

# 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
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## 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.
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## 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 fails and is not created and all required components are consumed.
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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	<b>Sample Collection Kit</b>	2 Bronze 2 Copper 1 Herb 1 T1 Source	Upgrade to T2 Alchemy.
T2	<b>Auto Mortar</b>	2 Iron 2 Hornbeam 3 Fungi 2 Rough Leather 1 T2 Source	Upgrade to T3 Alchemy.
T3	<b>Source Centrifuge</b>	2 Gold 2 Heartwood 3 Flowers 1 T3 Source	Upgrade to T4 Alchemy.

## Workstation Upgrades Oils

Tier	Oil	Materials	Effect
T1	<b>Raphael's Oil</b>	1 Copper 1 Thin Leather 1 Bottle	One Weapon or Shield gains one Parry against one Sunder. Requires 10 seconds of RP.
T2	<b>Elemental Oil</b>	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	<b>Phanuel's Vigor</b>	1 Herb 1 T1 Source 1 Bottle	[Packet] Heal 10 Body.
T1	<b>Earthbound</b>	2 Herbs 2 Birch 1 Bottle	[Packet] Bind legs for 20 seconds. Tagline: Earthbound.
T1	<b>Sleep Poison</b>	2 Herbs 1 Birch 1 Thin Leather 1 Bottle	[Packet] Renders Target Unconscious for 10 seconds.
T1	<b>Small Bomb</b>	1 Bronze 1 Herb 1 T1 Source 1 Bottle	[Packet] Deals 10 Fire Damage to Target.
T2	<b>Large Bomb</b>	2 Iron 1 Fungus 1 T2 Source 1 Bottle	[Packet] Deals 20 Fire Damage to Target.
T2	<b>Phanuel's Greater Vigor</b>	3 Fungi 1 T2 Source 1 Bottle	[Packet] Heal 20 Body.
T2	<b>Vial of Acid</b>	1 Iron 1 Rough Leather 1 Fungus 1 Bottle	[Packet] Deals 20 Acid Damage to the Target.
T3	<b>Vial of Amber</b>	3 T2 Source 2 Flowers 1 Redwood 1 Bottle	[Packet] Delivers Trapped in Amber. Defended by Dodge.

Tier	Packet	Materials	Effect
T3	<b>Smoke Bomb</b>	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	<b>"Knock Knock"</b>	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	<b>Muse</b>	2 Herbs 1 Linen 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 2 Herbs 1 Bottle	Cleanse one condition or Repair one limb.
T1	<b>Woodman's Draught</b>	1 T1 Source 1 Herb 1 Thin Leather 1 Bottle	Grants Target Animal Empathy for 10 minutes.
T1	<b>Eagle's Eye</b>	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	<b>Bear's Might</b>	3 Herbs 2 Thin Leather 3 T1 Source 1 Bottle	Grants the Target +1 Damage with Melee Weapons until Target's next Recovery.
T2	<b>Turtle's Shell</b>	2 Fungi 4 Wool 4 Rough Leather 1 T2 Source 1 Bottle	Grants +1 DR until the Target's next Recovery.
T2	<b>Antagonism</b>	2 Fungi 1 Hornbeam 1 Bottle	Grants the Target 1 use of Provoke.
T2	<b>Silver Tongue</b>	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	<b>Appetite</b>	2 Wool 2 Fungi 1 Hornbeam 1 Bottle	Grants Target 3 uses of Voracity.
T3	<b>Invisibility Vial</b>	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	<b>Bottled Courage</b>	1 Gold 1 T3 Source 2 Flower 1 Bottle	Grants Target immunity to the next 5 Fear Effects.

Tier	Potion	Materials	Effect
T3	<b>No Time</b>	2 T3 Source 1 Steel 3 Flowers 1 Bottle	Adds +20 Healing charges until Target's next Recovery.
T4	<b>Polyglot</b>	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	<b>Hadrian's Glue</b>	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	<b>Weakness Poison</b>	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	<b>Vial of Revival</b>	2 Silver 2 Fungi 2 Ruby 1 T2 Source 1 Bottle	Revives a Target in the Death count.
T3	<b>Sickness Poison</b>	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	<b>Ink</b>	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	<b>Drafting Easel</b>	2 Bronze 2 Copper 2 Birch 1 T1 Source	Upgrade to T2 Enchanting.
T2	<b>Auto-needle</b>	3 Iron 3 Hornbeam 1 Rough Leather 1 T2 Source	Upgrade to T3 Enchanting.
T3	<b>Aether Array</b>	4 Gold 3 Heartwood 1 T3 Source	Upgrade to T4 Enchanting.

