

Soulcraft

Soulcraft is a moderately well-known branch of sorcery, and it shouldn't be very difficult to find such a sorcerer in most realms.

Soulcraft has two aspects: firstly, it allows the sorcerer to directly convert their soul's energy into electricity, making it the only branch of sorcery capable of inflicting direct harm in battle. Secondly, soul manipulation enables the creation of various magical items like Souleed weapons.

Thanks to its practical and economically beneficial nature, those skilled in this school of magic are usually respected individuals in society. However, they are also feared, for they possess the knowledge to create weapons that not only kill bodies but also kill the soul.

It should be noted that many cultures are unaware of the existence of several items crafted by soulcrafters.

Soulsmiths are sorcerers who infuse a portion of their soul into the item and create magic items through this unique process. There are two ways to archive this.

The first and simpler method, which produces more potent results, involves storing the soul during the item's crafting. It is a ritualistic and meditative practice that may require some aid from hallucinogens, though nothing too strong; even simple mushrooms can suffice, as the sorcerer must retain the ability to craft the item. This is the process used to create Souleed weapons.

The second method involves taking a finished item and, through meditation, forcing part of one's soulenergy into it. Here, a stronger hallucinogen may be used.

During the work, the soulsmith forms a spiritual bond with the item, which feels like an extension of their own limb during the process. This bond typically ends when the work is completed.

Technically, the soulsmith spends a portion of their Soul Health Points for each creation. Depending on the complexity of the item, these points may or may not regenerate. Generally, the loss of Soul HP is permanent. In a literal sense, the soulsmith forges their soul into currency.

* - The soulsmith cannot create an item more potent than their available Soul HP. They must always keep at least 1 Soul HP. For example, if a sorcerer has 24 Soul HP and attempts to create a

magical item worth 27 Soul HP, they cannot do so. They can create an item worth 23 Soul HP or less.

** - The soulsmith can add the benefits of psychotropic substances to their Soulcraft rolls. However, this is subject to limitations, as they must remain capable of performing real smithing work during the process and not merely slip into a stupor.

*** - The soulsmith is also a smith. To calculate the time needed to craft a magical item, refer to the crafting skill described in the Skills and Abilities section. Based on these limits, we know that +1 magical item requires a skill level of +10 in metalworking, +2 requires a skill level of +20, and +3 requires a skill level of +30. Adding the magical aspect does not extend the time required for completion.

If the item does not have a masterwork weapon or armour base, crafting it takes approximately a week.

Soulcraft spells

Ritual: Soul binding

Ritual: Binding Soul as Electricity

Infusing Pre-made Object with a Soul's Electricity

Channeling Soul as Electricity

Channeling Soul as Electricity II

Shield of Electricity

Ritual: Crafting a Soul-infused item

Ritual: Crafting an Amulet

Ritual: Using another's Soul

Ritual: Soul binding

Price: 10 EXP

Prerequisite: Soul +1, Willpower +2, some crafting or Art skill at least +10 points (preferably blacksmithing if you want to craft weapons), Metaphysics and Otherworld +4.

Soulcraft check DL: -

Spellpoint cost: 1

Description: Grants the skill: Soulcraft (Soul).

The sorcerer is capable of forging Mirrorplate armours and various silver weapons. The sorcerer must craft the item themselves; apprentices can only assist in menial tasks.

Other types of plate armour can be made into mirrorplate armour, not just the classic Asteanic Mirror armour (which has DR 6 and Magical DR 2). In such cases, an additional cost of 150 gold pieces is added to the armour's price, and its Magical DR is always 2. The time to craft the plate armour is extended by 150 gold pieces (see formula under craft skill descriptions).

Half of the weight of a silver weapon consists of silver. The cost of a regular weapon is increased by 50 gold pieces.

Silver bullets are entirely made of silver. One silver bullet weighs 10g, equivalent to 4 silver coins. In other words, a soulsmith can cast 10 silver bullets from forty silver coins. 10 bullets typically cost 6 gold pieces.

Silver arrows contain the same amount of silver as silver bullets, but the arrowheads contain steel, making their crafting more complicated than casting bullets. 10 arrows typically cost 8 gold pieces.

To craft a Mirror armour, silver weapon, 10 silver bullets, or silver arrows, the soulsmith temporarily spends 10 Soul HP. The soulsmith must roll Willpower against DL 5, or 1 Soul HP will be lost permanently.

The number of times the ability can be used is limited by the crafting time and the expenditure of Soul HP. Silver weapons and Mirrorplate armours can be but do not have to be masterpieces.

Ritual: Binding Soul as Electricity

Price: 15 EXP

Prerequisite: Ritual: Soul binding, Soulcraft +4

Soulcraft check DL: (see below)

Description: The sorcerer is capable of creating weapons and arrows that deal electrical damage (but not bullets for firearms). The sorcerer can create both permanent Lightning blades and

temporary electrical weapons with only one charge - the weapon or arrow inflicts electrical damage for one Attack. Usually, melee weapons are permanent Lightning blades, while bolts and arrows are temporary ones, as they are prone to disappear or break during use.

