

Chapter 25: DME Items & Crafting Them

This section will cover some of the special items that can be found in the world, and the crafting that goes into it.

Crafting DME Items

The crafting and manufacturing of DME based items is as old as DME itself. Long before people could manipulate DME directly, the original pioneers of Dark Matter and Dark Matter Energy would use machines and tools to harness DME. They would use these tools to channel and focus DME for specific purposes. As the craft became more widespread, so to the specific tools and items that were created. While the breadth of these unique tools is vast, it rarely went very deep into the DME circles. Items that use Tricks and 1st through 2nd Circle are commonplace in Vendrosa, higher circles are very rare and considerably more expensive and time consuming to produce and procure.

Requirements of Making DME Items

Mechanically speaking, the manufacture of one DME item over another is straight forward, and almost anyone can attempt to make these unique and potentially powerful items. To make one such item, you need to have the following.

1. The appropriate materials and time needed to craft the item.
 - o A DME Focus, such as Purified Bekkr, or a Bekkr Core for items that are reusable.
2. The appropriate skills to craft the item that will channel the DME.
3. A blueprint on how to craft the item (Without this, it is trial and error, until successfully made, at which point a blueprint can be made for the item.)
4. Access to the DME power that is being imbued into the item.

Ways of Bypassing Requirement 3

While the most common practice is for the manufacturer of the item to know the DME power or Trick they are infusing into the item, there are a few ways to bypass this requirement.

- An important note on having access to the DME power is that while you must have access to it, you do not necessarily need to know the power. Hiring out DME users to frequently activate the DME power into the item fairly common practice. Many Artificers that manufacture such items will be in partnership with other Artificers or other classes of DME users that can assist in imbuing the items.
- Another way to bypass this is to have tools that already have the power imbued into the item, so when crafting a new tool, the tool with the imbued power can imbue it for them. Larger Artificer shops, guilds, corporations, and governments will have tools that have the power permanently imbued into it, so they can make these items rapidly without draining the strength of the Artificer crafting the item.
- Lastly, there are some unique materials* that can bypass the need of replicating a DME effect. These materials are often expensive, and hard to procure, but they bypass the time and difficulty of imbuing the item. The DM will be able to provide a list of materials for bypassing these needs. Examples of this are as follows:
 - o Sangium from the Nightstalker Lily is used to create Vials of Healing.
 - o Displacer Manta Hide can be used in place of imbuing the Blur effect into a cloak.
 - o Drake hides and bony plates can be used to make damage resistant armor, and their claws and teeth can be used as the base for powerful elemental weapons.

*Note for the DM when choosing the materials needed for crafting items without the need of DME or lowering the requirements. The item Ingredients table suggests the challenge rating of a creature that the characters need to face to acquire the materials for an item. Note that facing a creature does not necessarily mean that the characters must collect items from its corpse. Rather, the creature might guard a location or a resource that the characters need access to, or it may influence the cost of other materials for the item. If they characters can find the items they need through purchasing, the cost of the material for the item will be 1/4 the cost of the item. Common items can be found almost anywhere, whereas Legendary materials will only be found in the highest echelons of society and government.

- Common: CR 1-3
- Uncommon: CR 4-8
- Rare: CR 9-12
- Very Rare: CR 13-18
- Legendary: CR 19+

Single Use Items Vs. Permanent Items

There are fundamentally two types of items that can be crafted with DME. Single Use and Permanent Items. There are variations on these, and they have differing costs, effects, manufacturing times, but it condenses down to these main two categories. The various subcategories are broken down further below.

Single Use Items

Items that can be used a limited amount of time before the item no longer has any ability to do so are considered single use items, regardless of the amount of times they can do it (Typically limited to between 1 and 5 times). These items are much easier and cheaper to make, but they have the downside of only being usable a limited amount of times.

Permanent Items

Items that have a DME effect that does not leave the item after activation, no matter how many times the items are used is considered a Permanent Item. Items that have a certain amount of charges per day before the charges recover after a long rest, or items that have an effect that is always available are both considered a Permanent Item. These items are significantly more expensive, as the item has the effect infused into the item indefinitely.

The Process of Manufacturing

Once the requirements for crafting the item have been met and gathered, the process of manufacturing items can begin. Single Use items are the base for all items manufactured and additional costs and rules are then applied for Permanent Items. Single use items can be anything from Stimulants of Haste, to Gems of Fireballs. They are single use items, or items with charges before they become inert. These items typically use a Power of DME or an extremely advanced piece of technology. This section will focus on manufacturing single use items, and later sections will add in the additional costs for permanent items.

Costs of Manufacturing

To manufacture any Single Use item, you first need to have a minimum of 20 Bekkr Pieces worth of crafting Bekkr to start the imbuing process (Certain items can substitute for this, but the costs mechanically would be the same.). This cost is static and the minimum requirement, in addition to any other material costs. For items with multiple charges before it becomes expended and inert, the cost of this base material increases by 10 Bekkr for each additional charge.

