

Wyvern Rising LARP



Crafting Compendium v1.0

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More information available at WyvernRising.org

Table of Contents

Table of Contents.....	2
Occupation Crafting.....	3
Agriculture.....	4
Brewer.....	6
Cook.....	7
Hunter/Fisher.....	9
Jeweler.....	10
Miner/Smelter.....	12
Rancher.....	14
Tailor/Tanner.....	16
Toolcrafter/Locksmith.....	17
Woodworker.....	19
Unskilled Labor.....	20
Class Crafting.....	21
Alchemy.....	22
Forage.....	22
Arcane Crafting.....	24
Medicine.....	27
Smithing.....	28
Armor.....	28
Weapons.....	28
Appendix A: High & Master Quality Items.....	31
Appendix B: Cooking Effects.....	33
Appendix C: Alchemic Effects.....	35
Explosive Alchemy.....	36
Poison Alchemy.....	38
Potions Alchemy.....	40
Medicine Alchemy.....	42



Dwarven
Kingdoms

Free
Cities

Elven
Kingdoms

Occupation Crafting

Gulf
of
Torgos

The
Fendenglade



Agriculture

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 Raw Materials				
	Units made	Apprentice	Journeyman	Master
Common	4	40	30	20
Rare	3	-	60	40
Exotic	2	-	-	60

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



Products Agriculture					
		Time Spent (minutes)			Materials Consumed (units)
Item	Quantity	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 and may also require the use of one of the following:

Still (S), Wine Press (W), Fermentation Tank (B)



Crafting Brews						
			Time Spent (minutes)			Materials Consumed (units)
Item	Location required	Quantity (units)	Apprentice	Journeyman	Master	
Ale (B)	Fermentation Tank	4	60	45	30	3 Wheat
Kraald Ale (B)	Fermentation Tank	3	60	45	30	2 Wheat, 1 Barley
Stout (B)	Fermentation Tank	2	60	45	30	1 Wheat, 2 Barley
Citrona (W)	Wine Press	4	60	45	30	2 Berries, 1 Fruit
Blood Wine (W)	Wine Press	3	60	45	30	2 Berries, 1 Blood
Vamdren Wine (W)	Wine Press	2	60	45	30	2 Berries, 1 Sugar
Dark Rum (S)	Still	4	60	45	30	3 Sugar
Whiskey (S)	Still	3	60	45	30	3 Barley
Diamond (S)	Still	2	60	45	30	2 Wheat, 1 Sugar
Mead		4	60	45	30	2 Honey, 1 Fruit
Vinegar		4	60	45	30	2 Berries, 1 Fruit



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. Crafting Rank 3 Recipes also requires the use of Chef's Tools.

Crafting Food					
		Time Spent (minutes)			Materials Consumed (units)
Item	Quantity	Apprentice	Journeyman	Master	
Coffee or Tea Drinks		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	Rank 2	Rank 3
Jerky, Pickles, and Preserves	Enlightening Truffle and Butter Roast	Squid Ink Pasta Ala Lamaroux
Balanced Meal	Honey-dipped Fried Dinner	Steak Au Pourve
Rejuvenating Stew	Conlish Coffee	Spicy Vindaloo Curry



Coffee/Tea	Ploughman's Lunch	Espresso Latte
Mild Curry	Explorer's Soup	Uruk Blood Braise



Hunter/Fisher

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 Gatherer chart requires the use of Gatherer's Tools.



Hunting/Fishing Products					
		Time Spent (minutes)			Materials Consumed
Item	Quantity (units)	Apprentice	Journeyman	Master	
Ration	1	20	15	10	3 Units Salt
Ration	1	40	30	20	
Hide	4	40	30	20	
Oil	2	40	30	20	
Bone	2	40	30	20	
Blood	2	40	30	20	
Squid Ink	3	80	60	40	
Animal Sinew	2	40	30	20	



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.



Jewel Crafting					
		Time Spent (minutes)			Materials Consumed
Item	Quantity	Apprentice	Journeyman	Master	
Simple Ring or Earring (Single)	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	120	90	60	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	40	30	20	1 Metal



Miner/Smelter

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: Ores, Salt, Uncut Gems, Workable Metals, Alloys

Crafting items on the Miner/Smelter chart requires the use of Miner/Smelter's Tools. Ores require the same level of smelting as they do to mine, thus you must be at least Journeyman to smelt silver.



