Items, Components, Loot, and Tags

During the course of a game event, you will likely come upon items with in-play value. When you defeat a monster and "Search" them, they will hand you an item of some type, colloquially referred to as "Loot". This Loot represents either the experience points you gained from fighting them, or an item the creature was carrying on them that you found.

Component Phys-Reps

The most common type of Loot you will find are Component Phys-Reps. These are wooden sticks with the Component name or type imprinted on them, usually with a representation of the Component itself. For example, the Component "Leather Scraps" may have a small strip of leather attached to it.

Crafted Component Cards

Some of the Components players may find will need to be Crafted through a Tradeskill. This is done using a Crafting Recipe or Scroll and the Components listed on that Scroll. Exactly how this is done through the Crafting system is explained in detail in the next section.

Crafting Recipe Scrolls

Players may find Recipe Scrolls which allow them to use their Tradeskills to create more powerful or intricate items. These Scrolls are presented as large pieces of paper with a full description of what is required to utilize them. An example Recipe Scroll is presented in the next section.

Paper Tags

Some Loot may be distributed in the form of paper Tags, given out by Plot or other Game Marshals. When, where, and what the component or item is that is given on the tag will be up to the discretion of the Marshal. If a Tag is given representing a bulk of Component items - for example, "ten (10) pieces of Leather Scraps" - Players are encouraged to exchange these out for appropriate Component Phys-Reps as soon as possible.

Item Cards

Major items such as magical items or other unique Components will be represented on a full size notecard. Like paper Tags, these will be given out by a Plot or Game Marshal in specific scenarios.

Tradeskills and Crafting

Combat skills will not be enough to survive in the world of Maelstrom. Characters will need to learn Tradeskills and craft a wide variety of items, from mundane equipment like weapons and repairing armor, to consumable items to restore their Exhaustion and Sanity, to exotic items and powerful magical effects which grant them incredible power.

Tradeskills

There are a number of Tradeskills that characters can specialize in which grant them abilities to benefit themselves and other characters.

Alchemy allows players to utilize Potions as thrown attacks at the cost of Mana. The Potion tag will list the Mana Cost. The player will then throw a Packet with the tagline "Alchemical" followed by the Potion name. For example a "Sleep Potion" will be thrown as "Alchemical Sleep". Potions with numerical damage will be called with the numerical damage first, for example a "10 Acid" Potion becoming a "10 Alchemical Acid" packet attack.

Blacksmithing allows players to repair armor and restore Armor Points when not in Combat. Blacksmiths can also repair Weapons and Shields that have been destroyed with the Shatter effect. Repairing is considered Concentration and will be considered broken without Mana loss if the Player either disengages the repairing act before the time has completed or in other ways breaks the Concentration per the Concentration rules described in the Combat Rules section.

Repairing Armor
To repair Armor, the Player will perform a 10 second Count of "Repairing Armor 1… Repairing Armor 2…" on themselves or a willing target. The Player will restore 10 points of Armor at the cost of 1 Mana.

Repairing Equipment
To repair Weapons and other Equipment, the Player will perform a 60 second Count of "Repairing [Weapon / Shield / etc.] 1… Repairing 2…" on the item in question. Repairing an item costs 10 Mana.

Ritual allows players to perform powerful rituals of divination, celestial guidance, or astrological clairvoyance, at a significant cost of 30 Mana. A Character who chooses to become a Ritualist will decide what kind of divination ritual they may perform, such as

reading cast bones, Tarot cards, or other types of fantastical rituals. Players are encouraged to develop their own unique rituals for their characters.

To perform the divination Ritual, the Player should seek out an available Plot Marshal who will then marshal the encounter. The Player should provide any relevant information or other skills to the Plot Marshal so they can make an appropriate decision about the outcome of the encounter. Players should keep in mind that the use of divination Rituals does not guarantee access to specific information, or that the outcomes of their Rituals are guaranteed.

