

# CRAFTING AND ALCHEMY

Rise of the Dread Moon introduced regent cards and ingredients that can be changed into other items. If you liked the crafting system, here is a more elaborate version of it. How does it work: Ingredients are treasure cards that are added to the Treasure Deck. They are separated by Tiers, depending on their potency, so you can mix and match them however you like depending on the type of area the Quest takes place in.

Since that increases the size of the Treasure Deck, there have to be more cards drawn whenever a hero searches a room. A rule of a thumb is, one extra card for every feature piece of furniture and fallen enemy.

You can mix them at an Alchemist's Table, by throwing in a cauldron as many Ingredients of the same Tier you like. Roll a 20-sided die that many times as the number of Ingredients you used. Write down the results.

You create items and Ingredients of the next Tier, as long as they have a number corresponding to one of the Ingredients you used from the previous Tier. You can only create half as many new Ingredients as the materials you used (meaning, if you use 8 ingredients, you roll 8 times and out of them you keep 4 results to get 4 items).

If you don't roll a number that is associated with a material you used (for example, not rolling a single 1 if you used an Air Ingredient), then the Ingredient you get counts as Unidentified. Each Tier has its own Unidentified Ingredients and their function becomes apparent only when used in alchemy or during battle, or are identified by an alchemist.

Using one of the vials of a Regent Kit allows you to roll 2 dice more than the number of Ingredients you used, but you don't get more materials that way. Same goes with each Level you have as an Alchemist.

### Tier 1 ingredients

These ingredients are found in areas devoid of life (tombs or wastelands) and it's why they are all minerals and inorganic materials. They can be in every treasure deck, since they are very basic and commonplace. They have no value.

- 1) Air: Chalk Dust: Toss it in an area to reveal invisible creatures, footprint, or fingerprint.
- 2) Earth: Sand: Toss it at a living enemy. 50% chance he will be dazed and will lose 1 Defense Die for a round.
- 3) Fire: Ash: If applied on a wound, 25% chance it will heal 1 Body Point.
- 4) Ice: Pure Spring Water: Basic ingredient for potions brewing. If drank it heals 1 Body Point.
- 5) Light: Phosphorus: Use it in a dark area to reveal non-hidden creatures and objects around you for 1 round.
- 6) Darkness: Tar: If applied on skin, it makes it harder to be seen in dark areas. 50% chance for you to ambush an enemy who has 1 Mind Point, once.
- 7) Luck: Grease: If applied on one's body, for 5 rounds it adds 1 die when defending against Pinning attacks.
- 8) Nature: Chernozem: Fertile soil, can be used to cultivate a Tier 2 plant-based ingredient (you basically gain a copy of that ingredient).
- 9) *Beast: Tier 1 concerns inorganic materials, therefore there is no material for this element.*
- 10) Spirit: Salt: Basic ingredient for temple purifying ceremonies. If thrown at an Undead, it forces it to retreat for 1 round.
- 11) Necromancy: Arsenic Ore: If mixed in a drink, 50% chance to poison the drinker.
- 12) Metal: Aluminum Ore: If used in forging, it makes a metallic weapon or armor to be 50% resistant to Rust effects, once.
- 13) Illusion: Quartz: If spent, it reflects light that may confuse a living creature. 50% chance for an enemy who has 1 Mind Point to lose 1 Defense Die for 1 round.
- 14) *Psionics: Tier 1 concerns inorganic materials, therefore there is no material for this element. Results with this type count as failure.*
- 15) *Time: Tier 1 concerns inorganic materials, therefore there is no material for this element. Results with this type count as failure.*
- 16) Displacement: Sulfur: Basic ingredient for Gunpowder. If spent, it can be used to keep small bugs or critters (such as Spawnlings) away from you, for 5 rounds.
- 17) Warp: Cadmium Dirt: If tossed at a living enemy, 25% chance he gets poisoned.
- 18) *Charm: Tier 1 concerns inorganic materials, therefore there is no material for this element.*
- 19) *Sound: Tier 1 concerns inorganic materials, therefore there is no material for this element.*
- 20) Gravity: Petrol: If thrown on the floor, 50% chance for the first creature that passes over it to slip and lose the rest of its Movement.

