

Jewels and Ancient Things

I. Introduction

- A. What's in this book?
- B. What if we're not using Mini-Expansions?

II. Chapter 1: Rules

- A. Legacy and Challenge
- B. New Characteristics:
 - 1. Furnishing
 - 2. Inlay
 - 3. Racial Items
 - a. Purchasing Racial Items
 - b. Making Racial Items
- C. New Out of Game Actions
 - 1. Staking a Claim
 - 2. Working a Claim
 - 3. Visit a Hireling Mage

III. Chapter 2: Food and Sundry

- A. Equipment
- B. Traits
 - 1. Racial Traits
 - 2. Profession Traits
 - 3. Follower Traits
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IV. Chapter 3: Masters of the Forge

- A. Creating Quintessence

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 - b. Auram
 - c. Sky Stone
 - d. Ferox

B. Runes

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V. Chapter 4: Power Shards

- A. Infernal Shards
- B. Celestial Shards
- C. Arcadian Shards
- D. Dimensional Shards
- E. Gloom Shards
- F. Abyssal Shards

VI. Chapter 4: Epic Items

- A. Hero Traits
- B. Creating an Epic Item
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VII. Chapter 5: Scenarios and Terrain

A. Rolling for Scenario

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