Electric weapons contain a small amount of copper or silver (metals with excellent electrical conductivity). Electric weapons can also be silver weapons, in which case an additional cost of 50 gold denari is added, and a separate roll for Soul HP loss is performed for creating the silver weapon. Electrical weapons must be on a metal weapons.

Lightning blades do not have to be masterpieces, but they can be. In such cases, the additional damage from the masterpiece is added to the Lightning blades damage, creating a very powerful weapon.

Lightning blade cannot be a Soulblood weapon at the same time.

There are five levels of permanent Lightning blades, which add 1d4, 1d6, 1d8, 2d6, or 2d8 Damage to the weapon. Temporary lightning weapons have three levels, adding 1d4, 1d6, or 1d8 Damage to ammunition.

Normal armour does not provide any Damage Reduction against the damage from an electrical weapon, which is delivered as an electric shock. Only astral armour offers protection, to the extent that its Magical Damage Reduction. Mirror armour offers Magical DR 2.

Electricity damages Quasicorporeal and Corporeal otherworldlings and souls (unless they are specifically immune to it), but not Ethereal otherworldlings or ghosts.

The sorcerer first makes a Soulcraft roll, and then the power level of the Lightning blades the sorcerer is capable of creating is determined. The sorcerer can always decide to create a less powerful Lightning blades than the roll would allow.

In the table below, the needed Soulcraft roll, the type of the resulting Lightning blade, temporary Soul HP loss, and the roll not to lose any Soul HP permanently are presented. When creating Lightning blades, there is a chance that the soulsmith does not permanently lose any Soul HP, even for the most powerful weapons.

Roll	Types of electric weapons	Price of Soul HP
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19 and less	Temporary electrical weapon +1d4	4 Soul HP. Willpower check against DL 4 or 1 Soul HP will not recover permanently.
20	Temporary electrical weapon +1d6	6 Soul HP. Willpower check against DL 6 or 1 Soul HP will not recover permanently.
25	Temporary electrical weapon +1d8 or permanent Lightning blade +1d4	10 Soul HP. Willpower check against DL 8 or 1 Soul HP will not recover permanently.
30	Permanent Lightning blade +1d6	12 Soul HP. Willpower check against DL 8 or 2 Soul HP will not recover permanently.
35	Permanent Lightning blade +1d8	14 Soul HP. Willpower check against DL 8 or 3 Soul HP will not recover permanently.
40	Permanent Lightning blade +2d6	16 Soul HP. Willpower check against DL 10 or 4 Soul HP will not recover permanently.
50	Permanent Lightning blade +2d8	20 Soul HP. Willpower check against DL 12 or 5 Soul HP will not recover permanently.

The Lightning blade inflicts damage only upon hitting the target. Additionally, by discussing with the GM, you may use this ability to create various traps, such as a metal plate that delivers an electric shock when stepped on.

The cost and further description of magical items can be found in the Equipment chapter.

Infusing Pre-made Object with a Soul's Electricity

Price: 10 EXP

Prerequisite: Willpower +6, Ritual: Binding Soul as Electricity, +10

Soulcraft check DL: (see below)

Description: The soulsmith is capable of rapidly creating temporary lightning blades. In a single Action, the sorcerer channels their energy into a weapon or object, transforming it into a temporary lightning blade.

The sorcerer first makes a Soulcraft check to determine the strength of the lightning blade they can create. When transferring energy into pre-made objects, the sorcerer can use more potent psychotropic mixtures since their hands need not be steady for crafting.

While the sorcerer cannot forge a weapon that is both a Soulblood weapon and a Lightning blade simultaneously, this ability allows them to add temporary electric damage to a Soulblood weapon, which only works as long as the Soulblood weapon remains in its physical state.

Table: Soulcraft check, type of Lightning blade created, temporary loss of Soul HP, and the check to avoid permanently losing Soul HP.

Roll	Types of electric weapon	Price of Soul HP
19 and less	Energy transfer fails.	
20	Temporary electrical weapon +1d4	4 Soul HP. Willpower check against DL 4 or 1 Soul HP will not recover permanently.
30	Temporary electrical weapon +1d6	6 Soul HP. Willpower check against DL 6 or 1 Soul HP will not recover permanently.
40	Temporary electrical weapon +1d8	10 Soul HP. Willpower check against DL 8 or 1 Soul HP will not recover permanently.

Quickly crafted temporary lightning blades cost the same as self-forged temporary lightning blades. The price of items is not so much determined by the work time as by the danger involved in the crafting process (the possibility of permanently losing Soul HP).

Channeling Soul as Electricity

Price: 10 EXP

Prerequisite: Soulcraft +2

Soulcraft check DL: 12

Spellpoint cost: 1 point per Attack. If the sorcerer has multiple Attacks in Action, they can use this ability multiple times. This Attack is part of a Full Attack Action.