Unidentified Black Lump: Any alchemical result that doesn't have the number of a Tier 1 Ingredient you used, turns into a Black Lump that you do not know its Tier 2 properties until used or identified.

### **Tier 2 ingredients**

These ingredients are found in areas with simple and very basic life and it's why they are mostly plant-based materials. They can be part of a treasure deck if the area of the Quest has signs of organic life. They can be bought at a cost of 1 gold each.

- 1) Air: Lavender: Can be spent to attract an unsuspecting enemy with up to 2 Mind Points, up to 10 spaces away.
  - 2) Earth: Fertilizer: Fertile soil, can be used to cultivate a Tier 3 plant-based ingredient (you basically gain a copy of that ingredient).
  - 3) Fire: Coal: Basic ingredient for Gunpowder. If spent, it can be used to start a bonfire.
  - 4) Ice: Mint: Apply it on the skin to cure Burning, and gain immunity to Burning for 3 rounds.
  - 5) Light: Firefly Petunia: Flower that glows in the dark. Can be spent to attract an unsuspecting enemy with up to 2 Mind Points, up to 10 spaces away.
  - 6) Darkness: Blue Cap Mushroom: Whoever eats it gets poisoned and can't heal his wounds until he is cured or the Quest ends.
  - 7) Luck: Four-leaf Clover: Can be spent to reroll any 1 Defense Die.
  - 8) Nature: Peat Moss: If spent, it can be used to lit fire or a torch.
  - 9) Beast: Eucalyptus: If spent, keeps dogs and wolves away from you for 3 rounds.
  - 10) Spirit: Cannavis: If spent, it allows you to see invisible creatures in the area you are in for 1 round.
  - 11) Necromancy: Belladonna: Whoever eats it becomes poisoned.
  - 12) Metal: Copper Ore: Can be used for Tier 1 weapon and armor maintenance.
  - 13) Illusion: Opium Poppy: Whoever drinks or smells it, there is a 50% chance he loses 1 Mind Point and becomes addicted for more.
  - 14) Psionics: Purple Berries: Whoever eats it, for 5 rounds he will be rolling 2 extra dice during Mind Duels when he is the defender.
  - 15) Time: Wolfsbane: If spent, keeps Werewolves and other transformed-to-beast creatures away from you for 3 rounds.
  - 16) Displacement: Garlic: If spent, keeps Vampires away from you for 3 rounds.
  - 17) Warp: Tobacco Leaves: If chewed, cure a Poison of up to Tier 2.
  - 18) Charm: Coca Leaves: If chewed, regain 1 Mind Point.
  - 19) Sound: Mandrake Root: If broken in half, for 3 rounds its screeching yell prevents any living creatures in the area (you included) to move, if they fail at a Will. The difficulty is 2.
  - 20) Gravity: Beryllium Ore: If used in forging, it makes a weapon lighter (lowers Strength requirement by 1).
- Plant of Unforeseeable Fate: Any alchemical result that doesn't have the number of a Tier 2 Ingredient you used, turns into a featureless plant that you do not know its Tier 3 properties until used or identified.

### **Tier 3 ingredients**

These ingredients are found in areas with primitive life (dungeons, or forests) and it's why they are mostly animal-based materials. They cannot be part of a treasure deck if the area of the Quest has any form of civilization. They can be bought at a cost of 5 gold each.