When choosing a power you wish to replicate in a gem, stone, Fractal Scroll, or other base material to hold the imbue, look at the DME Powers Chapter. Each Power has a base cost to activate. When imbuing an item to hold that power, the cost is multiplied by x100. Tricks can be used in these single use items as well and have a static cost of 1 BP to manufacture (1 BP is the total cost, not multiplied by 100).

Here is an example. Healing Vials are some of the most common items sought after in Orin's Gate, as they are potent, lifesaving, and needed by almost any healer, doctor's office, and hospital. Because it can be manufactured without Bekkr with the distilled root of the Nightstalker Lily (making the liquid Sangium), or made directly by imbuing Sangium, it is a prevalent and common thing to be manufactured. To create said vial, the process would be as follows:

1. Base Materials equaling 20 BP worth of Materials
 - a. 20 BP worth of Bekkr Dust
 - b. 20 BP worth of Nightstalker Lily root.
2. Healing Vials replicate the power Cure Wounds, which is a 1st Circle Power. The cost would be an additional 5 BP worth of Bekkr Dust (Activating Cure Wounds as a power costs 5 CB worth of Bekkr Dust. Imbuing an item requires 100 times the activation cost, which equals 5 CB*100=5 BP.)
3. The Total cost to manufacture a single Vial of Healing costs 25 BP worth of materials.

If a power is activated at a higher level, the cost of each activation Circle above the initial circle is x5 the initial activation cost. Using the example above, a Standard Vial of healing (Next step up) would be 25 BP, changing the total cost to 50 BP to make.

Rules and Costs for Permanent Items

In Orin's Gate, the standard amount of charges on an item can range from 1 to 5 charges. When the crafter completes the cost and time requirements to manufacture the item, they roll a 1d4+1. This indicates the amount of charges the item has each long rest. Depending on how well the crafter rolls on their Manufacturing check, the more this can change. If they fail their check by more than 5, the item fails to be crafted. They can make a check to try and salvage a percentage of the costs for another attempt, but the item and much of the costs put into the item are gone. If they fail by less than 5, the item automatically only has 1 charge per long rest. For Every +5 they go above the DC to manufacture, they gain an additional +1 charge per long rest, which allows them to potentially exceed the 5 charges maximum per long rest.

When crafting items that has charges, the item requires a Core of Purified Bekkr. Purified Bekkr is a step even above Refined Bekkr and is difficult to procure. When crafting items that have 1d4+1 charge per long rest, the following charges must be added.

1. The Base Materials cost increases from 20 BP worth of Materials to 100 BP worth of Materials.
2. The multiplier for the Power Activation cost increases from x100 to x500.
3. A Purified Bekkr Core must be installed. The size of the Core is dependent on the Power Activated. Anything above 5th level is unheard of in Orin's Gate outside of the Governments and Major Guilds. If a player wishes to manufacture something on this scale, talk to the DM to figure out what the costs would be.
 - a. Tricks: 10 BP Purified Bekkr Core
 - b. 1st-2nd: 50 BP Purified Bekkr Core
 - c. 3rd-4th: 250 BP Purified Bekkr Core
 - d. 5th: 1k BP Purified Bekkr Core.
4. Once the total item costs are figured, the entire project is multiplied by x2. The reason for this is the sheer amount of imbuing, DME usage, and Bekkr that is needed to work into the item is long and difficult. The benefits of the item are great however.

Here is an example. Weaponry with a +1 to attack and damage are some of the most sought-after weapons in Orin's Gate, and the Imbued Shortsword is the most common weapon to be found due to its effectiveness and ease of use. To have a weapon with this kind of power allows the

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user to bypass resistances to slashing damage and have a highly likelihood of striking and damaging their target. Having it permanently imbued is much more costly however, so many of the +1 weapons seen around the world have 1d4+1 charges per long rest. To create such a weapon, the process and costs would be as follows.

1. A Shortsword
2. Base materials equal to 100 BP
3. A +1 Shortsword uses the DME Power DME Weapon at its 2nd Circle Power output. The cost would be an additional 50 BP worth of Bekkr Dust (Activating DME Weapons as a power costs 5 EB worth of Bekkr Dust. Imbuing an item requires 500 times the activation cost, which equals 1 EB*500=50 BP.)
4. A 2nd Circle DME power requires a Purified Bekkr Core worth 50 BP.
5. The Total Cost of the 1d4+1 charged +1 Shortsword would cost 210 BP to manufacture (10+100+50+50).

Always on DME Power Effects or At Will DME Effects: For items that have an effect that is permanent and always in effect, the cost of the item is **Tripled**. So, a +1 Shortsword that always has the +1 in effect, the cost to manufacture the item would be 630 BP to manufacture.

Time Requirements for Manufacturing Items and the Frequency of finding items in the world

When crafting items, there is a time component that is part of the manufacturing process.

- A workday is 6–8 hours of dedicated time to the crafting of the item. In a single day, a crafter can complete 25 BP worth of imbuing.
- A Workweek is 5 Workdays of crafting. If a continuous workweek is put into crafting, 150 BP worth of imbuing can be accomplished.
- A Work-month is 4 Workweeks of crafting. If a continuous Work-month is put into crafting, 800 BP worth of imbuing can be accomplished.
- A Work-year is 11 Work-months of crafting. If a continuous Work-year is put into crafting, 11k BP worth of imbuing can be accomplished.
- Having additional artisans assisting in the process can reduce the overall time to manufacture the item by the amount of time they dedicate to assisting you (This does not apply however, if the artisan assisting you is imbuing the item with a power you do not have access to).