## Jewels

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

Tier	Jewel	Materials	Effect
T2	<b>Jewel of Balm</b>	2 Silver 1 Fungi 1 Ruby 1 T2 Source	Grants Target 10 Healing charges per event.
T2	<b>Jewel of Taunt</b>	1 Iron 1 Ruby 1 Hornbeam 1 T2 Source	Grants Target 3 uses of Provoke per event.
T2	<b>Jewel of Shadows</b>	1 Silver 1 Wool 1 T2 Source 1 Ruby	Grants Target 3 uses of Shadow Phase per event.
T2	<b>Jewel of Persistence</b>	1 Ruby 1 Iron 1 Rough Leather 1 T2 Source	Grants Target 3 uses of Parry per event.
T2	<b>Jewel of Valence</b>	1 Silver 1 Ruby 1 Fungus 1 Wool 1 T2 Source	Grants Target 3 uses of Flash per event.
T3	<b>Jewel of Evasion</b>	1 Silver 1 Sturdy Leather 1 Emerald 1 T3 Source	Grants Target 3 uses of Dodge per event.
T3	<b>Jewel of Symphony</b>	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	<b>Jewel of the Surgeon</b>	2 Cotton 1 Sturdy Leather 1 Flowers 1 T3 Source	Grants Target +2 to the Healing Ability.

## Tattoos

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

Tier	Tattoo	Materials	Effect
T2	<b>Umbra Tattoo</b>	1 Silver 1 T2 Source 1 Wool T2 Ink	Grants Target 3 uses of Shadow Phase per event.
T3	<b>Detailed Shell Tattoo</b>	1 Silver 1 T3 Source 1 Sturdy Leather T3 Ink	Grants Target 3 uses of Dodge per event.
T3	<b>Complex Skull Tattoo</b>	1 T3 Source 2 Gold 2 Steel 1 Wool T3 Ink	Grants Target +2 Damage to all DDMs.
T3	<b>Brutality Tattoo</b>	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	<b>Gem of Healing</b>	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	<b>Gem of Performance</b>	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	<b>Gem of Crafting Efficiency</b>	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	<b>Gem of Eviction</b>	2 Rubies 2 Hornbeam 2 Iron 2 T2 Source	When activated, compels 5 Target people to exit the Structure. Tagline: Evicted.
T3	<b>Gem of Guardian Kindness</b>	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	<b>Gem of Crafting Mastery</b>	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	<b>Touch Up Enchanted Ink</b>	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	<b>Pocket Locket</b>	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.