- 1) Air: Bird Egg: If eaten, it has 50% chance to heal 1 Body Point.
  - 2) Earth: Centipede Venom: If applied on a mundane weapon, it poisons the creature it injures, making it impossible to use spells or abilities for 1 round.
  - 3) Fire: Animal Pelt: Protects from cold hazards of up to Tier 3.
  - 4) Ice: Scorpion Venom: If applied on a mundane weapon, it poisons the creature it injures, making it impossible to attack for 1 round.
  - 5) Light: Sacred Flower Petals: Can be spent to heal 1 Mind Point.
  - 6) Darkness: Bat Wings or Serpentine Skin: If spent during alchemy, it allows you to roll 3 extra dice.
  - 7) Luck: Lucky Rabbit Foot: Can be spent to reroll any 1 Attack Die.
  - 8) Nature: Hemp vine: Can be spent to add 1 Die when you attempt to Pin or Climb.
  - 9) Beast: Raw Meat: If eaten, it has 50% chance to heal 1 Body Point.
  - 10) Spirit: Ectoplasm: If applied on a mundane weapon, it can attack Ethereal creatures as if they are corporeal for 3 rounds.
  - 11) Necromancy: Dry Bones: Basic ingredient for Tier 1 bone weapons and armor.
  - 12) Metal: Iron Ore: Can be used for Tier 2 weapon and armor maintenance.
  - 13) Illusion: Spider Venom: If applied on a mundane weapon, it poisons the creature it injures, making it impossible to avoid attacks for 1 round.
  - 14) Psionics: Ink: If spent during alchemy, it allows you to roll 2 extra dice.
  - 15) Time: Beast Claws: If thrown on the ground, 25% chance the first creature passing over them loses the rest of its Movement.
  - 16) Displacement: Urine: Keeps unsuspecting living enemies with up to 2 Mind Points away from you for 3 rounds.
  - 17) Warp: Snake Venom: If applied on a mundane weapon, it poisons the creature it injures, making it impossible to move for 1 round.
  - 18) Charm: Blood-red Honey: Whoever eats it, for 3 rounds he will be rolling 2 extra dice during Negotiations when he is the attacker.
  - 19) Sound: Beast Horn: If hollowed out, it can be used to produce sound and to alarm others in the area.
  - 20) Gravity: Beast Fangs: Can be applied during the crafting of a wooden weapon. It will give it the ability to Pin the target.
- Pill of Unforeseeable Fate: Any alchemical result that doesn't have the number of a Tier 3 Ingredient you used, turns into a black tasteless pill that you do not know its Tier 4 properties until used or identified.

#### **Tier 4 ingredients**

These ingredients are found in areas with primitive civilizations (hamlets) and it's why they are mostly easily-processed materials. They cannot be part of a treasure deck if the area of the Quest has an advanced civilization. They can be bought at a cost of 10 gold each.

- 1) Air: Perfume: Can be spent to attract an unsuspecting enemy with up to 3 Mind Points, up to 10 spaces away.
  - 2) Earth: Plaster: If applied on a wound, it heals 1 Body Point after 3 rounds of non-combat.
  - 3) Fire: Torch: Allows you to see in the dark for an hour.
  - 4) Ice: Soothing Balm: Apply it on the skin to heal 1 Body Point, cure Burning, and gain immunity to Burning for 3 rounds.
  - 5) Light: Sterilized Bandages: Wrap them around a wound to heal 1 Body Point, cure Bleeding, and gain immunity to Bleeding for 3 rounds.
  - 6) Darkness: Absinthe: 50% to remove a mental status effect. 50% chance to be unable to use abilities or spells for 3 rounds.
  - 7) Luck: Fortune cookie: Can be spent to reroll any 1 Attack Die and 1 Defense Die in the same round.
  - 8) Nature: Spices: Can be spent to increase the effects of a brew by 1 point.
  - 9) Beast: Dry Food (Ration): Eat it to gain 1 Body Point.
  - 10) Spirit: Wine: 50% to remove a mental status effect. 50% chance to lose 1 Attack Die for 3 rounds.
  - 11) Necromancy: Vampire Ash: If spent, it can be used to keep small animals away from you, for 10 rounds.
  - 12) Metal: Silver Ore: Can be used for Tier 3 weapon and armor maintenance.
  - 13) Illusion: Ogre Grog: 50% to remove a mental status effect. 50% chance to lose 1 Mind Point.
  - 14) Psionics: Mead: 50% to remove a mental status effect. 50% chance to lose 1 Defense Die for 3 rounds.
  - 15) Time: Hourglass: Lowers the Doomtrack by 3.
  - 16) Displacement: Tool Kit: +1 Level at Trap Disarming, once per Quest.
  - 17) Warp: Beer: 50% to remove a mental status effect. 50% chance to lose you next Movement Phase.
  - 18) Charm: Fragrant Oil: Can be spent to heal 1 Body Point and 1 Mind Point.
  - 19) Sound: Simple Musical Instrument: Can lift the spirits of allies, increasing their Mental Defenses by 1 die for 5 rounds (once per Quest).
  - 20) Gravity: Caltrops: Can be placed on the floor as a trap. An enemy who passes over them has a 50% chance to end his movement.
- Brew of Unforeseeable Fate: Any alchemical result that doesn't have the number of a Tier 4 Ingredient you used, turns into a brown tasteless liquid that you do not know its Tier 5 properties until used or identified.

