Vanguard LARP

Crafting Rules

Version 3.0

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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
  -

Crafting Bag Mechanics

- When beginning a Crafting Attempt, the Crafter must find a Plot member or Marshal and pull a stone from the Crafting Bag.
- The Crafter must have all required components present before pulling a stone.
- The Crafter is responsible for tracking their remaining components.

Stone Color, Count, and Effects

- **White Stone:** The item is successfully crafted and all required components are consumed.
- **Blue Stone:** The item is successfully crafted and Crafter may keep one of the components used in the recipe (Crafter's choice).
- **Red Stone:** The item is successfully crafted and the process requires one additional component, chosen by the Crafter and surrendered immediately.
- **Black Stone:** The item is fails and is not created and all required components are consumed.

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.
- All produced items in Alchemy (potions, oils, packets, inks, glues, etc) are one time use unless stated otherwise.

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

Workstation Upgrades Oils

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

Packets

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

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

Potions

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

Tier	Potion	Materials	Effect
T1	**Bear's Might**	3 Herbs 2 Thin Leather 3 T1 Source 1 Bottle	Grants the Target +1 Damage with Melee Weapons until Target's next Recovery.
T2	**Turtle's Shell**	2 Fungi 4 Wool 4 Rough Leather 1 T2 Source 1 Bottle	Grants +1 DR until the Target's next Recovery.
T2	**Antagonism**	2 Fungi 1 Hornbeam 1 Bottle	Grants the Target 1 use of Provoke.
T2	**Silver Tongue**	1 Silver 1 Wool 1 Fungus 1 T2 Source 1 Bottle	Target can speak and understand a specific non-Magical language until a Recovery is taken.
T2	**Appetite**	2 Wool 2 Fungi 1 Hornbeam 1 Bottle	Grants Target 3 uses of Voracity.
T3	**Invisibility Vial**	1 T3 Source 1 Cotton 1 Flower 1 Redwood 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	**Bottled Courage**	1 Gold 1 T3 Source 2 Flower 1 Bottle	Grants Target immunity to the next 5 Fear Effects.

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

Miscellaneous

Tier	Misc	Materials	Effect
T1	**Hadrian's Glue**	2 Herbs 1 Birch 1 Bottle	Repairs an Item until the end of the current combat. Must be repaired by a Smith. Requires 30 seconds of RP.
T2	**Weakness Poison**	1 Iron 1 Fungus 1 Ruby 1 Bottle	Target does -2 Damage (minimum of 1) until the Target is Cleansed, takes a Recovery, or is Resurrected.
T2	**Vial of Revival**	2 Silver 2 Fungi 2 Ruby 1 T2 Source 1 Bottle	Revives a Target in the Death count.
T3	**Sickness Poison**	2 T3 Source 1 Flowers 1 Sturdy Leather 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 1 Gem 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	**Drafting Easel**	2 Bronze 2 Copper 2 Birch 1 T1 Source	Upgrade to T2 Enchanting.
T2	**Auto-needle**	3 Iron 3 Hornbeam 1 Rough Leather 1 T2 Source	Upgrade to T3 Enchanting.
T3	**Aether Array**	4 Gold 3 Heartwood 1 T3 Source	Upgrade to T4 Enchanting.

Jewels

Tier	Jewel	Materials	Effect
T1	**Jewel of Numbness**	1 Tiger's Eye 1 T1 Source 2 Copper 1 Birch	Grants Target 3 extra uses of Disarm per event.
T1	**Jewel of Paralyze**	1 Tiger's Eye 1 T1 Source 2 Copper 1 Thin Leather	Grants Target 3 extra uses of Bind per event.
T1	**Jewel of Force**	1 Tiger's Eye 1 T1 Source 2 Copper 1 Bronze	Grants Target 3 extra uses of Stomp per event.
T1	**Jewel of Endurance**	1 Tiger's Eye 1 T1 Source 2 Copper 1 Linen	Grants Target 3 extra uses of Flash per event.
T2	**Jewel of the Healer**	1 Linen 2 Cotton 1 Fungus 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	**Jewel of Prowess**	2 Iron 1 Ruby 1 T2 Source	Grants +1 Damage to a melee weapon.
T2	**Jewel of Protection**	1 Ruby 1 Iron 1 Silver 1 Wool 1 T2 Source	Grants Target +1 DR.

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

Tattoos

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

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

Structural Gems

Structural Gems may only be activated by the person to whom the building is tagged to.

