

Wyvern Rising LARP



Crafting Compendium

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More information available at WyvernRising.org

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Occupation Crafting

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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	Serving Size	Time Spent (minutes)			Materials Consumed (units)
		Apprentice	Journeyman	Master	
Coffee or Tea Drink	1	5	5	5	*See Recipe
Rank 1 Recipe	1	15	15	15	*See Recipe
Rank 2 Recipe	1	-	20	20	*See Recipe
Rank 3 Recipe	1	-	-	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 (See Appendix B: Cooking Effects for Rules)

Rank 1	Materials Consumed (units)
Jerky, Pickles, and Preserves	1 Ration, 1 Salt
Balanced Meal	1 Ration, 1 Vegetable
Rejuvenating Stew (makes 5 servings)	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/Bone*	2	-	240	160
Exotic Leather/Bone*	1	-	-	240

***Rare/Exotic Leather/Bone 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	-
Alloys					
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.**

Metals		
Common		
Iron	Copper	Tin
Rare*		
Cobalt	Silver	Starkenmetal
Exotic*		
Gold	Magnetite	Mithril

*This not a comprehensive list

Gem Mining (roll a 1d10 for each attempt)	
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
Physical Locations				
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
Locks (all locks include 2 keys)				
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.



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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"), 1 Unit of Spell Ink
Master Quality Wand	1 Item	-	180	1 unit of material (any shape, smaller than 12"), 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 * Wand must be made of a material that has an affinity to the selected school* 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
	<p>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.</p> <p>For example, a charged wand may contain 4 uses of a GPR 1 spell or 2 uses of a GPR 2 spell</p>			



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 X1.5 AP per location doesn't stack with the +1 AP per location, you would only use the X1.5 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 X1.5 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.	X1.5 AP per location (round down), 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 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 Daze 5 seconds. Delivery: Packet.
Bottled Smoke	When broken, it releases Blinding smoke in a 6 foot AOE which persists for 5 minutes. 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 Blind for 10-seconds, Delivery: Packet



Concussion Grenade	When thrown, it creates a shockwave that delivers a Daze in a 10 foot AOE for 15 Seconds, 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 Choke 1 Minute. 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. 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, Push 10 feet, in a 6 foot AOE, Delivery: Packet
Impact Grenade	When thrown, it creates an explosion that delivers 8 Damage, Push 10 feet, in a 2 foot AOE. Additionally, any Normal Quality weapons and shields in the blast radius are Broken . 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.) 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 Blindness currently affecting you.
Styptic Salve	Pauses Death Count for 5 minutes, Topical, works in any stage of Death Count . Requires 10 seconds to apply.
Antibiotic	Negates 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 Unconsciousness .

Intermediate	
Compound	Effect
General Anesthesia	Takes effect 5 minutes after drinking. Target becomes Unconscious 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 Death Count . 10 seconds to apply.
Boneweave Broth	Drink to heal any Broken 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 Death Count . 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. Delivery: Packet.
Blinding Powder	Blind 10-seconds. Delivery: Packet
Sleep Powder	Target falls Unconscious for 10 minutes. They can be awoken by violent thrashing or any Attack 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. Delivery: Packet
Minor Venom of Rigor	When “Administered”, it causes mild numbing in the limbs. Target takes the effect Disarm and is unable to hold anything in their hands for 30-seconds. This poison must be “Administered”.
Pepper Spray	When thrown, it delivers Choke 30 seconds. It causes the target to gag and be unable to breathe easily. 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. Delivery: Packet.



Deadlegger Poison	When "Administered", it causes the target's leg (poisoner's choice) to be Maimed 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 Effects of Bloodlust 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 Stunned 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. 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 Slowed 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. Duration: 1 minute
Brew of Frost Resistance	Drink to gain +4 Soak against Ice Damage and Resistance to Extreme Cold. Duration: 5 Minutes
Brew of Shock Resistance	Drink to gain +4 Soak against Shock Damage and Resistance to Extreme Cold. Duration: 5 Minutes
Brew of Flame Resistance	Drink to gain +4 Soak against Fire Damage and Resistance to Extreme Heat. Duration: 5 Minutes
Tonic of Lightning Reflexes	Drink to gain one use of the skill Parry. Duration: 1 hour or until used
Tonic of Keen Awareness	Drink to gain one use of the skill Dodge. 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. Duration: 1 hour

Intermediate	
Compound	Effect
Potion of Strength	Drink to gain the effects of Incredible Strength. 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. This Crafting Time may not be reduced by any other means. This cannot be used in an AAR.
Elixir of Fortified Bones	Drink to gain one use of the skill Resist Break Limb . Duration: 1 hour or until used
Elixir of Fortified Mind	Drink to gain one use of the skill Willpower. Duration: 1 hour or until used
Tonic of Enhanced Hearing	Drink to gain the effects of Combat Sense. Duration: 30 minutes

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





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, Negates the effect of all Diseases instantly. The Diseases will be cured at EOP. Imbibed.
Ether	Takes effect 5 minutes after administration. Target is Unconscious for 15 minutes. Imbibed.
Health Tonic	When administered, the target is healed for 3 Body. Imbibed.
Adrenaline Shot	Target ignores Injuries and Broken limbs and gains + 5 temporary body. Duration: 5 minutes. Injection.



Dwarven
Kingdoms

Free
Cities

Elven
Kingdoms

Appendix E: Materials

Gulf
of
Torgos

The
Fendenglade

Sha H' hKvov



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 Icardodoro
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 Icardodoro
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

