

# RIONDRA THE BLACKSMITH



## ITEM CRAFTING OVERVIEW

If you want to play with this optional rules AddOn, the party can unlock the possibility to craft unique, powerful weapons and armor.

To be able to use this feature, the party must have completed the first Chapter. After that, the party can decide to play the bonus adventure that is contained in this pack - it doesn't count against the limit of adventures for the current chapter.

As soon as the adventure was finished successfully, the party unlocks the possibility to use Riondra's services as a blacksmith during each town phase.

## RESOURCE CARDS

This pack introduces a new type of item called "resources", like wood, iron, steel and so on.

Once the adventure is completed, add all "resource" item cards to the Pile of Items. From now on, these can be found in treasure chests or be purchased during the town phase like any other item.

When a party reaches a town phase, all resource cards in the inventory of heroes will automatically be moved to the party's stash. This is where the party collectively saves their resource cards until they are spent with Riondra the Blacksmith.

Spent resource cards are simply added to the discard pile of the Pile of Items, and are reshuffled

back into the deck upon starting a new adventure or reaching a new town phase.

## CRAFTING ACTIONS

Once Riondra the Blacksmith is available, she can perform a limited number of crafting actions each town phase. The number of actions depends on the heroes in the campaign:

Heroes	Crafting Actions
3	2
4	3
5	4

Once all crafting attempts of a given town phase are used up, the party has to play an adventure and reach a new town phase to regain new crafting actions.

Crafting actions that were not used during a given town phase are simply lost, and are NOT carried over to the next one.

## OBTAINING BASE ITEMS

The first type of crafting action is for Riondra to make a "craftable" base item. These are the



foundation of any further attempts to improve said item.

This pack comes with a number of craftable base items, and similar to improvised items, players can simply choose any of them to obtain.

The party has to pay the cost of the items in coins, as well as the resources to create said item. Making a base item also uses up one crafting attempt!

The resource costs for the base items are as follows:

Craftable Base Item	Resource Costs
Greatsword	2 x Iron
Blade	1 x Iron
Polearm	1 x Iron 1 x Wood
Axe	1 x Iron
Warhammer	1 x Iron 1 x Wood
Bow	2 x Wood
Throwing Knives	1 x Iron
Staff	1 x Wood 1 x Silver
Wand	1 x Silver
Shield	1 x Wood
Light Armor	2 x Cloth
Medium Armor	1 x Cloth 1 x Iron
Heavy Armor	2 x Iron

## UPGRADING ITEMS

Only craftable base items from this pack can be upgraded. Regular items, soul shop items or legendary items cannot benefit from the upgrades that Riondra can provide.

This AddOn heavily relies on the usage of the deckbuilder:

<https://deckbuilder.soulless-vessel.com/>

In the deckbuilder, select the craftable base item and add it to your inventory. Here, click on the anvil

button to see all the options for that particular item - keep in mind that each base item has its own set of upgrade options, so it's worth exploring!

Clicking the button will open up a menu in which you can select the following:

- **Dice Options** - You can add bonus dice to the item, but only one of the options can ever be added.
- **Traits** - Traits are passive effects, and every item can only ever have one of these options.
- **Spending Options** - These represent spending options that are available when using this item, and you can only have up to three spending options per item.

When choosing a single upgrade to add (e.g. one dice bonus, one spending option, one trait), you need to invest one crafting attempt first, and then make a roll to see if Riondra succeeds.

To check for success, roll a number of Enhancement Dice (blue dice) equal to the difficulty of the option mentioned, plus one die for each upgrade this item has already received! This type of roll is not limited by the usual supply limit of these dice.

If at least one of these Enhancement Dice shows a blank result, the crafting attempt failed. Keep in mind that failing only uses up the crafting attempt but no resources are lost in the process.

On a success of the roll, you need to spend the resources mentioned for said upgrade (and remove them from the party's stash), and then add the upgrade to your item.

Upgrades to a given item are permanent and cannot be exchanged, so make your choices carefully. Craftable items can be sold, but will only grant half their original value in coins. Upgrades that were already made do not increase the sell value of said item.

Note: In the deckbuilder, you can even give your item a unique, creative name to truly make it a one-of-a-kind weapon or armor!

## USING THE ITEM IN-GAME IN TTS

To be able to use your custom item in Tabletop Simulator, once you are done applying your first upgrades, you can click the download-button on the item in the deckbuilder. This will download an



image file of the item and will automatically incorporate all selected upgrades.

When in TTS, the host of the session needs to take the prepared replacement base card and select the downloaded image to set it as the custom "front" facing image of said card.

To get to that menu, simply right click on the card in TTS and choose the "custom" option in the contextual menu.

