



CRAFTING EXPANDED

By EMPTY DINGO

1

A Crafting Expansion for THE WITCHER

¹ IMAGE CREDIT: The Arthur Szyk Society, Burlingame, CA, retrieved from https://commons.wikimedia.org/wiki/File:Arthur_Szyk_%281894-1951%29._Statute_of_Kalisz,_Jewish_Craftsmen_and_Tradesmen_%281927%29,_Paris.jpg

This Crafting expansion is designed to give Refs and Craftsman players many additional things to craft, as well as provide a framework for introducing new weapons and armor into the game. The build system is focused on balancing player created weapons and armor based on cost and capability, and to keep them consistent with those found in the Witcher TRPG Corebook and its supplements. However, this build system typically will not allow you to recreate one of those official items. It may be possible with some, but most will be slightly better or worse. Nonetheless, armor and weapons produced with this build system will be close enough to not disrupt the game's balance.

When inventing a new armor or weapon, the Craftsman has some requirements they must observe. Novice level items may be attempted by any Craftsman, but they must have skill points in *Journeyman* in the *Forge Master* tree to invent journeyman level items, and they must have skill points in *Master Crafting* to invent master level items. If the Craftsman has 5 Ranks in both *Journeyman* and *Master Crafting*, then they can invent grandmaster level items. When inventing new items, the normal improvements that *Journeyman* and *Master Crafting* provide would not be applicable to the new item, since the expertise is being used to invent rather than to modify.

The invention process is done in three separate phases, each with their own skill check. The first phase is the **Research Phase**. In the Research Phase, the Craftsman studies existing designs and the latest techniques to plan out their creation. The Craftsman will begin using the tables in this document to design their invention's stats and features, and determine the DV and materials cost for the build. The Craftsman must beat the DV of their invention on either a *Concentration* or *Education* check, gaining a +1 to their roll for every 10 Diagrams they have memorized. If the Craftsman fails this

check, they must adjust their plans to lower the DV by at least 2 points before they can try again. Each attempt in the Research Phase takes $\frac{1}{4}$ the DV in hours, rounding up.

The second Phase is the **Design Phase**. In this phase, the Craftsman produces the Diagram for their invention. The Diagram itself is considered an educational document so the Craftsman must succeed on a *Teaching* check against the DV of the invention, with a +2 bonus for having done all that research. If the Craftsman fails this check, they can attempt it again by taking double the amount of time. If they fail the second time, the Craftsman must go back to the Research Phase, reducing the DV by 2 points. The first attempt in the Design Phase takes $\frac{1}{3}$ the DV in hours, rounding up. The second attempt, if required, takes twice that.

The Final Phase is the **Prototype Phase**. In this phase, the Craftsman creates their invention for the first time. The materials are gathered and the item is constructed as per the normal crafting rules, including the mid-build recovery step and gaining a +2 bonus for having a Diagram (because you just made one). Constructing your prototype takes $\frac{1}{2}$ the DV in hours, rounding up. If all goes well, you will have created a new item for your party to use in game.

SAMPLE BUILD

A Nilfgaardian Noble commissions a new dueling sword from a reputed Grandmaster Bladesmith in Tergano that would accommodate a physical deformity on his right hand. After consulting his diagrams, the Smith knew a light, precise blade would be best for dueling (WA +3, 15 points). The blade did need enough edge to end a duel quickly, so a finely tempered blade with a strengthened cross section was

selected (4d6 damage, 16 points and Reliability 15, 10 points) Finally, the sword was designed for exceptional balance and honed to a keen edge (Balanced and Bleed 25%, 10 points each). For adaptability, two Enhancement Slots are included (15 points). In concluding his design, the Smith has to accommodate for a 75 point Grandmaster build. As such, the materials cost for such a design would be between 715-793 Crowns (2,145 and 2,379 Florens since we are in the Nilfgaardian Empire), and could sell for up to 1,075 Cr. The Noble agrees to a price of 3,200 Florens for the sword, and promises to return in a year to claim it.

The Smith begins work on the design, rolling either *Deduction* or *Education* at the design's difficulty (DV 25). Having passed the *Education* check (using a fair bit of luck), the Smith now must create the Blueprint with a *Teaching* check vs DV 25. Fortunately, the Smith receives a 2 point bonus due to the research done beforehand.

Two units of Dark Steel (164 Cr), two units of Meteorite (196 Cr), and two units of Hardened Timber (32 Cr) are acquired to meet the minimum requirements. Rather than using Hardened Leather, the Smith opts for Leather and Silk for its aesthetic qualities (134 Cr). The Smith requires additional materials for the design to meet the cost requirements. An ornate gold plated handguard (1 unit Steel and 1 unit Gold, 133 Cr), a mirror polish, and a supple grip (2 units Ester Grease and 3 units Sharpening Grit, 112 Cr) round out the materials. At a total of 771 Cr, the Smith could sell such a sword for 1,045 Cr, a small discount for the Noble. The Smith can now begin constructing the sword at DV 25, rolling against their *Crafting*, and receiving the 2 point bonus for having a Diagram.

Domingo's Custom Dueling Sword											
Type	WA	Avail.	DMG	Rel.	Hands	RNG	Effect	Conc.	EN	Wgt.	Cost
P/S	+3	R	4d6	20	1	N/A	Balanced Bleed 25% Meteorite	L	2	2	1045
A custom made dueling sword commissioned by a six-fingered Nilfgaardian noble. The smith who created this exquisite weapon was slain when he refused the noble's offer of one-tenth his promised price. It is presumed to be in the possession of the smith's son, who has been missing for twenty years.											
Name		Crafting DC		Components			Investment		Diagram Cost		
Domingo's Custom Dueling Sword		25 (Grandmaster)		Hardened Timber (x2), Silk (x1), Leather (x3), Ester Grease (x2), Sharpening Grit (x3), Dark Steel (x2), Gold (x1), Meteorite (x2), Steel (x1)			771		1542		

CRAFTING MATERIALS

Some references in the Build System presented below classify items based on their quality. These quality categories help the Ref determine what materials would be appropriate for certain builds and what their strengths and limitations are. Additionally, some items can substitute for other materials as some materials may not be readily available.

