item being designed, and a character may not design a cybernetic item with a Rating more than twice their class level. For each 10,000 gp of library value over the value of

the item being built, the character gains a +1 bonus on their throw to design the item.

A successful throw to design the item creates a blueprint that the character can use to build the item. A character building a cybernetic item must have a workshop worth at least as much as the item being built, and must possess either a blueprint or a sample of the item to be built. Blueprints can be found as treasure in rare manuals, or designed as above. For each 10,000 gp of workshop value over the value of the item being built, the character gains a +1 bonus on their throw to build the cybernetic item. For each 10,000 gp value of precious materials used in the construction, the character gains a +1 bonus on their throw to build the cybernetic item.

The throws required to design and build a cybernetic item vary based on how they are being used. A dwarven dynamo makes a design/build/repair cybernetics throw as per their class table. Whether or not the Cybernetic Training proficiency was involved, a character who has unlocked the ability to build cybernetics due to their ability to make constructs makes a magic research throw, and a character who has unlocked the ability to build cybernetics due to their ability to make automatons makes a design/build/repair automatons throw. The target value for any required throw is increased by 1 for each 5,000 gp of value of the cybernetic item being designed or built. Designing and building a cybernetic item each require one week, plus one day for each 1,000 gp of value. For example, a cybernetic item worth 11,000 gp would require eighteen days (one week plus eleven days) to design and another eighteen days to build.

Like magic items, cybernetic items built by the character or a known source may be bought and sold for twice the cost to build them (assuming a buyer can be found). Because cybernetic items may not be to the taste of all buyers, at the Judge's discretion, they may be treated as one or more price categories rarer than their actual value. Cybernetic items found in dungeons or otherwise of uncertain provenance may be sold for the amount it would have cost to build them (again, assuming a buyer can be found).

All designs for a cybernetic item must be approved by the Judge, who may at their sole discretion decide that a particular design strains credulity or is otherwise not appropriate for their setting or campaign. For example, it may be very difficult to believe that a hand is capable of increasing your movement rate by 90', or that your eyes give you the benefit of an integrated suit of plate armor.

Once a cybernetic item has been built, it must be implanted. Implanting a cybernetic item requires a Healing proficiency throw of 18+, with a +4 bonus for each rank of Healing that the surgeon possesses. A natural 1 on this throw is always a failure. A cybernetic item may be implanted by any character, and does not require that the surgeon be qualified to build it. If the surgeon built the item themselves, they may add their class level as a bonus to their throw to implant it. For example, a cybernetic item has been built and now needs to be implanted. It was built by a 5th-level dwarven machinist. If the machinist implants it themselves, they would need to roll a 13+ to successfully implant it. If they hire a chirurgeon (3 ranks in Healing), the hired chirurgeon would need to roll a 6+ to successfully implant it. If the machinist was themselves a chirurgeon, they

would have a total bonus of +17 (+5 for class levels, +12 for Healing ranks), and would need to roll only a 2+ to successfully implant the item. (A natural 1 always fails, or else this character would automatically succeed.) On a failed implantation, the patient suffers a mortal wound from the Critically Wounded (11-15) line of the Mortal Wounds table (roll 1d6 to determine which wound was suffered), and the item is not implanted. On a success, the item is successfully implanted and the character may begin to benefit from it.

However, a cybernetic item is powered by the spirit of its recipient, and this often leads to strange side effects. For each cybernetic item successfully implanted, a character suffers a side effect of Tampering with Mortality. Add one-half the level of the designer of the item instead of one-half the spellcaster's level, and apply a -2 penalty if it was not implanted in a workshop large enough to have built the item (instead of a -2 penalty for not being in a temple of the caster's deity.) The effect suffered is specific to that particular item's interaction with their spirit; if a cybernetic item is later removed and replaced with a different cybernetic item, the side effect that that item inflicted is no longer a part of that character. Of course, they will suffer a new effect for their new item, which may not be an improvement! (A character who wishes to no longer have a cybernetic at all may have their original body parts regrown with Restore Life and Limb after the cybernetic item is removed, but this will of course inflict its own Tampering With Mortality effect as normal.) Removing an implanted cybernetic item requires the same throw as implanting it, with the same modifiers. On a failure, the item is damaged, and the character is mortally wounded as above. A damaged cybernetic item can be repaired at a cost of half

its build price by any character qualified to make it.

A given character's spirit only has so much power to spare for cybernetic items. More skilled designers are better at using this power more efficiently. Whenever a new cybernetic item is implanted, the new total number of special abilities the recipient will have from cybernetic items should be compared to the class level of the character who designed the newest item. If the new item would bring the total number of special abilities above the class level of the newest item's creator, there is not enough power for it, and the cybernetic item does not function as anything except a prosthetic. For example, a cybernetic item with two special abilities designed by a 6th level machinist is implanted into a character. If the character already had five or more special abilities combined in all cybernetic items, the new item would not function, because adding two more would bring the total above six (the machinist's class level).

Cybernetic items that are designed with special abilities must obey a set of design principles for those special abilities. To add special abilities, **cybernetic functions** must be chosen. All cybernetic functions have a Tier, from 0 to 4. By default, a function counts as a number of special abilities equal to its tier; some functions may have customization options that cause them to count as more or less special abilities. In addition, adding a function of a given tier requires a cybernetic item of a minimum Rating, as seen in this table. Unless indicated otherwise, you may not benefit from a specific function more than once, not even on different cybernetic items. This restriction also applies to functions that are the improved version of a lower-tier function (if this is the case, the

function's description will specify that it is the improved version). For example, the description of the Toughness Reinforcement function specifies that it is the improved version of the Tenacity Underpinnings function. A character therefore cannot benefit from both functions, even if they are on different items. (Obviously, if a tier 2 and 3 function both specify that they are an improved version of the same tier 1 function, the tier 3 function is also an improved version of the tier 2 function.)

Function Tier	Minimum Item Rating
0	0
1	1
2	6
3	11
4	16

Below is a list of cybernetic functions. This list is intended to serve as examples, not as a restrictive list. Should a character wish to design a cybernetic item with a function not listed here, the Judge should compare it to the existing functions to decide what tier it should be. Some desired functions may be very similar to an existing function, and require only that that function be added but with one or more additional special abilities. (For example, a character wants to have an Integrated Weapon of a self-loading crossbow that will load itself off integrated ammunition storage. The Judge decides that this is essentially just an Integrated Weapon, but with one additional special ability.)

Cybernetic Function	Tier
Integrated Armor	0*
Integrated Weapon	0*
Prosthetic	0
Adapted Responsiveness	1 ⁺
Aquatic Inciters	1
Assault Elements	1*
Burden Structures	1
Celerity Inducers	1*
Embedded Impulses	1
Improved Weapon	1*
Improved Armor	1
Tenacity Underpinnings	1
Ascension Array	2
Enhanced Armor	2
Enhanced Weapon	2*
Fortitude Backings	2
Incorporated Responses	2
Integral Power Source	2
Load Unit	2
Modified Functionality	2 ⁺
Aviation Procedures	3
Bolstered Armor	3
Bolstered Weapon	3*
Coordinated Reflexes	3
Engineered Capability	3 ⁺
Haulage Mechanism	3
Toughness Reinforcement	3
Augmented Armor	4
Augmented Weapon	4*
Evolved Capacity	4 ⁺
Mass Framework	4
Synthesis Responses	4
Vitality Sustainer	4

**(see description; options may increase function Tier or require additional special abilities)*

⁺(see description; may be taken more than once for unique abilities each time)

Cybernetic items may also be designed in ways to save power, though cutting corners causes problems in other ways. The following functions may be added to reduce the number of special abilities the final item possesses. Each power-saving function reduces the effective number of special abilities the item possesses by one (or more, if their description indicates special options). No cybernetic item may benefit from a particular power-saving function more than once, though a character may have multiple different cybernetic items that each have the same power-saving function. This reduction in special abilities in the finished item does not affect the Tier of any other functions added, which still need the minimum Rating in place in all cases. For example, a Rating 16 Legs item with a Tier 4 function (which counts as four special abilities) is designed. If two power-saving functions are added, it is still a Rating 16 item with a Tier 4 function, but now counts only as having two special abilities; a Tier 2 function could be added as well, or two Tier 1, or it could simply be cheaper to design and build. It being reduced to two special abilities does not mean that it could be designed with a Rating of only 6; it still requires a Rating of 16 to support its Tier 4 function. Like the list of cybernetic functions, these are intended as examples, and not as a restrictive list.

