

# Vanguard LARP

## Crafting Rules

Version 3.0



# Table of Contents

|   |           |
|---|-----------|
| <b>Workstations and Crafting Tiers.....</b>         | <b>1</b>  |
| <b>Stacking, Attunement, and Maintenance.....</b>   | <b>1</b>  |
| <b>Alchemy.....</b>                                 | <b>2</b>  |
| <i>Workstation Upgrades.....</i>                    | <i>2</i>  |
| <i>Oils.....</i>                                    | <i>2</i>  |
| <i>Packets.....</i>                                 | <i>3</i>  |
| <i>Potions.....</i>                                 | <i>4</i>  |
| <i>Miscellaneous.....</i>                           | <i>6</i>  |
| <i>Refined Components.....</i>                      | <i>7</i>  |
| <b>Enchanting.....</b>                              | <b>8</b>  |
| <i>Workstation Upgrades.....</i>                    | <i>8</i>  |
| <i>Jewels.....</i>                                  | <i>9</i>  |
| <i>Tattoos.....</i>                                 | <i>11</i> |
| <i>Structural Gems.....</i>                         | <i>12</i> |
| <i>Miscellaneous.....</i>                           | <i>13</i> |
| <i>Refined Components.....</i>                      | <i>13</i> |
| <b>Engineering.....</b>                             | <b>14</b> |
| <i>Engineering and Maintenance.....</i>             | <i>14</i> |
| <i>Batteries.....</i>                               | <i>14</i> |
| <i>Bombs, Ammunition, and Damage Enhancers.....</i> | <i>15</i> |
| <i>Armor and Utility Enhancements.....</i>          | <i>16</i> |
| <i>Traps and Lockpicks.....</i>                     | <i>16</i> |
| <i>Jewelry and Accessories.....</i>                 | <i>17</i> |
| <i>Refined Components.....</i>                      | <i>18</i> |
| <b>Homesteading.....</b>                            | <b>19</b> |
| <i>Homesteading Tools.....</i>                      | <i>19</i> |
| <i>Raw Ingredients (Refined Components).....</i>    | <i>19</i> |
| <i>Prepared Dishes and Drinks.....</i>              | <i>20</i> |

|                                  |           |
|----------------------------------|-----------|
| <b>Smithing.....</b>             | <b>24</b> |
| <i>Workstation Upgrades.....</i> | 24        |
| <i>Kits.....</i>                 | 25        |
| <i>Structures.....</i>           | 25        |
| <i>Doors, Wooden.....</i>        | 25        |
| <i>Doors, Metal.....</i>         | 26        |
| <i>Walls, Wooden.....</i>        | 26        |
| <i>Walls, Metal.....</i>         | 26        |
| <i>Windows, Wooden.....</i>      | 27        |
| <i>Windows, Metal.....</i>       | 27        |
| <i>Locks.....</i>                | 27        |
| <i>Weapons and Armor.....</i>    | 28        |
| <b>Tailoring.....</b>            | <b>29</b> |
| <i>Workstation Upgrades.....</i> | 29        |
| <i>Kits and Maintenance.....</i> | 29        |
| <i>Clothing.....</i>             | 30        |
| <i>Refined Components.....</i>   | 31        |
| <b>Materials.....</b>            | <b>31</b> |
| <b>Specialty Components.....</b> | <b>32</b> |
| <i>Metals.....</i>               | 32        |
| <i>Fabric.....</i>               | 32        |
| <i>Wood.....</i>                 | 32        |
| <i>Leather.....</i>              | 32        |
| <i>Gems.....</i>                 | 32        |
| <i>Plants.....</i>               | 32        |

# Vanguard LARP Crafting Rules

The Vanguard Crafting system empowers players to create Items that influence the world, from Potions and Tools to Structures and more. Choose from six Crafting paths: Alchemy, Enchanting, Engineering, Homesteading, Smithing, and Tailoring. All players start with 3 free recipes.

## Workstations and Crafting Tiers

A **workstation** is a physical representation (PhysRep) of a player's crafting setup, showcasing their ability to create. For example:

- A Tailor might use a sewing kit
- An Enchanter could display bottles and bowls arranged on a fancy scarf

Players collect Recipes to advance their Craft, upgrading their workstation to unlock higher-Tier Recipes. Collaboration between Professions is key as Crafting Tiers progress:

- **Tier 1:** May require assistance from up to one other Profession
- **Tier 2:** May require assistance from up to two other Professions
- **Tier 3:** May require assistance from up to three other Professions
- **Tier 4:** May require assistance from up to four other Professions

## Stacking, Attunement, and Maintenance

- **Stacking Limitations:**
  - Effects granted by Items or Enchantments do not stack unless explicitly stated
  - Consumable effects do not stack with other Consumables unless explicitly stated
  - Any overlap defaults to the larger bonus or greater number of Abilities
  - A Consumable and an Item can stack with each other
  - Limits on numbered attributes like Body or DR apply unless otherwise stated
- **Attunement Limits:**
  - Each Player may Attune up to 3 Items and 1 Tattoo at a time
  - Changing Item Attunement requires a Recovery, during which only Items that have not been used that event can be Attuned
- **Item Maintenance:**
  - Maintenance on Items, Enchantments, or Batteries is required every 6 months unless otherwise noted on the Item

Dive into the Crafting system and let your creations leave their mark on the Vanguard world!

# Alchemy

Alchemy specializes in crafting Potions, Oils, and Poisons, offering a variety of unique Effects.

- All Potion Effects take place after the Potion is consumed
- All thrown vials may be Flashed unless noted otherwise
- All Alchemy Recipes come in batches of 5.

| Tier | Upgrade                      | Materials   | Effect                 |
|------|------------------------------|---|------------------------|
| T1   | <b>Sample Collection Kit</b> | 2 Bronze<br>2 Copper<br>1 Herb<br>1 T1 Source                     | Upgrade to T2 Alchemy. |
| T2   | <b>Auto Mortar</b>           | 2 Iron<br>2 Hornbeam<br>3 Fungi<br>2 Rough Leather<br>1 T2 Source | Upgrade to T3 Alchemy. |
| T3   | <b>Source Centrifuge</b>     | 2 Gold<br>2 Heartwood<br>3 Flowers<br>1 T3 Source                 | Upgrade to T4 Alchemy. |

## Workstation UpgradesOils

| Tier | Oil                  | Materials   | Effect   |
|------|----------------------|---|--|
| T1   | <b>Raphael's Oil</b> | 1 Copper<br>1 Thin Leather<br>1 Bottle  | One Weapon or Shield gains one Parry against one Sunder.<br>Requires 10 seconds of RP. |
| T2   | <b>Elemental Oil</b> | 2 Iron<br>1 Hornbeam<br>1 Fungus<br>1 T2 Source<br>1 Elemental Mote<br>1 Bottle | One Weapon gains an Elemental tag until Recovery.<br>Requires 10 seconds of RP.        |