Crafting Materials

Two Units of Beast Bones can substitute for one Unit of Hardened Timber.

Hides & Animal Parts

If Hardened Leather is not available or cannot be made, two Units of Leather can substitute for one Unit of Hardened Leather.

Ingots & Minerals

Metals are classified as Unrefined, Refined, and Advanced.

- **Unrefined Metals** are Bronze, Dark Iron, Glowing Ore, & Iron. Two units of Unrefined Metal can substitute for one Unit of Refined Metal of its type.
- **Refined Metals** are Dark Steel, Dimeritium, & Steel. They cannot substitute for Advanced Metals
- **Advanced Metals** are Mahakaman Dimeritium, Mahakaman Steel, Meteorite, & Tretegor Steel. Advanced metals tend to be geographically specific and difficult to acquire through legal means.
- **Meteorite** is a special metal. If at least 50% of the metal content of a weapon is Meteorite, then the weapon gains +5 Rel. and the Meteorite effect for purposes of the Meteorite Iron optional rule.

NEW CRAFTING MATERIALS

Name	Type	Rarity	Location	Quantity	Forage DC	Weight	Cost
Paper	Crafting Materials	P	Bought or Crafted	N/A	N/A	0.1	13
Bronze	Ingots & Minerals	P	Bought or Crafted	N/A	N/A	1	18
Copper	Ingots & Minerals	P	Mountains & Underground	1d6 Units	14	1	14
Tin	Ingots & Minerals	P	Mountains & Underground	1d6 Units	12	1	10

Paper

Fairly uncommon outside of scholars and merchants, paper is good for writing on, bad for getting wet. You get one big roll which can be cut into about 8 good size sheets (roughly the size of a sheet of printer paper), or 64 smaller ones (roughly index card sized).

Bronze

Bronze is an alloy of copper and tin. It can be used to make weapons and armor (and it was long ago) but it won't stand up to modern steel. Nowadays, it's used to make durable metal common items. (for purposes of metal quality, treat bronze as unrefined metal)

Copper

Pulled out of the ground like silver and gold, copper doesn't have near the value of the other two. It is most often used to make bronze or decorative items. Over time, it takes on a green color that Elves find particularly aesthetic.

Tin

Another common metal, mostly used for small, inexpensive metal items. Plating iron with tin will protect it from corrosion, but its primary value is in making bronze.

INGREDIENT DIAGRAMS

Name	Crafting DC	Time	Components	Investment Cost	Diagram Cost
Paper (1m ²)	10	1 hour	Etching Acid (x1), Han Fiber (x1)	19	38
Name	Crafting DC	Time	Components	Investment Cost	Diagram Cost
Bronze (x5)	12	1 hour	Copper (x4), Tin (x1)	66	132



2

² Image generated by Craiyon.com

ARMOR

When constructing new armors, first determine if you are constructing a piece of armor or an armor set. In the war torn state of the Continent, armor sets are actually fairly uncommon. Most smiths who are skilled enough to produce armor sets are working for the various armies and militias across the Continent; individual armor pieces are easier to source and construct.

The value of the armor's raw materials determine its **Build Points**, which are used to purchase the armor's traits. Typically, most of these Build Points would be spent on Stopping Power. Heavier armors usually have enough capacity for Armor Enhancement slots to be purchased. Finally, Special Armor Effects, such as Resistances, have a point cost as well. **When purchasing the Skill Bonus Effect**, there are a few limitations. Firstly, each +2 purchased is a separate purchase, and the full point cost must be applied to each. Secondly, the skills that can receive a +2 bonus are limited to *First Aid, Intimidation, Leadership, Riding, Stealth, and Wilderness Survival*. Finally, the +2 bonus can be purchased for any one skill only once per armor, and wearing two pieces of armor with the same bonus will not stack their bonuses (you can have a breastplate with a +2 to *First Aid* and a +2 to *Wilderness Survival*, but a Jacket with +2 to *Leadership* and trousers with a +2 to *Leadership* is just +2 *Leadership*). Finally, an additional Armor Effect is available that is not on the table below: any Light Armor can be made **Concealed**, which requires a DV 20 Awareness check to see that it is armor. Armor designed to be Concealed will have only $\frac{1}{2}$ the available build points.

Design Philosophies

While not absolute in their application, there are some overall differences in the design philosophies of humans and elderfolk in regards

to their armor production. Many of these design trends are based in varying degrees of traditionalism or pragmatism.

Man-made Armor tends to focus its designs on maximizing Stopping Power, with leftover Build Points being directed to Armor Enhancement slots. Humans also tend to produce armor pieces instead of armor sets, given the nearly continuous state of conflict most human kingdoms find themselves in. When human armor sets do show up, they tend to be constructed in more politically stable regions such as Poviss & Kovir and the Nilgaard heartland, amongst the estates of wealthy nobles, and in the officer corps of well financed palace guard units.

Elderfolk Armors tend to be more balanced in terms of Stopping Power, Armor Enhancement slots, and Special Armor Effects. Elderfolk armor designs also tend to favor armor sets, as Dwarves and Gnomes are typically more sheltered from political strife in their mountain strongholds. The Aen Seidhe, however, are in a more precarious state; they have more grandmaster craftsmen, but a century of human incursions into the elvish heartlands and the losses incurred by the Scoia'tael has meant the elves are more and more commonly producing armor pieces instead of sets. Even still, these pieces retain the standards of form and function that the Aen Seidhe are known for.