Power-Saving Functions

Enmity Defect

Fragility Rift*

Intolerance Paralysis*

Oversized Components

Torpidity Flaw

Underpowered Impeller

Unreliable Catalyst

Vulnerability Modules

**(see description, additional reduction may be possible with options)*

POWER-SAVING FUNCTIONS

Enmity Defect: The Enmity Defect function causes the item to release a flood of neurotransmitters into the brain of the recipient character upon sight of a particular type of creature, inducing them to attack immediately regardless of the circumstances. The particular creature type is subject to the designer's choice and the Judge's approval.

Fragility Rift: An item with a Fragility Rift function is vulnerable to a specific common type of attack (fire, ice, magical weapons, etc). If the recipient character suffers damage from the vulnerable attack type, the item is disabled (counting only as a prosthetic while disabled) for 1 round per die of damage the attack dealt. A fragility rift may instead disable the recipient character (paralyzing them) for the same duration. If the fragility rift paralyzes the character when the appropriate attack type is suffered, it counts as -2 special abilities (instead of the normal -1). The particular attack type is subject to the designer's choice and the Judge's approval.

Intolerance Paralysis: With an Intolerance Paralysis function loaded, the item is disabled (counting only as a prosthetic while disabled) by an otherwise common situation (such as daylight) or in the presence of a common item (such as garlic). If the recipient character is disabled instead (paralyzed), this counts as -2 special abilities (instead of the normal -1). The particular situation or item is subject to the designer's choice and the Judge's approval.

Oversized Components: An item built with the Oversized Components function is large and bulky. The item weighs 1 stone + 1 stone per special ability it possesses. The recipient character is considered to always be carrying the item's weight (in addition to whatever other weight they are carrying).

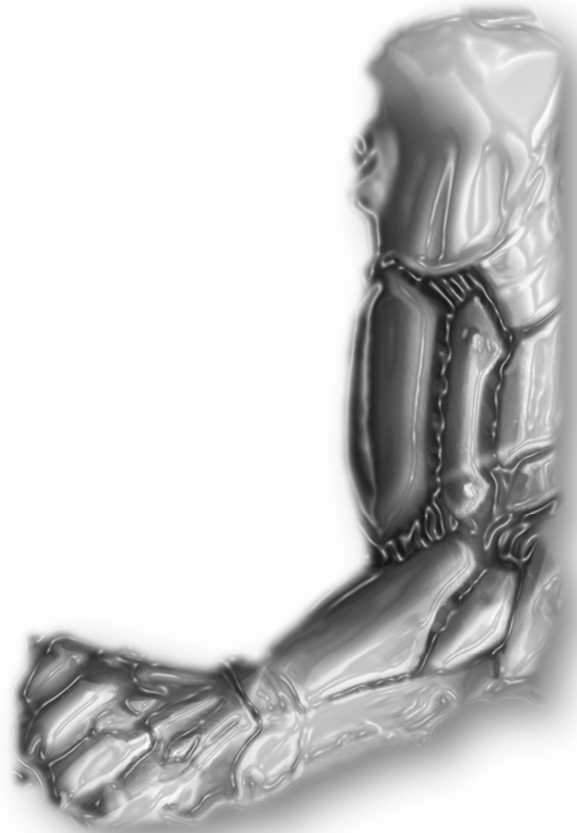
Torpidity Flaw: The Torpidity Flaw function causes the item to inflict a -2 penalty to all of the recipient character's throws in an otherwise common situation (such as daylight) or in presence of a common item (such as garlic) as the item makes the recipient character sluggish and weak. The particular situation or item is subject to the designer's choice and the Judge's approval.

Underpowered Impeller: A cybernetic item with the Underpowered Impeller function draws additional power from the recipient character's spirit. When rolling for the Tampering with Mortality effect caused by such an item, apply a -5 penalty to the d20 roll. (An item cannot be both underpowered and have an integral power source.)

Unreliable Catalyst: As the name suggests, a cybernetic item with the Unreliable Catalyst function does not always work as expected. Whenever the recipient character rolls a natural 1 on any throw, the item becomes totally

disabled and ceases to function (even as a prosthetic). A character whose torso ceases to function is paralyzed and will die in 1d6+3 rounds. It can be re-enabled with an action and a throw of 11+ by the recipient character (if not paralyzed) or anyone familiar with cybernetic items, or in 1 turn of work without a throw needed.

Vulnerability Modules: An item built with Vulnerability Modules is not merely itself weak to a certain attack type, but extends that weakness to the recipient character. The recipient character suffers double damage from a specific common attack type (fire, ice, magical weapons, etc). The particular attack type is subject to the designer's choice and the Judge's approval.



CYBERNETIC FUNCTION DESCRIPTIONS

TIER 0 FUNCTIONS

Integrated Armor: The integrated armor function allows a cybernetic item to include a suit of armor, or the effective equivalent, for the recipient character. The recipient character must be proficient with the armor integrated. If the integrated armor grants proficiency with itself, it becomes a Tier 1 cybernetic function for armor up to 2 AC better than the recipient character's actual proficiency, a tier 2 function for up to 4 AC better than their actual proficiency, and a tier 3 function for up to 6 AC better than their actual proficiency. Integrated armor cannot be removed, but is perfectly comfortable and inflicts no additional penalties (so long as the recipient character is proficient with the armor integrated). It does, however, slow the character; a character with integrated armor is treated as always carrying the armor's weight (normally stone equal to the AC provided). Depending on the design, integrated armor may integrate a specific suit of armor or may only offer the equivalent protection. (Hardening a recipient character's skin to be as tough as leather armor, for example, would be an example of integrated leather armor, and would count towards encumbrance as if the character were permanently carrying 2 stone of weight.)

Integrated Weapon: The integrated weapon function allows a cybernetic item to include a weapon for the recipient character. An integrated weapon cannot be hidden or disarmed. If the integrated weapon can be concealed, this function counts as one additional special ability; a concealed integrated weapon cannot be detected by visual inspection. This function does not grant proficiency with the weapon by default. If the

integrated weapon grants proficiency with the weapon, it becomes a Tier 1 cybernetic function. Alternately, instead of integrating an ordinary weapon, an integrated weapon may be an automaton-style weapon. An integrated automaton weapon deals a maximum of 3 damage per Rating of the cybernetic item, with an average of half that. Depending on the design, this damage may be in a single weapon or attack, or may be spread between as many as four. If an integrated automaton weapon has more than one attack, select one attack to be the primary attack. Any damage bonuses from class, proficiencies, stats, magic, or any other source apply only to the primary attack. An integrated automaton weapon is a Tier 1 function for Ratings up to 5, a Tier 2 function for Ratings up to 10, a Tier 3 function for Ratings up to 15, and a Tier 4 function for ratings of 16+. If an integrated automaton weapon is ranged, it has a maximum range up to 30' times the item's Rating; however, a ranged automaton weapon counts as one additional special ability.