## Packets

| Tier | Packet                         | Materials   | Effect   |
|------|--------------------------------|---|--|
| T1   | <b>Phanuel's Vigor</b>         | 1 Herb<br>1 T1 Source<br>1 Bottle                   | [Packet] Heal 10 Body.                                     |
| T1   | <b>Earthbound</b>              | 2 Herbs<br>2 Birch<br>1 Bottle                      | [Packet] Bind legs for 20 seconds.<br>Tagline: Earthbound. |
| T1   | <b>Sleep Poison</b>            | 2 Herbs<br>1 Birch<br>1 Thin<br>Leather<br>1 Bottle | [Packet] Renders Target Unconscious for 10 seconds.        |
| T1   | <b>Small Bomb</b>              | 1 Bronze<br>1 Herb<br>1 T1 Source<br>1 Bottle       | [Packet] Deals 10 Fire Damage to Target.                   |
| T2   | <b>Large Bomb</b>              | 2 Iron<br>1 Fungus<br>1 T2 Source<br>1 Bottle       | [Packet] Deals 20 Fire Damage to Target.                   |
| T2   | <b>Phanuel's Greater Vigor</b> | 3 Fungi<br>1 T2 Source<br>1 Bottle                  | [Packet] Heal 20 Body.                                     |
| T2   | <b>Vial of Acid</b>            | 1 Iron<br>1 Rough Leather<br>1 Fungus<br>1 Bottle   | [Packet] Deals 20 Acid Damage to the Target.               |
| T3   | <b>Vial of Amber</b>           | 3 T2 Source<br>2 Flowers<br>1 Redwood<br>1 Bottle   | [Packet] Delivers Trapped in Amber.<br>Defended by Dodge.  |

| Tier | Packet               | Materials  | Effect  |
|------|----------------------|--|---|
| T3   | <b>Smoke Bomb</b>    | 1 Steel<br>2 Sturdy<br>Leather<br>1 T3 Source<br>1 Flower<br>1 Bottle                                    | [Packet] Must be thrown at the Target's feet.<br>Grants Shadow Phase and allows up to 10 steps to find cover. |
| T1-4 | <b>"Knock Knock"</b> | T1: 1 Copper<br>1 Birch<br>T2: 1 Iron<br>1 Wool<br>T3: 1 Steel<br>1 Cotton<br>T4: 1 Adamantite<br>1 Silk | [Packet] Destroys 1 Barricade or opens 1 door.<br>Tier must equal or exceed the Lock.                         |

## Potions

| Tier | Potion                   | Materials   | Effect   |
|------|--------------------------|---|--|
| T1   | <b>Muse</b>              | 2 Herbs<br>1 Linen<br>1 Bottle                      | Regain the use of one Ability (not a skill that combines with another or a Mastery skill). |
| T1   | <b>Panacea</b>           | 1 Thin Leather<br>2 Herbs<br>1 Bottle               | Cleanse one condition or Repair one limb.  |
| T1   | <b>Woodman's Draught</b> | 1 T1 Source<br>1 Herb<br>1 Thin Leather<br>1 Bottle | Grants Target Animal Empathy for 10 minutes.   |
| T1   | <b>Eagle's Eye</b>       | 3 Herbs<br>2 Tiger's Eye<br>3 T1 Source<br>1 Bottle | +1 with Ranged Weapons until Target's next Recovery.                                       |

| Tier | Potion                   | Materials   | Effect  |
|------|--------------------------|---|---|
| T1   | <b>Bear's Might</b>      | 3 Herbs<br>2 Thin Leather<br>3 T1 Source<br>1 Bottle            | Grants the Target +1 Damage with Melee Weapons until Target's next Recovery.  |
| T2   | <b>Turtle's Shell</b>    | 2 Fungi<br>4 Wool<br>4 Rough Leather<br>1 T2 Source<br>1 Bottle | Grants +1 DR until the Target's next Recovery.  |
| T2   | <b>Antagonism</b>        | 2 Fungi<br>1 Hornbeam<br>1 Bottle                               | Grants the Target 1 use of Provoke.   |
| T2   | <b>Silver Tongue</b>     | 1 Silver<br>1 Wool<br>1 Fungus<br>1 T2 Source<br>1 Bottle       | Target can speak and understand a specific non-Magical language until a Recovery is taken.                                  |
| T2   | <b>Appetite</b>          | 2 Wool<br>2 Fungi<br>1 Hornbeam<br>1 Bottle                     | Grants Target 3 uses of Voracity.   |
| T3   | <b>Invisibility Vial</b> | 1 T3 Source<br>1 Cotton<br>1 Flower<br>1 Redwood<br>1 Bottle    | Grants Target Shadow Phase without the need for shadows for up to 5 minutes or until the Target takes an aggressive action. |
| T3   | <b>Bottled Courage</b>   | 1 Gold<br>1 T3 Source<br>2 Flower<br>1 Bottle                   | Grants Target immunity to the next 5 Fear Effects.  |



| Tier | Potion          | Materials                                       | Effect  |
|------|-----------------|---|---|
| T3   | <b>No Time</b>  | 2 T3 Source<br>1 Steel<br>3 Flowers<br>1 Bottle | Adds +20 Healing charges until Target's next Recovery.                                  |
| T4   | <b>Polyglot</b> | 3 Bark<br>1 Emerald<br>2 Silk<br>1 Bottle       | Grants Target fluency of all non-Magical languages until the consumer takes a Recovery. |

## Miscellaneous

| Tier | Misc                   | Materials  | Effect   |
|------|------------------------|--|--|
| T1   | <b>Hadrian's Glue</b>  | 2 Herbs<br>1 Birch<br>1 Bottle                           | Repairs an Item until the end of the current combat. Must be repaired by a Smith. Requires 30 seconds of RP. |
| T2   | <b>Weakness Poison</b> | 1 Iron<br>1 Fungus<br>1 Ruby<br>1 Bottle                 | Target does -2 Damage (minimum of 1) until the Target is Cleansed, takes a Recovery, or is Resurrected.      |
| T2   | <b>Vial of Revival</b> | 2 Silver<br>2 Fungi<br>2 Ruby<br>1 T2 Source<br>1 Bottle | Revives a Target in the Death count.   |
| T3   | <b>Sickness Poison</b> | 2 T3 Source<br>1 Flowers<br>1 Sturdy Leather<br>1 Bottle | The next hit prevents the Target from being Healed by RP until Cleansed. Requires 10 seconds of RP.          |

## Refined Components

| Tier | Refined | Materials                           | Effect             |
|------|---------|-------------------------------------|--------------------|
| T1-4 | Ink     | 1 Forged Metal<br>1 Gem<br>1 Bottle | Refined Component. |

# Enchanting

Enchanting focuses on enhancing Items and individuals, including creation of Tattoos and piercings. Most Enchantments require a Jewel to channel and anchor the magic, binding it to the Ink or Item for lasting effects.