Below is the frequency in which items would be found in the world. The costs listed below are based on the manufacturing costs, not selling price.

- **Common:** Under 50 Bekkr to manufacture. (PCs under level 4 can expect to be able to find, make, or purchase these items. PCs will accumulate hundreds of these items over the course of a campaign as they are often disposable items.)
- **Uncommon:** 51-500 Bekkr to manufacture. (PCs under level 9 can expect to be able to find, make, or purchase these items. PCs will accumulate dozens of these items over the course of a campaign.)
- **Rare:** 501-10k Bekkr to manufacture. (PCs under level 13 can potentially find, make, or purchase these items. PCs can expect to have under 10 of these items throughout the course of a campaign.)
- **Very Rare:** 10k-25k Bekkr to manufacture (PCs under level 19 can potentially find, make, or purchase these items. It is unlikely that any 1 PC will have more than 2 of these items throughout the entire course of the campaign.)
- **Legendary:** 25k to 100k to manufacture (PCs at level 19 can potentially find, make, or purchase these items. It is unlikely every member of the party will accumulate a legendary item by the end of a level 20 campaign.)
- **Artifact:** Priceless. (Artifacts fall in line with Legendary items. However, Artifacts are items that scale with their PC. This means a DM can give an Artifact to a player as early as their starting item. These items are typically their quintessential item throughout the campaign. DM's should scale the item to have the same power output as the tables above however.)
- **Wonderous:** This item can be anything of a special or unique nature. It does not have to be priceless or necessarily difficult to make, but it is more of a custom design or unique piece. Talk with the DM about the item and figure out a price, time, and materials. Some wonderous Items will require attunement, regardless of other rules on item attunements.

Additional Notes for crafting Items

There are some things that can either increase or decrease the cost and crafting of an item. In this section, we will cover these mitigating factors to item creation.

Special Tools

There are special tools that can assist in the crafting process that have been infused with DME. Some have a +1 to your crafting roll, which helps with the overall crafting, but those are not the tools that are referred to here. Some tools have been made with DME powers infused into them already. This can do a variety of things, depending on what the intent is behind the item. Many large corporations, guilds, or Artificer shops have these crafting items in their buildings, which enables them to craft much faster, at lower costs, and without having access to the DME power they are infusing. If multiple tools can be applied, the bonuses stack.

- **DME Power Infused Crafting Tools:** These items have a single DME power infused into the item and is designed to make specific items that use that specific DME power. While crafting another item with this crafting item, it can negate the requirement to have the DME power learned by the crafter. If the crafter has access to the DME power as well, overall crafting time is reduced by 10%, and the portion of the manufacturing cost item that has to do with DME power activation is reduced by 20%.
- **Bekkr Injector Engines:** These items work like a centrifuge that injects and infuses the item with the material component Bekkr required for Manufacturing. This bypasses much of the implantation of the Bekkr during the crafting process. These items reduce overall manufacturing times by 10% and the overall Bekkr Dust material requirements by 20%

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- **DME Injector Engines:** These items are large atom colliders but operate with DME instead of standard matter. By using these engines, it reduces the amount of strain on the crafter while infusing the item with DME powers. This reduces the overall cost of the entire project by 5%.

Limited Use of DME Powers

Some items only have a portion of the DME power's full ability imbued into the item. This limits the effectiveness of the item, but it also reduces the costs. By stripping out portions of the DME power to imbue, the cost of material components for activating the power are reduced by 30%.

Unique Effects imbued into an item

Some items grant the user special abilities that are not in the standard list of powers. Mechanically speaking, some mimic class abilities, feats, or have exotic abilities. These unique features are treated as 2nd through 4th Circle powers, depending on the ability and the DM's discretion. These items will ALWAYS be classified as Wonderous and may require attunement. They also require an addition 100 BP worth of materials to cover any additional costs that may be needed to manufacture the item.

Attunement

Certain weapons are so powerful they need more than just the Bekkr materials within them or their purified Bekkr Core to power them. They also will require a Sentient Matrix to regulate its power and draw on the innate power of the wielder. Because the items draw power from the wielder, only 3 items can be attuned to a single user.

Depending on the level required, or the Matrix installed, the item can have a sentience of its own, which can create additional dynamics for the player and the party. Once the item requires Attunement, an additional cost is added onto the manufacturing. Obtaining a Matrix can be difficult, as it requires the mind of a living creature to be sacrificed in order to power the item. Depending on the power level of the item, it may require higher level sentience. The more baseline Matrix which can be powered from a recently deceased animal can be purchased through many Artificer shops, government run supply shops, or Construct shops. Living animal Matrix and recently deceased human matrix require government or Guild approval, and matrix from a living humanoid can only be obtained through express government contract, or a direct sacrifice from a loved one or family member.