Tier	Gem	Materials	Effect
T1	**Gem of Healing**	2 Tiger's Eye 2 Herbs 1 Copper 2 T1 Source	All people inside the Target Structure Heal at a rate of [Tier] Health per minute.
T1	**Gem of Performance**	2 Tiger's Eye 2 Birch 1 Bronze 2 T1 Source	Bardic Abilities may Target an additional person per Tier while the performer is inside the affected Structure.

Tier	Gem	Materials	Effect
T2	**Gem of Crafting Efficiency**	2 Rubies 2 Silver 1 Fungus 2 T2 Source	Inside the Structure, Crafting yields an extra Item for +1 of each Component. No extra time needed.
T2	**Gem of Eviction**	2 Rubies 2 Hornbeam 2 Iron 2 T2 Source	When activated, compels 5 Target people to exit the Structure. Tagline: Evicted.
T3	**Gem of Guardian Kindness**	2 Sapphires 2 Gold 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	**Gem of Crafting Mastery**	2 Sapphires 2 Silk 2 Flowers 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. Black > Red > White > Blue

Miscellaneous

Tier	Misc	Materials	Effect
T1-4	**Touch Up Enchanted Ink**	1 Forged Metal 1 Herb 1 Source of same Tier 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	**Pocket Locket**	1 Iron 2 Silver 1 Wool 2 T1 Source	Trinket that holds an Ability you already know. Usable once and may be recharge by spending 2 T1 Source. This trinket no longer counts toward your base item limit, but you may only possess one at a time. Reloading requires a 10-second in-character roleplay and an appropriate physrep.

Tier		Materials	Effect
T1	**Pry Bar**	1 Bronze 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	**Extraction Device**	1 Gold 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	**Ground Plants**	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	**Calipers**	2 Bronze 1 Linen 1 Birch	Upgrade to Tier 2 Engineering.
T2	**Refined Tools**	2 Iron 1 Wool 1 Hornbeam	Upgrade to Tier 3 Engineering.
T3	**Safety Goggles**	2 Steel 1 Cotton 1 Redwood	Upgrade to Tier 4 Engineering.
T1-4	**Boomer Service Kit**	T1: 2 Bronze, 1 Linen; T2: 2 Iron, 1 Wool; 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	**Basic Battery**	T1: 1 Bronze, 1 Birch; T2: 1 Iron, 1 Hornbeam; T3: 1 Steel, 1 Redwood	Powers small machines. Tier must equal or exceed the Contraption being powered.
T1-4	**Complex Battery**	T1: 1 Copper, 1 Thin Leather T2: 1 Silver, 1 Rough Leather T3: 1 Gold, 1 Sturdy Leather	Powers large machines. Tier must equal or exceed the Contraption being powered.
T1-4	**Source Battery**	T1: 1 T1 Source, 1 Herbs; T2: 1 T2 Source, 1 Fungus; 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	**Small Bomb**	1 Bronze 1 Herb 5 T1 Source 1 Bottle	[Packet] Deals 10 Fire Damage to Target. One time use.
T2	**Large Bomb**	1 Iron 1 Fungus 5 T2 Source 1 Bottle	[Packet] Deals 20 Fire Damage to Target. One time use.
T1-4	**"Knock Knock"**	T1: 1 Copper, 1 Birch, 1 Bottle; T2: 1 Iron, 1 Wool, 1 Bottle; T3: 1 Steel, 1 Cotton, 1 Bottle	Destroys 1 Barricade or opens 1 door. Tier must equal or exceed the Lock. One time use.
T2	**Vial of Acid**	2 Iron 1 Fungua 1 Bottle	[Packet] Deals 20 Acid Damage to Target. One time use.
T2	**Elemental Ammo**	1 Iron 1 T2 Source 1 Elemental Mote 1 Fungi	Creates 10 rounds of Boomer ammunition with an Elemental Tagline. One time use.
T2	**Improved Firing Pin**	1 Iron 1 Ruby 1 T2 Source	Grants +1 Damage to the affected Boomer.
T3	**Scope**	2 Steel 1 Sapphire 1 T3 Source	Grants 3 uses of Power Attack per event (Boomer).

Armor and Utility Enhancements

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

Traps and Lockpicks

Tier	Traps and Picks	Materials	Effect
T1-4	**Lock Picks**	T1: 1 Copper, 1 Birch; T2: 1 Iron, 1 Wool; 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	**Alarm**	1 Copper 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	**Weak Trap**	1 Chain 1 Bronze 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	**Basic Trap**	1 Chain 1 Iron 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	**Complex Trap Kit**	1 Chain 1 Steel 1 Flower 1 T3 Source	Attaches to a Lock, dealing 30 Damage to intruders. Can include one Ability. Item takes 2 T3 Source to reactivate or it is destroyed.