ARMOR BUILD TABLE

Build Point Cost	SP	AE	Effect
1	3		
2	4	1	
3	5		1 Resistance (Slash, Pierce, or Bludgeon), Weatherproof
4	6	2	
5	8		
6	9	3	2 Resistances (Slash, Pierce, or Bludgeon), +2 skill bonus
7	10		
8	12		
9	14		3 Resistances (Slash, Pierce, and Bludgeon),
10	15		
11	16		
12	18		
13	20		
14	21		
15	22		
16	24		
17	25		
18	26		
19	27		
20	28		
21	30		

While Shields are a type of Armor, they are treated differently by the build system, utilizing a separate Build Table and having different effects. **Stand** is an effect that can be applied to Pavises that allow them to stand freely and be used as cover. While Light and Medium Shields can be used as an impromptu bludgeoning weapon (doing 1d6 for Light and 2d6 damage for Medium), a shield with the **Bash** effect is

designed to be more effective in doing so, adding an additional 1d6 damage. A Heavy Shield is too bulky and unwieldy to be used as a bludgeon, but it can be used as a wall. A shield that is **Resistant** will take $\frac{1}{2}$ damage from that type of attack, while a shield that is **Proof** will take no damage from that type of attack. Each kind of Resistance and/or Proof must be purchased separately.

SHIELD BUILD TABLE

Build Point Cost	SP	AE	Effect
2	4	1	Stand
3	6		
4	8	2	Bash, Resistance (Pierce, Slash, Bludgeon, Fire, Freeze)
5	10		
6	12		
7	14		
8	15		Proof (Fire, Freeze)
9	16		
10	18		
11	20		
12	22		
13	24		
14	25		
15	26		
16	28		
17	30		
18	32		
19	34		
20	35		

HEAD ARMOR

Head Armor provides protection to the head and neck.

	Materials Cost	Crafting DC	Build Points
NOVICE	65-81	10	1
	82-98	11	2
	99-115	12	3
	116-132	13	3
	133-149	14	4
	150-166	15	5
JOURNEYMAN	167-247	16	9
	248-328	17	10
	329-409	18	12
MASTER	410-433	19	15
	434-457	20	17
	458-481	21	20
	482-505	22	22
	506-529	23	25
	530-554	24	27
	>554	25	29

PRICING

Retail Cost: Materials Cost x1.35

Diagram Cost: Materials Cost x2

DESIGN REQUIREMENTS

- Armor with an SP of 10 or less is considered to be Light Armor.
- Armor with an SP of 12 to 18 is considered to be Medium Armor.
- Armor with a SP of 20 or greater is considered to be Heavy Armor.
- Any Head Armor of SP 16 or better automatically receives the “Restricted Vision” Effect.
- Refs should use their best judgment on what materials should be used when creating Head Armor. A picture helps.

TORSO ARMOR

Torso Armor provides protection to the torso and both arms.

	Materials Cost	Crafting DC	Build Points
NOVICE	74-95	10	1
	96-117	11	2
	118-139	12	3
	140-161	13	5
	162-183	14	6
	184-205	15	7
JOURNEYMAN	206-287	16	9
	288-369	17	10
	370-451	18	12
MASTER	452-486	19	15
	487-521	20	17
	522-556	21	20
	557-591	22	22
	592-626	23	25
	627-662	24	27
	>662	25	29

PRICING

Retail Cost: Materials Cost x1.35

Diagram Cost: Materials Cost x2

DESIGN REQUIREMENTS

- Armor with an SP of 10 or less is considered to be Light Armor.
- Armor with an SP of 12 to 18 is considered to be Medium Armor.
- Armor with a SP of 20 or greater is considered to be Heavy Armor.
- Any Torso Armor SP 12 to SP 18 automatically receives an EV of 1.
- Any Torso Armor of SP 20 or greater automatically receives an EV of 2.
- Refs should use their best judgment on what materials should be used when creating Torso Armor. A picture helps.

LEG ARMOR

Leg Armor provides protection to both legs.

	Materials Cost	Crafting DC	Build Points
NOVICE	47-67	10	3
	68-88	11	3
	89-109	12	4
	110-130	13	4
	131-151	14	5
	152-172	15	5
JOURNEYMAN	173-247	16	9
	248-322	17	10
	323-397	18	12
MASTER	398-432	19	15
	433-467	20	17
	468-502	21	20
	503-537	22	22
	538-572	23	25
	573-608	24	27
	>608	25	29

PRICING

Retail Cost: Materials Cost x1.35

Diagram Cost: Materials Cost x2

DESIGN REQUIREMENTS

- Armor with an SP of 10 or less is considered to be Light Armor.
- Armor with an SP of 12 to 18 is considered to be Medium Armor.
- Armor with a SP of 20 or greater is considered to be Heavy Armor.
- Any Leg Armor of SP 20 or better automatically receives an EV of 1.
- Refs should use their best judgment on what materials should be used when creating Leg Armor. A picture helps.

ARMOR SETS

Materials Cost		Crafting DC	Build Points
JOURNEYMAN	>492	12	8
	492-562	13	10
	563-634	14	12
	635-810	15	14
	811-1077	16	16
	1078-1343	17	17
MASTER	1344-1528	18	19
	1529-1641	19	21
	1642-1755	20	23
	1756-1869	21	25
	1870-1983	22	26
	1984-2096	23	28
GRANDMASTER	2097-2210	24	30
	2211-2324	25	32
	2325-2438	26	34
	2439-2552	27	35
	>2552	28	37

Armor Sets provide protection to all body locations. Each location is considered separate for purposes of Ablation.