If any of the following are true, the item will require Attunement, and need a Matrix.

- The item has more than 1 DME Power or Feature imbued into it.
- The item is considered Very Rare, Legendary, or Artifact
 - Wonderous Items may or may not require Attunement.

Qualities and Costs of Matrix

Item Rarity	Recently Deceased Mind	Living Mind	Matrix Cost
Common	INT of 5+	INT of 3+	250
Uncommon	INT of 8+	INT of 5+	500
Rare	INT of 10+	INT of 8+	1k
Very Rare	INT of 15+	INT of 12+	10k
Legendary	N/A	INT of 17+	50k
Artifact	See footnote 1	See footnote 1	25k
Wonderous	See footnote 2	See footnote 2	See footnote 2

- Footnote 1: Artifact Items level up with the user. They will start with an INT of 8 and increase with each augmentation. They have a unique matrix that cannot be purchased. It is an Artificial Intelligence that is modeled after humanoid minds but is somewhat alien. This AI is highly dependent on the DM creating the item, and its involvement with the progression of the item.
- Footnote 2: Wonderous Items are specific to the item created. Because Wonderous items can range in cost from Common to Artifact in their "tagging", the cost of the Matrix is dependent on the cost of the item overall.

Selling DME Imbued Items

In Vendrosa, items with DME infusions are sold fairly commonly. The prices for these items can range greatly, depending on location, and rarity. Items that are found in every home may have little markup at all, while items that get beyond 1st or 2nd circle may vary in price greatly depending on if you are in a great city, or a far off land. For DMs, it is largely up to you what items will go for. If the vendor is an Artificer of any real skill (6th level or greater), manufacturing is already ½ cost, and if they have tools that lower the cost further, these items can range greatly in their overhead. The prices listed below are only manufacturing costs however.

Single Use Special Items

Single Use DME Items

These are powerful items that are imbued with DME but are only strong enough to be used a single time.

Ammunition of Slaying

Ammunition of Slaying is a unique item that has a single use. If it misses its target it does not lose its effect, but the ammunition will have to found to

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be used again. When the effect triggers, the ammunition explodes dealing damage specific to the type of creature it was created for. Because this is a Unique effect, the item is classified as Wonderous (It does not require attunement because it is single use only).

Arrow of Monstrosity Slaying

Rarity: Uncommon, Wonderous

Type: Ammunition for a bow.

Cost to Purchase: 23 BP per arrow.

Bonuses: Deals an additional 6d6 damage to a target that is a Monstrosity.

Beads of the Fireball

These "beads" were invented with the express purpose of war. During the last war, hundreds of these would be placed on a single person airship and flown over armies and towns. The pilot would simply fly over and dump the beads over the ship, allowing the destruction to follow. The "beads" are small gems worth 100 BP that were cut into cylindrical balls and hollowed out to hold enough Bekkr within to hold a single charge of the power Fireball. Still allowed to be manufactured, it has a strict policy of only government licensed individuals be allowed to carry these items.

Bead of the Fireball

Rarity: Very Rare* (*Rare in cost)

Type: A thrown bead.

Cost to Purchase: 520 BP

Effect: The power Fireball is affected once the bead hits the surface of where it is thrown. If multiple beads are thrown, it increases the damage by 2d6 per bead thrown.

Reusable DME Items

These items have a deep reservoir of power, often built with a matrix and core working together to power the item.

Bag of Holding

A bag of holding is a unique item that looks like a standard backpack. However, the bag is infused with Bekkr. When the bag is opened, a portal to a pocket dimension unique to the frequency of the bag is opened. Within the bag, the user can store up to 12 cubic feet of nonliving material. If the bag is torn, destroyed, or turned inside out, all the materials within the pocket dimension are jettisoned from the bag, as it is preprogrammed to do with the last reserves of its battery.

Bag of Holding

Rarity: Rare

Type: A Backpack

Cost: 2553 BP

Bonuses: 12 cubic feet of storage while only weighing the 5 pounds of the backpack.

Belt of Flying

This belt creates a field around the user that allows them to defy the laws of gravity. The field then pushes them in the direction they will, moving at heightened speeds. The belt, typically seen with some bird like esthetic.

Belt of the Birds

Rarity: Rare

Slot: Belt

Cost: 1.7k BP

Bonuses: This belt has 1d4+1 charges upon creation, and the belt regains the charges at dawn. The belt grants the user the ability to use the power Fly. While flying, they are counted as having a "Concentration" ability active.

Boots of the Marches

These boots were designed for military ground troops to allow swifter movement to increase travel times. These comfortable, thick hiking boots have the unique property of increasing the movement of any who wear it by up to 33%.

Boots of the Marches

Rarity: Uncommon

Slot: Feet

Cost: 468 BP

Bonuses: +10 to movement.

Bracers of Defense

These Bracers were designed for the military units that were light on their feet and required stealth and no armor for their missions. The bracers create a bioelectrical field around the user, granting them extra defenses.

Bracers of Defense

Rarity: Uncommon

Slot: Arms

Cost: 1110 BP

Bonuses: +2 to AC while not wearing armor, or a +1 to AC while wearing armor.