Description: The sorcerer is capable of channelling spiritual energy into their hands and transmitting it as an electric shock upon touch. Such an electric shock deals 1d4 + (Soulcraft skill level/2) Damage. The sorcerer can also deliver the shock through a sword or any other all-metal

weapon strike. If the Soulcraft check is lower than 12 or the Attack roll fails, then the energy is simply wasted.

Conventional armour does not protect against electrical damage. Only Astral armour provides as much protection as it has Magical DR.

Electricity damages Quasicorporeal and Corporeal otherwordlings and souls (unless they are specifically immune to it), but not Ethereal otherwordlings or ghosts.

Channeling Soul as Electricity II

Price: 15 EXP

Prerequisite: Channeling Soul as Electricity, Soulcraft +8

Soulcraft check DL: 18 or higher, opposed by the opponent's Reflexes roll.

Spellpoint cost: 2 points per Attack. If the sorcerer has multiple Attacks in an Action, they can use this ability multiple times. This Attack is part of a Full Attack Action, replacing one Attack.

Description: The sorcerer is capable of channelling spiritual energy into their hands and transmitting it as an electrifying shock similar to lightning. This electric shock deals 1d8 + Soulcraft skill level Damage. The shock can reach up to a distance of 30 meters. To successfully land the Attack, the sorcerer must make a Soulcraft check opposed by the opponent's Reflexes check. If the roll is less than 18 or the Attack roll fails, the energy is simply wasted.

Conventional armour does not protect against electrical damage. Only Astral armour provides as much protection as it has Magical DR.

Electricity damages Quasicorporeal and Corporeal otherwordlings and souls (unless they are specifically immune to it), but not Ethereal otherwordlings or ghosts.

Shield of Electricity

Price: 15 EXP

Prerequisite: Channeling Soul as Electricity, Soulcraft +12

Soulcraft check DL: 20

Spellpoint cost: 2

Description: The sorcerer unleashes the energy within themselves, causing electricity to crackle on their skin. Anyone who touches the sorcerer will receive an electric shock. Touching or attacking the sorcerer with an iron weapon inflicts 1d4 + (Soulcraft skill level/4) Damage.

Spell lasts for as many rounds as the sorcerer's Soulcraft skill level. Activating the ability takes whole Action.

Additionally, the sorcerer becomes immune to all electrical attacks. On the contrary, electrical attacks against the sorcerer have the opposite effect, extending the duration of the energy shield. Each electrical attack that reaches the sorcerer extends the energy shield's duration by 10 rounds.

Normal armours do not provide any protection against electrical damage. Only Astral armours offer as much protection as their Magical DR.

Electricity damages Quasicorporeal and Corporeal otherwordlings and souls (unless they are specifically immune to it), but not Ethereal otherwordlings or ghosts.

Ritual: Crafting a Soul-infused item

Price: 15 EXP

Prerequisite: Soul +2, Willpower +4, Soulcraft +6

Soulcraft check DL: (see below)

Spellpoint cost: 1

Description: The sorcerer possesses the ability to create soul-infused items, which contain fragments of the sorcerer's own soul. Astral travellers can extract these soul fragments from the items and venture into the spirit world with them.

The process begins with the sorcerer making a Soulcraft roll to determine the potency of the soul-infused item they can create. The sorcerer has the option to create a less potent item to preserve more Soul HP. For Soulblood weapons and Astral armours, the sorcerer's blacksmithing skill sets a limit – Soulblood weapons and Astral armours cannot have a higher bonus than the masterwork it is based on.

Soulcraft check DL: Types of soul-infused items, temporary loss of Soul HP, and permanent loss of soul HP.

Up to 24: Mirror to the Otherworld +2.

Temporarily, the sorcerer loses 10 Soul HP and an additional 1 permanently.

25: Soulblood weapon or Astral shield +1, Mirror to the Otherworld +4, Soul-infused tools.

Temporarily, the sorcerer loses 12 Soul HP and an additional 2 permanently.

30: Mirror to the Otherworld +6, Soulshackles +2, Astral armour (Magical DR 3).

Temporarily, the sorcerer loses 14 Soul HP and an additional 3 permanently.

35: Souleed weapon or Astral shield +2.

Temporarily, the sorcerer loses 16 Soul HP and an additional 3 permanently.

40: Soulshackles +4, Astral armour (Magical DR 6).

Temporarily, the sorcerer loses 18 Soul HP and an additional 4 permanently.

45: Souleed weapon or Astral shield +3.

Temporarily, the sorcerer loses 20 Soul HP and an additional 5 permanently.

50: Astral armour (Magical DR 9), Soulshackles +6.

Temporarily, the sorcerer loses 22 Soul HP and an additional 5 permanently.

The cost and further description of magical items can be found in the Equipment chapter.

* - The sorcerer has the chance to regain permanently lost Soul HP if the soul-infused item is destroyed. To achieve this, the sorcerer must roll Willpower against a DL of 10 + the number of lost Soul HP.