Runecraft lets players inscribe magical symbols to imbue items or areas with arcane effects. Runecrafting also allows a player to inscribe a Rune consumable item, similar to a Potion. Inscribing Runes is considered Concentration and will be considered broken without Mana loss if the Player either disengages the inscribing act before the time has completed or in other ways breaks the Concentration per the Concentration rules described in the Combat Rules section. In addition to Rune consumable items, Runecrafters have the innate knowledge of the following Runic effects:

Wizard Lock
The Wizard Lock Rune will create a magical barrier around a single object such as a chest, the outside walls of a building, or a single room within a building. A lock and key must be physically represented by two objects that are designed to fit together. While the key is placed in the "lock", the wizard lock is lowered. Removing the "key" from the lock will raise the Wizard Lock, securing the object it was cast on. This effect is a translucent magical effect and may be seen by anyone.

Message Arrow
Message Arrow allows the Runecrafter to inscribe a simple message on parchment and magically transport the message to the being named in the message.

Inscribing the message will put the Runecrafter into Concentration, as per the Concentration rules in the Combat Rules section. Once the message has been written, the Runecrafter will expend 10 Mana, and will then immediately go Out of Play to find the Player the message is intended for. This does not Hold the game in any way and occurs in real-time. While the Runecrafter Player is absent, their Character remains in their location in a trance while the Player is looking for the recipient.

Tinkering allows players to manipulate the physical world through ingenuity and devices. Tinkerers can disarm traps, pick locks, set traps, or deploy caltrops to slow enemies.

Deploy Caltrops

Tinkerers may throw "5 Physical Slow" Packet Attacks at the cost of 1 Mana.

Pick Locks

Tinkerers may attempt to pick a Lock on a 30 second count ("Picking Lock 1… Picking Lock 2…") at the cost of 10 Mana. This may only be performed in Marshaled encounters. If a Tinkerer attempts to pick a Lock of higher Rank than their Tinkering skill, the picking will fail. Otherwise, if they have the same Rank as the Lock or higher, the Lock is disabled and consumed. The Plot or Staff Marshal overseeing the encounter will ask the Tinkerer for their Tinkering Rank before making a determination of the outcome.

Disarm Traps

Tinkerers may attempt to disarm a Trap on a 30 second count ("Disarming Trap 1… Disarming Trap 2…") at the cost of 10 Mana. This may only be performed in Marshaled encounters. If a Tinkerer attempts to disarm a Trap of higher Rank than their Tinkering skill, the disarming will fail and the Trap will be triggered. Otherwise, if they have the same Rank as the Trap or higher, the Trap is disabled and consumed without triggering its effects. The Plot or Staff Marshal overseeing the encounter will ask the Tinkerer for their Tinkering Rank before making a determination of the outcome.

Set Traps

Tinkerers may set a Trap equal to or less than their Tinkerer Rank on a 30 second count ("Setting Trap 1… Setting Trap 2…") at the cost of 10 Mana. Traps may only be used in a Marshaled Encounter with a Plot or Staff member present. Specific traps and their effects will vary greatly, but can generally be thought of as defensive in nature.

Crafting

Tradeskills also allow characters to create more powerful items through crafting. Crafting is performed by a character who has an in-game Recipe, often referred to as a "Scroll", using a number of physical components found in the game world. Although any character may read the scroll, only a character with the appropriate Tradeskill may attempt casting from it.

A Recipe scroll will list the following vital information on it:
- Tradeskill Type and Rank Requirement
- Casting Difficulty
- Duration of Effect
- Casting Time
- Scroll Uses Remaining
- Mana Cost
- Required Components

The character must have the **Tradeskill and Rank** required to cast the recipe. For example, a recipe that lists Blacksmithing, Rank 2 will require the character performing the crafting to have Rank 2 of the Blacksmithing skill.

Casting Difficulty will determine the difficulty of the casting roll, explained further in the next section.