T1	<b>Pry Bar</b>	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	<b>Extraction Device</b>	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	<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 1 Linen 1 Birch	Upgrade to Tier 2 Engineering.
T2	<b>Refined Tools</b>	2 Iron 1 Wool 1 Hornbeam	Upgrade to Tier 3 Engineering.
T3	<b>Safety Goggles</b>	2 Steel 1 Cotton 1 Redwood	Upgrade to Tier 4 Engineering.
T1-4	<b>Boomer Service Kit</b>	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	<b>Basic Battery</b>	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	<b>Complex Battery</b>	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	<b>Source Battery</b>	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	<b>Small Bomb</b>	1 Bronze 1 Herb 5 T1 Source 1 Bottle	[Packet] Deals 10 Fire Damage to Target.  One time use.
T2	<b>Large Bomb</b>	1 Iron 1 Fungus 5 T2 Source 1 Bottle	[Packet] Deals 20 Fire Damage to Target.  One time use.
T1-4	<b>“Knock Knock”</b>	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	<b>Vial of Acid</b>	2 Iron 1 Fungua 1 Bottle	[Packet] Deals 20 Acid Damage to Target.  One time use.
T2	<b>Elemental Ammo</b>	1 Iron 1 T2 Source 1 Elemental Mote 1 Fungi	Creates 10 rounds of Boomer ammunition with an Elemental Tagline.  One time use.
T2	<b>Improved Firing Pin</b>	1 Iron 1 Ruby 1 T2 Source	Grants +1 Damage to the affected Boomer.
T3	<b>Scope</b>	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	<b>Net Launcher</b>	1 Copper 1 Birch 1 T1 Source	Grants 3 uses of Bind per event (Boomer).
T1	<b>Trick Shot Boomer</b>	1 Bronze 1 Herb 1 T1 Source	Grants 3 uses of Disarm per event (Boomer).
T1	<b>Stomper Soles</b>	1 Copper 1 Thin Leather 1 T1 Source	Grants 3 uses of Stomp per event (boots).
T1	<b>Plating</b>	1 Copper 1 Birch 1 T1 Source	Grants 3 uses of Flash per event (Armor).
T1	<b>Shielding</b>	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	<b>Lock Picks</b>	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	<b>Alarm</b>	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	<b>Weak Trap</b>	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	<b>Basic Trap</b>	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	<b>Complex Trap Kit</b>	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	<b>Ring</b>	1 Forged Metal 1 Fabric 1 Wire	Tagged Item that may hold Enchantments. Tier must equal or exceed the Enchantment level.
T1-4	<b>Necklace</b>	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	<b>Bracelet</b>	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	<b>Torc</b>	1 Precious Metal 1 Fabric 1 Wire	Tagged Item that may hold Enchantments. Tier must equal or exceed the Enchantment level.
T1-4	<b>Tiara</b>	1 Precious Metal 1 Gem 1 Wire	Tagged Item that may hold Enchantments. Tier must equal or exceed the Enchantment level.

## Weapons

Tier	Refined	Crafting Components	Description
T1-4	<b>Boomer</b>	3 Forged Metal 1 Leather	Creates a boomer.

## Refined Components

Tier	Refined	Crafting Components	Description
T1-4	<b>Wire</b>	T1: 2 Copper T2: 2 Silver T3: 2 Gold	Refined Component. One time use.
T1-4	<b>Bottle</b>	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	<b>Cauldron</b>	2 Birch 3 Copper 3 T1 Source	Upgrade to Tier 2 Homesteading.
T2	<b>Still</b>	3 Hornbeam 2 Wool 2 Iron 2 T2 Source	Upgrade to Tier 3 Homesteading.
T3	<b>Source Cold Storage</b>	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	<b>RAW Tomato</b>	1 Tomato	Refined Component. Grants +5 unHealable Body.
T1	<b>RAW T1 Meat</b>	1 Meat 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.
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 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 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 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 1 Salt	Grants Target 1 use of Danger Sense

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

Tier	Dish/Drink	Materials	Effect
T2	<b>Smoked Turkey Leg</b>	1 Meat 1 Ground Plant	Grants a Target +1 Damage with melee Weapons until next Recovery.
T3	<b>Chicken Noodle Soup</b>	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	<b>Ham and Cheese Sandwich</b>	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	<b>Beef Stew</b>	1 Beef Steak 1 Potato 1 T3 Source	Grants Target +15 Healable Body, 1 use each of Dodge, Flash, and Parry.
T3	<b>Trail Mix</b>	1 Corn 1 Turnip 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 2 Sugar 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 1 Sugar 1 T3 Source	Allows Targeting an extra person with one non-attack-based Ability until next Recovery.
T3	<b>Cupcake</b>	1 Flour 1 Sugar 1 Milk 1 Flower	Heals 20 Body.
T3	<b>Coffee</b>	1 Sugar 1 Ground Plant 1 T3 Source	Grants Target +20 unHealable Body and +10 Healable Body until next Recovery.
T3	<b>Tea</b>	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	<b>Chocolate Candy</b>	3 Sugar 1 T3 Source	Cleanses 3 negative Effects from Target.
T4	<b>Soup and Sandwich</b>	1 Chicken Noodle Soup 1 Ham and Cheese Sandwich 1 T4 Source	Grants Target +20 Healable Body and +2 Damage until next Recovery.
T4	<b>Turkey Dinner</b>	1 Smoked Turkey Leg 1 Mashed Potato 1 T4 Source	Grants Target +15 Healable Body and +1 DR until next Recovery.
T4	<b>Fruit Pie</b>	1 Peach 1 Glowfruit 1 T4 Source	Target regains 1 Recovery (usable once per event).
T4	<b>Steak and Vegetables</b>	1 Beef Steak 1 Broccoli 1 T4 Source	Grants Target +20 unHealable Body and +10 Healable Body until next Recovery.
T4	<b>Birthday Cake</b>	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	<b>Cider</b>	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	<b>Bellows</b>	2 Bronze 2 Birch 1 T1 Source	Upgrade to Tier 2 Smithing.
T2	<b>Anvil</b>	3 Iron 2 Hornbeam 1 T2 Source	Upgrade to Tier 3 Smithing.
T3	<b>Forge</b>	4 Steel 2 Redwood 1 T3 Source	Upgrade to Tier 4 Smithing.