** - Souleed weapon's physical masterwork bonus must match the magical Souleed bonus, i.e., a Souleed weapon +2 must also be a regular masterwork weapon +2. Same with shields.

Ritual: Using another's Soul

Price: 10 EXP

Prerequisite: Willpower +4, Ritual: Crafting a Soul-infused item, Soulcraft +8, Metaphysics and Otherworld +6 (this Ability requires a very good understanding of the laws of the Otherworld).

Description: A formidable soulsmith is capable of learning to circumvent the loss of their own Soul HP in order to create Soul-infused items. This involves learning how to use the souls of others trapped in tools or objects as a source of energy. When using this method, only half of the designated Soul HP is deducted from the sorcerer, while the rest is drawn from the soul trapped in the tool. If the number of used Soul HP does not divide equally, the calculation is done in favour of the sorcerer. For example, if the sorcerer should permanently lose 3 Soul HP, dividing it by two would mean losing only 1 Soul HP from their own reserve, and the remaining 2 would come from the soul trapped in the tool. However, the sorcerer always loses one Soul HP regardless of the calculations.

The Soul HP extracted from trapped souls in tools is calculated using the same system as described in the Abilities section. The only difference is that the temporary loss of Soul HP is permanent for the tool. If the tool lacks enough Soul HP to create a Soul-infused item, the sorcerer must add an appropriate amount of their own Soul HP.

A sorcerer who employs such practices in their craft must understand that it involves something particularly cruel and unnatural, which may not go unpunished by the rules of the Otherworld. Additionally, the sorcerer must acquire trapped souls from somewhere, as this skill only grants the ability to use them, not create them. (The relevant spell falls under school of Necromancy.)

Ritual: Crafting an Amulet

Price: 10 EXP

Prerequisite: Soul +2, Crafting a Soul-infused item, Soulcraft +8

Soulcraft check DL: (see below)
Spellpoint cost: 1

Description: The sorcerer is capable of crafting Amulets of Spell Resistance and other magical items, which can be found at Equipment chapter. These amulets can take the form of rings, bracelets, necklaces, and, of course, amulets.

Only one same type of amulet can be worn at a time. A person can simultaneously wear several different magical items, up to the number of their Soul attribute points, which will affect them simultaneously. If their Soul attribute points are less than 0, then only one item can be worn.

After the sorcerer performs a Soulcraft check, the level of potency for the magical item they can create is determined. The sorcerer has the option to craft a less powerful item to prevent excessive loss of Soul HP.

Soulcraft check, potency level of the crafted Amulet of Spell Resistance, temporary loss of Soul HP, and permanent loss of Soul HP.

Up to 24: Amulet of Spell Resistance +2.

Temporarily, the sorcerer loses 10 Soul HP and an additional 1 permanently.

25: Amulet of Spell Resistance +4.

Temporarily, the sorcerer loses 15 Soul HP and an additional 2 permanently.

30: Amulet of Spell Resistance +6.

Temporarily, the sorcerer loses 20 Soul HP and an additional 3 permanently.

35: Amulet of Spell Resistance +8.

Temporarily, the sorcerer loses 25 Soul HP and an additional 4 permanently.

40: Amulet of Spell Resistance +10. Ajutiselt kaotab nõid 30 Hingeelu, permanentselt lisaks 5.

Temporarily, the sorcerer loses 30 Soul HP and an additional 5 permanently.

+5 Amulet of Spell Resistance is also Soul-infused item, which means it will accompany the wearer when they depart from their physical form.

Sorcerer loses 2 Soul HP permanently.

The cost and further description of magical items can be found in the Equipment chapter.

Magical items

Magical items are crafted by sorcerers (Soulscrafters), who infuse a portion of their soul into the item. This process results in permanent loss of Soul HP, limiting the number of magical items a sorcerer can create during their lifetime. PCs can overcome this limitation by purchasing additional Soul HP using EXP.

Lightning blades

Lightning blades or electric weapons are weapons that add electrical damage to their base damage (+1d4 to +2d8).

Electric damage affects all creatures with a physical form (unless they are immune to it) but not ethereal beings (souls and ethereal Otherworldings).

Normal armour does not provide any Damage Reduction against the damage from an electrical weapon, which is delivered as an electric shock. Only astral armour offers protection, to the extent that its Magical Damage Reduction. Mirror armour offers MDR 2.

An electrical weapon cannot be a Souleed weapon at the same time.

An electrical weapon can but doesn't have to be a masterwork weapon.

An electrical weapon contains a small amount of copper or silver (metals with high electrical conductivity) and can also be a silver weapon, which would add 50 GD to its cost.

An electrical weapon must be a metal weapon.

The cost of adding electrical damage to a weapon is: +1d4 adds 100 GD, +1d6 adds 200 GD, +1d8 adds 375 GD, +2d6 adds 750 GD, and +2d8 adds 1000 GD.

The cost of a Lightning blade is calculated as follows: the base cost of the weapon (with the masterwork multiplier if it's a masterwork weapon) + 50 (if it's a silver weapon) + the cost of the electrical damage.