- All Jewels must be slotted in an Item to be used and may not be transferred to another Item
- A Structure is any permanent building unless otherwise denoted by Plot that has been tagged; things like a cave or a tent would not apply

## Workstation Upgrades

| Tier | Upgrade               | Materials  | Effect                    |
|------|-----------------------|--|---------------------------|
| T1   | <b>Drafting Easel</b> | 2 Bronze<br>2 Copper<br>2 Birch<br>1 T1 Source         | Upgrade to T2 Enchanting. |
| T2   | <b>Auto-needle</b>    | 3 Iron<br>3 Hornbeam<br>1 Rough Leather<br>1 T2 Source | Upgrade to T3 Enchanting. |
| T3   | <b>Aether Array</b>   | 4 Gold<br>3 Heartwood<br>1 T3 Source                   | Upgrade to T4 Enchanting. |

## Jewels

| Tier | Jewel                      | Materials  | Effect  |
|------|----------------------------|--|---|
| T1   | <b>Jewel of Numbness</b>   | 1 Tiger's Eye<br>1 T1 Source<br>2 Copper<br>1 Birch        | Grants Target 3 extra uses of Disarm per event.   |
| T1   | <b>Jewel of Paralyze</b>   | 1 Tiger's Eye<br>1 T1 Source<br>2 Copper<br>1 Thin Leather | Grants Target 3 extra uses of Bind per event.   |
| T1   | <b>Jewel of Force</b>      | 1 Tiger's Eye<br>1 T1 Source<br>2 Copper<br>1 Bronze       | Grants Target 3 extra uses of Stomp per event.  |
| T1   | <b>Jewel of Endurance</b>  | 1 Tiger's Eye<br>1 T1 Source<br>2 Copper<br>1 Linen        | Grants Target 3 extra uses of Flash per event.  |
| T2   | <b>Jewel of the Healer</b> | 1 Linen<br>2 Cotton<br>1 Fungus<br>1 T2 Source             | Grants Target +1 to the Healing Ability. If Target does not possess the Healing Ability, they have it when equipped on an item. |
| T2   | <b>Jewel of Prowess</b>    | 2 Iron<br>1 Ruby<br>1 T2 Source                            | Grants +1 Damage to a melee weapon.   |
| T2   | <b>Jewel of Protection</b> | 1 Ruby<br>1 Iron<br>1 Silver<br>1 Wool<br>1 T2 Source      | Grants Target +1 DR.  |

| <b>Tier</b> | <b>Jewel</b>                | <b>Materials</b>   | <b>Effect</b>   |
|-------------|-----------------------------|--|---|
| T2          | <b>Jewel of Balm</b>        | 2 Silver<br>1 Fungi<br>1 Ruby<br>1 T2 Source             | Grants Target 10 Healing charges per event.   |
| T2          | <b>Jewel of Taunt</b>       | 1 Iron<br>1 Ruby<br>1 Hornbeam<br>1 T2 Source            | Grants Target 3 uses of Provoke per event.  |
| T2          | <b>Jewel of Shadows</b>     | 1 Silver<br>1 Wool<br>1 T2 Source<br>1 Ruby              | Grants Target 3 uses of Shadow Phase per event.   |
| T2          | <b>Jewel of Persistence</b> | 1 Ruby<br>1 Iron<br>1 Rough Leather<br>1 T2 Source       | Grants Target 3 uses of Parry per event.  |
| T2          | <b>Jewel of Valence</b>     | 1 Silver<br>1 Ruby<br>1 Fungus<br>1 Wool<br>1 T2 Source  | Grants Target 3 uses of Flash per event.  |
| T3          | <b>Jewel of Evasion</b>     | 1 Silver<br>1 Sturdy Leather<br>1 Emerald<br>1 T3 Source | Grants Target 3 uses of Dodge per event.  |
| T3          | <b>Jewel of Symphony</b>    | 1 T3 Source<br>2 Flowers<br>2 Gold<br>1 Emerald          | When attached to the Bard's clothing, grants 2 uses of "By The Sound of My Voice" per Recovery. |
| T3          | <b>Jewel of the Surgeon</b> | 2 Cotton<br>1 Sturdy Leather<br>1 Flowers<br>1 T3 Source | Grants Target +2 to the Healing Ability.  |

## Tattoos

| Tier | Tattoo                         | Materials  | Effect                                       |
|------|--------------------------------|--|--|
| T1   | <b>Pacify Tattoo</b>           | 2 Copper<br>3 T1 Source<br>1 Linen<br>T1 Ink       | Grants Target 3 uses of Disarm per Recovery. |
| T1   | <b>Fetter Tattoo</b>           | 2 Copper<br>3 T1 Source<br>1 Herb<br>T1 Ink        | Grants Target 3 uses of Bind per event.      |
| T1   | <b>Plod Tattoo</b>             | 2 Copper<br>3 T1 Source<br>1 Bronze<br>T1 Ink      | Grants Target 3 uses of Stomp per event.     |
| T1   | <b>Reflective Shell Tattoo</b> | 2 Copper<br>3 T1 Source<br>1 Birch<br>T1 Ink       | Grants Target 3 uses of Flash per event.     |
| T2   | <b>Deftness Tattoo</b>         | 1 Iron<br>1 T2 Source<br>1 Fungus<br>T2 Ink        | Grants Target 3 uses of Intercept per event. |
| T2   | <b>Rough Shell Tattoo</b>      | 1 Iron<br>1 T2 Source<br>1 Rough Leather<br>T2 Ink | Grants Target 3 uses of Parry per event.     |
| T2   | <b>Basic Skull Tattoo</b>      | 2 Silver<br>2 Fungi<br>1 T2 Source<br>T2 Ink       | Grants Target +1 Damage with all DDMs.       |

| Tier | Tattoo                       | Materials   | Effect   |
|------|------------------------------|---|--|
| T2   | <b>Umbra Tattoo</b>          | 1 Silver<br>1 T2 Source<br>1 Wool<br>T2 Ink             | Grants Target 3 uses of Shadow Phase per event.    |
| T3   | <b>Detailed Shell Tattoo</b> | 1 Silver<br>1 T3 Source<br>1 Sturdy Leather<br>T3 Ink   | Grants Target 3 uses of Dodge per event.           |
| T3   | <b>Complex Skull Tattoo</b>  | 1 T3 Source<br>2 Gold<br>2 Steel<br>1 Wool<br>T3 Ink    | Grants Target +2 Damage to all DDMs.               |
| T3   | <b>Brutality Tattoo</b>      | 1 T3 Source<br>2 Gold<br>2 Steel<br>2 Flowers<br>T3 Ink | Grants Target 3 uses of Power Attack per Recovery. |