Prosthetic: A cybernetic item that possesses no functions may still serve as a prosthetic. A prosthetic cybernetic item offers no special bonuses or penalties, but serves as an ordinary example of the body part replaced. Prosthetic cybernetic items are most often used for characters who have suffered mortal wounds, or temporarily when a recipient character's cybernetics have too many special abilities for them all to function.

TIER 1 FUNCTIONS

Adapted Responsiveness: The Adapted Responsiveness function is a generic function designed to cover many different kinds of abilities. A cybernetic item that has the Adapted Responsiveness function grants its recipient any single monster minor ability worth up to ## (as per *Lairs and Encounters*TM pages 153-155) that is not better expressed by a more specific function. If a monster special ability refers to a natural weapon, it can benefit only an integrated weapon in the same cybernetic item. At the Judge's discretion, some abilities may not be available or appropriate for use in cybernetic items; be sure to check with your Judge before designing a cybernetic item with the Adapted Responsiveness function. A recipient character may benefit from this function more than once, for a different ability each time. It may still only be added to a particular cybernetic item once.

Aquatic Inciters: A cybernetic item with the Aquatic Inciters function allows the recipient character to travel through water with ease. The recipient character can swim at their exploration movement rate, with no check required regardless of weight carried. Additionally, they may hold their breath for up to 1 turn, even while exerting themselves. However, after holding their breath for 1 turn, they must spend at least 1 hour above water to allow the oxygen reservoir to refill.

Assault Elements: This function allows for limited-use weaponry. Assault elements may be used up to three times per day, targeting a creature within 60'. The targeted creature suffers 1d6 damage per Rating of the item, up to a maximum of 5d6 damage, but may save vs Blast; on a successful saving throw, they take only half damage. Depending on design, an

assault element may deal physical or elemental damage, of a chosen element. Assault elements may have their maximum dice of damage increased at the cost of additional special abilities. For each additional special ability, the maximum number of damage dice is increased by 5d6. Assault elements may also be customized in a variety of ways. If the assault element requires an attack throw to hit, instead of a saving throw for half damage, it requires one fewer special ability. If a successful saving throw against the assault element negates damage, instead of halving it, it requires one fewer special ability. If the assault element affects an area, instead of a single target, it requires one or more additional special abilities. For one additional special ability, the assault element affects all creatures in a 10' diameter sphere centered on a point within 60'. For two additional special abilities, the assault element affects a 60' long x 5' wide line from the recipient character. For three additional special abilities, the assault element affects a 20' diameter sphere centered on a point within 60'. For four additional special abilities, the assault element affects a 40' long x 20' wide cone from the recipient character. Finally, the range of the assault element may be increased. For each additional special ability dedicated to increase the range, the assault element's range is doubled. If additional customization beyond what is listed here is desired, the Judge should decide how many special abilities it counts as, as well as whether or not the desired customization is possible at all. A recipient character may benefit from multiple assault elements, but still only one per item.

Burden Structures: This function allows the recipient character to carry more weight without becoming encumbered. Each encumbrance category is increased by 1 stone (for example, they may move at 120' exploration movement while carrying up to 6 stone). Additionally, their maximum carrying capacity is increased by 5 stone.

Celerity Inducers: This function accelerates the movement of the recipient character. The recipient character's exploration movement rate is increased by 10' if the item's Rating is 1-5, 20' if the item's Rating is 6-10, 40' if the item's Rating is 11-15, and 60' if the item's Rating is 16+.

Embedded Impulses: The Embedded Impulses function allows a cybernetic item to take over the recipient character's reaction to a situation. The Embedded Impulses function is built with a specific general proficiency. The recipient character may benefit as if they had one rank in the chosen proficiency. This does not stack with any ranks in the proficiency that the recipient character may have themselves, or that they may be granted by any other sources (most likely magic). (Remember as always that the Judge may veto any cybernetic item that strains credulity; eyes that grant Military Strategy may be believable, but feet that do the same may not be.)

Improved Armor: The Improved Armor function requires that the cybernetic item contain the Integrated Armor function as well. The item's Integrated Armor is treated as +1 armor. This function cannot improve the effect of armor that was already enchanted.

Improved Weapon: The Improved Weapon function requires that the cybernetic item contain the Integrated Weapon function as

well. The item's Integrated Weapon is treated as a +1 weapon. This function cannot improve the effect of a weapon that was already enchanted. If the item's Integrated Weapon is an automaton weapon with more than one attack, only the primary attack is treated as +1. (In such a case, this function may be added to the item more than once, to improve each part of the integrated automaton weapon.)

Tenacity Underpinnings: The Tenacity Underpinnings function grants the recipient character +3 maximum hit points.

TIER 2 FUNCTIONS

Ascension Array: The Ascension Array function allows the recipient character to climb effortlessly, even sheer vertical surfaces. The recipient character can climb at their normal movement rate, or half that if the surface is vertical or upside-down. The array requires the recipient character to use at least three limbs to climb; they may fight with a one-handed weapon, cast spells, and otherwise defend themselves normally so long as they dedicate at least three limbs to their climbing. They may not run or charge while climbing.

Enhanced Armor: The Enhanced Armor function is an improved version of the Improved Armor function, and is identical except that the integrated armor is treated as +2.

Enhanced Weapon: The Enhanced Weapon function is an improved version of the Improved Weapon function, and is identical except that the integrated weapon is treated as +2.

Fortitude Backings: The Fortitude Backings function is an improved version of the Tenacity Underpinnings function, and grants the recipient character +6 maximum hit points.

Incorporated Responses: The Incorporated Responses function is an improved version of the Embedded Impulses function. The Incorporated Responses function is built either with two ranks in a general proficiency, or one rank in a class proficiency. It is otherwise identical to the Embedded Impulses function.

Integral Power Source: A cybernetic item with this function has its own power source, and does not need to be powered by the spirit of the recipient character. As a result, it does not inflict a Tampering With Mortality effect on the recipient character.

Load Unit: The Load Unit function is an improved version of the Burden Structures function, adding +2 stone to each encumbrance category and +10 stone to the recipient character's maximum carrying capacity.

Modified Functionality: The Modified Functionality function is an improved version of the Adapted Responsiveness function, and may provide a monster minor special ability worth up to #####. It is otherwise identical.

TIER 3 FUNCTIONS

Aviation Procedures: The Aviation Procedures function allows the recipient character to fly at twice their exploration movement rate. A character may benefit from this function up to three times, but only once per item. If a recipient character has this function in two items, they may hover in the air. If a recipient character has this function in three items, they instead may fly at four times their exploration movement rate.

Bolstered Armor: The Bolstered Armor function is an improved version of the Improved Armor function, and is identical except that the integrated armor is treated as +3.

Bolstered Weapon: The Bolstered Weapon function is an improved version of the Improved Weapon function, and is identical except that the integrated weapon is treated as +3.

Coordinated Reflexes: The Coordinated Reflexes function is an improved version of the Embedded Impulses function. The Coordinated Reflexes function is built either with three ranks in a general proficiency, or two ranks in a class proficiency. It is otherwise identical to the Embedded Impulses function.

Engineered Capability: The Engineered Capability function is an improved version of the Adapted Responsiveness function, and may provide a monster major special ability worth up to *. It is otherwise identical.

Haulage Mechanism: The Haulage Mechanism function is an improved version of the Burden Structures function, adding +3 stone to each encumbrance category and +15 stone to the recipient character's maximum carrying capacity.

Toughness Reinforcement: The Toughness Reinforcement function is an improved version of the Tenacity Underpinnings function, and grants the recipient character +9 maximum hit points.