Jewelry and Accessories

Tier	Jewelry	Materials	Effect
T1-4	**Ring**	1 Forged Metal 1 Fabric 1 Wire	Tagged Item that may hold Enchantments. Tier must equal or exceed the Enchantment level.
T1-4	**Necklace**	1 Forged Metal 1 Wood 1 Wire 2 Chain	Tagged Item that may hold Enchantments. Tier must equal or exceed the Enchantment level.
T1-4	**Bracelet**	1 Forged Metal 1 Herb 1 Wire 1 Chain	Tagged Item that may hold Enchantments. Tier must equal or exceed the Enchantment level.
T1-4	**Torc**	1 Precious Metal 1 Fabric 1 Wire	Tagged Item that may hold Enchantments. Tier must equal or exceed the Enchantment level.
T1-4	**Tiara**	1 Precious Metal 1 Gem 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	**Wire**	T1: 2 Copper T2: 2 Silver T3: 2 Gold	Refined Component. One time use.
T1-4	**Bottle**	1 Forged Metal 1 Leather	Refined Component. One time use.

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
- Homesteading Recipes may be crafted in batches of five, with the total material cost equal to crafting each item individually. When crafted in this way, a single bag pull may be used to represent all five food products.
- All produced items in Homesteading (Food) are one time use unless stated otherwise.

Workstation Upgrades

Tier	Tools	Materials	Effect
T1	**Cauldron**	2 Birch 3 Copper 3 T1 Source	Upgrade to Tier 2 Homesteading.
T2	**Still**	3 Hornbeam 2 Wool 2 Iron 2 T2 Source	Upgrade to Tier 3 Homesteading.
T3	**Source Cold Storage**	3 Redwood 2 Iron 1 Gold 1 Cotton 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	**RAW Tomato**	1 Tomato	Refined Component. Grants +5 unHealable Body.
T1	**RAW T1 Meat**	1 Meat 1 T1 Source	Refined Component. Grants +1 or -1 Damage (requires bag pull).
T2	**RAW Eggs**	1 Eggs	Refined Component. Grants +1 Flash.
T2	**RAW Garlic**	1 Garlic	Refined Component. Grants Target 1 use of Cleanse.
T2	**RAW Milk**	1 Milk	Refined Component. Grants Target +10 unHealable Body.
T2	**RAW T2 Fish**	1 Fish	Refined Component. Grants Target +1 or -2 Damage (requires a bag pull).
T2	**RAW T2 Meat**	1 Meat 1 T2 Source	Refined Component. Grants Target +1 or -2 Damage (requires a bag pull).
T3	**RAW T3 Fish**	1 Fish	Refined Component. Grants Target +2 or -2 Damage (requires a bag pull).
T3	**RAW T3 Meat**	1 Meat 1 T3 Source	Refined Component. Grants Target +2 or -2 Damage (requires a bag pull).
T4	**RAW Glowfruit**	1 Glowfruit	Refined Component. Makes Target produce a faint light.
T4	**RAW Peaches**	1 Peach	Refined Component. Grants Target 1 use of Soothe.
T4	**RAW T4 Meat**	1 Meat 1 T4 Source	Refined Component. Grants +2 or -2 Damage (requires bag pull).

Prepared Dishes and Drinks

Tier	Dish/Drink	Materials	Effect
T1	**Baked Potato**	1 Potato 1 Salt	Grants Target 1 use of Danger Sense