Mining & Smelting					
		Time Spent (minutes)			Materials Consumed
Item	Quantity	Apprentice	Journeyman	Master	
Iron ore	6	120	90	60	-
Copper ore	4	120	90	60	
Silver ore	2	-	180	120	
Other ores	*See Staff*	*See Staff*	*See Staff*	*See Staff*	
Smelt Ore	Same number of units as input. See smelting yields chart	40	30	20	Up to 6 units of a single Ore per smelt
Brass	4	40	30	20	4 copper ore, 2 iron ore
Mine Gems	1 Roll on Gem Chart	120	90	60	-
Brimstone	4	40	30	20	-
Cinnabar	4	40	30	20	-
Clay	4	40	30	20	-
Limestone	4	40	30	20	-
Phosphate	3	80	60	40	-
Salt	4	40	30	20	-



Salt peter	4	40	30	20	-
Stone	4	40	30	20	-
Exploratory Mining	Results Vary	1 AAR	1 AAR	1 AAR	*See Staff*
Form Alloy	*See Staff*	60	45	30	*See Staff*

Smelting Yields		Gem Mining - roll a 1d10 for each attempt	
Ore Smelted	Material Produced	1 = Topaz - Yellow	6 = Emerald - Green
Cinnabar	Quicksilver	2 = Ruby - Red	7 = Amber - Orange
Limestone	Quicklime	3 = Sapphire - Dark Blue	8 = Diamond - Clear
Phosphate	Phosphorus	4 = Lapis Lazuli - Light Blue	9 = Amethyst - Purple
Metal Ore	Metal	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 snakes and spiders. Some have even been known to tend to bees, the most feared creatures in the land.

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



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

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

Raw Materials Gatherer		
Common		
Eggs	Milk	Wool
Hides	Wax	
Rare		
Feathers	Honey	Silk
Exotic		
Snake venom	Truffle	



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



Tailor/Tanner

Weavers, haberdashers, and seamstresses, these crafters can transform raw cotton or wool into fully functioning garments. The practitioners of this trade are also proficient in tanning fresh hides into workable leather.

Produces: Leather, Cloth, and Clothing

Crafting items on the Tailor/Tanner chart requires the use of Tailor/Tanner's tools.



Tailoring & Tanning					
		Time Spent (minutes)			Materials Consumed
Item	Quantity	Apprentice	Journeyman	Master	
Leather	Up to 4 units leather	40	30	20	Up to 4 Hides
Cloth	4 Units	40	30	20	4 wool
High Quality Cloth	2 Units	-	90	60	4 silk
Simple Clothing	1 Item	80	60	40	2 Cloth
High Quality Clothing	1 Item	-	120	80	2 High Quality Cloth
Master Quality Clothing	1 Item	-	-	160	2 High Quality Cloth



Toolcrafter/Locksmith

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.



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
Chef's Kit	-	90	60	3 Iron, 1 stone, 2 wood, 1 leather
Cooking Tools	60	45	30	3 Iron, 2 Wood
Gatherer'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/Smelter'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
Tailor/Tanner's Tools	60	45	30	3 Iron, 2 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
Physical Locations				
Alchemical Laboratory (Location)	-	480	320	8 Glass, 4 Iron
Forge (Location)	-	480	320	15 Iron, 15 Stone
Still (Location)	-	480	320	4 Glass, 8 Iron
Winepress (Location)	-	480	320	4 Iron, 12 Wood
Fermentation Tank (Location)	-	480	320	12 Iron
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



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.



Tailoring & Tanning					
		Time Spent (minutes)			Materials Consumed
Item	Quantity	Apprentice	Journeyman	Master	
Wood	2 units	40	30	20	-
Sap	4 Units	40	30	20	-
Paper	2 units	40	30	20	1 Wood
High Quality Paper	1 unit	-	90	60	2 wood
Charcoal	4 Units	40	30	20	4 Wood
Standard Door	1 Item	120	90	60	6 Wood
Heavy Door	1 Item	-	180	90	8 Wood, 2 Iron
Small Chest	1 Item	80	60	40	4 Wood
Large Chest	1 Item	160	120	80	12 Wood



Unskilled Labor

You pick things up, you put them down. You are good enough at it that folks pay you to do it.

Produces: 30 + 6d10 copper coins. Only available during your AAR.





Class Crafting



Alchemy

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	15	10	5	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 raw 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 Raw materials				
	Units made	Forage	Gather proficiency	Master gatherer
Common	4	40	30	20
Rare	3	-	60	40
Exotic	2	-	-	60