PRICING

Retail Cost: Materials Cost x1.35

Diagram Cost: Materials Cost x2

DESIGN REQUIREMENTS

- Armor with an SP of 10 or less is considered to be Light Armor.
- Armor with an SP of 12 to 20 is considered to be Medium Armor.
- Armor with a SP of 20 or greater is considered to be Heavy Armor.
- Any Armor Set SP 18 to SP 21 automatically receives an EV of 1.
- Any Armor Set of SP 22 or greater automatically receives an EV of 2.
- Refs should use their best judgment on what materials should be used when creating Armor Sets. A picture helps.

SHIELDS

	Materials Cost	Crafting DC	Build Points
NOVICE	<65	12	2
	66-96	13	2
	97-127	14	3
	128-158	15	3
	159-203	16	6
JOURNEYMAN	204-258	17	7
	259-293	18	8
	294-334	19	9
MASTER	335-365	19	11
	366-396	20	12
	397-427	21	15
	428-458	22	18
	>458	23	20
GRAND-MASTER	459-519	24	24
	520-581	25	25
	>581	26	26

PRICING

Retail Cost: Materials Cost x1.35

Diagram Cost: Materials Cost x2

DESIGN REQUIREMENTS

- Shields with an SP of 4-15 are considered to be Light Shields.
- Shields with an SP of 10 to 25 are considered to be Medium Shields.
- Shields with a SP of 20-35 are considered to be Heavy Shields (Pavises).
- All Pavises automatically receive an EV of 1 and the Full Cover effect.
- Refs should use their best judgment on what materials should be used when creating Shields. A picture helps.

GENERAL EQUIPMENT

Did ya' think that Craftsmen only made arms and armor? There's gotta' be a thousand tools and items a Craftsman can produce for everyday life in the villages and towns, not to mention all

the repair work. Work is steady for a village Craftsman. Some say working for a Lord is better coin, but it seems they always want their stuff yesterday.

Name	Level	Crafting DC	Time	Components	Investment Cost	Diagram Cost
Bag of Marbles (RW #1) ³	Novice	11	30 Minutes	Glass (x1), Linen (x1)	14	28
Bandoleer (makes 2)	Novice	15	1 Hour	Thread (x2, Leather (x1)	34	68
Basket	Novice	9	30 Minutes	Thread (x1), Timber (x1),	6	12
Belt Pouch (makes 2)	Novice	14	1 Hour	Thread (x1), Leather (x1)	31	62
Bottle (RW #1) (makes 6 bottles)	Novice	12	30 Minutes	Glass (x4) or River Clay (x4)	20	40
Compass (RW #1)	Journey-man	15	1 Hour	Glass (x1), Timber (x1), Feathers (x1), Ester Grease (x1) Etching Acid (x2)	24	48
Dice, Pair (11 cr.)	Novice	9	30 Minutes	Beast Bones (x1)	8	16
Dice, Loaded	Journey-man	11	30 Minutes	Dice (x1)	11	18
Dice Poker Board	Novice	12	1 Hour	Timber (x3), Tanning Herbs (x3)	18	36
Bedroll	Novice	10	1 Hour	Cotton (x2), Cow Hide (x1)	12	24
Candles (makes 6)	Novice	8	30 Minutes	Thread (x1), Wax (x1)	5	10
Chalk	Novice	8	15 Minutes	Resin (x1)	2	4
Flint & Steel	Novice	8	15 Minutes	Stone (x1)	4	8
Grappling Hook (makes 2)	Novice	12	1 Hour	Bronze (x1)	18	36

³ Rodolf's Wagon #1 DLC

Name	Level	Crafting DC	Time	Components	Investment Cost	Diagram Cost
Hand Mirror	Journeyman	14	1 Hour	Timber (x1), Bronze (x1)	21	42
Holy Symbol	Novice	10	1 Hour	Thread (x1), Beast Bones (x1)	11	22
Hourglass	Novice	14	1 Hour	Glass (x5), Timber (x1)	28	56
Hourglass, Minute	Journeyman	14	1 Hour	Glass (x2), Timber (x1)	13	26
Instrument	Novice	14	1 Hour	Resin (x2), Timber (x2), Beast Bones (x1), Ester Grease (x1), Tanning Herbs (x1)	29	58
Journal / Ledger (makes 3 pocket sized books)	Novice	11	30 Minutes	Paper (x1), Resin (x1)	15	30
Lantern	Novice	13	1 Hour	Etching Acid (x3), Bronze (x1)	24	48
Lantern, Bullseye	Novice	14	1 Hour	Glass (x1), Etching Acid (x3), Bronze (x1)	29	58
Lock	Journeyman	15	4 Hours	Oil (x1), Etching Acid (x1), Bronze, (x1)	25	50
Lock, Strong	Master	20	5 Hours	Oil (x1), Etching Acid (x1), Steel, (x1)	53	106
Manacles	Novice	13	4 Hours	Oil (x2), Bronze (x1)	24	48
Perfume / Cologne	Novice	13	30 Minutes	Oil (x1), Vial (x1)  	Varies, minimum 20	40
Pipe	Novice	11	30 Minutes	Timber (x1), Beast Bones (x1), Tanning Herbs (x1)	14	28
Pitons (makes 25)	Novice	14	1 Hour	Iron (x1), Tin (x1)	40	80
Sack (Makes 5)	Novice	10	30 Minutes	Linen (x1), Thread (x1)	12	24
Satchel (makes 2)	Novice	12	1 Hour	Linen (x1), Thread (x2), Wax (x3)	21	42

