

# Wyvern Rising LARP



## Crafting Compendium

Version 1.3.3

Last Updated: 06-10-2025

More information available at [WyvernRising.org](http://WyvernRising.org)



# Table of Contents

|   |           |
|---|-----------|
| <b>Table of Contents.....</b>                           | <b>2</b>  |
| <b>Occupation Crafting.....</b>                         | <b>3</b>  |
| Agriculturist.....                                      | 4         |
| Brewer.....   | 6         |
| Cook.....   | 7         |
| Hunter.....   | 9         |
| Jeweler.....  | 10        |
| Miner.....  | 12        |
| Rancher.....  | 14        |
| Toolcrafter.....  | 16        |
| Woodworker.....   | 18        |
| Unskilled Labor.....                                    | 20        |
| <b>Class Crafting.....</b>                              | <b>21</b> |
| Alchemy.....  | 22        |
| Forage.....   | 22        |
| Arcane Crafting.....                                    | 24        |
| Divine Crafting.....                                    | 27        |
| Medicine.....   | 27        |
| Smithing.....   | 29        |
| Armor.....  | 29        |
| Weapons/Shields.....                                    | 30        |
| <b>Appendix A: High &amp; Master Quality Items.....</b> | <b>32</b> |
| <b>Appendix B: Cooking Effects.....</b>                 | <b>34</b> |
| <b>Appendix C: Alchemic Effects.....</b>                | <b>36</b> |
| Explosive Effects.....                                  | 37        |
| Medicinal Effects.....                                  | 39        |
| Poison Effects.....                                     | 41        |
| Potion Effects.....                                     | 43        |
| <b>Appendix D: Medicinal Effects.....</b>               | <b>45</b> |
| Medicinal Items.....                                    | 46        |
| <b>Appendix E: Materials.....</b>                       | <b>47</b> |
| Materials.....  | 48        |





Dwarven  
Kingdoms

Free  
Cities

Elven  
Kingdoms

# Occupation Crafting

Gulf  
of  
Torgos

The  
Fendenglade





# Agriculturist

It doesn't matter if it's a small garden or a large plot farm, these green thumbs can grow just about anything. They tend to a plot of land based on their skill level and are experts at planting, nurturing, and harvesting useful plants.

*Produces:* Rations (Grain or Vegetables), Alchemy Herbs, Cooking Components



Crafting items on the Agriculture chart requires the use of Agricultural Tools.

| Crafting Time (minutes) for Materials |            |            |            |        |
|---------------------------------------|------------|------------|------------|--------|
| Type                                  | Units made | Apprentice | Journeyman | Master |
| Common                                | 4          | 40         | 30         | 20     |
| Rare                                  | 3          | -          | 60         | 40     |
| Exotic                                | 2          | -          | -          | 60     |

| Materials Agriculture |                |            |
|-----------------------|----------------|------------|
| Common                |                |            |
| Barley                | Ginseng        | Rice       |
| Berries               | Herbs          | Vegetable  |
| Fruit                 | Hot Peppers    | Wheat      |
| Garlic                | Milkweed       | -          |
| Rare                  |                |            |
| Coffee Beans          | Sugar          | Tea Leaves |
| Dark Lantern Berries  | -              | -          |
| Exotic                |                |            |
| Blood Lotus           | Mantonese Mint | -          |





| Agriculture Products |          |                      |            |        |                            |
|----------------------|----------|----------------------|------------|--------|----------------------------|
| Item                 | Quantity | Time Spent (minutes) |            |        | Materials Consumed (units) |
|                      |          | Apprentice           | Journeyman | Master |                            |
| Ration               | 1        | 40                   | 30         | 20     | -                          |
| Flour                | 4        | 40                   | 30         | 20     | 4 Wheat or Barley          |





# Brewer

From backwoods moonshiners to fine sommeliers, brewing takes many forms throughout the world. All the taverns in Feragothe need suppliers. Someone has to fill all of those mugs, flutes, and casks to keep the masses happy.

*Produces:* Beers like Kraald Ale, wines like Citrona, and Spirits like Whiskey.

Crafting items on the Brewer chart requires the use of Brewing Tools at a Distillery.

\*(B) = Beer, (S) = Spirit, and (W) = Wine



| Brewer            |                   |                  |                      |            |        |                            |
|-------------------|-------------------|------------------|----------------------|------------|--------|----------------------------|
| Item              | Location Required | Quantity (units) | Time Spent (minutes) |            |        | Materials Consumed (units) |
|                   |                   |                  | Apprentice           | Journeyman | Master |                            |
| Mead              | Distillery        | 4                | 60                   | 45         | 30     | 2 Honey, 1 Fruit           |
| Vinegar           | Distillery        | 4                | 60                   | 45         | 30     | -                          |
| Ale (B)*          | Distillery        | 4                | 60                   | 45         | 30     | 3 Wheat                    |
| Kraald Ale (B)*   | Distillery        | 3                | -                    | 45         | 30     | 2 Wheat, 1 Barley          |
| Stout (B)*        | Distillery        | 2                | -                    | -          | 30     | 1 Wheat, 2 Barley          |
| Citrona (W)*      | Distillery        | 4                | 60                   | 45         | 30     | 2 Berries, 1 Fruit         |
| Blood Wine (W)*   | Distillery        | 3                | -                    | 45         | 30     | 2 Berries, 1 Blood         |
| Vamdren Wine (W)* | Distillery        | 2                | -                    | -          | 30     | 2 Berries, 1 Sugar         |
| Dark Rum (S)*     | Distillery        | 4                | 60                   | 45         | 30     | 3 Sugar                    |
| Whiskey (S)*      | Distillery        | 3                | -                    | 45         | 30     | 3 Barley                   |
| Diamond (S)*      | Distillery        | 2                | -                    | -          | 30     | 2 Wheat, 1 Sugar           |
| Alchemic Spirits  | Distillery        | 2                | 60                   | 45         | 30     | 1 Wheat, 1 Berry, 1 Barley |





# Cook

The Cook transforms tasteless rations into cuisine, preserves food to make it last longer, and stretches meals in times of scarcity. The cook enhances basic rations into Meals that provide additional effects.

*Produces:* Meals that enhance ration effects like Honey Dipped Roast Dinner, Meals that stay better longer like Preserves/Pickles, and quick pick-me-ups like Coffee/Tea.



Crafting items on the Cook chart requires the use of Cook's Tools at a Cooking Hearth.

| Cook  |             |                      |            |        |                            |
|---|-------------|----------------------|------------|--------|----------------------------|
| Item  | Quantity    | Time Spent (minutes) |            |        | Materials Consumed (units) |
|   |             | Apprentice           | Journeyman | Master |                            |
| Coffee or Tea Drinks  | *See Recipe | 5                    | 5          | 5      | *See Recipe                |
| Rank 1 Recipe   | *See Recipe | 15                   | 15         | 15     | *See Recipe                |
| Rank 2 Recipe   | *See Recipe | -                    | 20         | 20     | *See Recipe                |
| Rank 3 Recipe   | *See Recipe | -                    | -          | 30     | *See Recipe                |
| NOTE: Coffee and Tea drinks must be consumed within 1 hour of being made, but can be made in batches of up to 6 of the same item for a single use of the crafting time. Due to their limited period of potency, such drinks cannot be sold to the in game store or in AARs. Additionally, all meals heal 2 Body in addition to other effects listed in the recipes. All prepared meals expire at the end of the event that they are made if not consumed, unless otherwise noted. |             |                      |            |        |                            |