### **Tier 5 ingredients**

These ingredients are found in civilized areas (walled towns and castles). This is where magic enters the materials and most are magic potions. They can be bought at a cost of 50 gold each.

- 1) Air: Smoke Bomb: Gives Combat Mobility to the heroes in a 3X3 radius.
- 2) Earth: Petrifying Pellet: If thrown at an enemy, if he fails at a Fortitude Save, he Petrifies for 2 rounds.
- 3) Fire: Alchemist's Fire: If thrown at an enemy, if he fails at a Fortitude Save, he is Burning.
- 4) Ice: Potion of Frost Skin: Add 1 Defense Die until you get injured or the battle ends.
- 5) Light: Lens: Can be spent to identify an Unidentified Ingredient of Tier 5 or lower.
- 6) Darkness: Poison Gas Bomb. If thrown at enemies at a 3X3 radius, if they fail at a Fortitude Save, they become Poisoned (they can't heal) for 2 rounds.
- 7) Luck: Lucky Horseshow: Can be spent to reroll any 3 Combat Dice in the same round.
- 8) Nature: Paper: Basic material for any Tier 6 Magic Scroll.
- 9) Beast: Bezoar Stone: Swallow it to become immune to all poisons and venoms for 5 rounds.
- 10) Spirit: Potion of Elder Wisdom: Can be spent to recover 1 used spell or skill.
- 11) Necromancy: Enchanted Fingers: Can be spent to let you roll 3 more dice in your next magic-related duel.
- 12) Metal: Gold Ore: Can be used for Tier 4 weapon and armor maintenance.
- 13) Illusion: Dust of Disappearance: Makes a hero unseen and untargetable until he attacks or casts a spell.
- 14) Psionics: Magic Spyglass: Can be spent to reveal all enemies and furniture of an unexplored room.
- 15) Time: Potion of Dexterity: +4 to Movement or automatically jump over a pit.
- 16) Displacement: Thief's Tools: +1 Level at Trap Disarming and Lock-picking, 3 times per Quest.
- 17) Warp: Potion of Magic Resistance: Makes you immune to the effects of the next spell that targets you. Lasts for 3 rounds.
- 18) Charm: Heroic Brew: Perform 2 attacks in the same turn.
- 19) Sound: Firecracker: Can be placed on any square. 1 round later, it causes a loud enough noise that attracts enemies from a neighboring area to it (they open a door if needed). They are distracted, so they ignore hiding heroes and roll 1 less Evade Defense Die for 1 round.
- 20) Gravity: Bear Trap: Can be placed on the floor as a trap. A non-flying and non-ethereal enemy that passes over it loses 1BP and ends his movement. He can't move until he spends another turn freeing himself.

Potion of Unforeseeable Fate: Any alchemical result that doesn't have the number of a Tier 5 Ingredient you used, turns into a colorless liquid that you do not know its Tier 6 properties until used or identified.

### **Tier 6 ingredients**

These ingredients are found in wealthy and highly civilized areas (high security forts and capital cities). They can be bought at a cost of 100 gold each.