For example, a silver katana, masterwork +2, with electrical damage +2d6 would cost 1120 GD (20x4x4 + 50 + 750). The weapon would have an Attack bonus of +2 and its Damage would be 1d10+2+2d6, from which the last 2d6 wouldn't be defensible with regular armour.

Temporary electrical weapons

Temporary electrical weapons work in the same way as regular electrical weapons, however, they have a single use and lose their electrical effect after their use. Temporary electrical weapons usually are throwing weapons such as throwing knives or javelins, and ammunition such as bolts, arrows and darts, but it is not possible to have a single-use electrical firearm shot or cannonball.

Weapon	Weight	Price
10 electrical bolts or arrows +1d4 Damage	0,5	100 GD
10 electrical bolts or arrows +1d6 Damage	0,5	250 GD
10 electrical bolts or arrows +1d8 Damage	0,5	750 GD
10 silver electrical bolts or arrows +1d4 Damage	0,5	110 GD
10 silver electrical bolts or arrows +1d6 Damage	0,5	260 GD
10 silver electrical bolts or arrows +1d8 Damage	0,5	760 GD

Souleed weapons

Souleed weapons provide +1 to +3 bonus to both Attack and Damage. They consist of two parts: a physical part and a weapon-shaped soul, which is created from a sorcerer's soul piece. With the soul inside the weapon, Souleed weapons can damage both physical Health Points and Soul Health Points, making them ideal for killing someone easily as most people have fewer Soul HP than physical HP. These weapons can also attack all spiritual beings without restriction, who have typically high Damage Reduction against regular weapons.

Because souleed weapons always damage the soul HP, they allow anyone to kill another person's soul. However, killing a soul makes any resurrection completely impossible.

Mages also called Azure warriors or Azure assassins, who have powers to leave their body as a soul can take the Souleed weapon's soul form with them. In this case, the Souleed weapon only damages Soul HP, not physical HP as the weapon is in the form of a soul. However, in this case, regular armour does not protect against damage at all, only Astral armour or mirror

armour offers some protection to the extent of their Magical Damage Reduction.

Without the soul, the physical part of the soulbleed weapon acts like a regular masterwork weapon, lacking any special ability to damage spiritual entities. The weapon could potentially be used by two people at the same time, with one using the soul and the other the physical part.

While arrows or other ammunition can be made into soulbleed weapons, they are rarely found as making a single-use Soulbleed item is as complex and as expensive as creating a whole and durable weapon.

The Soulbleed weapon is required to be a masterwork weapon with the same bonus, but the masterwork bonus is not included in the Attack and Damage calculations.

While a Soulbleed weapon can be made of silver, it doesn't provide any extra benefits and will result in a cost increase of 50 GD.

The cost of a Soulbleed weapon is a combination of the base cost of the weapon (including masterwork multipliers) and the cost of the Soulbleed bonus: +1 bonus adds 500 GD, +2 adds 800 GD, and +3 adds 1300 GD.

For example, a +1 Soulblade katana would cost 580 GD ($20 \times 4 + 500$). The weapon would have a +1 Attack and 1d10 + 1 Damage.

Astral armour

Astral armours are comparable to Soulbleed weapons as they contain a piece of the blacksmith's soul who made them and can be worn by the wearer when leaving their body as an astral traveller (also called an Azure warrior or Azure assassin).

Astral armours provide protection against Attacks from Soulbleed weapons used by Azure warriors and ethereal beings.

The Astral armour has a soul Magical Damage Reduction attribute that reduces magical damage by 3, 6, or 9. When the wearer is attacked with regular weapons or physical Soulbleed weapons, this attribute is not used and the armour provides its normal Damage Reduction.

However, if the wearer is targeted by an Azure warrior or ethereal being, whose attack cannot be defended by normal armour, then the Astral armour's Magical Damage Reduction of 3, 6, or 9 is applied. When the wearer leaves the body with

the Astral armour, their soul will also have that same level of Magical Damage Reduction.

Additionally, the Astral armour protects against electric attacks by subtracting the Magical Damage Reduction from the damage of the electric attack.

While the armour provides a Magical DR of 3 to 9, its physical protection against physical attacks may vary depending on the physical armour it is made from.

The price of the Astral armour is determined by adding the cost of the Magical DR to the base price of the armour, which is multiplied by the masterwork factor. The price for the Magical Damage Reduction of 3 (masterwork +1) is 750 GD, for 6 (masterwork +2) is 1000 GD, and for 9 (masterwork +3) is 1400 GD.

As an example, the Asteanic plate armour with a masterwork level of +2 and a Magical Damage Reduction of 6 costs 2920 GD ($120 \times 4 \times 4 + 1000$). Its normal DR is 10 and its Magical Damage Reduction against electric attacks and ethereal beings is 6.

Astral shield

Astral shields work similarly to Soulbleed weapons and Astral armour, being composed of both physical and spiritual parts.

An Azure warrior can carry the Astral shield when they leave their body.