| Known Recipes                         |  |
|---------------------------------------|--|
| Rank 1                                | Materials Consumed (units)                         |
| Jerky, Pickles, and Preserves         | 1 Ration, 1 Salt                                   |
| Balanced Meal                         | 1 Ration, 1 Vegetable                              |
| Rejuvenating Stew                     | 4 Rations, 2 Herbs, 4 Vegetables                   |
| Coffee/Tea                            | 1 Coffee Beans or 1 Tea Leaves                     |
| Mild Curry                            | 1 Ration, 1 Hot Pepper                             |
| Rank 2                                |  |
| Enlightening Truffle and Butter Roast | 1 Ration, 1 Butter, 1 Truffle                      |
| Honey-dipped Fried Dinner             | 1 Ration, 1 Honey, 1 Flour                         |
| Conlish Coffee                        | 1 Coffee Bean, 1 Dark Rum                          |
| Ploughman's Lunch                     | 1 Ration, 1 Cheese, 1 Ale                          |
| Explorer's Soup                       | 1 Ration, 1 Vegetable, 1 Valerian                  |
| Rank 3                                |  |
| Squid Ink Pasta a la Lamaroux         | 1 Ration, 1 Squid Ink, 1 Flour, 1 Egg, 1 Vegetable |
| Steak Au Pourve                       | 1 Ration, 1 Milk, 1 Herb, 1 Butter, 1 Vamdren Wine |
| Spicy Vindaloo Curry                  | 1 Ration, 1 Hot Pepper, 1 Rice, 1 Fruit, 1 Honey   |
| Espresso Latte                        | 1 Coffee Bean or Tea Leaves, 1 Milk, 1 Sugar       |
| Uruk Blood Braise                     | 1 Blood, 1 Ration, 1 Salt, 1 Herb, 1 Dark Rum      |





# Hunter

Whether by the bow or the fishing rod, the gatherer is the master of taking wild animals from any source. They can field dress their kills, skin them, and extract some useful byproducts while they're at it.

*Produces:* Rations (Meat or Fish), Hides, Oil (Fish), Ink (Squid), Sinew

Crafting items on the Hunter chart requires the use of Hunter's Tools.



| Materials       |                  |                      |            |        |
|-----------------|------------------|----------------------|------------|--------|
| Item            | Quantity (units) | Time Spent (minutes) |            |        |
|                 |                  | Apprentice           | Journeyman | Master |
| Ration          | 1                | 40                   | 30         | 20     |
| Animal Sinew    | 2                | 40                   | 30         | 20     |
| Bone            | 2                | 40                   | 30         | 20     |
| Oil             | 4                | 40                   | 30         | 20     |
| Blood           | 2                | -                    | 30         | 20     |
| Squid Ink       | 3                | -                    | 30         | 20     |
| Snake Venom     | 2                | -                    | -          | 60     |
| Leathers        |                  |                      |            |        |
| Leather         | 2                | 40                   | 30         | 20     |
| Rare Leather*   | 2                | -                    | 240        | 160    |
| Exotic Leather* | 1                | -                    | -          | 240    |

**\*Rare/Exotic Leather requires an in-game source. This can be done during an event via finding a source to harvest, or uses your Story AAR action to explore for a source. The Story AAR for exploration requires Journeyman and is modified by having Research (and/or Academic), Contacts with an appropriate NPC, Master Craft, and Ranger 2.**





# Jeweler

These fine detail workers cut raw gemstones into beautiful faceted gems. They also work small amounts of precious metals to make wearable jewelry and can set their gemstones into jewelry.

*Produces:* Cut Gems, Rings, Necklaces, Pendants, Gem Setting

Crafting items on the Jeweler chart requires the use of Jeweler's Tools.



| Jeweler                             |                    |                      |            |        |                    |
|-------------------------------------|--------------------|----------------------|------------|--------|--------------------|
| Item                                | Quantity           | Time Spent (minutes) |            |        | Materials Consumed |
|                                     |                    | Apprentice           | Journeyman | Master |                    |
| Simple Ring or Earring              | 1 Piece of Jewelry | 60                   | 45         | 30     | 1 Unit             |
| Simple Necklace or Bracelet         | 1 Piece of Jewelry | 120                  | 90         | 60     | 2 Units            |
| Simple Trinket                      | 1 Piece of Jewelry | 60                   | 45         | 30     | 1 Unit             |
| High Quality Ring or Earring        | 1 Piece of Jewelry | -                    | 90         | 60     | 1 Unit             |
| High Quality Necklace or Bracelet   | 1 Piece of Jewelry | -                    | 180        | 120    | 2 Units            |
| High Quality Trinket                | 1 Piece of Jewelry | -                    | 90         | 60     | 1 Unit             |
| Master Quality Ring or Earring      | 1 Piece of Jewelry | -                    | -          | 120    | 1 Unit             |
| Master Quality Necklace or Bracelet | 1 Piece of Jewelry | -                    | -          | 240    | 2 Units            |
| Master Quality Trinket              | 1 Piece of Jewelry | -                    | -          | 120    | 1 Unit             |
| Cut Gem                             | 1 Cut Gem          | 100                  | 75         | 50     | 1 Uncut Gem        |





|         |  |    |    |    |           |
|---------|--|----|----|----|-----------|
| Set Gem | Adds 1 cut Gem to a completed item. Rings, Earrings and Trinkets can take 1 gem. Bracelets and necklaces can take 2. | 60 | 45 | 30 | 1 Cut Gem |
| Wire    | 4 Units of Wire  | 40 | 30 | 20 | -         |





# Miner

A typical day for these crafters might be using a pickaxe by lamplight underground or melting down what they've brought up at the forge. They supply metals, raw gems, and other minerals to the populace.

*Produces:* Salt, Uncut Gems, Workable Metals, Alloys

Crafting items on the Miner chart requires the use of Miner Tools. Forming alloys must be done at a Forge.



| Miner        |                     |                      |            |        |                    |
|--------------|---------------------|----------------------|------------|--------|--------------------|
| Item         | Quantity (units)    | Time Spent (minutes) |            |        | Materials Consumed |
|              |                     | Apprentice           | Journeyman | Master |                    |
| Mine Gems    | 1 Roll on Gem Chart | 100                  | 75         | 50     | -                  |
| Quicksilver  | 2                   | 40                   | 30         | 20     | 4 Cinnabar         |
| Materials    |                     |                      |            |        |                    |
| Brimstone    | 4                   | 40                   | 30         | 20     | -                  |
| Cinnabar     | 4                   | 40                   | 30         | 20     | -                  |
| Clay         | 4                   | 40                   | 30         | 20     | -                  |
| Obsidian     | 4                   | 40                   | 30         | 20     | -                  |
| Salt         | 4                   | 40                   | 30         | 20     | -                  |
| Saltpeter    | 4                   | 40                   | 30         | 20     | -                  |
| Stone        | 4                   | 40                   | 30         | 20     | -                  |
| Quicklime    | 3                   | -                    | 60         | 40     | -                  |
| Phosphorus   | 2                   | -                    | -          | 60     | -                  |
| Metals       |                     |                      |            |        |                    |
| Common Metal | 6                   | 160                  | 120        | 80     | -                  |
| Rare Metal*  | 2                   | -                    | 240        | 160    | -                  |





|               |   |             |             |             |                  |
|---------------|---|-------------|-------------|-------------|------------------|
| Exotic Metal* | 1 | -           | -           | 240         | -                |
| <b>Alloys</b> |   |             |             |             |                  |
| Brass         | 4 | 40          | 30          | 20          | 4 Copper, 2 Iron |
| Bronze        | 4 | 40          | 30          | 20          | 4 Tin, 2 Brass   |
| Darksteel     | 2 | -           | 60          | 40          | 4 Cobalt, Iron   |
| Other Alloy   | 2 | *See Staff* | *See Staff* | *See Staff* | *See Staff*      |