TIER 4 FUNCTIONS

Augmented Armor: The Augmented Armor function is the ultimate version of the Improved Armor function. The integrated armor is treated as +3, and also gains a powerful defensive special ability. The armor's defensive special ability should be comparable to a monster special ability worth no more than one *. Examples would include immunity to normal weapons, magic resistance, or a chance to destroy weapons that strike it.

Augmented Weapon: The Augmented Weapon function is the ultimate version of the Improved Weapon function. The integrated weapon is treated as +3, and also gains a powerful offensive special ability. The weapon's offensive special ability should be comparable to a monster special ability worth no more than one *. Examples include vorpal, eating the souls of enemies slain by it, or dealing double or triple damage against a specific kind of creature (triple damage would require a more narrow or less common creature than double).

Evolved Capacity: The Evolved Capacity function is the ultimate version of the Adapted Responsiveness function, and may provide a monster major special ability worth up to **. It is otherwise identical.

Mass Framework: The Mass Framework function is the ultimate version of the Burden Structures function, adding +3 stone to each encumbrance category and +15 stone to the recipient character's maximum carrying capacity. The recipient character also gains a +16 bonus to throws to force open doors and similar feats of strength, and can hurl small

boulders or similarly heavy items as a weapon up to 120' dealing 1d10 damage.

Synthesis Responses: The Synthesis Responses function is the ultimate version of the Embedded Impulses function. The Synthesis Responses function is built with a total of four ranks in general proficiencies, or three ranks in class proficiencies. Unlike the lower-tier versions, these ranks do not all need to be in the same proficiency. It is otherwise identical to the Embedded Impulses function.

Vitality Sustainer: The Vitality Sustainer function is the ultimate version of the Tenacity Underpinnings function, and grants the recipient character +9 maximum hit points. Additionally, the recipient character is able to heal extraordinarily quickly, recovering 1 hit point every hour of rest in addition to any natural healing that may occur. The recipient character must still rest to recover hit points.



Heroic Item Crafting

Heroic Item Crafting offers Judges a new way to design formulas for magic items, based off the rarity of those magic items.

With Heroic Item Crafting, you begin by knowing the rarity of the item you wish to craft. (If you don't know the item's rarity, consult the Item Price Range column in the table on the next page and compare to the normal cost of the item.) Each rarity of item has a base price associated with it. The steps to heroically create a magic item are as follows:

Step 1: Spend half of the item's base price in gold pieces. At this stage, the character is performing initial exploratory research such as feasibility studies.

Step 2: Learn an **experimental recipe**. At this step, the character should be told a list of components generated by the Judge that are appropriate for the item (whether generated through Heroic Item Crafting or not). This recipe is still experimental, and will not confer the normal benefits of having a formula at this point.

Step 3: Collect the required components as listed in the experimental recipe. Usually, this will involve some mercantile ventures or adventuring or both.

Step 4: Expend the required components. At this step, the character goes through the basic process of the recipe, in order to sanity check it and confirm that it is not immediately guaranteed to explode. It isn't a guarantee that it definitely won't explode, but it means there's at least a chance that it won't.

Step 5: Collect the required components again.

Step 6: Spend half the base price, plus the required components, and make a magic research throw (with no formula benefit, as you

don't yet have a formula). On a successful magic research throw, the experimental recipe is proven to be a true formula, and the character creates the item.

If a character already has a formula or sample for the item they wish to create, they can skip immediately to steps 5/6, and make a magic research throw benefited by their formula or sample as normal. This is primarily a rephrasing of the existing rules, and gives identical results. Note that in this case, the required components as listed in the recipe or formula will have a total value of half the base price by default.

Where Heroic Item Crafting separates from the Core rules is in how the formula is determined. In Heroic Item Crafting, an item's formula has a **keystone component** and a variety of lesser components. The keystone component is a component (or components) determined by the item's rarity, as listed on the table below. The keystone component will always be from a monster of rarity equal to or greater than the item (by default, equal to, except at the Judge's discretion) and must be associated with the effect of the item as per ACKS Core and Lairs and Encounters™. The keystone component will usually be selected by the Judge specifically to be appropriate for the item, rather than being rolled for (though if desired, the Judge can simply roll on the appropriate table for rarity and come up with an explanation for how it's related). At higher rarities, a keystone component will actually be multiple of the same component, as per the table below. (If the Judge desires, these keystone components may be separate items, but more commonly it is multiple of the same item.)

Item Rarity	Required Keystone Components	Average Keystone Value	Average Total Component Value	Item Base Price	Item Price Range
Common	1 Common	180 gp	250 gp	500 gp	Up to 1,000
Uncommon	1 Uncommon	515 gp	1,250 gp	2,500 gp	Up to 6,000
Rare	3 Rare	3,420 gp	6,250 gp	12,500 gp	Up to 30,000
Very Rare	6 Very Rare	14,400 gp	30,000 gp	60,000 gp	Up to 150,000
Legendary	10 Legendary	78,000 gp	150,000 gp	300,000 gp	Above 150,000

For example, a character is crafting a Legendary magic item. The Judge consults the table and sees that the keystone component is 10 Legendary. The Judge consults the Legendary monster list and decides that the part that best fits for this item is the flight feathers of 10 giant rocs. The average value of a Legendary component is 7,800 gold, so this accounts for 78,000 of the required 150,000 gp worth of components. The Judge may either roll on the Additional Components: Legendary Item table (which will generate an average value of 72,000 gp) to find out what other rarities of components are required, or select them from tables to fill the remaining budget, as described below. Note that because the flight feathers of 10 giant rocs actually have a value of 125,000 gp, higher than the average, this formula may end up being more expensive to craft than the average formula and therefore less valuable, as described later. However, with lucky rolls on the additional components table, it might still end up cheaper than average!

Other components can be chosen or rolled for (the default assumption is rolled for). Each rarity table has an average value listed. The Judge can either roll on the Additional Components table to find out which components to roll for, or can select tables with an average value to fill the remaining average cost. For example, a character is crafting a Common magical item. The average component value for a Common item is 250 gp.

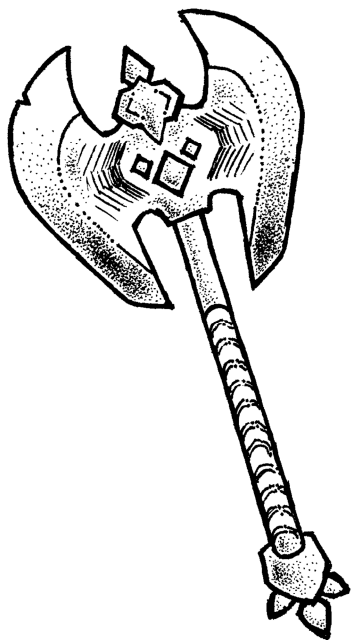
The Judge selects a keystone component. The keystone component is a Common component, which has an average value of 180 gp. This leaves the Judge with 70 gp of budget to fill. The Judge may either select to roll on tables whose average value adds up to 70, or may roll on the Additional Components: Common Item table. (The Additional Components: Common Item table has an average result of 70 gp, but randomness will cause it to vary.) Note that since we are dealing with averages here anyway, it is not a big deal if selected tables do not precisely match. Our Judge who needs 70 gp might choose to roll on Additional Components: Common Item once (average value: 70 gp), or roll directly on Everyday Components twice (average value: 100 gp), and both of them would be close enough. (This is particularly true in this case, since 2 Everyday is one of the possible results on the Additional Components: Common Item table.)

ADDITIONAL COMPONENTS TABLES

As described above, after determining your keystone component, you may roll on the Additional Components table for your item rarity. The Additional Components table will, on average, result in components being added to the average keystone component to bring the total up to the average components for that particular rarity. As with keystone components, multiple items of the same rarity are usually multiple of the same item, but may be separate items at the Judge's discretion.