Raw Materials Foraging		
Common		
Aloe	Insect Parts	Spider Web
Eyebright	Nightshade	Water Hemlock
Foxglove	Silverthorn	Yarrow
Rare		
Dark Lantern Berries	Valerian	Wizard Pipes
Lavender	Witch's Jelly	
Exotic		
Locoweed	Purslane	Spider Venom
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 Master (Prestige)	
Arcane Tool Kit	1 Item	60	45	30	1 Brass, 1 Glass
Enchantry (Location)	1 Item	-	360	240	3 Brass, 4 Cut Jonquil, 4 High Quality Cloth
Wand	1 Item	60	45	30	1 unit of material (any shape, smaller than 12")
Spell Ink	1 Unit	20	15	10	1 unit Squid Ink (1 mana or free at enchantry)
Arcane Quill	1 unit	60	45	30	1 Feather, 1 brass (1 mana or free at enchantry)
Spell Scrolls (requires Arcane Quill)					
Rank 1	1	60	45	30	1 Paper, 1 Spell Ink
Rank 2	1	120	90	60	1 Paper, 2 Spell Ink
Rank 3	1	180	135	90	1 Paper, 3 Spell Ink
Rank 4	1	240	180	120	1 High Quality Paper, 4 Spell Ink
Rank 5	1	300	225	150	1 High Quality Paper, 5 Spell Ink
Glyphs (requires Arcane Quill)					
Glyph	1	10	10	10	1 Spell Ink
Improved Glyph	1	20	20	20	3 Spell Ink



Runes					
Rune of Focus	Adds a Rune of Focus to a wand	120	90	60	1 Cut Jonquil
Rune of Channeling	Adds a Rune of Channeling to a wand	120	90	60	1 Cut Jonquil
Rune of Empowerment (Corporeal, Primal, or Umbral)	Adds a Rune of Empowerment to a wand	240	180	120	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	60	1 Cut Jonquil
Rank 2 Spell Rune	1	240	180	120	2 Cut Jonquil
Rank 3 Spell Rune	1	360	270	180	3 Cut Jonquil
Rank 4 Spell Rune	1	480	360	240	4 Cut Jonquil
Rank 5 Spell Rune	1	600	450	300	5 Cut Jonquil
Charged Wand (requires Arcane Quill)					
Charged Wand	<p>Caster must possess a tagged wand with no runes. The caster must then inscribe the spell formula on the wand using an Arcane Quill and 1 unit of 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> <p>All charged wands require 240 minutes to make, regardless of what spells are put in them.</p>				Wand, 4 Spell Ink

Arcane Affinity Chart			
Arcane School	Fey Affinity	Gem Affinity	Wand Material Affinity
Corporeal	Death	Topaz - Yellow	Bone
Corporeal	Life	Emerald - Green	Clay



Primal	Axial	Ruby - Red	Iron
Primal	Elemental	Amber - Orange	Stone
Umbral	Darkness	Sapphire - Dark Blue	Silver
Umbral	Light	Diamond - Clear	Glass
Ethereal	Time (Prime Twin)	Lapis Lazuli - Light Blue	Copper
Ethereal	Space (Prime Twin)	Amethyst - Purple	Brass



Medicine

Crafting Medicine				
Item	Time Spent (minutes)			Materials Consumed (units)
	Base Efficiency	Efficient Surgeon	Master Surgeon	
Physician's Kit	20	15	10	2 Cloth, 1 Iron, 1 Animal Sinew
Chirurgion's Kit	40	30	20	2 Cloth, 2 Animal Sinew, 4 Alcohol (spirits)
Antivenom	40	30	20	1 Snake Venom, 1 Milkweed, 1 Charcoal
Palliative	40	30	20	1 Expired Ration, 1 Vinegar, 1 Ginger
Ether	40	30	20	1 Alcohol (spirits), 1 vinegar, 1 Brimstone
Surgical Chamber (Location)	60	45	30	2 Cloth, 4 Alcohol (spirits), 1 Wood, 2 Animal Sinew, 2 medicinal alchemy



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					
		Time Spent (minutes)			Materials Consumed (units)
Item	Quantity	Basic Efficiency	Increased Efficiency	Expert Efficiency	
Cloth	1 Location	40	30	20	2 Units
Cloth	Full Suit	240	180	120	12 Units
Medium	1 Location	-	60	40	2 Units
Medium	Full Suit	-	360	240	12 Units
Heavy	1 Location	-	-	60	2 Units
Heavy	Full Suit	-	-	360	12 Units

Repairing Armor		
	Time Spent (minutes)	Materials Consumed (units)
By Location	2 minutes per location	1 unit per location
Full Suit of Armor	20 minutes per Suit	6 units cloth and 6 of other 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 Cloth armor.		
*Heavy Armor requires double material upon repair.		

Weapons

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.



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

Repairing Weapons				
Repair	Time Spent (minutes)			Materials Consumed (units)
	Apprentice	Journeyman	Master	
Small Weapon	20	15	10	1 metal
Knuckle Duster	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. 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. Master quality items only receive the effects listed in the Master Quality column, they do not stack with the effects from High Quality. An Item cannot be “Upgraded” from one quality to another, the item’s quality is fixed at time of creation.