**\*Rare/Exotic Metal requires an in-game source. This is done during an event via finding a source to mine, or uses your Story AAR action to prospect for a source. The Story AAR for prospecting requires Journeyman and is modified by having Research (and/or Academic), Contacts with an appropriate NPC, Master Craft, and Sapper.**

|                |           |              |
|----------------|-----------|--------------|
| <b>Metals</b>  |           |              |
| <b>Common</b>  |           |              |
| Iron           | Copper    | Tin          |
| <b>Rare*</b>   |           |              |
| Cobalt         | Silver    | Starkenmetal |
| <b>Exotic*</b> |           |              |
| Gold           | Magnetite | Mithril      |

\*This not a comprehensive list

| <b>Gem Mining<br/>(roll a 1d10 for each attempt)</b> |                       |
|--|-----------------------|
| 1 = Topaz - Yellow                                   | 6 = Emerald - Green   |
| 2 = Ruby - Red                                       | 7 = Amber - Orange    |
| 3 = Sapphire - Dark Blue                             | 8 = Diamond - Clear   |
| 4 = Lapis Lazuli - Light Blue                        | 9 = Amethyst - Purple |
| 5 = Jonquil x2 - Champagne                           | 10 = Player Choice    |





# Rancher

These crafters tend to animals of all sorts, most commonly cows, sheep, and chickens. Some ranchers also deal with other creatures, such as spiders. Some have even been known to tend to bees, the most feared creatures in the land.

*Produces:* Milk, Wool Cloth, Eggs, Honey, Venom, Silk Cloth, other animal products.



Crafting items on the Rancher chart requires the use of Rancher's Tools.

| Crafting Time for Materials |                  |                      |            |        |
|-----------------------------|------------------|----------------------|------------|--------|
| Type                        | Quantity (units) | Time Spent (minutes) |            |        |
|                             |                  | Apprentice           | Journeyman | Master |
| Common                      | 4                | 40                   | 30         | 20     |
| Rare                        | 3                | -                    | 60         | 40     |
| Exotic                      | 2                | -                    | -          | 60     |

| Materials    |            |         |
|--------------|------------|---------|
| Common       |            |         |
| Eggs         | Milk       | Cloth   |
| Honey        | Wax        | -       |
| Rare         |            |         |
| Feathers     | Silk Cloth | Truffle |
| Exotic       |            |         |
| Spider Venom | -          | -       |





| Rancher Products |                  |                      |            |        |                    |
|------------------|------------------|----------------------|------------|--------|--------------------|
| Item             | Quantity (units) | Time Spent (minutes) |            |        | Materials Consumed |
|                  |                  | Apprentice           | Journeyman | Master |                    |
| Ration           | 1                | 40                   | 30         | 20     | -                  |
| Butter           | 4                | 40                   | 30         | 20     | 4 Milk             |
| Cheese           | 4                | 40                   | 30         | 20     | 4 Milk             |





# Toolcrafter

You need the right tools for the right job. When you've learned a new trade, the first person you'll want to see is a toolcrafter. They are also trained in the art of locksmithing, so you may be back once you have valuable goods to secure.

*Produces:* Tools, Containers, Locks

Crafting items on the Tool Crafting chart requires the use of a Toolcrafter's Kit (except the Toolcrafter's Kit itself.)



| Tool Crafting      |                      |            |        |                            |
|--------------------|----------------------|------------|--------|----------------------------|
| Item               | Time Spent (minutes) |            |        | Materials Consumed (units) |
|                    | Apprentice           | Journeyman | Master |                            |
| Agricultural Tools | 60                   | 45         | 30     | 2 Iron, 3 Wood             |
| Alchemy Tools      | 60                   | 45         | 30     | 2 Iron, 3 Glass            |
| Arcane Tool Kit    | 60                   | 45         | 30     | 2 Brass, 1 Glass           |
| Brewing Tools      | 60                   | 45         | 30     | 3 Iron, 1 Wood, 1 Glass    |
| Cooking Tools      | 60                   | 45         | 30     | 3 Iron, 2 Wood             |
| Hunter's Tools     | 60                   | 45         | 30     | 2 Cloth, 1 Leather, 2 Iron |
| Jeweler's Tools    | 60                   | 45         | 30     | 3 Iron, 1 Leather, 1 Wood  |
| Lock Picking Tools | 60                   | 45         | 30     | 3 Iron, 1 Leather          |
| Miner's Tools      | 60                   | 45         | 30     | 4 Iron, 1 Wood             |
| Rancher's Tools    | 60                   | 45         | 30     | 2 Leather, 2 Iron, 1 Wood  |
| Smithing Tools     | 60                   | 45         | 30     | 4 Iron, 1 Wood             |
| Toolcrafter's Kit  | 60                   | 45         | 30     | 3 Iron, 2 Wood             |
| Woodworker's Tools | 60                   | 45         | 30     | 2 Iron, 3 Wood             |





|   |     |     |     |                                   |
|---|-----|-----|-----|-----------------------------------|
| Flask                                   | 40  | 30  | 20  | 1 Iron/Clay                       |
| Glass                                   | 20  | 15  | 10  | -                                 |
| Shackles                                | 40  | 30  | 20  | 2 Iron                            |
| Metal Bars (Window)                     | 80  | 60  | 40  | 4 Iron                            |
| Small Iron Chest                        | 80  | 60  | 40  | 4 Iron                            |
| Large Iron Chest                        | 160 | 120 | 80  | 12 Iron                           |
| Reinforce Chest*                        | 60  | 45  | 30  | 1 Wood, 3 Iron                    |
| <b>Physical Locations</b>               |     |     |     |                                   |
| Alchemical Laboratory (Location)        | -   | 480 | 320 | 8 Glass, 4 Iron                   |
| Forge (Location)                        | -   | 480 | 320 | 15 Iron, 15 Stone                 |
| Distillery (Location)                   | -   | 480 | 320 | 2 Copper, 4 Iron, 4 Wood, 4 Glass |
| Cooking Hearth (Location)               | -   | 480 | 320 | 2 Iron, 15 Stone                  |
| <b>Locks (all locks include 2 keys)</b> |     |     |     |                                   |
| Lock I                                  | 40  | 30  | 20  | 1 Iron                            |
| Lock II                                 | 80  | 60  | 40  | 2 Iron                            |
| Lock III                                | -   | 120 | 80  | 1 Iron, 1 Brass                   |
| Lock IV                                 | -   | 180 | 120 | 2 Iron, 1 Brass                   |
| Lock V                                  | -   | -   | 180 | 2 Iron, 2 Brass                   |
| Lock VI                                 | -   | -   | 240 | 2 Iron, 3 Brass                   |
| Key (original key must be present)      | 20  | 15  | 10  | 1 Iron                            |

\*Reinforcing a Chest requires a Small Chest or Large Chest. See Core Book Forced Entry Doors/Chests





# Woodworker

If it relates to trees, they can do it. Their expertise ranges from felling trees, to milling wood and paper, to binding books.