Additional Components: Common Item (Average Value: 70 gp)	
Roll (2d6)	Components
2-4	None
5-7	1 Everyday
8-9	2 Everyday
10	3 Everyday
11-12	1 Common

Additional Components: Uncommon Item (Average Value: 735 gp)	
Roll (2d6)	Components
2	1 Everyday
3	2 Everyday
4	1 Common, 1 Everyday
5	2 Common
6	1 Uncommon
7	1 Uncommon, 1 Common
8	1 Uncommon, 2 Common
9	1 Uncommon, 3 Common
10	2 Uncommon, 1 Common
11	3 Uncommon
12	3 Uncommon, 2 Common



Additional Components: Rare Item (Average Value: 2,830 gp)	
Roll (2d6)	Components
2	2 Common
3	3 Common
4	3 Uncommon
5	1 Rare, 1 Uncommon
6-7	2 Rare, 1 Uncommon
8	2 Rare, 2 Uncommon
9	3 Rare
10	3 Rare, 2 Uncommon
11	3 Rare, 3 Uncommon
12	4 Rare, 1 Uncommon

Additional Components: Very Rare Item (Average Value: 15,600 gp)	
Roll (2d6)	Components
2	1 Rare
3	4 Rare
4	6 Rare
5	4 Very Rare
6	6 Very Rare
7	6 Very Rare, 1 Rare
8	6 Very Rare, 2 Rare
9	7 Very Rare, 3 Rare
10	8 Very Rare, 6 Rare
11	10 Very Rare, 2 Rare
12	12 Very Rare

Additional Components: Legendary Item (Average Value: 72,000 gp)	
Roll (2d6)	Components
2	2 Very Rare
3	4 Very Rare
4	5 Very Rare
5	2 Legendary, 2 Very Rare
6	4 Legendary, 4 Very Rare
7	8 Legendary, 4 Very Rare
8	10 Legendary, 6 Very Rare
9	12 Legendary, 6 Very Rare
10	18 Legendary, 4 Very Rare
11	20 Legendary
12	24 Legendary

Once an item's formula is known, that formula can have value. A formula for an item has a base value equal to the item's base price. (For example, a formula for a Common item has a base price of 500 gp.) However, not all formulas are created equal; some are more or less valuable, based on the value of the required components. A formula's base value is modified by the ratio between the actual required component value for that particular formula and the average value of the components required for a formula of that rarity. Divide the base price by the ratio to determine the formula value. For example, a Common item normally requires 250 gp of components. If a Common item formula were researched that required 300 gp of components, 300 gp is 120% of normal ($300 / 250 = 1.2$). The base value for a Common formula is 500 gp, so this formula is worth ($500 / 1.2$) = 416.67 gp. (It is reasonable to round the results; in this case, the Judge rounds it to 415 gp.)

AN EXAMPLE OF CRAFTING A MAGIC ITEM

A character wishes to craft a potion of healing. This is a Common magic item. First, the Judge consults the Keystone Components table to determine what keystone component is needed. The table informs them that one Common component is required for a keystone in a Common magic item. The Judge looks at the list of Common components and decides that it requires the blood of an orc, inspired by the orc-draught of yore. The Judge then rolls on the Additional Components: Common Item table to see what other components are required. Rolling 2d6, the Judge gets a result of 7, which means that this formula also requires 1 Everyday component. The Judge then rolls on the Everyday Components Table and gets a

result of "A bloodstone worth at least 50 gp". The Judge then considers the value of this formula; it requires components worth a total of 60 gp (an orc having an XPV of 10, plus 50 for the gem), compared to the normal 250 for a common item. This is very low, as a result of the Judge having selected a keystone component worth significantly less than the average for a common component, and of having chosen for it to be one orc instead of six orcs. (The average value of a common component is 180 gp). Because this was the result of their choice and not the result of dice rolling, the Judge decides to adjust it by rolling again on the Common Item Component table; rolling a 10, this adds an additional 3 Everyday components to the formula. Because they like rolling dice, the Judge decides to roll three different components for this item. The Judge rolls a bone trinket worth 40 gp, a lapis lazuli worth at least 25 gp, and 150 bricks of salt (1 load, worth 100 gp). This brings the total value of the components in the formula up to 10 (orc blood) + 50 (bloodstone) + 40 (bone trinket) + 25 (lapis lazuli) + 100 (salt bricks) = 225 gp. The Judge is happy with this. The component value is slightly less than the normal amount for a Common item; specifically, it is 90% of the value. Because of this, the formula is worth more than the average formula for a potion of healing. An average formula for a Common item is worth 500 gp. This formula is worth ($500/0.9$) = 556 gp.

An alternate universe Judge decides not to roll for more components, but to increase the number of keystone components (orcs) required instead. 10 is 1/18 of the average value of a common component, so the Judge rolls 5d6, figuring that an average result of 17.5 is close enough to 18. This Judge rolls 23 on 5d6, meaning that this formula requires the

blood of 23 orcs, plus one 50 gp bloodstone, for a total value of $230 + 50 = 280$ gp of components. This is 112% of the average value, meaning the formula is worth $(500/1.12) = 446$ gp.

OPTIONAL RULE: SPECIFIC ITEM VALUES

Heroic Item Crafting uses the average value for items of a given rarity for all calculations. This has the benefit of simplicity, but loses granularity, resulting in some items sometimes being over-valued or under-valued. If desired, a Judge may use the precise value for the item being constructed instead of the average value for its rarity. Use the item's precise value in all places where the base price is referenced, including the expected average component value (which may require more or fewer rolls on tables, or simply alter the value of the final formula). Remember that the expected average component value is half of the base price.

OPTIONAL RULE: HIGHER RARITY COMPONENTS

Some players may find themselves with more high-rarity components than they actually need. Using this optional rule, higher-rarity components may be substituted on a 1-for-1 basis for lower-rarity components. This is one component for one component, not one gp for one gp! The higher rarity component will almost always be more valuable, and have been more difficult to get. For example, a high-level party slays a venerable dragon and harvests their wing claws. A venerable dragon is a Legendary monster. This party does not know any formulae that require a Legendary component, but they do know one that requires the eye of a sorcerous sphere, a Very Rare component. Using this optional rule, the party may use the wing claws of the venerable dragon in place of the eye of the sorcerous sphere.

(The inefficiency is already accounted for in the difference in value. The components of the venerable dragon are worth 12,800 gp, while the components of the sorcerous sphere are worth only 4,800. Though it is not always exactly the case that a more rare component is more valuable, it is true in the average case, and the additional difficulty involved in finding the more rare component accounts for the rest.)

OPTIONAL RULE: HEROIC DEEDS

Instead of requiring a component of a specific rarity, a formula may instead require a Heroic Deed of a specific rarity. A Heroic Deed of a given rarity should involve a monster of the specific rarity (or equivalent challenge), but not necessarily killing them or taking power from their corpse. For example, it would be a Legendary Heroic Deed to temper your sword in the fiery breath of a venerable red dragon. A Heroic Deed of a given rarity may be added to a formula as if it had the average GP value for its rarity. (For example, the average GP value of a Legendary component is 7800 gp, so a formula that required you to temper your sword in the breath of a venerable red dragon would have the Deed added to its value as if it were worth 7800 gp, or would take the place of a Legendary component roll.)

Some Heroic Deeds may affect the item or its usage, instead of the formula for creation. For example, after use, the item may scatter into seven disparate places around the world and need to be gathered together before it can be re-used. If the Deed needs to be performed multiple times (such as per usage for a reusable item), it should be counted in the formula as if it were components equal to the creation usage multiplier for creating an item usable as often as the deed needs to be performed. For

example, an item usable once per day costs $500 \text{ gp} * \text{spell level} * 10 \text{ gp}$ as its base price. If a Heroic Deed needs to be performed each day to recharge the item, this would count as ten components of the Deed's rarity. If the Deed needs to be performed only once (such as for a consumable item), it should be counted as a single component.