The physical form of the Astral shield is equal to a standard masterwork shield.

The masterwork bonus of the Astral shield must align with the bonus of the shield, but the masterwork bonus is not applied a second time to the Parrying stat.

Incorporating an Astral component increases the cost of the shield by 500 GD for +1, 800 GD for +2, and 1300 GD for +3.

The price of the Astral shield is calculated as the base price of the shield (multipliers from masterwork) plus the cost from the plus of the Astral shield.

Amulet of Spell Resistance

An Amulet of Spell Resistance protects the wearer from harmful spells and provides bonuses to Spell Resistance rolls. The amulet can be a pendant, ring, wristband, or any other type of jewellery.

Only one Amulet of Spell Resistance can affect an individual at once.

Bonus to Spell Resistance checks	Price
+2	250 GD
+4	500 GD
+6	750 GD
+8	1000 GD
+10	1250 GD

The Amulet of Spell Resistance can also be Soul-infused, which means it will accompany the wearer when they depart from their physical form, then an additional 500 GD will be added to the price.

Mirror to the Otherworld

Mirrors to the Otherworld are mirrors that offer bonuses to a mage's Astral projection rolls when viewed, helping them to leave their physical body.

These mirrors have the unique ability to reflect the unseen, making unseen entities visible in their reflection.

They can come in different sizes, from handheld to wall-sized, and are usually made of metal with a dull polish. During meditation, smoke or mist appears in the reflection.

The cost of the mirror depends solely on the bonuses it offers to Astral projection rolls, not on any other features.

Bonus to Astral projection rolls	Price
+2	250 GD
+4	500 GD
+6	750 GD

Soulshackles

Soulshackles are iron shackles with two functions.

The primary purpose of Soulshackles is to block movement between the human realm and the Otherworld and to prevent escape from the physical body. An astral traveller (like Azure warrior) confined in Soulshackles cannot depart from their body (unless the shackles were specifically made for them, in which case one of their soul HP is trapped in the shackles). An Otherworldling possessing realm-travelling capabilities can be confined to one realm using Soulshackles. This is also the only method to securely detain an Azure warrior, as a mage trapped in Soulshackles cannot leave their body in a spiritual form.

Secondly: Soulshackles boost the spellcasting power of the Master of the Otherworld when trying to control Otherworldlings. This is achieved by placing one part of the Soulshackles on the Otherworldling and the other on the mage.

Soulshackles can be made up of two or three separate iron pieces and do not have to be physically connected.

Soulshackles, which hold a mage's 1 Soul HP, come with them when they leave their physical body, similar to Soulbleed weapons and Astral armour. For all other entities, they only possess the power to block movement between realms. This means the Master of the Otherworld can secure their controlled Otherworldlings within one realm, but they themselves can move between realms.

Bonus to Otherworldlings control rolls	Price
+2	750 GD
+4	1000 GD
+6	1400 GD

Since Soulshackles prevent the soul from leaving the body, players may find other interesting uses for them. For example, after death, the soul cannot leave the body and remains trapped in the human realm in their own deceased body.

Soul-infused tools

A soulcrafter has the ability to imbue any set of tools or objects with a soul. These items can have unique functions.

To produce True Otherworld Items, it is necessary to have blacksmithing or leatherworking tools that have been infused with a soul.

An Azure assassin can bring Soul-infused lockpicks with them when exiting their physical body, and use them to pick locks while in an astral form.

The process of creating Soul-infused tools takes the same duration as regular tools.

The price for Soul-infused tools is 500 GD, in addition to the cost of the standard tool kit.

True Otherworld Items

True Otherworld Items are objects in which the physical and soul aspects are intertwined, similar to Corporeal and Quasicorporeal Otherworldlings who possess a unified Body and Soul attribute.

True Otherworld Items operate similarly to standard soul-infused items - soulbleed weapons inflict damage on both the body and soul and Astral armour defends against these soul weapons.

True Otherworld items that are Soulblood weapons or Soul-infused tools can be taken along with the user when they leave their physical body. Unlike regular Soul-infused items where only the soul leaves the object, with True Otherworld items, both the object and the soul remain connected and leave together. If the user has the ability to turn invisible, the item will also turn invisible, appearing as an integral part of the soul.

True Otherworld armour cannot accompany the user when they leave their physical body as the body physically obstructs its movement. A True Otherworld armour provides the same level of protection against physical and spiritual attacks

True Otherworld items cannot be created through conventional means, as their essence is derived from the material used - typically the remains of a slain Otherworldling. Each Otherworldling has a unique description of what remains after it is killed.

Due to the spiritual essence of True Otherworld items being derived from the material, they are relatively easy to produce. Even a common blacksmith with Soul-infused tools can create True Otherworld items using the bones of an Otherworldling. However, the processing options are limited when creating a True Otherworld item, typically only allowing for sharpening or cutting of the material, as bones or claws cannot be forged into a new form. The size and shape of the piece determine what can be made from the material.