*Produces:* Planks of Wood, Parchment, Doors, and Chests

Crafting items on the Woodworker chart requires the use of Woodworking Tools.



| Woodworker           |                  |                      |            |        |                    |
|----------------------|------------------|----------------------|------------|--------|--------------------|
| Item                 | Quantity (units) | Time Spent (minutes) |            |        | Materials Consumed |
|                      |                  | Apprentice           | Journeyman | Master |                    |
| Wood                 | 2                | 40                   | 30         | 20     | -                  |
| Rare Wood*           | 2                | -                    | 240        | 160    | -                  |
| Exotic Wood*         | 1                | -                    | -          | 240    | -                  |
| Sap                  | 4                | 40                   | 30         | 20     | -                  |
| Paper                | 2                | 40                   | 30         | 20     | 1 Wood             |
| High Quality Paper   | 1                | -                    | 90         | 60     | 1 Wood             |
| Master Quality Paper | 1                | -                    | -          | 240    | 1 Wood             |
| Charcoal             | 4                | 40                   | 30         | 20     | 2 Wood             |
| Standard Door        | 1                | 120                  | 90         | 60     | 6 Wood             |
| Heavy Door           | 1                | -                    | 180        | 90     | 8 Wood, 2 Iron     |
| Bar                  | 1                | 20                   | 15         | 10     | 2 Wood             |
| Heavy Bar            | 1                | -                    | 30         | 20     | 3 Wood, 1 Iron     |
| Small Wood Chest     | 1                | 80                   | 60         | 40     | 4 Wood             |
| Large Wood Chest     | 1                | 160                  | 120        | 80     | 12 Wood            |
| Reinforce Chest**    | 1                | 60                   | 45         | 30     | 1 Wood, 3 Iron     |





**\*Rare/Exotic Wood** requires an in-game source. This can be done during an event via finding a source to harvest, or uses your Story AAR action to explore for a source. The Story AAR for exploration requires Journeyman and is modified by having Research (and/or Academic), Contacts with an appropriate NPC, Master Craft, and Ranger 2.

**\*\*Reinforcing a Chest** requires a Small Chest or Large Chest. See Core Book Forced Entry Doors/Chests





# Unskilled Labor

Allows a character to sell their hard work in exchange for a small monetary fee. This skill may be used in place of a Crafting After Action Report. The base wage for Unskilled Labor is 50 Copper. This skill may be upgraded to Skilled Services and then finally to Professional Services.







# Class Crafting





# Alchemy

Jump to Alchemic Effects: [Explosives](#), [Poisons](#), [Potions](#), [Medicinal](#)

When crafting an alchemical compound, an alchemist needs 4 things: Alchemy Tools, a recipe, ingredients, and a reagent. Reagents are special precursor compounds that are unique to each school of alchemy. For example, the Reagent for Medicinal Alchemy is Curing Compound and the Poison Reagent is Vitriol. Every compound in a given school contains the same Reagent. Every Basic Compound contains 1 unit, every Intermediate Compound contains 2 units, and every Master Compound contains 3 units of the Reagent. A recipe will outline what other ingredients need to be combined with the Reagent to create the compound. Creation of complex compounds requires the use of an Alchemy Lab.

| Crafting Alchemy      |                      |                       |                    |                            |
|-----------------------|----------------------|-----------------------|--------------------|----------------------------|
| Item                  | Time Spent (minutes) |                       |                    | Materials Consumed (units) |
|                       | Base Efficiency      | Alchemical Efficiency | Alchemical Mastery |                            |
| Reagent (2 Units)     | 20                   | 15                    | 10                 | See Recipe                 |
| Basic Compound        | 20                   | 15                    | 10                 | See Recipe                 |
| Intermediate Compound | -                    | 30                    | 20                 | See Recipe                 |
| Complex Compound      | -                    | -                     | 30                 | See Recipe                 |

## Forage

An alchemist, with the skill Forage, may use crafting time to locate materials from the natural surroundings. A forager with just the Forage skill may only gather common components. A forager with the Gather Proficiency passive can gather Rares and has a reduced time on commons. A forager with the Master Gatherer passive can gather Exotics and has a reduced time on Rare and Common items.





| Foraging Time (minutes) for Materials |                  |                      |                    |                 |
|---------------------------------------|------------------|----------------------|--------------------|-----------------|
| Item                                  | Quantity (units) | Time Spent (minutes) |                    |                 |
|                                       |                  | Base Efficiency      | Gather Proficiency | Master Gatherer |
| Common                                | 4                | 40                   | 30                 | 20              |
| Rare                                  | 3                | -                    | 60                 | 40              |
| Exotic                                | 2                | -                    | -                  | 60              |

| Materials Foraging |               |               |
|--------------------|---------------|---------------|
| Common             |               |               |
| Aloe               | Nightshade    | Water Hemlock |
| Eyebright          | Silverthorn   | Yarrow        |
| Foxglove           | Spider Web    | -             |
| Rare               |               |               |
| Lavender           | Witch's Jelly | Wizard Pipes  |
| Valerian           | -             | -             |
| Exotic             |               |               |
| Insect Parts       | Locoweed      | Purslane      |
| Jimson Weed        | -             | -             |





# Arcane Crafting

Crafting items on the Arcane Crafting charts below require the use of an Arcane Tool Kit (except the Arcane Tool Kit itself). Crafting Runes also requires the use of an Enchantry.

| Crafting Arcane      |          |                      |                   |   |
|----------------------|----------|----------------------|-------------------|---|
| Item                 | Quantity | Time Spent (minutes) |                   | Materials Consumed (units)  |
|                      |          | Basic Efficiency     | Arcane Efficiency |   |
| Arcane Tool Kit      | 1 Item   | 60                   | 45                | 2 Brass, 1 Glass  |
| Enchantry (Location) | 1 Item   | 640                  | 480               | 3 Brass, 4 Cut Jonquil, 4 Silk Cloth  |
| Wand                 | 1 Item   | 60                   | 45                | 1 unit of material (any shape, smaller than 12")  |
| High Quality Wand    | 1 Item   | -                    | 90                | 1 unit of material (any shape, smaller than 12"),<br>1 Unit of Spell Ink                    |
| Master Quality Wand  | 1 Item   | -                    | 180               | 1 unit of material (any shape, smaller than 12"),<br>1 Unit of Spell Ink, 1 Unit of Jonquil |
| Spell Ink            | 1 Unit   | 20                   | 15                | 1 unit Squid Ink (1 mana or free at an Enchantry)   |
| Spell Scrolls        |          |                      |                   |   |
| Rank 1               | 1        | 60                   | 45                | 1 Paper, 1 Spell Ink  |
| Rank 2               | 1        | 120                  | 90                | 1 Paper, 1 Spell Ink  |
| Rank 3               | 1        | 180                  | 135               | 1 High Quality Paper, 2 Spell Ink   |
| Rank 4               | 1        | 240                  | 180               | 1 High Quality Paper, 2 Spell Ink   |
| Rank 5               | 1        | 300                  | 225               | 1 Master Quality Paper, 3 Spell Ink   |