- 1) Air: Paralyzing Gas Bomb: If thrown at enemies at a 3X3 radius, if they fail at a Fortitude Save, they Paralyze for 3 rounds.
  - 2) Earth: Petrifying Gas Bomb: If thrown at enemies at a 3X3 radius, if they fail at a Fortitude Save, they Petrify for 3 rounds.
  - 3) Fire: Fireblast Mine: Can be placed on the floor as a trap for enemies. When triggered, at the end of Zargon's turn all enemies in the room or the corridor are attacked with 3 Attack Dice of fire damage. They also gain Burning.
  - 4) Ice: Potion of Icy Strength: Add 1 Attack Die until you get injured or the battle ends.
  - 5) Light: Magic Topaz: Can store an aiding Spell, once.
  - 6) Darkness: Onyx: Can store a harmful Spell, once.
  - 7) Luck: Luck Potion: Drink it to reroll any 4 Combat Dice in the same round.
  - 8) Nature: Minor Spell Scroll: Can store any spell, once.
  - 9) Beast: Potion of Serpent Blood: Swallow it to become immune to all poisons and venoms for 10 rounds.
  - 10) Spirit: Potion of Magic: Can be spent to recover 3 used spells.
  - 11) Necromancy: Diseased Blood: If thrown at an enemy, if he fails at a Fortitude Save, he Paralyzes and becomes Poisoned for 2 rounds.
  - 12) Metal: Mithril Ore: Can be used for Tier 5 weapon and armor maintenance.
  - 13) Illusion: Kaleidoscope: Daze all living creatures in an area. They lose their Evade Defense Dice for 1 round.
  - 14) Psionics: Dreamcatcher: Can be spent to make all allies in an area immune to mind-affecting effects for 3 rounds.
  - 15) Time: Potion of Speed: Gain Combat Movement, ignore traps, and move up to 8 squares more.
  - 16) Displacement: Spiderstep Elixir: Allows you to walk over traps, furniture, enemies and hindering terrain as normal. Lasts until you get injured.
  - 17) Warp: Golden ratio notes: If spent during alchemy, it allows you to roll 4 extra dice.
  - 18) Charm: Minor Healing Potion: Drink it to heal 2 Body Points.
  - 19) Sound: Ode to Bravery: Read this poem to give all allies in the area +1 to all their stats for 1 round.
  - 20) Gravity: Magic Lock: Closes and locks an open door or chest. Can only be opened with a Level 5 spell that ends magical effects.
- Magic Scroll of Unforeseeable Fate: Any alchemical result that doesn't have the number of a Tier 6 Ingredient you used, turns into a scroll full of scribbles, that you do not know its Tier 7 properties until used or identified.

### **Tier 7 ingredients**

These ingredients are found in enchanted areas (minor wizard towers and alchemist ateliers). They cannot be part of a treasure deck if the area of the Quest is not magic-heavy. They can be bought from any major magic shop at a cost of 200 gold each.