True Otherworld weapons don't have to be masterwork, but they can be. Producing a masterwork True Otherworld item only requires the right crafting skill level and not necessarily the Soulcrafting skill.

The type of True Otherworld items that can be created from a particular Otherworldling is described for each of them. The typical material used is bone, which comes with its own set of restrictions. For instance, bones can be used to make arrowheads, arrow tips, and knives, but not swords as they are too brittle to hold up.

A True Otherworld armour provides the same level of protection against physical and spiritual attacks

Armor made from bone fragments is classified as Light lamellar armour, which provides consistent protection against both physical and spirit attacks, usually 4.

Other magical items and their manufacturing

Only one same type of amulet can be worn at a time. A person can simultaneously wear several different magical items, up to the number of their Soul attribute points, which will affect them simultaneously. If their Soul attribute points are less than 0, then only one item can be worn.

Electric staff

The electric sceptre created by a soulcrafter holds Channeling Soul as an Electricity II spell, which is activated through the Metaphysics skill. Skill check against difficulty level 10 and opponents Reflexes check for the Attack to be successful.

The electric sceptre deals 1d8+12 Damage and can be used 20 times before it needs to be recharged, which typically costs 10 to 25 gold denars per charge. The sceptre must be recharged by a mage with knowledge of the following spells: Infusing Pre-made Object with Soul's Electricity and Channelling Soul as Electricity II.

If the character has multiple attacks as part of a Full attack, they can use the electric sceptre multiple times as the spell is part of a Full attack.

The electric shock has a range of up to 30 metres.

The electric sceptre can also be used as a masterwork +2 tetsubo or a masterwork +2 club if it is a smaller sceptre.

Purchase price: 600 GD

When crafting your own

Prerequisite: *Binding Soul as Electricity, Channeling Soul as Electricity II*, Soulcraft +12

Soulcrafting check: 25. The mage temporarily loses 12 Soul HP and permanently 2. To recharge one charge of the sceptre, the wizard must temporarily forfeit 2 Soul HP and the process costs 2 spell points.

Basilisk Feather Cloak

The basilisk is an ancient and wise Otherworldling, whose body is imbued with magic. By creating a cloak from basilisk feathers, its wearer can tap into its magic. The cloak protects against Soulblood weapons and facilitates travel between the realms of the living and the Otherworld.

The cloak can be worn in conjunction with other forms of armour.

+4 bonus to Astral projection checks for entering the Otherworld.

DR and Magical DR increases by +2.

The cloak is a True Otherworldly Item, meaning its soul and body are inseparable. It fully travels to the Otherworld with its wearer. The feathers are typically silver in colour and appear to be made of polished metal. A mage can change its hue through anodization but must have some electrical conductivity to do so. The colour range resembles an oil slick.

Some other Otherworldlings, such as Thunderbirds, also have feathers that can be used to make a similar cloak.

Purchase price: 1000 GD

When crafting your own

Prerequisite: -

Soulcrafting check: A mage who creates a basilisk feather cloak does not lose any Soul HP. Only basic crafting skills are necessary. Anyone with feathers could make the cloak.

Amulet of Animal Affinity

This amulet is created by a sorcerer using body parts of an Otherworldly animal (a type of Otherworldling). The amulet provides the user with a +5 bonus to all Beastmastery checks related to the animal that the Otherworldly animal resembles.

Purchase price: 250 GD

When crafting your own

Prerequisite: Ritual: Crafting an Amulet, *Affinity to an Animal*, Soulcraft +10

Soulcrafting check: 25. The mage temporarily loses 10 Soul HP and permanently 1.

Robe of Animal Concealment

This piece of clothing or light to medium armour covers the entire body of the wearer. The robe makes the wearer invisible to animals, who cannot see, perceive, or detect the wearer's scent even if they are standing close by. However, if the character engages in harmful actions towards the animals, the invisibility is broken and the animals can see the wearer of the robe.

Purchase price: 500 GD

When crafting your own

Prerequisite: Ritual: Crafting an Amulet, Ritual: Concealment from Animals, Soulcraft +10

Soulcrafting check: 25. The mage temporarily loses 12 Soul HP and permanently 2

Amulet of Restoration

Restoration spells always heal an additional 2 Health Points.

Purchase price: 500 GD

When crafting your own

Prerequisite: Ritual: Crafting an Amulet, *Restoration* +6, Soulcraft +10

Soulcrafting check: 25. The mage temporarily loses 12 Soul HP and permanently 2.

Amulet of Good Health

The wearer of the amulet is immune to all diseases.

Additionally, the amulet grants a +2 bonus to all Body checks related to poison.

Purchase price: 500 GD

When crafting your own

Prerequisite: Ritual: Crafting an Amulet, *Restoration* +10, Soulcraft +10

Soulcrafting check: 25. The mage temporarily loses 12 Soul HP and permanently 2.

Amulet of Divine Gift

The amulet holds a piece of a deity's body or a gift from a deity. The deity must be the same deity whose priest the wearer of the amulet is. The wearer's Channeling powers last twice as long as they normally would.