Name	Level	Crafting DC	Time	Components	Investment Cost	Diagram Cost
Secret Pocket	Journeyman	11	1 Hour	Clothes, Cotton (x1), Thread (x1), Feathers (x1)	8	16
Shackles	Journeyman	17	5 Hours	Oil (x2), Etching Acid (x1), Iron (x1)	38	76
Shackles, Dimeritium	Master	25	7 Hours	Oil (x2), Etching Acid (x1), Glowing Ore (x1)	88	176
Sheath, Bow	Novice	12	30 Minutes	Beast Bones (x1), Wolf Hide (x1)	18	36
Sheath, Garter (makes 2)	Novice	11	30 Minutes	Thread (x2), Boar Pelt (x1)	16	32
Sheath, Sleeve (makes 2)	Novice	12	30 Minutes	Thread (x2), Timber (x1) Boar Pelt (x1)	19	38
Shovel (RW #1)	Novice	10	30 Minutes	Timber (x1), Tin (x1)	13	26
Signal Horn (RW #1)	Novice	14	1 Hour	Beast Bones (x1), Wolf Hide (x1)	22	44
Signal Whistle (RW #1)	Novice	9	30 Minutes	Resin (x1), Timber (x1)	5	10
Soap	Novice	8	30 Minutes	Ashes (x1), Oil (x1)	4	8
Sun Stone (RW #1)	Journeyman	16	1 Hour	Resin (x4), Etching Acid (x4), Stone (x3)	28	56
Tarp	Novice	10	30 Minutes	Linen (x1)	9	18
Tent, Large	Novice	14	1 Hour	Linen (x3),	27	54
Torch (makes 8) (RW #1)	Novice	8	30 Minutes	Cotton (x1), Resin (x1), Timber (x1)	6	12
Vial (small bottle) (makes 5 vials)	Novice	8	30 Minutes	Glass (x1) or River Clay (x1)	5	10
Waterskin (makes 2) (RW #1)	Novice	12	30 Minutes	Cow Hide(x1), Wax (x2)	14	28
Wooden Chest	Novice	11	1 Hour	Timber (x3), Oil (x1), Tanning Herbs (x1)	15	30
Wooden Chest, Large	Novice	13	1 Hour	Timber (x4), Oil (x2), Tanning Herbs (x2)	24	48

MOUNTS & VEHICLES

Getting around is pretty important; you have to go where the work is and where the guys with the long knives are not. Paying a fare isn't a bad way to go usually, but your caravan master isn't likely to detour around that checkpoint filled

with militiamen who say you fit the profile, if you get my meaning, and cargo space is always at a premium. Of course, you can always take a couple of weeks to knock together your own transportation and take it wherever you like.

Name	Level	Crafting DC	Time	Components	Investment Cost	Diagram Cost
Barding, Leather	Journeyman	16	24 Hours	Double Woven Linen (x2), Hardened Leather (4), Leather (x2), Ester Grease (x6), Tanning Herbs (x4) Iron (x2)	412	824
Barding, Chain	Master	22	36 Hours	Double Woven Linen (x2), Leather (x2), Darkening oil (x5) Dark Steel (4), Steel (x2), Iron (x2)	786	1,572
Blinders	Novice	15	3 Hours	Hardened Leather (x1), Leather (x1)	76	152
Blinders, Racing	Journeyman	19	4 Hours	Leather (x1), Lyrian Leather (x1), Thread (x2)	94	188
Carriage	Master	20	40 Hours	Cotton (x6), Glass, (x6), Linen (x4), Oil (x4), Timber (x60), Leather (x4), Iron (x4),	496	992
Cart	Novice	13	20 Hours	Timber (x10), Iron (x4)	150	300
Saddle	Novice	15	22 Hours	Timber (x1), Leather (x2), Ester Grease (x2)	75	150
Saddle, Cavalry	Journeyman	17	24 Hours	Double Woven Linen (x1), Hardened Timber (x1), Hardened Leather (x2), Ester Grease (x2), Steel (x2)	246	492
Saddle, Racing	Journeyman	16	24 Hours	Linen (x1), Timber (x1), Lyrian Leather (x2), Ester Grease (x2)	148	296
Saddlebags	Novice	10	5 Hours	Thread (x1), Leather (x2), Ester Grease (x2)	75	150
Saddlebags, Military	Novice	15	8 Hours	Thread (x1), Hardened Leather (x2), Ester Grease (x2)	115	230

Name	Level	Crafting DC	Time	Components	Investment Cost	Diagram Cost
Wagon, Elven Gedwch (W&T)⁴	Journey-man	18	28 Hours	Glass (x4), Oil (x8), Silk (x2), Thread (x2), Timber (x65), Iron (x6)	525	1050
Wagon, Merchant (W&T)	Journey-man	18	28 Hours	Cotton (x4), Linen (x8), Thread (x8), Wax (x8) Timber (x60), Iron (x8)	532	1064
Wagon, Shepherds Hut (W&T)	Novice	15	22 Hours	Cotton (x4), Linen (x2), Thread (x2), Timber (x80), Iron (x6)	448	896
Wagon, War (W&T)	Master	20	30 Hours	Cotton (x4), Linen (x2), Thread (x2), Timber (x70), Iron (x12)	597	1194
Watercraft, Cutter	Master	21	2 Weeks	Linen (x20), Hardened Timber (x16), Oil (x90), Timber (x90), Iron (x9)	1246	2492
Watercraft, Sailing Boat	Journey-man	18	1 Week	Linen (x3), Oil (x15), Timber (x15), Iron (x2)	177	354
Watercraft, Sailing Ship	Master	26	1 Month	Linen (x30), Hardened Timber (x16), Oil (x120), Timber (x120), Iron (x12)	1606	3212



5

⁴ Sirol's Handbook: Wagons and Travel DLC

⁵ Image generated by Craiyon.com

TOOLS

Having the right tool for the job is a necessity for a Craftsman. Of course, oftentimes you can make do with what you have, but most tasks just go so much easier when you are using

specialized tools instead of just your basic set. This means your workshop just gets a little more crowded, but that's the cost of doing business.