- 1) Air: Sky Orb: Full recovery of Mind Points.
  - 2) Earth: Earth Rune: Can be combined with any weapon or armor.
    - If used on a weapon, once per Quest it will petrify an enemy it injures for 3 rounds.
    - If used on armor, once per Quest it will give the hero Damage Reduction for 3 rounds.
  - 3) Fire: Phoenix Ash: Once per Quest, it brings a hero from 0 to 1 Body Point. Roll a die. If you get 5 or 6 it is destroyed.
  - 4) Ice: Nectar: Immunity to poisons, venoms, and curses for the rest of the Quest.
  - 5) Light: Holy Water: Throw it at an Undead. Attack it with 4 Unblockable Attack Dice.
  - 6) Darkness: Lunar Charm: Once per Quest, it Heals 1BP and 1MP whenever you stand next to a Sorcerer's Table.
  - 7) Luck: Potion of Battle: Drink to reroll all Attack Dice, once.
  - 8) Nature: Golden Apple: Eat it to double the effect of beneficial status effects on you.
  - 9) Beast: Potion of Strength: Add 2 Attack Dice in your next attack.
  - 10) Spirit: Anti-poison Quill: Pierce a creature to heal 1 Body Point, cures poisoning, and give it immunity to poisons for 10 rounds, once per Quest.
  - 11) Necromancy: Grimoire: Can store 3 harmful spells, once per Quest.
  - 12) Metal: Titanium Ore: Can be used for Tier 6 weapon and armor maintenance.
  - 13) Illusion: Illusion Rune: Can be combined with any item. Once per Quest you can change the appearance of a room and its contents for 5 rounds. An unsuspecting enemy looking at that room suspects nothing and doesn't evade attacks for 1 round.
  - 14) Psionics: Major Spell Scroll: Can store any 1 spell, 3 times.
  - 15) Time: Potion of Celerity: Move 12 squares more and attack twice in the same turn until you get hurt.
  - 16) Displacement: Paper Charm: Keeps the Undead away from you for 10 rounds.
  - 17) Warp: Ambrosia: Drink it to become immune to injuries for 3 rounds.
  - 18) Charm: Greater Healing Potion: Drink it to heal 4 Body Points.
  - 19) Sound: Anti-Magic Rune: Can be combined with any weapon or armor.
    - If used on a weapon, once per Quest an attack will end all magic effects on the target.
    - If used on armor, once per quest an enemy magic attack will automatically miss you.
  - 20) Gravity: Dark Matter: Can be thrown at any target and he is affected by Destroy. If he fails to resist, the target collapses onto itself and disappears.
- Mystery Box: Any alchemical result that doesn't have the number of a Tier 7 Ingredient you used, turns into a featureless black box, that you do not know its Tier 8 contents until used or identified.



### **Tier 8 ingredients**

These ingredients are found in highly enchanted areas (major wizard studies, enchanted realms). They cannot be part of a treasure deck if the area of the Quest is not extremely magic-heavy. They can be bought from any major magic shop at a cost of 500 gold each.

1) Air: Wind Rune: Can be combined with any pair of boots. The hero can choose one of the following permanent effects:

- Roll one extra Movement Dice (or have 4 extra squares)
- +1 Level to Jumping
- Traverse a specific type of terrain without problems

2) Earth: Earth Crest: Can be graphed on a hero.

- Once per Quest he will petrify an enemy he injures for 3 rounds.
- Once per Quest he will gain Damage Reduction for 3 rounds.

3) Fire: Fire Rune: Can be combined with any weapon or mail or shield.

- If used on a weapon, once per battle it will inflict Burning on an enemy it injures.
- If it used on mail or shield, once per battle it blocks fire damage or prevents fire hazards.

4) Ice: Frost Rune: Can be combined with any weapon. Once per Quest it will inflict Freezing to the enemy it injures for 3 rounds.

5) Light: Holy Idol: Once per Quest, it can be placed on the floor of a corridor or room. No Undead or Demons can end their movement in that area for the rest of the Quest. Present Undead or demons will walk away from the area or will suffer 1 Body Point of Damage.

6) Darkness: Devil Contract: Turn it into any Tier 9 ingredient you want during alchemy. Roll a Combat Die. If you get a Skull, you are under Zargon's control in the next Quest.

7) Luck: Luck Rune: Can be combined with any weapon or armor.

- If used on a weapon, once per Quest you can reroll all Attack Dice after an attack.
- If used on armor, once per Quest can reroll all Defense Dice after an enemy attack.

8) Nature: Wolfsbane Potion: Cures transformation curses, such as lycanthropy.

9) Beast: Potion of Battle Rage: Perform 2 attacks until end of battle.

10) Spirit: Demon God's Ichor: Pour it over a hero's corpse and it will return to life, fully healed. Roll a Combat Die. If you get a Skull, Zargon takes control of that hero for the rest of the Quest.

11) Necromancy: Death Rune: Can be combined with any weapon or armor.

- If used on a weapon, once per Quest it will increase the damage it inflicts by 1 Body Point.
- If used on an armor, once per Quest it will decrease the damage the hero is inflicted by 2 Body Points (immediately after the damage, can't increase the maximum Body Points).

12) Metal: Adamantium Ore: Can be used for Tier 7 weapon and armor maintenance.