| Glyphs   |  |     |     |  |
|--|--|-----|-----|--|
| Glyph  | 1  | 10  | 10  | 1 Spell Ink  |
| Improved Glyph                                     | 1  | 20  | 20  | 3 Spell Ink  |
| Runes  |  |     |     |  |
| Rune of Focus                                      | Adds a Rune of Focus to a wand   | 120 | 90  | 1 Cut Jonquil  |
| Rune of Channeling                                 | Adds a Rune of Channeling to a wand  | 120 | 90  | 1 Cut Jonquil  |
| Rune of Empowerment (Corporeal, Primal, or Umbral) | Adds a Rune of Empowerment to a wand   | 200 | 150 | 1 Cut Jonquil,1 Cut gem with affinity to desired school * <b>Wand must be made of a material that has an affinity to the selected school*</b> See affinity chart |
| Rank 1 Spell Rune                                  | 1  | 120 | 90  | 1 Cut Jonquil  |
| Rank 2 Spell Rune                                  | 1  | 240 | 180 | 2 Cut Jonquil  |
| Rank 3 Spell Rune                                  | 1  | 360 | 270 | 3 Cut Jonquil  |
| Rank 4 Spell Rune                                  | 1  | 480 | 360 | 4 Cut Jonquil  |
| Rank 5 Spell Rune                                  | 1  | 600 | 450 | 5 Cut Jonquil  |
| Charged Wand                                       |  |     |     |  |
| Charged Wand                                       | 1  | 200 | 150 | Wand, 4 Spell Ink  |
|  | Caster must possess a tagged wand with no runes. The caster must then inscribe the spell formula on the wand using Spell Ink. A Charged Wand may only possess one specific spell and can hold up to 4 mana and only up to Rank 2 spells. Charged wands may not contain a spell that requires a casting time. |     |     |  |
|  | For example, a charged wand may contain 4 uses of a GPR 1 spell or 2 uses of a GPR 2 spell   |     |     |  |





| Arcane Affinity Chart |              |                      |                |                |
|-----------------------|--------------|----------------------|----------------|----------------|
| Arcane School         | Fey Affinity | Gem Affinity         | Minor Affinity | Major Affinity |
| Corporeal             | Death        | Topaz - Yellow       | Bone           | Claw Material  |
| Corporeal             | Life         | Emerald - Green      | Clay           |                |
| Primal                | Axial        | Ruby - Red           | Iron           | Cobalt         |
| Primal                | Elemental    | Amber - Orange       | Stone          |                |
| Umbral                | Darkness     | Sapphire - Dark Blue | Obsidian       | Darksteel      |
| Umbral                | Light        | Diamond - Clear      | Glass          |                |





# Divine Crafting

| Crafting Divine        |          |                      |                  |                                      |
|------------------------|----------|----------------------|------------------|--------------------------------------|
| Item                   | Quantity | Time Spent (minutes) |                  | Materials Consumed (units)           |
|                        |          | Basic Efficiency     | Efficient Scribe |                                      |
| Prayer Scroll (Rank 1) | 1        | 60                   | 45               | 1 Paper (consecrated)                |
| Prayer Scroll (Rank 2) | 1        | 120                  | 90               | 1 Paper (consecrated)                |
| Prayer Scroll (Rank 3) | 1        | 180                  | 135              | 1 High Quality Paper (consecrated)   |
| Prayer Scroll (Rank 4) | 1        | 240                  | 180              | 1 High Quality Paper (consecrated)   |
| Prayer Scroll (Rank 5) | 1        | 300                  | 225              | 1 Master Quality Paper (consecrated) |





# Medicine

Jump to: [Medicinal Effects](#)

| Crafting Medicine                           |                      |                       |  |
|---|----------------------|-----------------------|--|
| Item  | Time Spent (minutes) |                       | Materials Consumed (units)   |
|   | Base Efficiency      | Apothecary Efficiency |  |
| Physician's Kit                             | 20                   | 15                    | 2 Cloth, 1 Iron, 1 Animal Sinew  |
| Surgeon's Kit (10 energy available for use) | 40                   | 30                    | 2 Cloth, 2 Animal Sinew, 4 Alchemic Spirits                              |
| Antivenom                                   | 40                   | 30                    | 1 Snake Venom, 1 Milkweed, 1 Charcoal                                    |
| Palliative                                  | 40                   | 30                    | 1 Expired Ration, 1 Vinegar, 1 Ginseng                                   |
| Ether                                       | 40                   | 30                    | 1 Alchemic Spirits, 1 Vinegar, 1 Brimstone                               |
| Health Tonic                                | 20                   | 15                    | 1 Troll's Blood, 1 Honey, 1 Garlic, 1 Vinegar                            |
| Adrenaline Shot                             | -                    | 90                    | 1 Blood, 1 Quicksilver, 1 Hot Pepper, 1 Dark Lantern Berries             |
| Surgical Chamber (Location)                 | -                    | 480                   | 2 Silk Cloth, 4 Alchemic Spirits, 1 Wood, 2 Animal Sinew, 2 Health Tonic |





# Smithing

## Armor

Crafting or repairing items on the Armor charts below require the use of Smithing Tools. Additionally, crafting metal armor requires the use of a Forge.

| Crafting Armor |            |                      |                      |                   |                            |
|----------------|------------|----------------------|----------------------|-------------------|----------------------------|
| Item           | Quantity   | Time Spent (minutes) |                      |                   | Materials Consumed (units) |
|                |            | Basic Efficiency     | Increased Efficiency | Expert Efficiency |                            |
| Light          | 1 Location | 40                   | 30                   | 20                | 2 Units                    |
| Light/Suede    | Full Set   | 240                  | 180                  | 120               | 12 Units                   |
| Medium         | 1 Location | -                    | 60                   | 40                | 2 Units                    |
| Medium         | Full Set   | -                    | 360                  | 240               | 12 Units                   |
| Heavy          | 1 Location | -                    | -                    | 60                | 2 Units                    |
| Heavy          | Full Set   | -                    | -                    | 360               | 12 Units                   |

| Repairing Armor  |                        |                            |
|--|------------------------|----------------------------|
|  | Time Spent (minutes)   | Materials Consumed (units) |
| By Location  | 2 minutes per location | 1 unit per location        |
| Set of Armor   | 10 minutes per Set     | 6 units of material        |
| NOTE: The type of material consumed is determined by the construction of the armor. A Suit of Armor covers all locations in Heavy or Medium armor and Light armor. |                        |                            |
| *Heavy Armor requires double material upon repair.   |                        |                            |





## Weapons/Shields

Crafting or repairing items on the Weapon charts below require the use of Smithing Tools. Additionally, crafting or repairing metal weapons also requires the use of a Forge.

The “Materials Consumed” portion of the chart below is dependent on the type of weapon being constructed. The main material the weapon is made of determines what kind of weapon it is, and also determines any special properties of the weapon/shield. In general, if an item is made of more than one type of material, one of them must be a type of metal and the other a type of wood.

For example: If making a great club (Heavy Weapon) primarily made of wood, the larger amount of units should be of a type of Wood and the type of Wood determines any special properties of the weapon.

