

Crafting and the World

#global

This is a short series of notes describing how crafting works within the world, such as working with a vendor to make an item, selling and buying reagents, etc.

As a reminder, here is the reagent table

	Tier 1	Tier 2	Tier 3	Tier 4	Tier 5	Tier 6
Complexity Rating Per Component	1	3	6	9	16	32
Cost Per Component (in gold)	50	100	225	425	725	1125

Buying and Selling to a Vendor

You can buy and sell to vendors around the world. Not every Vendor has every reagent that you might want. This is up to the DM's discretion. Reagents buy from a Vendor for the price above, and they sell of half the price above. Persuasion can be rolled to reduce the price of buying from a Vendor, and to increase the price of sale.

Crafting from a Vendor

The average Vendor in the world cannot make exceptional weapons. They have a MAX complexity rating of 10. They will charge for the price of reagents + 250 gold. It is possible to find Vendors around the world that can craft more powerful items, but they are not run of the mill.

Converting Affinities at a Vendor

The player may pay an Enchanter to convert reagents, at a cost of 100 gold per tier, with any number of reagents up to a max of 10 (exceptions to both of these based on the Vendor).