## Structural Gems

| Tier | Gem                               | Materials   | Effect  |
|------|-----------------------------------|---|---|
| T1   | <b>Gem of Healing</b>             | 2 Tiger's Eye<br>2 Herbs<br>1 Copper<br>2 T1 Source | All people inside the Target Structure Heal at a rate of [Tier] Health per minute.                              |
| T1   | <b>Gem of Performance</b>         | 2 Tiger's Eye<br>2 Birch<br>1 Bronze<br>2 T1 Source | Bardic Abilities may Target an additional person per Tier while the performer is inside the affected Structure. |
| T2   | <b>Gem of Crafting Efficiency</b> | 2 Rubies<br>2 Silver<br>1 Fungus<br>2 T2 Source     | Inside the Structure, Crafting yields an extra Item for +1 of each Component. No extra time needed.             |

| Tier | Gem                             | Materials  | Effect   |
|------|---------------------------------|--|--|
| T2   | <b>Gem of Eviction</b>          | 2 Rubies<br>2 Hornbeam<br>2 Iron<br>2 T2 Source  | When activated, compels 5 Target people to exit the Structure.<br>Tagline: Evicted.  |
| T3   | <b>Gem of Guardian Kindness</b> | 2 Emeralds<br>2 Gold<br>2 T3 Source              | When activated, your cabin guardian may complete two bag pulls at an event instead of one on guardian specific gathering/protection activities.            |
| T3   | <b>Gem of Crafting Mastery</b>  | 2 Emeralds<br>2 Silk<br>2 Flowers<br>2 T3 Source | Inside the Structure, a crafter may expend a Recovery to increase bag pull results they make during a crafting by one stage.<br>Black > Red > White > Blue |

## Miscellaneous

| Tier | Misc                          | Materials   | Effect  |
|------|-------------------------------|---|---|
| T1-4 | <b>Touch Up Enchanted Ink</b> | 1 Forged Metal<br>1 Herb<br>1 Source of same Tier<br>1 Bottle | Maintenance for Enchanted Items and Tattoos. Must be the same or higher Tier as the Item being serviced. Service lasts 6 months unless otherwise noted.               |
| T2   | <b>Pocket Locket</b>          | 1 Iron<br>2 Silver<br>1 Wool<br>2 T1 Source                   | Trinket that holds an Ability you already know. Usable once and may be recharge by spending 2 T1 Source.  |
| T1   | <b>Pry Bar</b>                | 1 Bronze<br>1 Copper  | Removes a socketed gem from an item, destroying the gem in the process. This action frees up the item's enchantment slot. This recipe is consumed upon use.           |
| T3   | <b>Extraction Device</b>      | 1 Gold<br>1 Sturdy Leather                                    | Removes a socketed gem from an item, but does not destroy the gem in the process. This action frees up the item's enchantment slot. This recipe is consumed upon use. |



## Refined Components

| Tier | Refined              | Materials                        | Effect             |
|------|----------------------|----------------------------------|--------------------|
| T1-4 | <b>Ground Plants</b> | 2 Plants of the appropriate Tier | Refined Component. |

# Engineering

Engineering specializes in creating Ranged Weapons, Bombs, Ammunition, and intricate metalwork, such as wiring or finely crafted metal Jewelry.

- Anything specifically denoting Boomers or Armor must be applied to those Items to work

## Workstation Upgrades and Maintenance

| Tier | Tool                      | Materials  | Effect  |
|------|---------------------------|--|---|
| T1   | <b>Calipers</b>           | 2 Bronze<br>1 Linen<br>1 Birch   | Upgrade to Tier 2 Engineering.  |
| T2   | <b>Refined Tools</b>      | 2 Iron<br>1 Wool<br>1 Hornbeam   | Upgrade to Tier 3 Engineering.  |
| T3   | <b>Safety Goggles</b>     | 2 Steel<br>1 Cotton<br>1 Redwood                                       | Upgrade to Tier 4 Engineering.  |
| T1-4 | <b>Boomer Service Kit</b> | T1: 2 Bronze, 1 Linen;<br>T2: 2 Iron, 1 Wool;<br>T3: 2 Steel, 1 Cotton | Necessary Maintenance for Enchanted or tagged Boomers. Tier must equal or exceed the Item being serviced. |

## Batteries

| Tier | Battery                | Materials   | Effect  |
|------|------------------------|---|---|
| T1-4 | <b>Basic Battery</b>   | T1: 1 Bronze, 1 Birch;<br>T2: 1 Iron, 1 Hornbeam;<br>T3: 1 Steel, 1 Redwood                   | Powers small machines. Tier must equal or exceed the Contraption being powered.   |
| T1-4 | <b>Complex Battery</b> | T1: 1 Copper, 1 Thin Leather<br>T2: 1 Silver, 1 Rough Leather<br>T3: 1 Gold, 1 Sturdy Leather | Powers large machines. Tier must equal or exceed the Contraption being powered.   |
| T1-4 | <b>Source Battery</b>  | T1: 1 T1 Source, 1 Herbs;<br>T2: 1 T2 Source, 1 Fungus;<br>T3: 1 T3 Source, 1 Flower          | Powers complex machines. Tier must equal or exceed the Contraption being powered. |

## Bombs, Ammunition, and Damage Enhancers

| Tier | Bombs, etc.                | Materials  | Effect  |
|------|----------------------------|--|---|
| T1   | <b>Small Bomb</b>          | 1 Bronze<br>1 Herb<br>5 T1 Source<br>1 Bottle  | [Packet] Deals 10 Fire Damage to Target.                                  |
| T2   | <b>Large Bomb</b>          | 1 Iron<br>1 Fungus<br>5 T2 Source<br>1 Bottle  | [Packet] Deals 20 Fire Damage to Target.                                  |
| T1-4 | <b>“Knock Knock”</b>       | T1: 1 Copper, 1 Birch, 1 Bottle;<br>T2: 1 Iron, 1 Wool, 1 Bottle;<br>T3: 1 Steel, 1 Cotton, 1 Bottle | Destroys 1 Barricade or opens 1 door. Tier must equal or exceed the Lock. |
| T2   | <b>Vial of Acid</b>        | 2 Iron<br>1 Fungua<br>1 Bottle   | [Packet] Deals 20 Acid Damage to Target.                                  |
| T2   | <b>Elemental Ammo</b>      | 1 Iron<br>1 T2 Source<br>1 Elemental Mote<br>1 Fungi   | Creates 10 rounds of Boomer ammunition with an Elemental Tagline.         |
| T2   | <b>Improved Firing Pin</b> | 1 Iron<br>1 Ruby<br>1 T2 Source  | Grants +1 Damage to the affected Boomer.                                  |
| T3   | <b>Scope</b>               | 2 Steel<br>1 Sapphire<br>1 T3 Source   | Grants 3 uses of Power Attack per event (Boomer).                         |