Name	Effect	Conc.	Weight	Cost
Glassworking Tools	Allows you to craft glass and clay items with a forge	L	3	49
Leatherworking Tools	Allows you to prepare and craft hides & animal parts from animal carcasses	L	4	68
Textile Tools (Travel Loom & Spinning Wheel)	Allows you to craft thread & linen	L	5	38



6

⁶ Image generated by Craiyon.com

WEAPONS

Weapons are always in demand, and in the wake of the last invasion by Nilfgaard and the subsequent political instability, the demand for inexpensive, easy to produce arms continues to increase. Higher quality weapons are always coveted, but the cost of materials is up and the treasures of the local nobilities are down, so it's best to keep a supply of the cheap stuff on hand and make the quality weapons on commission, coin up front of course.

Just like with armor, the value of the weapon's raw materials determine its **Build Points**, which are used to purchase the weapon's traits. Typically, most of these Build Points would be spent on Damage. Higher quality weapons usually have enough capacity for Enhancement slots and Weapon Effects, to be purchased. As normal, each weapon effect is a separate purchase. The Weapon Effects listed are the same as the ones within the Corebook. Certain effects, namely Bleed and Poison, have a percentage chance to apply the status effect to the target, and the effect is purchased at that percentage. Purchasing Bleed 50% and Bleed 30% will not give you Bleed 80%; each Status Effect can only be applied once (but multiple different effects can be applied, each sold separately). An additional Weapon Effect is available that is not on the table below: Any weapon can be made into a **Trick** weapon, which can be disassembled for concealment. It takes one minute to assemble or disassemble a trick weapon. When assembled, the weapon functions as normal. When disassembled, the weapon cannot be used as a weapon, but it does

gain a one level better Concealment rating. Making a Trick weapon adds +5 to the DV.

Design Philosophies

While not absolute in their application, there are some overall differences in the design philosophies of humans and elderfolk in regards to their weapon designs. Like armor, many of these design trends are based in varying degrees of traditionalism or pragmatism.

Man-made Weapons tends to focus its designs on maximizing Damage, with leftover Build Points being directed to Armor Enhancement slots. Typically, only the higher tier weapons will bother with Weapon Effects, and then it's often Bleeding.

Elderfolk Weapons, like their armors, take a more balanced approach to Damage, Enhancement slots, and Weapon Effects. Elderfolk armor designs also tend to favor greater balance and ergonomics, resulting in more accurate weapons, if possibly less robust.

WEAPON BUILD TABLE

Build Point Cost	Acc	Dmg	Rel	Effects	EN
-5	WA -2				
-3	WA -1				
0	WA +0	1d3	5		
1		1d6			
2		1d6+1			
3		1d6+2			
4		1d6+3			
5	WA +1	1d6+4	10	Focus (1), Status Effect (20%)	
6		2d6			
7		2d6+1			
8		2d6+2			
9		2d6+3			
10	WA +2	2d6+4	15	Balanced, Charging, Focus (2), Grappling, Long Reach, Status Effect (25%)	1
11		3d6			
12		3d6+1		Status effect (30%)	
13		3d6+2			
14		3d6+3			
15	WA +3	3d6+4		Ablating, Armor Piercing, Focus (3), Status effect (50%)	2
16		4d6			
17		4d6+1			
18		4d6+2			
19		4d6+3			
20		4d6+4		Greater Focus, Improved AP, Status effect (100%), Stun (-2)	
21		5d6			
22		5d6+1			
23		5d6+2			
24		5d6+3			
25		5d6+4			
26		6d6			
27		6d6+1			
28		6d6+2			
29		6d6+3			
30		6d6+4			

AXES

Materials Cost		Crafting DC	Build Points
NOVICE	<113	8	10
	113-145	9	11
	146-178	10	12
	179-211	11	13
	212-244	12	14
	245-277	13	16
	278-310	14	17
JOURNEYMAN	311-343	15	27
	344-376	16	29
	377-409	17	31
	410-442	18	32
	443-475	19	34
MASTER	476-508	20	55
	509-541	21	58
	542-574	22	61
	575-607	23	63
	608-640	24	66
	>640	25	69
GRAND-MASTER	641-707	25	73
	>707	26	75

PRICING

Retail Cost: Materials Cost x1.35

Diagram Cost: Materials Cost x2

DAMAGE REQUIREMENTS

Maximum Damage One-Handed: 5d6+4

Minimum Damage Two-Handed: 5d6

Maximum Damage for a One-Handed design that has “L” Concealment: 5d6

All Axes have the Slashing Damage Type.

MATERIALS REQUIREMENTS

- One Unit of Refined Metal is required for each 2d6 of Damage. d6+n does not require additional Metal.
- One Unit of Hardened Timber is required for each 1d6 of Damage. d6+n does not require additional Hardened Timber.
- One additional Unit of Hardened Timber is required for human designs.
- One Unit of Hardened Leather is required for each hand.

BLUDGEONS

Materials Cost		Crafting DC	Build Points
NOVICE	N / A	8	14
	112-133	9	16
	134-176	10	18
	177-219	11	19
	220-262	12	21
	263-305	13	23
	306-348	14	25
JOURNEYMAN	349-391	15	30
	392-434	16	32
	435-477	17	34
	478-520	18	36
	521-563	19	38
MASTER	564-606	20	53
	607-649	21	56
	650-692	22	58
	693-735	23	61
	736-778	24	64
	>778	25	66
GRAND-MASTER	779-865	25	70
	>865	26	73

PRICING

Retail Cost: Materials Cost x1.35

Diagram Cost: Materials Cost x2

DAMAGE REQUIREMENTS

Maximum Damage One-Handed: 5d6

Minimum Damage Two-Handed: 3d6

Maximum Damage for a One-Handed design that has “T” Concealment: 1d6+2

Maximum Damage for a One-Handed design that has “S” Concealment: 2d6+4

Maximum Damage for a One-Handed design that has “L” Concealment: 5d6

All Bludgeons have the Bludgeon Damage Type.