Purchase price: 2000 GD

When crafting your own

Prerequisite: Ritual: Crafting an Amulet, *Channeling* +10, Soulcraft +12

Soulcrafting check: 30. The mage temporarily loses 20 Soul HP and permanently 6.

Amulet of Youth

The amulet stops the wearer's ageing for 5 to 30 years. Once the amulet has "lived out its life," it becomes useless. The amulet must contain the potent and eternal flesh of an Otherworldling. The Amulet of Youth is implanted into the wearer. The witch doctor must make successful checks in both Anatomy and Soulcrafting. The Anatomy check is always against a difficulty level of 15, while the Soulcrafting check's difficulty level depends on the strength of the amulet.

One person can only use one Amulet of Youth in their lifetime. The ageing of the human body cannot be permanently halted.

Prerequisite: Ritual: Crafting an Amulet, Soulcraft +16

Soulcraft check DL:

30: 5 years. The witch doctor temporarily loses 10 Soul HP and permanently 3.

35: 10 years. The witch doctor temporarily loses 10 Soul HP and permanently 5.

40: 15 years. The witch doctor temporarily loses 10 Soul HP and permanently 7.

45: 20 years. The witch doctor temporarily loses 10 Soul HP and permanently 10.

50: 25 years. The witch doctor temporarily loses 10 Soul HP and permanently 12.

55: 30 years. The witch doctor temporarily loses 10 Soul HP and permanently 14.

Prices: 5 years for 1000 denari, 10 years for 1500 denari, 15 years for 2500 denari, 20 years for 5000 denari, 25 years for 7500 denari, and 30 years for 10 000 denari.

Camelion Cloak

A cloak made from aquatic dragons' leather.

Provides a bonus of +4 to +12 for Stealth skills while hiding.

This bonus only applies to individual sneaking actions and not to actions taken by the domain leader, etc.

Prerequisite: Ritual: Crafting an Amulet, Soulcraft +10

Soulcraft check DL:

20: +4 to Stealth skills. Soulcrafter loses 10 Soul HP temporarily and 1 permanently.

25: +6 to Stealth skills. Soulcrafter loses 12 Soul HP temporarily and 2 permanently.

30: +8 to Stealth skills. Soulcrafter loses 14 Soul HP temporarily and 3 permanently.

35: +10 to Stealth skills. Soulcrafter loses 16 Soul HP temporarily and 4 permanently.

40: +12 to Stealth skills. Soulcrafter loses 18 Soul HP temporarily and 5 permanently.

Prices: +4 costs 600 denari, +6 costs 900 denari, +8 costs 1200 denari, +10 costs 1500 denari, and +12 costs 1800 denari.

Soulshackles of Power

Isanda käevõrud töötavad nagu Hingeraud, aga neid loonud nõid on tundnud energia suunamist elektrina ning teinud võimalikuks läbi nähtamatu sideme edasi saata ka surmavaid elektrilööke. See võib kasulikuks osutuda, kui hingeraudade teist poolt kandev ohver on põgenema pääsenud.

Osapool kes kannab isanda osa nendest hingeraudadest saab iga päev teha niimitu korda, kui suur on hingeraudade pluss orja osapoolle 3d6 elektrilist kahju.

Soulshackles of Power work like regular Soulshackles. In addition, they allow the wearer to channel energy as electricity and send lethal shocks through an invisible connection of Soulshackles. This can prove useful if the victim captured on the other side of the Soulshackles has escaped.

The person who wears one of the Soulshackles of Powe can inflict 3d6 electric damage on the person wearing the other side of the Soulshackles as many times per day as the bonus of the Soulshackles, which can be 2, 4, or 6.

Prerequisite: Ritual: Crafting a Soul-infused item, *Ritual: Binding Soul as Electricity*, Soulcraft +16

Soulcraft check DL:

40: Soulshackles of Power +2. Soulcrafter loses 18 Soul HP temporarily and 4 permanently.

50: Soulshackles of Power +4. Soulcrafter loses 22 Soul HP temporarily and 5 permanently.

60: Soulshackles of Power +6. Soulcrafter loses 24 Soul HP temporarily and 6 permanently.

Prices: +2 costs 1250 denari, +4 costs 1500 denari, and +6 costs 2000 denari.

War Mask

A mask that enhances the wearer's Body, Speed, or Precision attributes by +1, +2 or +3.

Prerequisite: Ritual: Crafting an Amulet, Blessing and Cursing, Improved Divine Strength, Soulcraft +16

Soulcraft check DL:

40: War Mask +1. Soulcrafter loses 18 Soul HP temporarily and 4 permanently.

50: War Mask +2. Soulcrafter loses 22 Soul HP temporarily and 5 permanently.

60: War Mask +3. Soulcrafter loses 24 Soul HP temporarily and 6 permanently.

Prices: +1 costs 1250 denari, +2 costs 1500 denari, and +3 costs 2000 denari.