## Armor and Utility Enhancements

| Tier | Utility                  | Materials                                 | Effect                                      |
|------|--------------------------|---|---|
| T1   | <b>Net Launcher</b>      | 1 Copper<br>1 Birch<br>1 T1 Source        | Grants 3 uses of Bind per event (Boomer).   |
| T1   | <b>Trick Shot Boomer</b> | 1 Bronze<br>1 Herb<br>1 T1 Source         | Grants 3 uses of Disarm per event (Boomer). |
| T1   | <b>Stomper Soles</b>     | 1 Copper<br>1 Thin Leather<br>1 T1 Source | Grants 3 uses of Stomp per event (boots).   |
| T1   | <b>Plating</b>           | 1 Copper<br>1 Birch<br>1 T1 Source        | Grants 3 uses of Flash per event (Armor).   |
| T1   | <b>Shielding</b>         | 1 Copper<br>1 Thin Leather<br>1 T1 Source | Grants 3 uses of Parry per event (Armor).   |

## Traps and Lockpicks

| Tier | Traps and Picks   | Materials  | Effect  |
|------|-------------------|--|---|
| T1-4 | <b>Lock Picks</b> | T1: 1 Copper, 1 Birch;<br>T2: 1 Iron, 1 Wool;<br>T3: 1 Steel, 1 Cotton | Allows a bag pull to pick a lock of the same or lower Tier. Success/failure varies by pull. A pull of black always results in breaking the picks. |
| T1   | <b>Alarm</b>      | 1 Copper<br>1 Herb   | Sets off a loud alarm lasting 3 seconds. Requires Plot approval. Item takes 2 T1 Source to reactivate or it is destroyed.                         |
| T1   | <b>Weak Trap</b>  | 1 Chain<br>1 Bronze<br>1 Herb  | Attaches to a Lock, dealing 10 Damage to intruders. Creates a loud sound when activated. Item takes 2 T1 Source to reactivate or it is destroyed. |

| Tier | Traps and Picks         | Materials                                     | Effect  |
|------|-------------------------|---|---|
| T2   | <b>Basic Trap</b>       | 1 Chain<br>1 Iron<br>1 Fungus                 | Attaches to a Lock, dealing 20 Damage to intruders. Creates a loud sound when activated. Item takes 2 T2 Source to reactivate or it is destroyed. |
| T3   | <b>Complex Trap Kit</b> | 1 Chain<br>1 Steel<br>1 Flower<br>1 T3 Source | Attaches to a Lock, dealing 30 Damage to intruders. Can include one Ability. Consumed on use.   |

## Jewelry and Accessories

| Tier | Jewelry         | Materials                                     | Effect   |
|------|-----------------|---|--|
| T1-4 | <b>Ring</b>     | 1 Forged Metal<br>1 Fabric<br>1 Wire          | Tagged Item that may hold Enchantments. Tier must equal or exceed the Enchantment level. |
| T1-4 | <b>Necklace</b> | 1 Forged Metal<br>1 Wood<br>1 Wire<br>2 Chain | Tagged Item that may hold Enchantments. Tier must equal or exceed the Enchantment level. |
| T1-4 | <b>Bracelet</b> | 1 Forged Metal<br>1 Herb<br>1 Wire<br>1 Chain | Tagged Item that may hold Enchantments. Tier must equal or exceed the Enchantment level. |
| T1-4 | <b>Torc</b>     | 1 Precious Metal<br>1 Fabric<br>1 Wire        | Tagged Item that may hold Enchantments. Tier must equal or exceed the Enchantment level. |
| T1-4 | <b>Tiara</b>    | 1 Precious Metal<br>1 Gem<br>1 Wire           | Tagged Item that may hold Enchantments. Tier must equal or exceed the Enchantment level. |

## Refined Components

| Tier | Refined       | Crafting Components                        | Description        |
|------|---------------|--|--------------------|
| T1-4 | <b>Wire</b>   | T1: 2 Copper<br>T2: 2 Silver<br>T3: 2 Gold | Refined Component. |
| T1-4 | <b>Bottle</b> | 1 Forged Metal<br>1 Leather                | Refined Component. |

# Homesteading

Homesteading centers around crafting hearty food and refreshing drinks, providing nourishment and comfort to adventurers.

- Items marked **RAW** cannot be consumed on their own unless explicitly stated or if you have a racial trait or Ability that permits it; the effect of a RAW Component is listed in parentheses
- Homesteading Recipes **do not stack** unless otherwise noted

## Workstation Upgrades

| Tier | Tools                      | Materials  | Effect                          |
|------|----------------------------|--|---------------------------------|
| T1   | <b>Cauldron</b>            | 2 Birch<br>3 Copper<br>3 T1 Source                       | Upgrade to Tier 2 Homesteading. |
| T2   | <b>Still</b>               | 3 Hornbeam<br>2 Wool<br>2 Iron<br>2 T2 Source            | Upgrade to Tier 3 Homesteading. |
| T3   | <b>Source Cold Storage</b> | 3 Redwood<br>2 Iron<br>1 Gold<br>1 Cotton<br>2 T3 Source | Upgrade to Tier 4 Homesteading. |

## Raw Ingredients (Refined Components)

These Items cannot be crafted. However, specific Components may have unique effects when consumed by players possessing the appropriate trait. A detailed list of these Components is provided below.

| Tier | Raw                | Materials             | Effect   |
|------|--------------------|-----------------------|--|
| T1   | <b>RAW Tomato</b>  | 1 Tomato              | Refined Component. Grants +5 unHealable Body.                  |
| T1   | <b>RAW T1 Meat</b> | 1 Meat<br>1 T1 Source | Refined Component. Grants +1 or -1 Damage (requires bag pull). |
| T2   | <b>RAW Eggs</b>    | 1 Eggs                | Refined Component. Grants +1 Flash.                            |

| Tier | Raw                  | Materials             | Effect  |
|------|----------------------|-----------------------|---|
| T2   | <b>RAW Garlic</b>    | 1 Garlic              | Refined Component. Grants Target 1 use of Cleanse.                      |
| T2   | <b>RAW Milk</b>      | 1 Milk                | Refined Component. Grants Target +10 unHealable Body.                   |
| T2   | <b>RAW T2 Fish</b>   | 1 Fish                | Refined Component. Grants Target +1 or -2 Damage (requires a bag pull). |
| T2   | <b>RAW T2 Meat</b>   | 1 Meat<br>1 T2 Source | Refined Component. Grants Target +1 or -2 Damage (requires a bag pull). |
| T3   | <b>RAW T3 Fish</b>   | 1 Fish                | Refined Component. Grants Target +2 or -2 Damage (requires a bag pull). |
| T3   | <b>RAW T3 Meat</b>   | 1 Meat<br>1 T3 Source | Refined Component. Grants Target +2 or -2 Damage (requires a bag pull). |
| T4   | <b>RAW Glowfruit</b> | 1 Glowfruit           | Refined Component. Makes Target produce a faint light.                  |
| T4   | <b>RAW Peaches</b>   | 1 Peach               | Refined Component. Grants Target 1 use of Soothe.                       |
| T4   | <b>RAW T4 Meat</b>   | 1 Meat<br>1 T4 Source | Refined Component. Grants +2 or -2 Damage (requires bag pull).          |