13) Illusion: Illusion Crest: Can be graphed on a hero. Once per Quest you can change the appearance of a room and its contents for 5 rounds. Any enemy looking at that room suspects nothing and doesn't evade attacks.

14) Psionics: Memory Rune: Can be combined with any staff or spear. You can store a spell in the item. Once per battle, you can use that spell if you roll a die and get a Black Shield.

15) Time: Rune of Recall: Can be combined with any staff or spear. Once per battle you can cast 2 spells in the same turn.

16) Displacement: Grenade: If thrown at enemies at a 3X3 radius, if they fail at a Fortitude Save, they lose 1 Body Point and are pushed 2 spaces away, suffering all Hazards in the area.

17) Warp: Rune of Sight: Can be combined with any headgear. The hero can see in the dark or through fog without the need of a torch or a lamp.

18) Charm: Elixir of Life: Full recovery of Body Points.

19) Sound: Rune of Silence: Can be combined with any weapon. Once per Quest it will prevent an enemy it injures from using magic for 3 rounds.

20) Gravity: Void Rune: Can be combined with any staff or spear. Once per Quest an enemy loses his turn if he gets injured.

Rune of Unforeseeable Fate: Any alchemical result that doesn't have the number of a Tier 8 Ingredient you used, turns into an unknown rune, that you do not know its Tier 9 effects until used or identified.

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### **Tier 9 ingredients**

These ingredients are found in divine or epic-level areas, and are near overpowered when used in typical Quests. They cannot be part of a treasure deck if the area of the Quest is not full of epic-level enemies, demigods, or divine artifacts. They can be bought from legendary magic shops at a cost of 1000 gold each.

1) Air: Wind Crest: Can be graphed on a hero. The hero can choose one of the following permanent effects:

- Roll one extra Movement Dice (or have 4 extra squares)
- +1 Level to Jumping
- Traverse a specific type of terrain without problems

2) Earth: Rune of Fortitude: Can be combined with any ring or armor. Increases maximum Body Points by 1.

3) Fire: Fire Crest: Can be graphed on a hero.

- Once per battle it will add a Burning on an enemy it injures.
- Once per battle it blocks fire damage or prevents fire hazards.

4) Ice: Frost Crest: Can be graphed on a hero. Once per Quest it will inflict Freezing to the enemy it injures for 3 rounds.

5) Light: Holy Rune: Can be combined with any weapon or armor.

- If used on a weapon, it will be able to hit a type of Undead of the player's choice even if the player rolls Black Shields.
- If used on armor, it will be able to defend against a type of Undead of the player's choice even if the player rolls Black Shields.

6) Darkness: Devil Pact: Gain 3 Darkness Spells.

7) Luck: Luck Crest: Can be graphed on a hero.

- Once per Quest you can reroll all Attack Dice after an attack.
- Once per Quest can reroll all Defense Dice after an enemy attack.

8) Nature: Tree Rune: Can be combined with any armor. Once per battle it doubles the benefit of a buff.

9) Beast: Rage Rune: Can be combined with any weapon. It will be able to hit a specific type of non-Undead enemy of the player's choice (Goblins, Orcs, Abominations, Dread Warriors and so on) even if the player rolls Black Shields.

10) Spirit: Rune of Shadows: Can be combined with any armor. Once per Quest a hero will be able to become invisible and ethereal until he attacks or casts a spell.

11) Necromancy: Blood Rune: Can be combined with any weapon. Once per battle if it inflicts more than 1 Body Point of damage to a living enemy, the hero heals 1 Body Point.

12) Metal: Star Metal: Can be used for Tier 8 weapon and armor maintenance.

13) Illusion: Mirror Rune: Can be combined with any weapon or armor. Once per Quest an enemy spell is redirected at a different target.

14) Psionics: Rune of Lore: Can be combined with any headgear. Increases Mind Duels and Wills by 2 dice.

15) Time: Time Rune: Can be combined with any item. Once per Quest you can undo your turn and redo it, starting from where you began.

16) Displacement: Teleport Rune: Can be combined with any item. Once per Quest you can touch someone or something and teleport it on any revealed and unoccupied square on the board.