Bracers of the Marksman

These Bracers were designed for the military ranged weapons units. The bracers help stabilize the arm and augment the user's sight and reactionary time to release the weapon.

Bracers of the Marksman

Rarity: Rare, Wonderous

Slot: Arms

Cost: 3330 BP

Bonuses: +2 to ranged damage attacks

Notes: Requires Attunement

Cape of Teleportation

Legends say this cape was invented by an Eva'Din Court Bard that wished to enhance the performances for his Queen. The cloaks are often finely woven with beautiful and colorful materials. When the user uses the power Dimension Door, it also releases a poof of smoke in a color the user wishes.

Cape of Teleportation

Rarity: Rare

Slot: Back

Cost: 1710 BP

Features: This cloak has 1d4 charges per day of the power Dimension Door. It recharges after a long rest.

Notes: After the Dimension door is used, a poof of colored smoke appears at the point of your teleportation. This gives any looking for you at the point of your teleportation advantage.

Cap of Water-Breathing

Caps of Water-Breathing are a popular item for those visiting and vacationing within the areas controlled by the Azumaya and their offshoots. This cap is a thin bio-gel that is placed on the face, but then spreads over the entire body. This protects against the crushing pressures of the waters depths and pulls oxygen from the water all around you and allows it to seep through the membrane. The materials needed to craft the membrane have a high cost due to the difficulty of finding the Sea Cucumber that the membrane is produced from.

Cap of Water-breathing

Rarity: Rare

Slot: Back

Cost:

Features: This cap allows for Water Breathing.

Notes: This cap covers the body in a thin translucent membrane.

Dagger of the Midnight Mists

This dagger is reported to have been created by assassins that were attempting to kill a high-ranking official of the Stoahk Nation during the Cold War. The weapon immediately became banned from possessing the item, but it is still a favored weapon of Hitmen and Assassins.

Dagger of the Midnight Mists

Rarity: Rare(Actually finding one is Very Rare)

Type: Simple

Cost:

Damage: 1d4 piercing damage

Properties: Light, finesse

Notes: This weapon has a 1d4 charges of Misty Step. It recharges after a long rest.

Decanter of Flowing Waters

The Decanter of Flowing Waters is a unique item that forms a connection to a deep reservoir of fresh, clean water. Some believe the connection is to another dimension, but since Orin's Gate was formed and these items still exist and function, it is believed that it is a connection to this realm. This small decanter looks to be a small canteen of sorts. When opened and poured, it can produce 10 gallons of clean, drinking water per day before the portal closes.

Decanter of Flowing Waters

Rarity: Uncommon

Slot: Accessory

Cost:

Features: This Decanter can produce 10 gallons of fresh drinking water each day. It recharges at dawn.

Driftglobe

The Driftglobe was invented for miners that worked in areas where explosions from fire were more likely. It is a small device that can emanate a small or large amount of radial light for a period. It also can stay hovering in a single location or follow at a specified distance from the user until ordered to do otherwise. It can maintain basic light indefinitely, or bright light for an entire area for 1 hour. The device itself is expensive, usually requiring an Artificer or skilled tinkerer to make the construct.

Driftglobe

Rarity: Rare

Slot: Accessory

Cost:

Features: This Driftglobe can use the Light trick or the Daylight power at will as a bonus action commanded by the owner. It also requires a bonus action to dismiss the light.

Notes: The Driftglobe will hover around the user and follow them or stay in a commanded location. The Daylight power recharges at dawn.

Earring of Languages

These earrings can comprehend any of the primary languages within Vendrosa. There is a small microphone to pick up the sounds and translate them into a language of your choice.

Goggles of the Night

Rarity: Uncommon

Slot: Accessory

Cost:

Features: These earrings translate any primary language into one you can understand and allow you to speak to them in return by translating the words you speak.

Expend Bekkr Armor

Expend Bekkr that did not burn up after use is some of the densest materials found within Vendrosa. By harvesting this powdered material and fashioning it into materials used in the formation of the armor, it allows for armor to be more resistant to severe damage. Because of its density, it must be medium or heavy armor (not hide). For this, we will use Scale Mail as the example.

EX Scale Mail

Rarity: Rare* Wonderous

Armor Proficiency: Medium Armor

AC: 14+ Dexterity (Max DEX Mod Bonus of +2)

Additional Information: Disadvantage on Stealth

Cost:

Bonuses: Cannot be Critically hit in this armor

Gloves of Missile Snaring

Gloves of Missile Snaring is a combination of glasses and a full arm sleeve connected to thick gloves. These gloves send electrical impulses to the brain that allow for the deflection of missile weapons against the wearer.

Gloves of Missile Snaring

Rarity: Rare, Wonderous

Slot: Hands

Cost:

Features: The wearer can use their reaction to reduce the damage of a missile attack by 1d10+ the wearers Dexterity modifier. If the ranged attack is reduced to 0, the wearer can catch the item out of the air.

Gloves of the Spider

Gloves of the Spider were invented by those wanting to vacation and visit the Raxian homes high in the mountains. While activated, it allows the user to scale mountains with ease.