## Prepared Dishes and Drinks

| Tier | Dish/Drink          | Materials                           | Effect                                 |
|------|---------------------|-------------------------------------|--|
| T1   | <b>Baked Potato</b> | 1 Potato<br>1 Salt                  | Grants Target 1 use of Danger Sense    |
| T1   | <b>Rabbit</b>       | 1 Meat<br>1 Ground Plant            | Grants Target 1 use of Flash.          |
| T1   | <b>Ham Steak</b>    | 1 Meat<br>1 Onion<br>1 Ground Plant | Grants Target 1 use of Raise the Dead. |



| Tier | Dish/Drink                     | Materials                            | Effect  |
|------|--------------------------------|--------------------------------------|---|
| T1   | <b>Beef Steak</b>              | 1 Meat<br>1 Potato<br>1 Onion        | Grants Target 1 use of Parry.                                     |
| T1   | <b>Chicken Breast</b>          | 1 Meat<br>1 Tomato<br>1 Ground Plant | Grants Target 1 use of Soothe.                                    |
| T1   | <b>Water</b>                   | 3 Dirty Water<br>1 Salt              | If consumed during a Recovery, grants Target +10 unHealable Body. |
| T2   | <b>Chunk of Bread</b>          | 2 Flour<br>1 Milk,<br>1 T2 Source    | Grants Target +5 Healable Body until next Recovery.               |
| T2   | <b>Quarter Wheel of Cheese</b> | 1 Milk<br>1 T2 Source                | Heals 15 Body.  |
| T2   | <b>Bacon</b>                   | 1 Meat<br>1 Garlic                   | Grants Target 2 uses of Stomp.                                    |
| T2   | <b>Sausage</b>                 | 1 Meat<br>1 Onion                    | Grants Target 2 uses of Flash.                                    |
| T2   | <b>Glass of Ale</b>            | 1 Flour<br>2 Water                   | Grants Target 2 uses of Rallying Command.                         |
| T2   | <b>Glass of Mead</b>           | 2 Sugar<br>2 Water                   | Grants Target 2 uses of Parry.                                    |
| T2   | <b>Glass of Spirits</b>        | 1 Potato<br>2 Water                  | Grants Target 2 uses of Charm Persons.                            |
| T2   | <b>Salted Pork</b>             | 1 Meat<br>1 Salt                     | Grants Target +1 Damage with Ranged Weapons until next Recovery.  |
| T2   | <b>Smoked Turkey Leg</b>       | 1 Meat<br>1 Ground Plant             | Grants aTarget +1 Damage with melee Weapons until next Recovery.  |

| Tier | Dish/Drink                     | Materials   | Effect  |
|------|--------------------------------|---|---|
| T3   | <b>Chicken Noodle Soup</b>     | 1 Chicken Breast<br>1 Flour<br>1 T3 Source<br>2 Ground Plants | Cleanses all Effects and grants Target 1 use each of Flash, Parry, and Dodge.                               |
| T3   | <b>Ham and Cheese Sandwich</b> | 1 Ham Steak<br>1 Quarter Wheel of Cheese<br>1 T3 Source       | Grants Target +20 unHealable Body, +1 DR until next Recovery, and +1 Damage until next Recovery.            |
| T3   | <b>Beef Stew</b>               | 1 Beef Steak<br>1 Potato<br>1 T3 Source                       | Grants Target +15 Healable Body, 1 use each of Dodge, Flash, and Parry.                                     |
| T3   | <b>Trail Mix</b>               | 1 Corn<br>1 Turnip<br>1 T3 Source                             | Heals 10 Body; grants Target 1 use each of Power Attack and Danger Sense.                                   |
| T3   | <b>Bottle of Bourbon</b>       | 2 Water<br>2 Sugar<br>2 Flowers                               | Until the Target's next Recovery, whenever the Target uses Flash, Parry, or Dodge, the Target Heals 5 Body. |
| T3   | <b>Ice Cream</b>               | 1 Milk<br>1 Sugar<br>1 T3 Source                              | Allows Targeting an extra person with one non-attack-based Ability until next Recovery.                     |
| T3   | <b>Cupcake</b>                 | 1 Flour<br>1 Sugar<br>1 Milk<br>1 Flower                      | Heals 20 Body.  |
| T3   | <b>Coffee</b>                  | 1 Sugar<br>1 Ground Plant<br>1 T3 Source                      | Grants Target +20 unHealable Body and +10 Healable Body until next Recovery.                                |
| T3   | <b>Tea</b>                     | 1 Herb<br>1 T3 Source   | Grants a Target 1 extra use of five non-Damage Abilities until next Recovery.                               |
| T3   | <b>Chocolate Candy</b>         | 3 Sugar<br>1 T3 Source  | Cleanses 3 negative Effects from Target.  |

| <b>Tier</b> | <b>Dish/Drink</b>           | <b>Materials</b>  | <b>Effect</b>  |
|-------------|-----------------------------|---|--|
| T4          | <b>Soup and Sandwich</b>    | 1 Chicken Noodle Soup<br>1 Ham and Cheese Sandwich<br>1 T4 Source | Grants Target +20 Healable Body and +2 Damage until next Recovery.   |
| T4          | <b>Turkey Dinner</b>        | 1 Smoked Turkey Leg<br>1 Mashed Potato<br>1 T4 Source             | Grants Target +15 Healable Body and +1 DR until next Recovery.   |
| T4          | <b>Fruit Pie</b>            | 1 Peach<br>1 Glowfruit<br>1 T4 Source                             | Target regains 1 Recovery (usable once per event).   |
| T4          | <b>Steak and Vegetables</b> | 1 Beef Steak<br>1 Broccoli<br>1 T4 Source                         | Grants Target +20 unHealable Body and +10 Healable Body until next Recovery.                                 |
| T4          | <b>Birthday Cake</b>        | 1 Flour<br>1 Sugar<br>1 T4 Source                                 | If eaten during Target's birth month, gain an additional Recovery and +1 use of all Abilities for the event. |
| T4          | <b>Cider</b>                | 1 Apple<br>1 T4 Source  | Allows swapping one active Item without using a Recovery (must be done within 10 minutes).                   |

# Smithing

Smithing specializes in Crafting Melee Weapons, Armor, Shields, Structures, and essential tools, combining utility and strength for every adventurer's needs.