## Kits

Tier	Kit	Materials	Effect
T1-4	<b>Repair Kit</b>	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	<b>Service Kit</b>	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	<b>Chain</b>	1 Bronze 1 Thin Leather 1 Thread	Creates up to 20 feet of chain.  One time use.
T1	<b>Basic Tool</b>	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	<b>Lock</b>	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	<b>Dagger</b>	1 Forged Metal 1 Leather	Creates a dagger.
T1-4	<b>Short Sword</b>	2 Forged Metal 1 Leather	Creates a short sword.
T1-4	<b>Long Sword</b>	3 Forged Metal 1 Leather	Creates a long sword.
T1-4	<b>Axe</b>	2 Forged Metal 1 Birch	Creates an axe.
T1-4	<b>Mace</b>	2 Forged Metal 1 Leather	Creates a mace.
T1-4	<b>Two-Handed Sword</b>	4 Forged Metal 2 Leather	Creates a two-handed sword.
T1-4	<b>Two-Handed Axe</b>	4 Forged Metal 2 Birch	Creates a two-handed axe.
T1-4	<b>Two-Handed Mace</b>	4 Forged Metal 2 Leather	Creates a two-handed mace.
T1-4	<b>Staff</b>	3 Wood 1 Forged Metal	Creates a staff.
T1-4	<b>Shield</b>	3 Forged Metal 2 Leather	Creates a shield.
T1-4	<b>Bracers</b>	1 Forged Metal 1 Leather 2 same-Tier Thread	Creates bracers.
T1-4	<b>Pauldrons</b>	2 Forged Metal 1 Leather	Creates pauldrons.
T1-4	<b>Greaves</b>	2 Forged Metal 1 Leather	Creates greaves.

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

## Kits and Maintenance

Tier	Kit	Materials	Effect
T2	<b>Patching Kit</b>	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	<b>Sewing Kit</b>	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	<b>Heavy Thread</b>	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	<b>Shirt</b>	2 Fabric 1 Thread	Creates a shirt.
T1-4	<b>Pants</b>	2 Fabric 1 Thread	Creates pants.
T1-4	<b>Skirt</b>	2 Fabric 1 Thread	Creates a skirt.
T1-4	<b>Dress/Robe</b>	3 Fabric 2 Thread	Creates a dress.
T1-4	<b>Tunic</b>	2 Fabric 1 Leather 1 Thread	Creates a tunic.
T1-4	<b>Hat</b>	2 Fabric 1 Wire 1 Thread	Creates a hat.
T1-4	<b>Vest</b>	2 Fabric 2 Leather 2 Thread	Creates a vest.
T1-4	<b>Bracers</b>	2 Leather 2 Thread	Creates bracers.
T1-4	<b>Greaves</b>	3 Leather 2 Thread	Creates greaves.
T1-4	<b>Pauldrons</b>	2 Leather 1 Wood 2 Thread	Creates pauldrons.
T1-4	<b>Boots</b>	3 Leather 1 Thread	Creates boots.
T1-4	<b>Cloak</b>	4 Fabric 2 Thread	Creates a cloak.

## Refined Components

Tier	Refined	Materials	Effect
T1-4	<b>Thread</b>	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