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

Tier	Dish/Drink	Materials	Effect
T2	**Smoked Turkey Leg**	1 Meat 1 Ground Plant	Grants aTarget +1 Damage with melee Weapons until next Recovery.
T3	**Chicken Noodle Soup**	1 Chicken Breast 1 Flour 1 T3 Source 2 Ground Plants	Cleanses all Effects and grants Target 1 use each of Flash, Parry, and Dodge.
T3	**Ham and Cheese Sandwich**	1 Ham Steak 1 Quarter Wheel of Cheese 1 T3 Source	Grants Target +20 unHealable Body, +1 DR until next Recovery, and +1 Damage until next Recovery.
T3	**Beef Stew**	1 Beef Steak 1 Potato 1 T3 Source	Grants Target +15 Healable Body, 1 use each of Dodge, Flash, and Parry.
T3	**Trail Mix**	1 Corn 1 Turnip 1 T3 Source	Heals 10 Body; grants Target 1 use each of Power Attack and Danger Sense.
T3	**Bottle of Bourbon**	2 Water 2 Sugar 2 Flowers	Until the Target's next Recovery, whenever the Target uses Flash, Parry, or Dodge, the Target Heals 5 Body.
T3	**Ice Cream**	1 Milk 1 Sugar 1 T3 Source	Allows Targeting an extra person with one non-attack-based Ability until next Recovery.
T3	**Cupcake**	1 Flour 1 Sugar 1 Milk 1 Flower	Heals 20 Body.
T3	**Coffee**	1 Sugar 1 Ground Plant 1 T3 Source	Grants Target +20 unHealable Body and +10 Healable Body until next Recovery.
T3	**Tea**	1 Herb 1 T3 Source	Grants a Target 1 extra use of five non-Damage Abilities until next Recovery.

Tier	Dish/Drink	Materials	Effect
T3	**Chocolate Candy**	3 Sugar 1 T3 Source	Cleanses 3 negative Effects from Target.
T4	**Soup and Sandwich**	1 Chicken Noodle Soup 1 Ham and Cheese Sandwich 1 T4 Source	Grants Target +20 Healable Body and +2 Damage until next Recovery.
T4	**Turkey Dinner**	1 Smoked Turkey Leg 1 Mashed Potato 1 T4 Source	Grants Target +15 Healable Body and +1 DR until next Recovery.
T4	**Fruit Pie**	1 Peach 1 Glowfruit 1 T4 Source	Target regains 1 Recovery (usable once per event).
T4	**Steak and Vegetables**	1 Beef Steak 1 Broccoli 1 T4 Source	Grants Target +20 unHealable Body and +10 Healable Body until next Recovery.
T4	**Birthday Cake**	1 Flour 1 Sugar 1 T4 Source	If eaten during Target's birth month, gain an additional Recovery and +1 use of all Abilities for the event.
T4	**Cider**	1 Apple 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	**Bellows**	2 Bronze 2 Birch 1 T1 Source	Upgrade to Tier 2 Smithing.
T2	**Anvil**	3 Iron 2 Hornbeam 1 T2 Source	Upgrade to Tier 3 Smithing.
T3	**Forge**	4 Steel 2 Redwood 1 T3 Source	Upgrade to Tier 4 Smithing.

Kits

Tier	Kit	Materials	Effect
T1-4	**Repair Kit**	T1: 1 Copper, 1 Birch; T2: 1 Iron, 1 Wool; T3: 1 Steel, 1 Cotton; 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. One time use.
T1-4	**Service Kit**	1 Metal 2 Plants 1 Source	Restarts the Maintenance timer of an Enchanted Metal Item. Tier must equal or exceed the Item serviced. One time use.
T1	**Chain**	1 Bronze 1 Thin Leather 1 Thread	Creates up to 20 feet of chain. One time use.
T1	**Basic Tool**	2 Copper 1 Birch 2 Thread	Farming tools, wood-burning stoves, kitchenwares, etc.

Structures

Walls, Wooden

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

Walls, Metal

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

Doors, Wooden

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

Doors, Metal

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

Windows, Wooden

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

Windows, Metal

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

Locks

Tier	Lock	Materials	Effect
T1-4	**Lock**	1 Forged Metal 1 Source	Seals a door, box, or window. Includes 1 key. Additional keys require 1 Forged Metal per key.

Weapons and Armor

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

Tier	Weapons/Armor	Materials	Effect
T1-4	**Boots**	1 Forged Metal 1 Leather	Creates boots.
T1-4	**Breastplate**	4 Forged Metal 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	**Never Dull Needles**	2 Bronze 2 Copper 2 Linen 1 T1 Source	Upgrade to Tier 2 Tailoring.
T2	**Source Spinning Wheel**	3 Iron 2 Hornbeam 2 Wool 1 T2 Source	Upgrade to Tier 3 Tailoring.
T3	**Sewing Machine**	4 Steel 2 Redwood 2 Cotton 1 T3 Source	Upgrade to Tier 4 Tailoring.

Kits and Maintenance

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

Clothing

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

Refined Components

Tier	Refined	Materials	Effect
T1-4	**Thread**	1 Precious Metal 1 Fabric	Refined Component used in Crafting. One time use.

Materials

	Metals	Forged Metals	Fabric	Wood	Leather	Gems	Plants	Food/ Ingredients	Elemental 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