Duration of Effect will determine how long the effects of the recipe will last. Recipes which create consumable items, such as potions, will be listed as "Consumable". Recipes which do not have a lasting effect will be listed as "Instant".

Recipes will require a fixed amount of real-world **Casting Time** in order to complete them. Crafting start and end times will be noted in the Crafting Marshal log book.

Recipe scrolls have a finite number of uses on them. **Scroll Uses Remaining** will list how many uses are left. Once a recipe has been cast from its final use, the scroll is also consumed and will no longer be usable for crafting. Although the scroll will no longer have in-play use or value, the player will be allowed to keep it Out of Game if they wish.

All skill usage has an associated **Mana Cost** and crafting is no exception. If the caster is unable to pay the Mana Cost for the recipe, the crafting cannot be initiated.

Every recipe will list the **Required Components** needed to create or craft the item or effect on the scroll. The player must have all components listed in order to cast the recipe.

Crafting A Recipe

First, the Player needs to locate a Crafting Marshal, typically found around the center of town. Crafting Marshals are volunteers for the game whose job is to oversee and record

Player crafting actions. The Player should bring with them the recipe scroll they are casting, as well as any components or other required items as listed on the recipe scroll. As crafting is usually done in one In-Play location separate from where the Crafting Marshal may be located, Players are permitted to go Out of Play with their crafting related items to "pull" their casting with the Crafting Marshal.

The Crafting Marshal will confirm the Player has everything necessary to initiate the crafting recipe. They will mark off a use on the scroll's remaining uses, and collect any components or other items consumed in performing the crafting ritual. The Marshal will then build their respective crafting dice pools. The outcome of crafting is determined by opposing rolls of 6-sided dice pools. The rules for this are explained in the next section. Players are strongly suggested to bring their own pool of 6-sided dice, as the dice the Crafting Marshal has may be limited.

Finally, the Crafting Marshal will log the results in the game's Crafting Logbook. Depending on the recipe being crafted, they may also write new tags, items cards, or other important paperwork for the Player.

Determining Crafting Results

Crafting is done by the Character and the Crafting Marshal rolling opposing dice pools. If the Player has the highest roll total, or the roll ends in a tie, the crafting is successful.

The Player's dice pool starts with one 6-sided die. Then, they add a number of dice equal to their Tradeskill level. Finally, they add a number of dice based on skills, consumable items, or other effects the Player is activating to add dice to their pool.

There may be effects which alter a Player's dice pool by removing one or more dice. In this event, a Player may never have fewer than 2 dice in their dice pool.

The Crafting Marshal will counter-roll a dice pool equal to the "Difficulty" on the scroll. The Difficulty may also be increased by additional Components used in the recipe - whether they are listed on the scroll, or if the Player chooses to include extra components in an attempt to Alter the outcome.

The Player may have skills, items, or other abilities which allow them to subtract dice from the Difficulty dice pool. In this event, the Difficulty will never be less than 2 dice.

Additional dice may be added to the Difficulty based on factors listed on the scroll, on the components used, an item or Curse the Player has, or other factors. These are

called Penalty dice. Unlike other Difficulty dice, Penalty dice may not be removed or negated by any means, although items or other factors may alter their outcome.

Once both dice pools have been finalized, the Player and the Crafting Marshal will roll their dice and sum their totals. There is no post-roll math or modifiers, although certain abilities or effects may allow the Player to change the outcome of some dice, for them to re-roll, or otherwise modify the outcome. The crafting is successful if the Player rolls higher than or ties with the Crafting Marshal. The crafting will only fail if the Crafting Marshal rolls higher.

Improvements

The outcome of a crafting recipe may be "Improved" based on the number of "6" rolls in their roll outcome. This includes dice which may have been re-rolled or otherwise altered to a 6. The Improvement outcomes are cumulative, and the casting will gain all Improvements up to the level the caster achieves. Every crafting recipe scroll will list that recipe's possible Improvements and the outcome required to achieve each Improvement result.