- 17) Warp: Crest of Sight: Can be graphed on a hero. The hero can see in the dark or through fog without the need of a torch or a lamp.
- 18) Charm: Potion of Superior Restoration: Full recovery of Body Points and Magic Points.
- 19) Sound: Crest of Silence: Can be graphed on a hero. Once per Quest the hero will prevent an enemy he injures from using magic for 3 rounds.
- 20) Gravity: Void Crest: Can be graphed on a hero. Once per Quest an enemy loses his turn if he gets injured.

Crest of Unforeseeable Fate: Any alchemical result that doesn't have the number of a Tier 9 Ingredient you used, turns into an unknown symbol, that you do not know its Tier 10 effects until graphed on a creature or identified.

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### **Tier 10 ingredients**

These ingredients are plain broken and should not be used often. They cannot be sold or bought.

- 1) Air: Wind God Pact: Gain the ability to fly for 1 round each battle.
- 2) Earth: Crest of Fortitude: Can be combined with any ring or armor. Increases maximum Body Points by 1.
- 3) Fire: Dragon Breath: Once per battle attempt to set all targets in an area on fire.
- 4) Ice: Ice Age: Once per battle attempt to freeze all targets in an area.
- 5) Light: Divine Rune: Can be combined with any weapon or armor.
  - If used on a weapon, it will be able to hit any type of Undead even if the player rolls Black Shields.
  - If used on armor, it will be able to defend against any type of Undead even if the player rolls Black Shields.
- 6) Darkness: Archdevil Pact: Gain 6 Darkness Spells.
- 7) Luck: Rune of Misfortune: Can be combined with any weapon or armor.
  - If used on a weapon, once per Quest it will force an enemy to reroll all Defense Dice after an attack on him.
  - If used on armor, once per Quest it will force an enemy to reroll all Attack Dice after an attack on the hero.
- 8) Nature: Tree Crest: Can be graphed on a hero. Once per battle it doubles the benefit of a buff.
- 9) Beast: Rage Crest: Can be graphed on a hero. The hero will be able to hit and defend against a specific type of non-Undead enemy of the player's choice (Goblins, Orcs, Abominations, Dread Warriors and so on) even if the player rolls Black Shields.
- 10) Spirit: Phantom Rune: Can be combined with any weapon or armor.
  - If used on a weapon, once per battle an Attack Die becomes unblockable.
  - If it used on armor, once per battle you gain an Ethereal Defense Dice.
- 11) Necromancy: Blood Crest: Can be graphed on a hero. Once per battle if he inflicts more than 1 Body Point of damage to a living enemy, he heals 1 Body Point.
- 12) Metal: Alchemist's Stone: Turns items to gold. You gain (1 Movement Die, times 100) gold, once per Quest.
- 13) Illusion: Mirror Crest: Can be graphed on a hero. Once per Quest an enemy spell is redirected at a different target.
- 14) Psionics: Crest of Lore: Can be graphed on a hero. Increases Mind Duels and Wills by 2 dice.
- 15) Time: Time Crest: Can be graphed on a hero. Once per Quest the hero can undo his turn and redo it, starting from where he began.
- 16) Displacement: Teleport Crest: Can be graphed on a hero. Once per Quest you can touch someone or something and teleport it on any revealed and unoccupied square on the board.
- 17) Warp: Dimensional Rift: Gain 3 Warp Spells.

18) Charm: Mind Rune: Can be combined with any headgear or staff. The hero must name one specific type of enemy. Once per Quest, the hero can attempt to take control of all such enemies in an area for 1 round. He rolls dice equal to his Mind Points and distributes the hits among the targets. Each target performs a Mind Resist and if he fails he comes under the control of the hero for 1 turn. Doesn't work on named enemies.

19) Sound: Cosmic Waves: Gain 3 Sound Spells.

20) Gravity: State of Nothingness: Gain 3 Gravity Spells.

Worthless Ash: Any alchemical result that doesn't have the number of a Tier 10 Ingredient you used, turns into Tier 1 Ash.