Example of reusable Heroic Deed: A formula is being created for a +3 sword that must be bathed in the blood of the innocent to function, after which it functions for 1 turn. The Judge decides that the blood of the innocent is pretty easy to get, and counts as a Common component. Because the sword is always active and has no restriction on how often it can be recharged, this is equivalent to an Unlimited Use in terms of recharge. An unlimited use item costs $\text{spell level} * 500 * 50 \text{ gp}$ normally, so the creation usage multiplier is 50. The requirement that it be bathed in the blood of the innocent to function therefore counts as 50 Common components. The average value of a Common component is 180 gp, so 50 Common components is worth 9,000 gp of components. A sword +3 is a Very Rare item; rolling on the Additional Components: Very Rare Item would normally have an additional component value of 15,600 gp, so the Judge decides to take half of the result of a roll on that table to go with the keystone component and the requirement that it be bathed in the blood of the innocent.

OPTIONAL RULE: SPLIT COMPONENT VALUE

Heroic Item Crafting assumes, by default, that whatever component is required is invested with the entire essence and value of the slain monster. That is, if a goblin's ear is required, that ear is worth 5 GP and no other parts from that particular goblin are useful for item crafting. For this reason, only monsters are

listed and not specific parts; the specific part required is up to the Judge.

Lairs and Encounters™ offers a way to split monster parts to allow more than one part to be taken from a specific monster. If this rule is being used, divide the required number of monster parts by the fraction of the monster's value that the selected part represents. For example, say that a monster required has two possible parts (horns and claws), and each part contains half the total value per L&E. A formula is discovered that requires only their horns, as the Judge is using the L&E rules for multiple parts. The value of the monster's horns is one-half the whole value of the monster's components. The formula normally requires one part, and one divided by one-half is two. Therefore, this formula requires the horns of two monsters.



OPTIONAL RULE: DERIVING FORMULAS FROM STARTING COMPONENT

It may occur that players find themselves in possession of monster parts for which they have no formula, but that they wish to turn into a magic item. In such a case, players may choose a monster part (or collection of monster parts) they possess that will act as the keystone component for a formula. The Judge will then select (or create) an appropriate item of the right rarity for those components to act as the keystone component. Generate the rest of the required components normally and proceed through the steps as normal, except that the character will not be certain of what item they are creating until they finish and successfully create it.

COMPONENT TABLES

Each of the component rarities has an average value for their table. At the Judge's discretion, you may choose other tables when similar average value whenever asked to roll, or choose components of appropriate value. Additionally, in some campaigns, different monsters may be of different rarities. Minor changes are perfectly fine; if you switch around some monsters, it is unlikely to be a big deal. If you

make major changes, this may affect the average values. As long as you maintain a similar average value, no changes are required to any other part of Heroic Item Crafting; altering the average values significantly will require additional changes to how many components are required for what rarity of item.

Component Rarity	Average Value
Everyday	50 gp
Common	180 gp
Uncommon	515 gp
Rare	1,140 gp
Very Rare	2,400 gp
Legendary	7,800 gp

All values on the Component tables are listed in gold pieces (gp). When a number is listed after a component, it indicates that that many of that component are required. (For example, Bat (4) indicates that four bats are required.) The total value is given; again, for four bats, a value of 20 gp is listed. 20 gp is the value for all four bats (5 gp per bat).



Roll	Everyday Components		Common Components		Uncommon Components	
	Component	Value	Component	Value	Component	Value
1	Lungwort (1 lb)	5	Bat (4)	20	Halfling (4)	20
2	Willow-bark (1 lb)	5	Bat (4)	20	Halfling (4)	20
3	Lotus (1 lb)	5	Goblin (4)	20	Yellow Mold	38
4	Milk thistle (1 lb)	5	Goblin (4)	20	Yellow Mold	38
5	Ink (1 pot)	8	Goblin (4)	20	Green Slime	38
6	Aloe (1 lb)	10	Goblin (4)	20	Green Slime	38
7	Bitterwood (1 lb)	10	Hawk (4)	20	Venous Sentinel	38
8	Blessed thistle (1 lb)	10	Kobold (4)	20	Venous Sentinel	38
9	Belladonna (1 lb)	10	Kobold (4)	20	Dwarf (4)	40
10	Birthwort (1 lb)	10	Kobold (4)	20	Dwarf (4)	40
11	Comfrey (1 lb)	10	Kobold (4)	20	Gnome (4)	40
12	Goldenrod (1 lb)	10	Rot Grub (4)	20	Gnome (4)	40
13	Wolfsbane (1 lb)	10	Rot Grub (4)	20	Blood Hound	47
14	Woundwort (1 lb)	10	Giant Rat (4)	20	Blood Hound	47
15	Rose water (1 quart)	10	Giant Rat (4)	20	Shadow	59
16	Azurite	10	Giant Killer Bee (5)	30	Shadow	59
17	Hematite	10	Giant Killer Bee (5)	30	Elf (4)	60
18	Malachite	10	Giant Centipede (5)	30	Elf (4)	60
19	Obsidian	10	Giant Centipede (5)	30	Gnoll (3)	60
20	Quartz	10	Giant Shrew (4)	40	Gnoll (3)	60
21	Cinnamon (5 lbs)	15	Giant Shrew (4)	40	Skeleton (5)	65
22	Cloves (5 lbs)	15	Spitting Cobra (4)	52	Skeleton (5)	65
23	Pepper (5 lbs)	15	Spitting Cobra (4)	52	Grey Ooze	65
24	Sugar (5 lbs)	15	Stirge (4)	52	Grey Ooze	65
25	Horsetail (1 lb)	15	Stirge (4)	52	Flay Fiend (4)	76
26	Frankincense (1 lb)	15	Giant Fire Beetle (4)	60	Flay Fiend (4)	76
27	Grains of paradise (1 lb)	15	Dog, Hunting (4)	60	Mermen (10)	100
28	Saffron (1 lb)	15	Hobgoblin (4)	60	Mermen (10)	100
29	Myrrh (1 lb)	20	Hobgoblin (4)	60	Morlock (15)	150
30	Spider webs (4 lbs)	25	Giant Ferret (4)	60	Morlock (15)	150
31	Bone dust (4 lbs)	25	Giant Ant	60	Neanderthal (10)	200
32	Amaranth (4 lbs)	25	Men, Brigand (6)	60	Neanderthal (10)	200
33	Bloodroot (4 lbs)	25	Men, Merchant (6)	60	Giant Vampiric Bat (8)	232
34	Camphor (4 lbs)	25	Men, Nomad (6)	60	Giant Vampiric Bat (8)	232
35	Celandine (4 lbs)	25	Men, Pirate (6)	60	Hippogriff (4)	260
36	Cinquefoil (4 lbs)	25	Orc (6)	60	Animated Crystal Statue (4)	260
37	Hawthorne branches (4 lbs)	25	Bugbear	65	Throghrin (4)	320
38	Mandrake (4 lbs)	25	Giant Piranha	65	Wight (4)	320
39	Mistletoe (4 lbs)	25	Giant Hawk	65	Wight (4)	320
40	Orris root (4 lbs)	25	Giant Hawk	65	Hoarflesh (4)	320
41	Ragwort (4 lbs)	25	Rock Baboon (4)	80	Sea Serpent	320
42	Holy water (1 vial)	25	Giant Bat (4)	80	Sea Serpent	320
43	Fresh hemlock (4 lbs)	25	Giant Bombardier Beetle (4)	80	Ghoul (12)	348
44	Lapis lazuli	25	Camel (4)	80	Ghoul (12)	348
45	Agate	25	Crocodile (4)	80	Zombie (12)	348
46	Tiger eye	25	Light Horse (4)	80	Zombie (12)	348
47	Turquoise	25	Mule (4)	80	Cockatrice	350
48	Rabbit or hen (150)	45	Troglodyte (4)	80	Cockatrice	350
49	Pig or goat (15)	45	Giant Carnivorous Fly (4)	80	Giant Hyena (Hyenaedon)	380
50	Bone jewelry	50	White Ape	80	Giant Hyena (Hyenaedon)	380
51	Scimshaw jewelry	50	Men, Berserker (4)	84	Griffon	440
52	Beast parts jewelry	50	Cavern Locust (4)	116	Griffon	440
53	Sheep (25)	50	Bull Shark (4)	116	Ankheg	500