Gloves of the Spider

Rarity: Uncommon

Slot: Hands

Cost:

Features: These gloves have 1d4 charges upon creation of the power Spider Climb per day and recharges at dawn.

Goggles of the Night

Goggles of the Night were said to have been invented for those visiting the deep northern colonies of the Stoahk nation where sunlight is a rarity. Some believe that like most inventions, it was pushed by the military. It is not known, but what is known, is the cost to manufacture them.

Goggles of the Night

Rarity: Rare

Slot: Accessory

Cost:

Features: These goggles provide the power Darkvision to the wearer while being worn. They can also operate in the other direction, for creatures that have sunlight sensitivity.

Hat of Disguise

The Hat of Disguise was said to have been invented by a traveling band of entertainers. They created the hat in order to allow for even more rapid costume changes. However, the invention soon began to cause many problems, from assassinations, to robberies under false guises. Now the item is illegal to own in many countries and the ramifications can be anything from a fine to jail time.

Hat of Disguise

Rarity: Very Rare* (*Uncommon in difficulty to make.)

Slot: Head

Cost: Unknown Bekkr

Features: This hat allows for the user to use the power Disguise self as an action at will.

Keepsake of the Augmented

A Keepsake of the Augmented can be any small item worn by a person. It is typically a piece of jewelry and uses Bekkr at its core. It is heavily infused with DME and allows for the wearer to be physically enhanced in some way. The humanoid body can only handle 1 such augmentation at a time however, so if someone is lucky enough to find one such item, they must choose which one to have attuned to them. The Keepsake provides a +2 to any base stat and allows for the maximum in that stat to go above 20 to 22.

Circlet of Intellect

Rarity: Very Rare* Wonderous

Slot: Head

Features: +2 to Intelligence (Max INT score of 22)

Note: Requires Attunement

Cost:

Description: This Circlet of woven gold rests on top of the head. Its unique attunements to pulling in DME helps increase electrical impulses in the mind, enhancing critical thinking and reasoning skills.

Keepsake of the Azumaya

A Keepsake of the Azumaya is a unique item that's original crafting is lost to the ages. It is said that an Azumayan princess fell in love with a surface dweller and had the original item crafted to assist her love in adapting to their way of life. The keepsake while attuned to the wearer allows for them to have the same racial benefits as the Azumaya, but to a lesser degree, giving them increased lung capacity and swim speeds. Because the item allows for racial traits, the item is treated as a 4th Circle power.

Ring of the Azumaya

Rarity: Very Rare* Wonderous

Slot: Accessory, hand.

Features: +Swim speed equal to movement speed. Able to hold your breath for x2 the Constitution modifier, or 5 minutes, whichever is higher.

Note: Requires Attunement

Cost:

Description: This ring seems to be made from polished coral. It has the unique property of looking to be still alive while within water.

Keepsake of the Jumper

Legend says the original crafting of this item was a pendent formed into the likeness of a frog or grasshopper. The shape has no real meaning today, but still carries on that local flare, incorporating an animal design known for its jumping ability.

Keepsake of the Grasshopper

Rarity: Uncommon

Slot: Accessory

Cost:

Bonuses: While wearing this item, the user always has the power Jump activated on them continuously.

Keepsake of Resistance

A Keepsake of Resistance can be any small item worn by a person, or a full suit of armor itself. The Bekkr within is woven to be attuned to a specific type of damage and provides a small electrical field around the body. When that field is penetrated by the pre-attuned damage type, it helps absorb that type of damage by slowing it down or dissipating some of the force with the field around it. In this example, it will be a suit of Studded Leathers..

Cold-Snap Studded Leathers

Rarity: Rare

Armor Proficiency: Light Armor

AC: 12+ Dexterity

Additional Information:

Cost:

Bonuses: Provides resistance to Cold damage and allows the user to not be harmed by non DME empowered cold weather effects.

Keepsake of Shielding

A Keepsake of Shielding can be any small item worn by a person. It is typically a piece of jewelry and uses Bekkr at its core. This item has the unique property of having a Battery within powered by Bekkr to release the preprogrammed power of Shield. It has a set number of charges each day before it can be used again.

Broach of Shielding

Rarity: Uncommon

Slot: Accessory

Features: 1d4 Charges upon creation of Shield as a Reaction

Note: Requires a long rest to recharge

Cost:

Description: This Broach is shaped as a round golden buckler, often worn on the lapel of a jacket, hat, or dress.

Key to the City

A key to the city is a unique item that allows for people to bypass mechanical locks. It is made from Bekkr that can realign its structure to fit into the tumblers in the correct manner. It also has the unique ability to temporarily disable any Bekkr infused lock that has been placed on the lock to open it as well. It has a set number of charges each day before it can be used again.