| Crafting Weapons         |                      |            |        |                            |
|--------------------------|----------------------|------------|--------|----------------------------|
| Item                     | Time Spent (minutes) |            |        | Materials Consumed (units) |
|                          | Apprentice           | Journeyman | Master |                            |
| Small Weapon             | 40                   | 30         | 20     | 3 Units, 1 Unit            |
| Close Combat Weapon      | 40                   | 30         | 20     | 3 Units                    |
| Hand Weapon              | 80                   | 60         | 40     | 6 Units, 2 Units           |
| Staff                    | 80                   | 60         | 40     | 8 Units                    |
| Heavy Weapon             | -                    | 90         | 60     | 8 Units, 4 Units           |
| Bow                      | -                    | 90         | 60     | 6 Wood                     |
| Crossbow                 | -                    | 90         | 60     | 4 Units, 4 Units           |
| Thrown Weapon (Set of 3) | 40                   | 30         | 20     | 3 Units                    |
| Arrow/Bolt (Set of 3)    | 40                   | 30         | 20     | 1 Iron, 2 Wood             |
| Buckler                  | 40                   | 30         | 20     | 4 Units, 2 Units           |
| Shield                   | 80                   | 60         | 40     | 8 Units, 2 Units           |





| Repairing Weapons   |                      |            |        |                            |
|---------------------|----------------------|------------|--------|----------------------------|
| Repair              | Time Spent (minutes) |            |        | Materials Consumed (units) |
|                     | Apprentice           | Journeyman | Master |                            |
| Small Weapon        | 20                   | 15         | 10     | 1 metal                    |
| Close Combat Weapon | 20                   | 15         | 10     | 1 metal                    |
| Hand Weapon         | 20                   | 15         | 10     | 1 metal                    |
| Staff               | 20                   | 15         | 10     | 1 Wood                     |
| Heavy Weapon        | -                    | 15         | 10     | 2 metal                    |
| Bow                 | -                    | 15         | 10     | 1 Wood                     |
| Crossbow            | -                    | 15         | 10     | 1 metal                    |
| Thrown Weapon       | 20                   | 15         | 10     | 1 metal                    |
| Arrow/Bolt          | 20                   | 15         | 10     | 1 Wood                     |
| Buckler             | 20                   | 15         | 10     | 1 Wood                     |
| Shield              | 20                   | 15         | 10     | 2 Wood                     |







## Appendix A: High & Master Quality Items





Characters with the skills High Quality Smithing and Master Quality Smithing can make arms and armor that are of exceptional quality. High Quality items take 2 times the crafting time of their normal quality counterpart, while Master Quality Items take 4 times the crafting time of their normal quality counterpart. Both High and Master Quality items can be repaired at the standard rate, but the repairing smith must have the ability to craft an item of that quality to repair it.

Occupations that can make High and Master Quality goods have their crafting times and materials listed in their charts. Items of exceptional quality take on the following traits. An Item cannot be “Upgraded” from one quality to another, the item’s quality is fixed at time of creation.

**Resist Break:** Once per period, this **Negates** a **Break** upon the item. This **Resist** is always the last defense to be triggered and triggers when all else has failed to defend the item.

**Resist Sure Hit:** Once per period, this **Negates** an **Attack** that uses the Keyword **Sure Hit** after it strikes the shield.

The listed bonuses below are cumulative, with the only exception being Armor, the +50% AP per location doesn't stack with the +1 AP per location, you would only use the +50% AP per location.

For example, a Master Quality Weapon would gain 1 Resist Break, Deal +1 Base Damage, and hold 2 extra Runes. But a Master Quality piece of Armor would gain +50% AP per location and reduce the amount of materials needed to repair it by 50% (round down, min 1).

| High & Master Quality Items |  |  |
|-----------------------------|--|--|
|                             | High Quality (crafting time x2)                | Master Quality (crafting time x4)  |
| Weapon                      | 1 Resist Break, Hold +1 Rune                   | +1 Base Damage, Hold +1 Rune   |
| Shield                      | 1 Resist Break, Hold +1 Rune                   | 1 Resist Sure Hit, Hold +1 Rune  |
| Armor                       | +1 AP per location, Hold +1 Rune per location. | +50% AP per location (round down),<br>Reduce amount of materials required to repair by 50% (round down, min 1) |
| Other Item                  | 1 Resist Break, Hold +1 Rune                   | Hold +1 Rune   |







## Appendix B: Cooking Effects





| Recipe                            | Rank       | Type     | Effect  |
|-----------------------------------|------------|----------|---|
| Jerky, Pickles, and Preserves     | Apprentice | Meal     | Produces a Hard Ration. Preserved for the next 3 events. Hard Rations are Rations in every way but Expiration.  |
| Balanced Meal                     | Apprentice | Meal     | When consumed, heals +6 Body.   |
| Recuperating Stew                 | Apprentice | Meal     | Creates 5 Servings. This meal is edible until the End of Period. Grants +2 Temporary Healable Body until End of Period when consumed.   |
| Coffee / Tea                      | Apprentice | Beverage | When consumed, Recover 5 Energy if you have 10 or less remaining energy in your pool. You cannot gain the effect of a beverage again for 2 hours. If you have more than 10 energy in your current pool, this has no effect.   |
| Mild Curry                        | Apprentice | Meal     | When consumed, add 5 Energy to your pool until End of Period.   |
| Enlightening Truffle Butter Roast | Journeyman | Meal     | When consumed, add 5 Mana to your pool until End of Period.   |
| Honey Dipped Fried Dinner         | Journeyman | Meal     | When consumed, add 5 Faith to your pool until End of Period.  |
| Conlish Coffee                    | Journeyman | Beverage | When consumed, Recover 5 Energy if you have 10 or less remaining energy in your pool. You cannot gain the effect of a beverage again for 2 hours. If you have more than 10 energy in your current pool, do not gain this effect. Gain 1 drunk point, and 1 use of Courage in the next hour. |
| Ploughman's Lunch                 | Journeyman | Meal     | Add 5 Energy to your pool and 5 Energy that can only be spent on skills from Profession Classes until End of Period, when consumed  |
| Explorers' Soup                   | Journeyman | Meal     | When consumed, you become immune to all diseases and ingested poisons until EOP. This meal has no effect on diseases already contracted or poisons that are not ingested.   |
| Espresso Latte                    | Master     | Beverage | When consumed, Recover 10 Energy if you have 10 or less remaining energy in your pool. You cannot gain the effect of a beverage again for 2 hours. If you have more than 10 energy in your current pool, this has no effect.  |
| Squid Ink Pasta a la Lamaroux     | Master     | Meal     | When consumed, add 10 Mana to your pool until End of Period.  |
| Steak au Poivre                   | Master     | Meal     | When consumed, add 10 Faith to your pool until End of Period.   |
| Spicy Vindaloo Curry              | Master     | Meal     | When consumed, add 10 Energy to your pool until End of Period.  |
| Uruk Blood Braise                 | Master     | Meal     | When consumed, Grants +5 Healable Temporary Healable Body until End of Period.  |







## Appendix C: Alchemic Effects





# Explosive Effects

Jump to: [Alchemy](#)

| Reagents     |                   |
|--------------|-------------------|
| Compound     | Effect            |
| Black Powder | Explosive Reagent |

| Basic                    |   |
|--------------------------|---|
| Compound                 | Effect  |
| Basic Blasting Explosive | When thrown, it delivers 5 Damage. Delivery: Packet. This can be combined with other Blasting explosives for a single combined effect.  |
| Bottled Trauma           | When thrown, it delivers <b>Daze</b> 5 seconds.<br>Delivery: Packet.  |
| Bottled Smoke            | When broken, it releases <b>Blinding</b> smoke in a 6 foot AOE which persists for 5 minutes.<br>Delivery: Packet.   |
| Alarm Bomb               | Fireworks designed to be set as part of a lock or trap. When triggered, it creates a loud screeching explosion that is harmless and lasts for about 3 seconds. This should be represented with an air horn. If used with Sapper, it can be set in a trap. |
| Luminous Flask           | When activated, the flask begins to glow brightly for about an hour. This should be represented with a glow stick. Expended when the glow stick goes out.   |

| Intermediate                    |  |
|---------------------------------|--|
| Compound                        | Effect   |
| Intermediate Blasting Explosive | When thrown, it delivers 10 Damage. Delivery: Packet. This can be combined with other Blasting explosives for a single combined effect |
| Flash Bomb                      | When thrown, it creates a blinding flash in a 10 foot AOE <b>Blind</b> for 10-seconds, Delivery: Packet                                |