Roll	Everyday Components		Common Components		Uncommon Components	
	Component	Value	Component	Value	Component	Value
54	Barrel of good beer (5)	50	Mako Shark	135	Ankheg	500
55	Dye and pigments (1 jar)	50	Pit Viper (4)	152	Harpy (8)	520
56	Fine wine (10 bottles)	50	Giant Crab Spider (4)	152	Wererat (8)	520
57	Fine spirits (10 bottles)	50	Dog, War (5)	175	Gelatinous Cube (4)	540
58	Maple (common wood, 1 cord)	50	Lizardman (5)	175	Carcass Scavenger (4)	540
59	Oak (common wood, 1 cord)	50	Wolf (5)	175	Carcass Scavenger (4)	540
60	Rowan (common wood, 1 cord)	50	Hyena (5)	175	Gargoyle (4)	540
61	Yew (common wood, 1 cord)	50	Black Bear(3)	180	Gargoyle (4)	540
62	Pine (common wood, 1 cord)	50	Panther (3)	180	Werewolf (4)	540
63	Copper (50 ingots)	50	Giant Toad (4)	188	Dire Wolf (4)	560
64	Iron (50 ingots)	50	Giant Tarantula (Spider)	190	Dire Wolf (4)	560
65	Bronze (50 ingots)	50	Giant Tiger Beetle (3)	195	Ogre (4)	560
66	Bloodstone	50	Mountain Lion (3)	195	Ogre (4)	560
					Animated Iron Statue (3)	
67	Fish, preserved (10 barrels)	50	Heavy Horse (3)	195		570
68	Cattle (5)	50	Giant Gecko Lizard (3)	195	Werebear	570
69	Crystal	50	Sea Snake (3)	195	Werebear	570
70	Citrine	50	Boar (4)	200	Owlbear (3)	600
71	Jasper	50	Medium Horse (4)	200	Owlbear (3)	600
72	Moonstone	50	Shrieker (4)	200	Rust Monster (3)	600
73	Onyx	50	Giant Crab (4)	200	Rust Monster (3)	600
74	Rosewood (rare wood, 2 stone)	60	Herd Animals (5)	200	Giant Rhinoceros	600
75	Mahogany (rare wood, 2 stone)	60	Grizzly Bear	200	Giant Rhinoceros	600
76	Ebony (rare wood, 2 stone)	60	Giant Boar	200	Hill Giant	600
77	Tea (1 bag)	75	Lion	200	Hill Giant	600
78	Coffee (1 bag)	75	Giant Rhagodessa	215	Minotaur (2)	640
79	Carnelian	75	Giant Weasel	215	Minotaur (2)	640
80	Chalcedony	75	Giant Black Widow Spider (3)	240	Wereboar (3)	645
81	Sardonyx	75	Giant Scorpion (2)	270	Wereboar (3)	645
82	Zircon	75	Giant Rattler (Snake) (2)	270	Troll	680
83	Hides and furs (5 bundles)	75	Giant Draco Lizard (2)	280	Troll	680
					Animated Stone Statue	
84	Yak (2)	80	Cave Bear	320	(2)	700
85	Burned ashes of black lotus	100	Tiger	320	Weretiger (2)	700
86	Bricks of salt (150)	100	Crocodile, Large	320	Elephant	700
87	Lamp oil (5 jars)	100	Giant Tuatara Lizard	320	Elephant	700
88	Textiles (4 bags)	100	Rhinoceros	320	Stone Giant	700
			Giant Horned Chameleon			
89	Amber	100	(Lizard)	350	Stone Giant	700
90	Amethyst	100	Giant Python (Snake)	350	Medusa (3)	735
91	Coral	100	Polar Bear	440	Medusa (3)	735
92	Jade	100	Giant Rockfish	460	Necropede	820
93	Jet	100	Killer Whale	570	Frost Giant	850
94	Tourmaline	100	Giant Leech	570	Ettin	850
95	Cloth (10 rolls)	100	Giant Squid	570	Basilisk	980
96	Preserved meats (10 barrels)	200	Giant Catfish	600	Basilisk	980
97	Glassware (1 crate)	200	Great White Shark	1100	Wyvern	1140
98	Garnet	250	Narwhal	1200	Skittering Maw	1600
99	Pearl	250	Giant Sturgeon	1550	Giant Crocodile	1800
100	Spinel	250	Giant Octopus	1600	Sperm Whale	12500

Rare Components		
Roll	Component	Value
1	Dragon, Spawn	29
2	Dryad	29
3	Sprite (5)	30
4	Pegasus	35
5	Pixie (3)	39
6	Naiad (3)	39
7-8	Wood Golem	47
9-10	Hell Hound, Lesser	65
11-12	Desert Ghoul	65
13-14	Haugbui	65
15	Centuar	80
16	Blink Dog	135
17	Death Charger	135
18-19	Thrassian	140
20-21	Dragon, Very Young	190
22-23	Wraith	190
24-25	Dire Orc	215
26-27	Phase Tiger	320
28-29	Ochre Jelly	350
30-31	Dire Gnoll	460
32-33	Mummy	460
34-35	Caecilian	570
36-37	Manticore	680
38-39	Dragon, Young	820
40-41	Spectre	820
42-43	Amphisbaena	820
44-45	Fire Giant	1000
46-47	Arane	1070
48-49	Leyak	1070
50-52	Elemental, Lesser	1100
53-55	Flame Salamander	1100
56-57	Bone Golem	1100
58-61	Hydra	1195
62-64	Giant, Cloud	1200
65-67	Cyclops	1300
68-70	Yali	1300
71-73	Black Pudding	1550
74-75	Golem, Amber	1550
76-78	Dragon, Juvenile	1600
79-80	Gorgon	1600
81-82	Storm Giant	1800
83-84	Frost Salamander	2100
85-86	Lamia	2500
87-88	Vampire	2510
89-90	Nathagol	2950
91-92	Sphinx	3000
93-94	Hag	3100
95-96	Remorhaz	3225
97-98	Rakshasa	3650
99	Purple Worm	4200
100	Bronze Golem	4600

Very Rare Components		
Roll	Component	Value
1-4	Doppelganger	135
5-8	Unicorn	135
9-12	Grimlock (20)	400
13-16	Roc, Small (3)	1710
17-20	Dire Bugbear (3)	1710
21-24	Demon Boar	2000
25-28	Elemental	2100
29-32	Roc, Large	2100
33-36	Invisible Stalker (2)	2200
37-41	Treant (2)	2200
42-46	Hell Hound, Greater (3)	2370
47-51	Dire Ogre (3)	2370
52-56	Draugr	2510
57-60	Chimera (2)	2600
61-64	Dire Troll (2)	2600
65-69	Dragon, Adult	2950
70-72	Child of Nasga	3100
73-76	Dao (2)	3300
77-79	Elemental, Greater	3300
80-81	Chaos Hulk	3650
82-83	Lammasu (2)	3800
84-85	Dragon, Mature Adult	3900
86-88	Stone Golem	3900
89-91	Mummy Lord	4200
92-94	Sorcerous Sphere	4800
95-96	Dragon, Old	4900
97-98	Iron Golem	5900
99-100	Dragon, Very Old	7200

Legendary Components		
Roll	Component	Value
1-8	Djinni	1300
9-15	Faravahar	2600
16-24	Efreeti	2950
25-33	Khepri	3600
34-41	Marid	3900
42-53	Dragon, Ancient	8400
54-62	Khepri Hierarch	9000
63-73	Dragon Turtle	9500
74-82	Roc (Giant)	12500
83-94	Dragon, Venerable	12800
95-100	Kraken	18350

SECRETS OF ACKS AND CRAFTS

Secrets of the Grenadiers:

The grenadier is built with a basis of Fighting 2/Thievery 2.