Key to the City

Rarity: Uncommon (Actually finding one is Very Rare)

Features: 1d4 Charges of Knock

Note: Requires a long rest to recharge

Cost: Unknown

Lantern of Revealing

This Lantern casts a unique light throughout the area. The light causes any invisible creature or object within the area to become lit up with the Fairy Fire power. This light has no special effect on targets that are visible. Its light bonds to the DME signature of invisibility specifically. The lantern sheds bright light for 20 feet, and dim light for 40 feet. In order to be revealed, the invisible item must be within the bright light. Many banks, noble homes, and other areas of high importance have hundreds of these within their walls, using them throughout the day and night in sensitive areas to prevent thieves and assassins. The light can burn for 1 hour before the charge wears out and recharges at dawn.

Lantern of Revealing

Rarity: Uncommon

Features: Fairie fire and 20/60 foot light source for 1 hour.

Note: Recharges at dawn. Fairie fire effects invisible targets only.

Cost:

Leathers of Displacement

This is a unique item that is not directly infused with Dark Matter Instead, the hide comes from an Aberration found deep in the oceans of Vendrosa; A Displacement Manta. When one is killed, and the hide is usable, it is treated into leather. Bekkr is involved in allowing charges to run through the cloak which creates a shimmer around the wearer. This effectively Blurs the wearer. To get enough material to make a cloak reduces the time and infusion needed from the actual power.

Leathers of Displacement

Rarity: Rare

Slot: Armor

AC: 11+Dexterity

Cost:

Features: This armor allows the user to always have the effect Blur on during combat. However, once hit, the feature fails until the start of their next turn. The effect can be activated as a bonus action and lasts for the duration of the power. Once used it cannot be used again until dawn.

Plus 1 Shortsword

+1 weapons are weapons that have a Bekkr core that is assembled in a way to draw in DME to make the weapon sharper at a molecular level, and stronger due to the high level of Bekkr throughout the blade. Because of this, the weapons gain a +1 to attack and damage. To manufacture this, a DME user would have to either have the blacksmithing skill, or hire someone who did, and the power DME weapon. They would need the materials needed to make the weapon, as well as enough Bekkr to put into the core.

+1 Shortsword

Rarity: Rare

Type: martial

Cost:

Damage: 1d6 slashing+1

Properties: Light, finesse

Notes: This weapon has a +1 to attack and damage. This weapon bypasses resistance to non-enhanced weapons.

Plus 2 Shortsword

+2 weapons are weapons that have a Bekkr core that is assembled in a way to draw in DME to make the weapon sharper at a molecular level, and stronger due to the high level of Bekkr throughout the blade. Because of this, the weapons gain a +2 to attack and damage. To manufacture this, a DME user would have to either have the blacksmithing skill, or hire someone who did, and the power DME weapon. They would need the materials needed to make the weapon, as well as enough Bekkr to put into the core.

+2 Shortsword

Rarity: Very Rare

Type: martial

Cost:

Damage: 1d6 slashing+2

Properties: Light, finesse

Notes: This weapon has a +2 to attack and damage. This weapon bypasses resistance to non-enhanced weapons. Requires Attunement

Plus 3 Shortsword

+3 weapons are weapons that have a Bekkr core that is assembled in a way to draw in DME to make the weapon sharper at a molecular level, and stronger due to the high level of Bekkr throughout the blade. Because of this, the weapons gain a +3 to attack and damage. To manufacture this, a DME user would have to either have the blacksmithing skill, or hire someone who did, and the power DME weapon. They would need the materials needed to make the weapon, as well as enough Bekkr to put into the core.

+3 Shortsword

Rarity: Legendary

Type: martial

Cost:

Damage: 1d6 slashing+3

Properties: Light, finesse

Notes: This weapon has a +3 to attack and damage. This weapon bypasses resistance to non-enhanced weapons. Requires Attunement

Purse of Holding

A Purse of holding is a unique item that looks like a standard Coin purse. However, the bag is infused with Bekkr. When the bag is opened, a portal to a pocket dimension unique to the frequency of the bag is opened. Within the bag, the user can store up to 3 cubic feet of Bekkr. If the bag is torn, destroyed, or turned inside out, all the materials within the pocket dimension are jettisoned from the bag, as it is preprogrammed to do with the last reserves of its battery. It is also programed to only hold Bekkr within it.

Purse of Holding

Rarity: Uncommon

Type: A Backpack

Cost:

Bonuses: This coin purse can hold up to 3 cubic feet of Bekkr. This space allows for 18k worth of Bekkr within each bag.

Radiant Shortsword

Radiant weapons are weapons that have a Bekkr core that is assembled in a way to draw in radiant energy to deal additional damage when striking. To manufacture this, a DME user would have to either have the blacksmithing skill, or hire someone who did, and the power Enhance weapon. They would need the materials needed to make the weapon, as well as enough Bekkr to put into the core.

Radiant Shortsword

Rarity: Uncommon

Type: martial

Cost:

Damage: 1d6 slashing+ 1d4 Radiant

Properties: Light, finesse

Notes: This weapon gives off a faint warmth and seems to pulse with a slightly yellow/gold light. This weapon bypasses resistance to non-enhanced weapons.