- For a creation to be considered a Structure, it must include at least four walls and a door
- Otherwise, each Component will be tagged separately (e.g., a standalone door)

## Workstation Upgrades

| Tier | Upgrade        | Materials                           | Effect                      |
|------|----------------|-------------------------------------|-----------------------------|
| T1   | <b>Bellows</b> | 2 Bronze<br>2 Birch<br>1 T1 Source  | Upgrade to Tier 2 Smithing. |
| T2   | <b>Anvil</b>   | 3 Iron<br>2 Hornbeam<br>1 T2 Source | Upgrade to Tier 3 Smithing. |
| T3   | <b>Forge</b>   | 4 Steel<br>2 Redwood<br>1 T3 Source | Upgrade to Tier 4 Smithing. |

## Kits

| Tier | Kit                | Materials  | Effect  |
|------|--------------------|--|---|
| T1-4 | <b>Repair Kit</b>  | T1: 1 Copper, 1 Birch;<br>T2: 1 Iron, 1 Wool;<br>T3: 1 Steel, 1 Cotton;<br>T4: 1 Forged Metal, 1 Redwood | Repairs one Item or restores a Structure to full Body. Requires 1 minute of RP. The Repair Kit Tier must equal or exceed the Item serviced. |
| T1-4 | <b>Service Kit</b> | 1 Metal<br>2 Plants<br>1 Source  | Restarts the Maintenance timer of an Enchanted Metal Item. Tier must equal or exceed the Item serviced.                                     |
| T1   | <b>Chain</b>       | 1 Bronze<br>1 Thin Leather<br>1 Thread   | Creates up to 20 feet of chain.   |
| T1   | <b>Basic Tool</b>  | 2 Copper<br>1 Birch<br>2 Thread  | Farming tools, wood-burning stoves, kitchenwares, etc.  |

## Structures

### Walls, Wooden

| Tier | Type | Materials                  | Effect                        |
|------|------|----------------------------|-------------------------------|
| T1   | Wood | 15 Birch<br>1 Thin Leather | Creates a wall with 500 body. |
| T2   | Wood | 15 Hornbeam<br>1 Wool      | Creates a wall with 600 body. |
| T3   | Wood | 15 Redwood<br>2 Cotton     | Creates a wall with 700 body. |
| T4   | Wood | 15 Heartwood<br>2 Silk     | Creates a wall with 800 body. |

## Walls, Metal

| Tier | Type  | Materials                  | Effect                         |
|------|-------|----------------------------|--------------------------------|
| T1   | Metal | 15 Bronze<br>5 Copper      | Creates a wall with 700 Body.  |
| T2   | Metal | 15 Iron<br>5 Silver        | Creates a wall with 800 Body.  |
| T3   | Metal | 15 Steel<br>5 Gold         | Creates a wall with 900 Body.  |
| T4   | Metal | 15 Mythril<br>5 Adamantite | Creates a wall with 1000 Body. |

## Doors, Wooden

| Tier | Type | Materials                  | Effect                        |
|------|------|----------------------------|-------------------------------|
| T1   | Wood | 10 Birch<br>2 Thin Leather | Creates a door with 100 body. |
| T2   | Wood | 10 Hornbeam<br>2 Wool      | Creates a door with 200 body. |
| T3   | Wood | 10 Redwood<br>3 Cotton     | Creates a door with 300 body. |
| T4   | Wood | 10 Heartwood<br>3 Silk     | Creates a door with 400 body. |

## Doors, Metal

| Tier | Type  | Materials                  | Effect                        |
|------|-------|----------------------------|-------------------------------|
| T1   | Metal | 10 Bronze<br>2 Copper      | Creates a door with 300 body. |
| T2   | Metal | 10 Iron<br>2 Silver        | Creates a door with 400 body. |
| T3   | Metal | 10 Steel<br>3 Gold         | Creates a door with 500 body. |
| T4   | Metal | 10 Mythril<br>5 Adamantite | Creates a door with 600 body. |

## Windows, Wooden

| Tier | Type | Materials                 | Effect                                 |
|------|------|---------------------------|--|
| T1   | Wood | 5 Birch<br>1 Thin Leather | Creates a window with 50 Body (wood).  |
| T2   | Wood | 5 Hornbeam<br>1 Wool      | Creates a window with 100 Body (wood). |
| T3   | Wood | 5 Redwood<br>1 Cotton     | Creates a window with 150 Body (wood). |
| T4   | Wood | 5 Redwood<br>1 Silk       | Creates a window with 200 Body (wood). |

## Windows, Metal

| Tier | Type  | Materials                 | Effect                                  |
|------|-------|---------------------------|---|
| T1   | Metal | 5 Bronze<br>1 Copper      | Creates a window with 100 Body (metal). |
| T2   | Metal | 5 Iron<br>1 Silver        | Creates a window with 150 Body (metal). |
| T3   | Metal | 5 Steel<br>1 Gold         | Creates a window with 200 Body (metal). |
| T4   | Metal | 5 Mythril<br>1 Adamantite | Creates a window with 250 Body (metal). |

## Locks

| Tier | Lock        | Materials                  | Effect   |
|------|-------------|----------------------------|--|
| T1-4 | <b>Lock</b> | 1 Forged Metal<br>1 Source | Seals a door, box, or window. Includes 1 key.<br>Additional keys require 1 Forged Metal per key. |

## Weapons and Armor

| Tier | Weapons/Armor           | Materials   | Effect                      |
|------|-------------------------|---|-----------------------------|
| T1-4 | <b>Dagger</b>           | 1 Forged Metal<br>1 Leather                       | Creates a dagger.           |
| T1-4 | <b>Short Sword</b>      | 2 Forged Metal<br>1 Leather                       | Creates a short sword.      |
| T1-4 | <b>Long Sword</b>       | 3 Forged Metal<br>1 Leather                       | Creates a long sword.       |
| T1-4 | <b>Axe</b>              | 2 Forged Metal<br>1 Birch                         | Creates an axe.             |
| T1-4 | <b>Mace</b>             | 2 Forged Metal<br>1 Leather                       | Creates a mace.             |
| T1-4 | <b>Two-Handed Sword</b> | 4 Forged Metal<br>2 Leather                       | Creates a two-handed sword. |
| T1-4 | <b>Two-Handed Axe</b>   | 4 Forged Metal<br>2 Birch                         | Creates a two-handed axe.   |
| T1-4 | <b>Two-Handed Mace</b>  | 4 Forged Metal<br>2 Leather                       | Creates a two-handed mace.  |
| T1-4 | <b>Staff</b>            | 3 Wood<br>1 Forged Metal                          | Creates a staff.            |
| T1-4 | <b>Shield</b>           | 3 Forged Metal<br>2 Leather                       | Creates a shield.           |
| T1-4 | <b>Bracers</b>          | 1 Forged Metal<br>1 Leather<br>2 same-Tier Thread | Creates bracers.            |
| T1-4 | <b>Pauldrons</b>        | 2 Forged Metal<br>1 Leather                       | Creates pauldrons.          |
| T1-4 | <b>Greaves</b>          | 2 Forged Metal<br>1 Leather                       | Creates greaves.            |



| Tier | Weapons/Armor      | Materials                   | Effect                 |
|------|--------------------|-----------------------------|------------------------|
| T1-4 | <b>Boots</b>       | 1 Forged Metal<br>1 Leather | Creates boots.         |
| T1-4 | <b>Breastplate</b> | 4 Forged Metal<br>2 Leather | Creates a breastplate. |

# Tailoring

Tailoring focuses on Crafting cloth and leather goods, including some accessories. These creations are designed to be durable and long-lasting.