MATERIALS REQUIREMENTS

- One Unit of Metal is required for each d6 of damage. d6+n does not require additional Metal.
- One Unit of Hardened Timber is required for 1-handed designs
- Three Units of Hardened Timber are required for 2-handed designs.
- One Unit of Hardened Leather is required for each hand.
- Two Units of Hardened Timber can replace one Unit of Metal. Hardened Timber used in this way cannot be used to count towards the 1-Handed or 2-handed Hardened Timber requirement.

BOWS

	Materials Cost	Crafting DC	Build Points
NOVICE	N / A	8	10
	N / A	9	11
	N / A	10	13
	N / A	11	14
	N / A	12	15
	114-149	13	16
	150-210	14	18
	211-271	15	19
JOURNEYMAN	272-332	16	32
	333-393	17	34
	394-454	18	36
	455-515	19	38
	516-576	20	40
MASTER	577-637	21	46
	638-698	22	48
	699-759	23	51
	760-820	24	53
	>820	25	55
GRAND-MASTER	821-943	25	75
	>943	26	78

PRICING

Retail Cost: Materials Cost x1.35

Diagram Cost: Materials Cost x2

DAMAGE REQUIREMENTS

Minimum / Maximum Damage: 3d6 / 6d6

Maximum Damage for a design that has "L" Concealment: 3d6+4

All Bows have a Range of 50m per d6 of Damage. d6+n does not add to this calculation.

All Bows have the Piercing Damage Type.

MATERIALS REQUIREMENTS

- Concealable Bows require four Units of Hardened Timber. Non-concealable Bows require six Units of Hardened Timber.
- An equal number of Units of Thread to Units of Hardened Timber is required.
- Two less as many Units of Wax or Ogre Wax as Units of Thread are required.
- Two less as many Units of Resin as Units of Hardened Timber are required for human designs. One-quarter as many Units of Fifth Essence as Units of Hardened Timber are required for elderfolk designs.
- One Unit of Unrefined Metal is required for designs that do 3d6 damage. One Unit of Refined Metal is required for designs that do 4d6 damage. Two Units of Refined Metal are required for designs that do 5d6 or better damage.
- No Bow may have equal or more Units of Metal than Units of Hardened Timber.

HAND CROSSBOWS

	Materials Cost	Crafting DC	Build Points
NOVICE	<147	8	12
JOURNEYMAN	210-220	15	23
MASTER	211-230	16	24
GRAND-MASTER	231-241	17	26
GRAND-MASTER	242-251	18	27
GRAND-MASTER	252-261	19	29
GRAND-MASTER	262-272	20	30
GRAND-MASTER	273-282	21	32
GRAND-MASTER	283-293	22	34
GRAND-MASTER	294-303	23	35
GRAND-MASTER	304-314	24	37
GRAND-MASTER	>314	25	38
GRAND-MASTER	315-335	25	38
GRAND-MASTER	>335	26	40

PRICING

Retail Cost: Materials Cost x1.35

Diagram Cost: Materials Cost x2

DAMAGE REQUIREMENTS

Minimum / Maximum Damage: 2d6 / 2d6+4

Maximum Damage for a design that has "S" Concealment: 2d6

Hand Crossbows have a Range of 50m. Master designs have a Range of 75m. Grandmaster designs have a Range of 100m

All Crossbows have the Slow Reload Weapon Effect.

Hand Crossbows have "L" Concealment.

All Crossbows have the Piercing Damage Type.

MATERIALS REQUIREMENTS

- One Unit of Hardened Timber is required for each d6 of Damage.
- One unit of Refined Metal is required for each 2d6 of Damage. One unit of Unrefined Metal is required for each 5d6 of damage or portion thereof.
- An equal number of Units of Thread as Units of Hardened Timber are required (minimum four Units).
- Half as many Units of Ester Grease (round down) and Ogre Wax (round up) as Units of Hardened Timber are required.
- Any Enhancement Slots built into a Crossbow's design are separate from Crossbow Upgrades as per **Rodolf's Wagon #3 DLC**. Hand Crossbows have 1 Upgrade Slot automatically.

STANDARD CROSSBOWS

Materials Cost		Crafting DC	Build Points
NOVICE	N / A	8	7
	N / A	9	8
	N / A	10	9
	N / A	11	10
	N / A	12	11
	N / A	13	12
	N / A	14	13
JOURNEYMAN	238-269	15	27
	270-317	16	29
	318-365	17	31
	366-413	18	32
	414-461	19	34
MASTER	462-509	20	54
	510-557	21	57
	558-605	22	59
	606-653	23	62
	654-701	24	65
	>701	25	68
GRAND-MASTER	702-798	25	75
	>798	26	78

PRICING

Retail Cost: Materials Cost x1.35

Diagram Cost: Materials Cost x2

DAMAGE REQUIREMENTS

Minimum / Maximum Damage 4d6 / 6d6

Standard Crossbow:

Crossbows have a Range of 30m per d6 of Damage.. Round the range to the nearest 50m increment.

All Crossbows have the Slow Reload Weapon Effect.

All Crossbows have the Piercing Damage Type.

MATERIALS REQUIREMENTS

- One Unit of Hardened Timber is required for each d6 of Damage.
- One unit of Refined Metal is required for each 2d6 of Damage. One unit of Unrefined Metal is required for each 5d6 of damage or portion thereof.
- An equal number of Units of Thread as Units of Hardened Timber are required (minimum four Units).
- Half as many Units of Ester Grease (round down) and Ogre Wax (round up) as Units of Hardened Timber are required.
- Any Enhancement Slots built into a Crossbow's design are separate from Crossbow Upgrades as per **Rodolf's Wagon #3 DLC**. Standard Crossbows have 2 Upgrade Slots automatically.