|                     |  |
|---------------------|--|
| Concussion Grenade  | When thrown, it creates a shockwave that delivers a <b>Daze</b> in a 10 foot AOE for 15 Seconds,<br>Delivery: Packet   |
| Demolition Charge   | Upon ignition, deal 10 damage in a 6 Foot AOE. You must role-play lighting the fuse and wait 5 seconds to achieve the effect of this alchemy. This compound is about the size of a throw pillow and may not be used with a packet. |
| Riot Gas            | When thrown, it delivers <b>Choke</b> 1 Minute.<br>Delivery: Packet  |
| Dislodging Compound | Designed to fit inside a small mechanism like a lock. Placed inside, and then struck to detonate, will destroy workings of a rank 1 or 2 lock.   |

| Complex                   |   |
|---------------------------|---|
| Compound                  | Effect  |
| Master Blasting Explosive | When thrown, it delivers 20 Damage. This can be combined with other Blasting explosives for a single combined effect.<br>Delivery: Packet.  |
| Heavy Demolition Charge   | Upon ignition, deal 15 damage in a 10 Foot AOE. You must role-play lighting the fuse and wait 5 seconds to achieve the effect of this alchemy. This compound is approximately the size of a small barrel and may not be represented by a packet.                            |
| Shrap-metal Grenade       | When thrown, it creates an explosion that delivers 6 Body, <b>Push</b> 10 feet, in a 6 foot AOE,<br>Delivery: Packet  |
| Impact Grenade            | When thrown, it creates an explosion that delivers 8 Damage, <b>Push</b> 10 feet, in a 2 foot AOE. Additionally, any Normal Quality weapons and shields in the blast radius are <b>Broken</b> .<br>Delivery: Packet   |
| Bottled Inferno           | When thrown, it creates a fiery explosion that delivers 5 Fire, and covers the target with burning adhesive. The target takes 5 Fire per minute until they do something to put the fire out. (Ex. soak with water, smother the fire with dirt or sand.)<br>Delivery: Packet |





# Medicinal Effects

Jump to: [Alchemy](#)

| Reagents        |                  |
|-----------------|------------------|
| Compound        | Effect           |
| Curing Compound | Medicine Reagent |

| Basic             |  |
|-------------------|--|
| Compound          | Effect   |
| Healing Elixir    | Drink to heal up to 4 Body, not to exceed character's maximum.   |
| Sight Restoration | Drink to remove the <b>Blindness</b> currently affecting you.  |
| Styptic Salve     | Pauses <b>Death Count</b> for 5 minutes, Topical, works in any stage of <b>Death Count</b> . Requires 10 seconds to apply.               |
| Antibiotic        | <b>Negates</b> the effects of all Diseases instantly. 2 Doses taken across 2 consecutive periods will cure all Diseases at EOP. Imbibed. |
| Smelling Salts    | Placed under the nose. Immediately wakes the target up from <b>Unconsciousness</b> .   |

| Intermediate                        |  |
|-------------------------------------|--|
| Compound                            | Effect   |
| General Anesthesia                  | Takes effect 5 minutes after drinking. Target becomes <b>Unconscious</b> for 15 minutes.   |
| Dr. Brown's Advanced Healing Elixir | Drink to heal up to 8 Body, not to exceed character's maximum.   |
| Binding Salve                       | Heals 2 Body, Topical, works in the first and second stage of <b>Death Count</b> . 10 seconds to apply.                                    |
| Boneweave Broth                     | Drink to heal any <b>Broken</b> limb. Limb must be set first for medicine to work. Takes 1 minute for a limb to heal after being consumed. |
| Poison Panacea                      | When imbibed, it counteracts the effect of any Poison, immediately ending its effect.  |





| Complex   |   |
|---|---|
| Compound  | Effect  |
| Calming Vapors                                    | Thrown packet releases a vapor that when breathed replaces any ongoing mind-altering effect with Induce Dream.  |
| Restoration Elixir                                | Drink to heal up to 12 Body, not to exceed character's maximum.   |
| Dr. Hopkins' Tenacious Rejuvenating Tonic         | Heals 2 Body every 3 minutes. The effect continues for 15 minutes and works while in the death count. If the drinker is in their death count when they gain Body from this medicine, they will instantly awaken with 2 Body. Imbibed. |
| Tincture of Sterilization                         | Poison and Disease Immunity for 30 minutes. Does not counteract current afflictions. Imbibed.   |
| Selvi Mourat and Stratus Cryter "Breakfast Salve" | Heals 3 Body, Topical, works in any stage of <b>Death Count</b> . Requires 10 seconds to apply.   |





# Poison Effects

Jump to: [Alchemy](#)

| Reagents |                |
|----------|----------------|
| Compound | Effect         |
| Vitriol  | Poison Reagent |

| Basic                |   |
|----------------------|---|
| Compound             | Effect  |
| Basic Damage Poison  | When thrown, it deals 3 Poison. If “Administered”, it deals +3 Poison on a weapon strike, when used.<br>Delivery: Packet.   |
| Blinding Powder      | <b>Blind</b> 10-seconds.<br>Delivery: Packet  |
| Sleep Powder         | Target falls <b>Unconscious</b> for 10 minutes. They can be awoken by violent thrashing or any <b>Attack</b> hitting them. This poison must be “Consumed”.  |
| Gendell's Mordent    | When broken, a 1' x 1' area is stained red for 24 hours. This compound is mostly designed to be used in traps to identify burglars. If used with Sapper, it can be set in a trap.<br>Delivery: Packet |
| Minor Venom of Rigor | When “Administered”, it causes mild numbing in the limbs. Target takes the effect <b>Disarm</b> and is unable to hold anything in their hands for 30-seconds. This poison must be “Administered”.     |
| Pepper Spray         | When thrown, it delivers <b>Choke</b> 30 seconds. It causes the target to gag and be unable to breathe easily.<br>Delivery: Packet  |

| Intermediate               |   |
|----------------------------|---|
| Compound                   | Effect  |
| Intermediate Damage Poison | When thrown, it deals 6 Poison. If “Administered”, it deals +6 Poison on a weapon strike, when used.<br>Delivery: Packet. |





|                   |   |
|-------------------|---|
| Deadlegger Poison | When “Administered”, it causes the target’s leg (poisoner’s choice) to be <b>Maimed</b> for 5 Minutes. This poison must be “Administered”.                            |
| Magebane Poison   | When delivered, the target can’t cast any spells above Gather Power 1 for 5 minutes. This poison can be “Administered” or “Consumed”.                                 |
| Rage Toxin        | When “Administered”, the target gains the <b>Effects</b> of <b>Bloodlust</b> and +1 melee Damage for 1 Minute. This poison must be “Administered”.                    |
| Crippling Poison  | When “Administered”, the target must fall down and thrash uncontrollably. They are <b>Stunned</b> for 1 minute. This poison must be “Administered”.                   |
| Amnesia Tincture  | When thrown, the target suffers short term memory loss. They forget the 10 minutes preceding application and are slightly disoriented for 1 hour.<br>Delivery: Packet |

| Complex              |  |
|----------------------|--|
| Compound             | Effect   |
| Master Damage Poison | When thrown, it deals 9 Poison. Delivery: Packet. If “Administered”, it deals +9 Poison on a weapon strike, when used.   |
| Willrot Brew         | When “Consumed”, it disrupts the mental faculties necessary to channel acts of faith. Target may not spend Faith for 1 hour. This poison must be “Consumed”.     |
| Sloth Poison         | When “Consumed”, it disrupts coordination and muscle endurance. May not spend Energy for 1 hour. This poison must be “Consumed”.                                 |
| Manabond Toxin       | When “Consumed”, it disrupts memory and focus required to cast spells. May not spend Mana or use Empowered Rituals for 1 hour. This poison must be “Consumed”.   |
| Major Venom of Rigor | When “Administered”, the target’s joints stiffen. They are <b>Slowed</b> for 10 minutes and swing for -1 Damage until cured. This poison must be “Administered”. |
| Widow's Venom        | When “Administered” the target is reduced to 0 Body after 5-seconds have passed. This poison must be “Administered”.   |