## Workstation Upgrades

| Tier | Upgrade                      | Materials                                       | Effect                       |
|------|------------------------------|---|------------------------------|
| T1   | <b>Never Dull Needles</b>    | 2 Bronze<br>2 Copper<br>2 Linen<br>1 T1 Source  | Upgrade to Tier 2 Tailoring. |
| T2   | <b>Source Spinning Wheel</b> | 3 Iron<br>2 Hornbeam<br>2 Wool<br>1 T2 Source   | Upgrade to Tier 3 Tailoring. |
| T3   | <b>Sewing Machine</b>        | 4 Steel<br>2 Redwood<br>2 Cotton<br>1 T3 Source | Upgrade to Tier 4 Tailoring. |

## Kits and Maintenance

| Tier | Kit                 | Materials                                  | Effect   |
|------|---------------------|--|--|
| T2   | <b>Patching Kit</b> | 1 Iron<br>1 Wool<br>1 Fungi<br>1 T2 Source | Increases DR by +1 on a full Fabric or Leather Item.   |
| T1-4 | <b>Sewing Kit</b>   | 1 Precious Metal<br>2 Fabric               | Repairs one Clothing Item. Requires 1 minute of RP. Tier must equal or exceed that of the Target Item.                           |
| T1-4 | <b>Heavy Thread</b> | 3 Thread<br>1 Plant<br>1 Source            | Necessary Maintenance for Enchanted or tagged Items made of cloth or leather. Tier must equal or exceed that of the Target Item. |

## Clothing

| <b>Tier</b> | <b>Clothing</b>   | <b>Materials</b>                  | <b>Effect</b>      |
|-------------|-------------------|-----------------------------------|--------------------|
| T1-4        | <b>Shirt</b>      | 2 Fabric<br>1 Thread              | Creates a shirt.   |
| T1-4        | <b>Pants</b>      | 2 Fabric<br>1 Thread              | Creates pants.     |
| T1-4        | <b>Skirt</b>      | 2 Fabric<br>1 Thread              | Creates a skirt.   |
| T1-4        | <b>Dress/Robe</b> | 3 Fabric<br>2 Thread              | Creates a dress.   |
| T1-4        | <b>Tunic</b>      | 2 Fabric<br>1 Leather<br>1 Thread | Creates a tunic.   |
| T1-4        | <b>Hat</b>        | 2 Fabric<br>1 Wire<br>1 Thread    | Creates a hat.     |
| T1-4        | <b>Vest</b>       | 2 Fabric<br>2 Leather<br>2 Thread | Creates a vest.    |
| T1-4        | <b>Bracers</b>    | 2 Leather<br>2 Thread             | Creates bracers.   |
| T1-4        | <b>Greaves</b>    | 3 Leather<br>2 Thread             | Creates greaves.   |
| T1-4        | <b>Pauldrons</b>  | 2 Leather<br>1 Wood<br>2 Thread   | Creates pauldrons. |
| T1-4        | <b>Boots</b>      | 3 Leather<br>1 Thread             | Creates boots.     |
| T1-4        | <b>Cloak</b>      | 4 Fabric<br>2 Thread              | Creates a cloak.   |

## Refined Components

| Tier | Refined       | Materials                    | Effect                              |
|------|---------------|------------------------------|-------------------------------------|
| T1-4 | <b>Thread</b> | 1 Precious Metal<br>1 Fabric | Refined Component used in Crafting. |

# Materials

|   | Metals     | Forged Metals | Fabric | Wood      | Leather | Gems        | Plants  | Food/<br>Ingredients                                  | Elemental<br>Motes                            |
|---|------------|---------------|--------|-----------|---------|-------------|---------|---|---|
| 1 | Bronze     | Copper        | Linen  | Birch     | Thin    | Tiger's Eye | Herbs   | Salt, Sugar, Onion, Dirty Water, Potato, Tomato, Meat | Acid, Air, Earth, Fire, Ice, Lightning, Water |
| 2 | Iron       | Silver        | Wool   | Hornbeam  | Rough   | Ruby        | Fungi   | Flour, Eggs, Garlic, Milk, Lettuce, Meat, Fish        |   |
| 3 | Steel      | Gold          | Cotton | Redwood   | Sturdy  | Sapphire    | Flowers | Turnip, Broccoli, Fish, Meat                          |   |
| 4 | Adamantite | Mythril       | Silk   | Heartwood | Heavy   | Emerald     | Bark    | Beans, Iron Apples, Glow Fruit, Peaches, Meat         |   |
|   | RED        | ORANGE        | YELLOW | GREEN     | BLUE    | PURPLE      | PINK    | WHITE   |   |

# Specialty Components

- Additional Components can be included in Recipes to provide unique, non-consumable Effects
- Each Recipe may include only one additional Component

## Metals

|                |  |
|----------------|--|
| Blood Iron     | Your DR still counts against Body Damage |
| Dawn Steel     | +1 Flash per Recovery                    |
| Sunstone Alloy | 3x “No Effect” against Sunder            |

## Fabric

|              |                               |
|--------------|-------------------------------|
| Shadowveil   | +1 Shadow Phase per event     |
| Aether Cloth | +10 Healing charges per event |
| Source Weave | +1 Flash per event            |
| Fae Cloth    | +1 Parry per event            |

## Wood

|                |   |
|----------------|---|
| Ironroot       | +1 year to Maintenance time   |
| Whisper Willow | Increase bag pulls by 1 stone color once per event; blue stone pulls refresh this Ability |

## Leather

|                   |                       |
|-------------------|-----------------------|
| Emberhorn Leather | +1 Dodge per event    |
| Abyssal Hide      | +1 Dodge per Recovery |

## Gems

|               |                                     |
|---------------|-------------------------------------|
| Starfire Opal | -1 minute to Recovery time required |
| Stormshard    | +1 Tattoo slot                      |
| Lunar Pearl   | +1 Equipment slot                   |
| Spirit Glass  | +1 Enchantment slot                 |

## Plants

|                 |  |
|-----------------|--|
| Everwhisp Grass | +1 Flash against Provoke or Fear             |
| Grasping Vine   | +1 Dodge against Effects that force movement |