A long list of fighting tradeoffs were made:

- Damage bonus with melee weapons was traded away (1 power)
- Armor was traded down from Unrestricted to Narrow (leather) (2 powers)
- Weapons were traded from Unrestricted to Broad (all missile weapons, all one-handed melee weapons) (1 power)
- One fighting style traded away (class may not use shields) (1 power)

A total of five fighting tradeoffs made increases the class's XP cost by $150 * 5$, or 750 XPV. This gives the grenadier a base XP cost of $750 + 1000$ (Fighting 2) + 400 (Thievery 2) = 2,150, and gives them a total of ten custom powers.

Seven powers are used at first level to gain two ranks in Alchemy, one rank in Siege Engineering, the ability to construct grenades, the precision explosions power, and the ability to move silently and hide in shadows. The remaining three powers are traded for powers at higher levels; two powers are traded for powers at levels 3, 5, and 7, and one power is traded for powers at levels 4 and 10. The grenadier's petard abilities, timed fuses, improved grenades, efficient grenades, and combinatorial grenades are each one custom power.

Because they are Fighting 2/Thievery 2, grenadiers have attack throws as fighters but saving throws as thieves (as Thievery takes precedence over Fighting for saving throws). Because they have the thief saving throw progression, they require an additional 100,000 XP to level per level past 8 and gain 2 HP per level past 9. A castle was selected as the stronghold for grenadiers, granting them a situational morale-boosting power at 5th level.

Secrets of the Ritualists:

The ritualist is built with Ceremonial (Eldritch) 4.

Ceremonial Eldritch 4 offers four class powers to the character. One power was used at level 1 (for the unnerving chant custom power). Two powers were traded for powers at levels 3, 5, and 7, and one power was traded for powers at levels 4 and 10. The ritualist's powers to create spiritshard trinkets, lacuna trinkets, spiritbond trinkets, and to spiritwalk, and to create greater spiritshard trinkets, are each one custom power.

Ceremonial (Eldritch) 4 has an XP cost of 2,000. The ritualist has attack throws as mage, saving throws as eldritch, and is basically identical to loremaster/ecclesiastic/occultist except for the custom powers selected.

NEW SPELL BUILDS

Call Spirit – Summoning, range special - creature arrives by means of own locomotion from nearest lair (x0.66), eldritch x1, summon a creature (65), creature may have up to 2 hd (x0.25), creature may have up to two special abilities (x1.66), summoning restricted to certain monsters (neutral shadow) (x0.7), duration 1 day (x1.25), total 15.57, a 2nd level spell

Call Greater Spirit – as Call Spirit, but calls a neutral spectre instead. 6 HD is x0.6, all other modifiers are the same, so that brings it up to 37, a 4th level spell.

Lull Spirit – Death - Target held helpless (40), only targets undead (x0.85), target 4d8 hd of creatures within 30' diameter (x3), creatures with lowest HD affected first (x0.5) range 90' (x0.8), concentration or until target makes save (x1.75), save negates (x0.5), eldritch spell affecting undead or life energy (x0.75), total 26.78, a 3rd level spell

Weep With Me – Death - Target slain (85), 1 creature per level within 30' diameter (x5), range 0' (x0.4), eldritch affecting life energy (x0.75), save negates (x0.5), total 63.75 – spell benefited from a minor breakthrough, but is penalized by its mandatory targeting (if there are not enough creatures in range, it must target every creature in range).

Spectral Grasp – Death - 1d8 damage per level (44), max 3d (x0.5), only targets undead (x0.85), 1 creature (x1), range 60' (x0.7), attack throw required (x0.75), eldritch undead (x0.75), subtotal 7.36 plus Blast – 1d4 damage per level (20), max 3d (x0.33), attack throw required (x0.35), range 60' (x0.7), 1 creature (x1), eldritch (x1.5), targets only living creatures (x0.9), subtotal 2.18, total 9.54

Spirit Prison – Enchantment - Target feebleminded (30), only targets undead (x0.75), creatures with fewest HD affected first (x0.5), 120' (x1.1), 3d6 HD of creatures (x3), save negates (x0.5), duration 1 round per level (x1.1), total 20.4, rounded down to 20, a 2nd level spell

Secrets of the Dwarven Dynamo

The dwarven dynamo is built on a basis of Hit Dice 1, Thievery 3, Dwarf 3. This gives them an XP cost of 500 (Hit Dice) + 700 (Thievery) + 900 (Dwarf) = 2,100. Because Thievery is their highest point value, they have attack throws as mages but saving throws as thieves.

Thievery 3 grants them ten custom powers. Seven of them are spent at first level. The ability to design, build, and repair cybernetics costs two custom powers (because it is more limited than the ability to design, build, and repair automatons, it is one power cheaper). Possessing an additional cybernetic slot for an ohmic accumulator at all is two custom powers. The ability of the ohmic accumulator to power other cybernetics is another custom power, and the ability to get a “personal accumulator” (reflavored Personal Automaton) is another custom power, for a total of four powers spent on the ohmic accumulator. Proficiency with integrated weapons is another power; it is a broader version of martial training due to the limitation that they must be integrated weapons. Note that the ohmic accumulator's ability to power other cybernetic items scales up automatically, and if the dwarven dynamo had a sufficiently high level cap, would increase to the ability to power Rating 3 items at 13th level.

Like the grenadier and the ritualist, the dwarven dynamo trades two powers for powers at levels 3, 5, and 7, and one power for powers at levels 4 and 10. The dwarven dynamo's cybernetic coordination, cybernetic actuators, efficient designs, streamlined tunings, and favored function are each one custom power.

Like the dwarven machinist, the dwarven dynamo receives a reflavored mage's tower as their stronghold (the bionic foundry) because it fits their class theme better than a hideout does.

Cybernetic Items

Why are cybernetic items different from automatons, with restricted special abilities and a different ability to gain special abilities? Flight, for example, is one special ability for an automaton (or two if it can hover), but three for a cybernetic item (with a minimum Rating attached, and six abilities required total to hover, across two items)! The reason for this is simple; some abilities are more game-warping when given to PCs than others are. Flight is one such ability. As a result, cybernetic item special abilities were designed to be limited to enforce tradeoffs, and to reduce easy access to abilities such as immunity to normal weapons or flight that have a disproportionately more powerful impact on PCs than they do on automatons. Cybernetic slot limitations, and the Tampering with Mortality side effect, were designed to prevent cybernetic items from excessively overshadowing magic items; few high-level characters will be willing to take a tampering with mortality side effect to be able to deal 1d6 damage 3/day! This prevents characters from stacking too many cheap cybernetic items for valuable utility effects, while the maximum Ratings and special abilities caps by slots, combined with the Tier listing of functions and minimum Rating involved for functions of a given Tier, prevents characters from being able to throw money at the problem and get excessively efficient powerful items.

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