# Potion Effects

Jump to: [Alchemy](#)

| Reagents     |                 |
|--------------|-----------------|
| Compound     | Effect          |
| Primal Vitae | Potions Reagent |

| Basic                       |  |
|-----------------------------|--|
| Compound                    | Effect   |
| Silverthorn Poultice        | Apply to a weapon. After applied, the weapon will swing Silver damage.<br>Duration: 1 minute                 |
| Brew of Frost Resistance    | Drink to gain +4 <b>Soak</b> against Ice Damage and Resistance to Extreme Cold.<br>Duration: 5 Minutes       |
| Brew of Shock Resistance    | Drink to gain +4 <b>Soak</b> against Shock Damage and Resistance to Extreme Cold.<br>Duration: 5 Minutes     |
| Brew of Flame Resistance    | Drink to gain +4 <b>Soak</b> against Fire Damage and Resistance to Extreme Heat.<br>Duration: 5 Minutes      |
| Tonic of Lightning Reflexes | Drink to gain one use of the skill Parry.<br>Duration: 1 hour or until used                                  |
| Tonic of Keen Awareness     | Drink to gain one use of the skill Dodge.<br>Duration: 1 hour or until used                                  |
| Iron Hide Potion            | Any time you are hit with an attack that deals Body, you may treat it as Damage instead.<br>Duration: 1 hour |

| Intermediate          |  |
|-----------------------|--|
| Compound              | Effect   |
| Potion of Strength    | Drink to gain the effects of Incredible Strength.<br>Duration: 5 minutes or until used |
| Vanderpool's Megapoxy | Patches up armor, repairing up to 10 armor points. Requires 30 seconds to apply.       |





|                                   |   |
|-----------------------------------|---|
| Potion of Supernatural Efficiency | For 1 hour, you receive inspiration so that the next crafting endeavor you undertake can be completed in 1/3rd the time normally required. Once started, this project may not be stopped for any reason until complete. If it is stopped, all progress is lost, the materials used in creation are destroyed and the potion expended. If the project is not finished in an hour, you are left baffled and unable to complete the project. All progress is lost, and the materials used in creation are destroyed. |
| Elixir of Fortified Bones         | Drink to gain one use of the skill <b>Resist Break Limb</b> .<br>Duration: 1 hour or until used   |
| Elixir of Fortified Mind          | Drink to gain one use of the skill Willpower.<br>Duration: 1 hour or until used   |
| Tonic of Enhanced Hearing         | Drink to gain the effects of Combat Sense.<br>Duration: 30 minutes  |

| Complex                     |  |
|-----------------------------|--|
| Compound                    | Effect   |
| Potion of Recollection      | Drink to regain +10 mana, not to exceed character's maximum.   |
| Elixir of Invigoration      | Drink to regain +15 energy, not to exceed character's maximum.   |
| Tincture of Steeling        | Drink to regain +10 Faith, not to exceed character's maximum.  |
| Draught of Monstrosity      | Drink to gain Monstrous Strength, which stacks with all other strength modifiers, and a +2 <b>Soak</b> . You take on a brutish appearance, slouched posture, and loping gait for the duration.<br>Duration: 1 hour |
| Elixir of Fortified Body    | Drink to gain +6 healable Body.<br>Duration: 1 hour  |
| Pipette of Uncanny Accuracy | Eye drops, once applied, your next attack is a <b>Sure Hit</b> .   |







## Appendix D: Medicinal Effects





# Medicinal Items

Jump to: [Medicine](#)

| Item            | Effect  |
|-----------------|---|
| Surgeon's Kit   | Provides a pool of 10 Energy which may only be used for Physician skills.   |
| Antivenom       | When administered, it cures the ongoing effects of any Poison. Imbibed.   |
| Palliative      | When administered, <b>Negates</b> the effect of all Diseases instantly. The Diseases will be cured at EOP. Imbibed.     |
| Ether           | Takes effect 5 minutes after administration. Target is <b>Unconscious</b> for 15 minutes. Imbibed.                      |
| Health Tonic    | When administered, the target is healed for 3 Body. Imbibed.  |
| Adrenaline Shot | Target ignores <b>Injuries</b> and <b>Broken</b> limbs and gains + 5 temporary body.<br>Duration: 5 minutes. Injection. |





Dwarven  
Kingdoms

Free  
Cities

Elven  
Kingdoms

## Appendix E: Materials

Gulf  
of  
Torgos

The  
Fendenglade

Sha H' hKuor





# Materials

This is a list of Common materials used in various crafts and what kind of properties they have. A character with any *Smithing* skill or any *Apprentice Craft/Artisan* that can gather or craft items within this list of materials gains a basic understanding of what they do.

When a character learns *Journeyman Craft/Artisan* of any applicable craft they also learn about 1 Rare Material and upon learning *Master Craft/Artisan* learns about 1 Exotic Material. The same is true for a Smithing character that attains the skill *Work Special Materials*, which grants knowledge about 1 Rare Material and 1 Exotic Material.

In addition, a character with *Journeyman/Master Craft/Artisan* of any applicable craft or the skill *Work Special Materials* can spend 5 minutes of time **Concentrating** on a material they have in hand, during which they test and study the material, and can learn its properties. The material being studied must be listed on the relevant craft in order to be identified. Journeyman allows Rare Materials to be identified, Master allows Exotic Materials to be identified and the skill *Work Special Materials* allows Rare and Exotic to be identified.

The terms *Minor Affinity/Major Affinity* mean that an item constructed of these materials serve as a better conduit for holding that type of magic or faith and is sometimes a required material for certain crafts, rites, or rituals.

This also increases the item's Rune Slots for that type of magic/prayer by +1 for Minor Affinity and +2 for Major Affinity.

In order to gain Affinity, the item must be constructed primarily of that material. In the case of armor, the Set of Armor (An Armor Tag with all 6 locations) must be constructed entirely of the material in order to gain the +1 or +2 Affinity bonuses to the Set.

| Common Materials               |   |
|--------------------------------|---|
| Material                       | Properties  |
| Bone                           | Minor Affinity Corporeal, Minor Affinity Icarvoudoro    |
| Brass (Alloy: 4 Copper/2Iron)  | Minor Affinity Ethereal                                 |
| Bronze (Alloy: 4 Tin, 2 Brass) | Minor Affinity Ethereal, Inlay: Minor Affinity Ethereal |
| Cinnabar                       | Minor Affinity Oberim                                   |





|          |   |
|----------|---|
| Clay     | Minor Affinity Corporeal                        |
| Cloth    | Minor Affinity Diakonoff                        |
| Copper   | Minor Affinity Icarmadoro                       |
| Glass    | Minor Affinity Umbral, Minor Affinity Diakonoff |
| Iron     | Minor Affinity Primal                           |
| Leather  | Minor Affinity Kishar                           |
| Obsidian | Minor Affinity Umbral                           |
| Tin      | Minor Affinity Oberim                           |
| Stone    | Minor Affinity Primal                           |
| Wood     | Minor Affinity Kishar                           |