POLE ARMS

Materials Cost		Crafting DC	Build Points
NOVICE	N / A	8	11
	N / A	9	12
	232-256	10	14
	257-289	11	15
	290-322	12	16
	323-355	13	18
	356-388	14	19
JOURNEYMAN	389-421	15	25
	422-454	16	26
	455-487	17	28
	488-520	18	30
	521-553	19	31
	554-586	20	33
MASTER	587-619	21	53
	620-652	22	55
	653-685	23	58
	686-718	24	60
	>718	25	63
GRAND-MASTER	685-718	24	67
	719-752	25	70
	>752	26	73

PRICING

Retail Cost: Materials Cost x1.35

Diagram Cost: Materials Cost x2

DAMAGE REQUIREMENTS

Minimum / Maximum Damage 2d6 / 6d6+4

All Pole Arms may have the Slashing, Piercing, and Bludgeon Damage Types. Use common sense when applying these. A picture helps.

Any Pole Arm that does 3d6 damage or less can be Thrown for BODY x2m at the exclusion of the Bludgeon Damage Type.

All Pole Arms automatically have the Long Reach Effect

This chart is not appropriate for building Lances.

MATERIALS REQUIREMENTS

- Five Units of Hardened Timber are required for Novice and Journeyman designs.
- Six Units of Hardened Timber are required for Master and Grandmaster designs.
- Two Units of Refined Metal are required for Novice and Journeyman designs.
- Five Units of Refined Metal are required for Master and Grandmaster designs.
- A minimum of two Units of Leather or Hardened Leather are required.
- Reliability cannot be above 10 unless a Grandmaster design using Advanced Metal or a design using Meteorite.

SMALL BLADES

	Materials Cost	Crafting DC	Build Points
NOVICE	<52	8	8
	52-77	9	9
	78-103	10	10
	104-129	11	11
	130-155	12	12
	156-180	13	13
	181-206	14	14
JOURNEYMAN	207-232	15	23
	233-258	16	24
	259-283	17	26
	284-309	18	27
	310-335	19	29
MASTER	336-361	20	55
	362-386	21	58
	387-412	22	61
	413-438	23	63
	439-464	24	66
	>464	25	69

PRICING

Retail Cost: Materials Cost x1.4

Diagram Cost: Materials Cost x2.2

DAMAGE REQUIREMENTS

Minimum / Maximum Damage: 1d6 / 3d6

Maximum Damage for a design that has "T" Concealment: 1d6+1

All Small Blades have the Slashing and Piercing Damage Types.

A Small Blade that does 1d6 Damage automatically receives the "Concealment" Effect.

MATERIALS REQUIREMENTS

- One Unit of Refined Metal is required for each d6 of damage. d6+n does not require additional Metal.
- One Unit of Hardened Timber is required.
- Novice Designs can use Unrefined Metal and Timber in lieu of Refined Metal and Hardened Timber, respectively.
- Journeyman or better designs require one Unit of Hardened Leather.

STAVES

	Materials Cost	Crafting DC	Build Points
NOVICE	N / A	8	11
	N / A	9	12
	N / A	10	13
	N / A	11	15
	N / A	12	16
	N / A	13	17
	N / A	14	18
JOURNEYMAN	230-240	15	27
	241-292	16	29
	293-344	17	31
	345-396	18	33
	397-448	19	35
MASTER	449-500	20	47
	501-552	21	49
	553-604	22	52
	605-656	23	54
	657-708	24	56
	>708	25	59
GRAND-MASTER	709-813	25	71
	>813	26	74

PRICING

Retail Cost: Materials Cost x1.25

Diagram Cost: Materials Cost x2

DAMAGE REQUIREMENTS

Minimum / Maximum Damage 1d6 / 3d6+4

All Staves have the Bludgeon Damage Type.

All Staves automatically have the “Reach” Effect.

MATERIALS REQUIREMENTS

- Six Units of Timber are required for a Novice or Journeyman Staff.
- Six Units of Hardened Timber are required for a Master or Grandmaster Staff.
- One Unit of Refined Metal is required for each 2d6 of damage or portion thereof.
- All Metal used in construction must be Advanced Metal if Reliability is above 10.
- One Unit of Fifth Essence plus one Unit of Fifth Essence for each point of Focus is required. If no Focus Effect is put on the staff, it is instead a Pole Arm.
- Focus 3 and a Gemstone are required for the Greater Focus Effect.

SWORDS

Materials Cost		Crafting DC	Build Points
NOVICE	N / A	8	13
	N / A	9	14
	122-168	10	16
	169-207	11	18
	208-246	12	19
	247-285	13	21
	286-324	14	22
JOURNEYMAN	325-363	15	36
	364-402	16	38
	403-441	17	41
	442-480	18	43
	481-519	19	46
MASTER	520-558	20	52
	559-597	21	55
	598-636	22	57
	637-675	23	60
	676-714	24	62
	>714	25	65
GRAND-MASTER	715-793	25	75
	>793	26	78

PRICING

Retail Cost: Materials Cost x1.35

Diagram Cost: Materials Cost x2

DAMAGE REQUIREMENTS

Minimum / Maximum Damage One-Handed: 2d6 / 5d6

Minimum / Maximum Damage Two-Handed: 3d6 / 6d6

Maximum Damage for a One-Handed design that has "L" Concealment: 4d6+4

All Swords have the Slashing and Piercing Damage Types.

Grandmaster designs may exceed Maximum Damage up to +4.

MATERIALS REQUIREMENTS

- One Unit of Metal is required for each 1d6 of damage or portion thereof.
- Two Units of Hardened Timber are required for 1-handed designs.
- Three Units of Hardened Timber are required for 2-handed designs.
- Two Units of Hardened Leather are required for 1-handed designs.
- Three Units of Hardened Leather are required for 2-handed designs.
- Novice designs may use Unrefined Metal, Timber, and/or Leather instead. If using Unrefined Metal for 50% or more of the Metal, Rel. cannot go above 10.
- Three Units of Leather + one Unit of Silk can replace up to three Units of Hardened Leather.

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