Raft of Expansion

This unique raft has been imbued with the ability to become smaller and larger with each activation. Each day, the raft can use the ability Enlarge/Reduce its size 1 time each day in both directions. The oars and air cushions are included within the boat. When activated, the boat also deflates, and folds itself down to a neat and tidy square or fills with air and expands outward. While in its reduced and folded size, it is the dimensional space of 12x12x4 inches, and weighs 7 pounds. When it expands, it is a raft large enough to support 8 people, and 750 pounds of weight.

Raft of Expansion

Rarity: Uncommon

Type: Item

Cost:

Notes: This inflatable raft can hold 8 people and 750 lbs. It can reduce to the size of 12x12x4 inches and will weigh 7 lbs. It can reduce and expand 1 time each per day.

Rod of DME Detection

This rod is typically 12 inches long, and as thick as a finger. It is slightly flexible, and bends towards sources of DME while active.

Rod of DME Detection

Rarity: Uncommon

Type: Item

Cost:

Notes: This rod Detects DME within 30 feet of the holder, and bends towards it to help identify the item or source of DME.

Rod of Traps

This rod is typically 12 inches long, and as thick as a finger. It is slightly flexible, and bends towards sources of traps while active. The Rod requires 50 Bekkr worth of materials and refined Bekkr to power the object.

Rod of DME Detection

Rarity: Uncommon

Type: Item

Cost:

Notes: This rod Detects traps within 30 feet of the holder, and bends towards it to help identify the item or source of trap.

Sending Stones

Sending Stones are unique items that allow people to communicate at great distances with ease. By bonding 2 Bekkr infused stones together with the power Sending, the 2 devices can communicate at any time, at any distance.

Sending Stones

Rarity: Rare

Slot: Accessory

Cost:

Properties: The Power Sending is on whenever the rock is held.

Notes: If 1 rock is destroyed, the other rock is inert. Reforming a second stone to pair with it costs 1/4th the cost and time. If a stone is lost, it takes 1/4th the time to break the connection with the old rock, and then the 1/4th cost and time to reconnect it with a new stone.

Slippers of the Silent

These soft soled shoes have Bekkr woven into them. It has been aligned in such a way that it absorbs all the sound from their feet as they step.

Slippers of the Silent

Rarity: Uncommon

Slot: Feet

Cost:

Properties: Advantage on Stealth Checks

Notes: These soft soled shoes look like ordinary, if extremely well-crafted shoes. They have the unique property of being entirely silent, even when dropped.

Torch of Everlight

This Torch was originally created for city watchmen as a perpetual source of natural light and warmth as needed. It soon became a symbol of the watch, and it was also used as an effect simple weapon for them to use. The torch is a rod between 18' and 3' in length, depending on the maker. The creator would need the materials needed to make the weapon, as well as enough Bekkr to put into the core.

Torch of Everlight

Rarity: Rare

Type: Simple (Mace)

Cost:

Damage: 1d6 Bludgeoning

Properties: Imbued with DME.

Notes: This weapon has 1d4+1 charge upon creation of the power Branding Smite that can be activated upon a strike. Additionally, the Continual flame can be activated and deactivated as a bonus action.

Circle of the Moon

This Battleaxe is a DME imbued weapon that gives off a faint glow when it is dark. The weapon gives off faint light in darkness that sheds 15 feet of dim light. It has a silver chain that wraps around the axe and shaft, and when the weapon is thrown, the user can hold the chain and pull it back to them quickly.

Circle of the Moon

Rarity: Wonderous

Type: Martial (Battle-Axe)

Cost:

Damage: 1d8/1d10 Slashing

Properties: Versatile. Imbued with DME. Thrown (20/40)

Notes: This weapon has 1d4+1 charge upon creation of the power DME Weapon. Additionally, the weapon can be returned as a bonus action.

DME Relics

These are powerful items that are imbued with DME but are only strong enough to be used a single time.

Controller-Matrix: Martyr Guardian

An item created during the 1st DME war. It was created by pioneering Artificers looking for a way to control large groups of creatures in a wide area with minimal effort. It was in the end of the war, when the area now known as Mieralheim was on the verge of collapse. Feeling that the sacrifice was worth the cost, they created the device. Soldiers to injured to be restored to battle and having no family to speak of volunteered. The device was known as the Martyr Guardian.

As the war ended, this device was an abomination, and its construction details were destroyed. 1 Artificer felt that their creation was worth preserving and hid it deep in the cliff bluffs of what is now the outskirts of Sar' Duhma.

The device looks like an 8-foot needle like antenna, made of pure and refined Bekkr. There is an alloy housing at the base that is a 3-foot cube base and hovering on top of that and spiraling around the needle is a 3-foot Icosahedron (20 sides). Each side has a small 2-inch orb that can hose a matrix. Without a matrix, the orb is dull and lightless, but with a mind in it, it looks like the tesla bulbs, with a lavender glow. To issue commands to the creatures, direct contact with the Bekkr antenna is needed. For direct control of a creature, a VR headset is within the base that allows for up to 10 people to control the creatures at 1 time.

Each living human mind can be housed within the Matrix to control 10 creatures of a CR1 or lower, 5 creatures with a CR of 2, or 1 Creature with a CR of 3. When he found the machine, it had 1 functioning matrix. He has been collecting minds to power the Matrix. The machine can house 20 minds.