High & Master Quality Items		
	High Quality (crafting time x2)	Master Quality (crafting time x4)
Weapon/Shield	1 Resist Break, Hold 1 Rune	+1 Base Damage, Hold 2 Runes
Armor	+1 AP per area, Hold 1 Rune	+50% AP per area, Hold 2 Runes
Other Item	Hold 1 Rune	Hold 2 Runes





Appendix B: Cooking Effects



Recipe	Rank	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, heals +6 Body when consumed.
Recuperating Stew	Apprentice	Meal, Creates 5 Servings. This meal is edible until 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, Add 5 Energy to your pool until End of Period when consumed.
Enlightening Truffle Butter Roast	Journeyman	Meal, Add 5 Mana to your pool until End of Period when consumed.
Honey Dipped Fried Dinner	Journeyman	Meal, Add 5 Faith to your pool until End of Period when consumed.
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 Chef	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 ala Lamaroux	Master Chef	Meal, Add 10 Mana to your pool until End of Period when consumed
Steak au Poivre	Master Chef	Meal, Add 10 Faith to your pool until End of Period when consumed
Spicy Vindaloo Curry	Master Chef	Meal, Add 10 Energy to your pool until End of Period when consumed
Uruk Blood Braise	Master Chef	Meal that gives +5 Healable Temp Body til EOP when consumed.





Appendix C: Alchemic Effects



Explosive Alchemy

Compound	Effect
Reagents	
Black Powder	Explosive Reagent
Basic	
Basic Blasting Explosive	When thrown, delivers 5 Damage. Delivery: Packet. This can be combined with other Blasting explosives for a single combined effect.
Bottled Trauma	When thrown, it delivers Stun 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	
Intermediate Blasting Explosive	When thrown, 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 and Deafen for 10 Seconds, Delivery: Packet
Concussive Grenade	When thrown, it creates a shockwave that delivers a Stun 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	



Master Blasting Explosive	When thrown, delivers 20 Damage. Delivery: Packet. This can be combined with other Blasting explosives for a single combined effect
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, Knockback 10 feet, in a 6 foot AOE, Delivery: Packet
Impact Grenade	When thrown, it creates an explosion that delivers 8 Damage, Knockback 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



Poison Alchemy

Compound	Effect
Reagents	
Vitriol	Poison Reagent
Basic	
Basic Damage Poison	When thrown, it deals 3 Damage. Delivery: Packet. If used with Administer Poison, it deals +3 Damage on a single weapon strike.
Blinding Powder	Packet, Blind 10 Seconds.
Sleep Powder	Target falls into an unnatural sleep for 10 minutes. They can be awoken by violent thrashing or any damaging effect. This compound 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	
Intermediate Damage Poison	When thrown, it deals 6 Damage. Delivery: Packet. If used with Administer Poison, it deals +6 Damage on a single weapon strike.
Deadlegger Poison	When administered, it causes the target's leg (poisoner's choice) to be Crippled 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 compound 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 Paralyzed 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	
Master Damage Poison	When thrown, it deals 9 Damage. Delivery: Packet. If used with Administer Poison, it deals +9 Damage on a single weapon strike.



Willrot Brew	When consumed, it disrupts the mental faculties necessary to channel acts of faith. Target may not spend Faith for 1 hour. This compound must be consumed.
Sloth Poison	When consumed, it disrupts coordination and muscle endurance. May not spend Energy for 1 hour. This compound 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 compound 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	5 seconds after administering, the target falls to o body. This poison must be Administered.



Potions Alchemy

Compound	Effect
Reagents	
Primal Vitae	Potions Reagent
Basic	
Silverthorn Poultice	Apply to a weapon. After applied, the weapon will swing Silver damage for 1 minute.
Brew of Frost Resistance	Drink to gain +4 Soak against Ice Damage and Resistance to Extreme Cold for 5 Minutes
Brew of Shock Resistance	Drink to gain +4 Soak against Shock Damage and Resistance to Extreme Cold for 5 Minutes
Brew of Flame Resistance	Drink to gain +4 Soak against Fire Damage and Resistance to Extreme Heat for 5 Minutes
Tonic of Lightning Reflexes	Drink to gain one use of the skill Parry in the next hour
Tonic of Keen Awareness	Drink to gain one use of the skill Dodge in the next hour
Iron Hide Potion	For the next hour, any time you are hit with an attack that deals Body, you may treat it as Damage instead.
Intermediate	
Potion of Strength	Drink to gain the skill Incredible Strength for 5 minutes
Vanderpool's Megapoxy	Patches up armor, repairing up to 10 armor points. 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 Resist Break Limb in the next hour.
Elixir of Fortified Mind	Drink to gain one use of the skill Willpower in the next hour
Tonic of Enhanced Hearing	Drink to gain combat sense for 30 minutes. Countered by Deafen effects.
Complex	
Potion of Recollection	Drink to regain +10 mana. May not regain above maximum on card
Elixir of Invigoration	Drink to regain +15 energy. May not regain above maximum on card



Tincture of Steeling	Drink to regain +10 Faith. May not regain above maximum on card
Draught of Monstrosity	Drink to gain Monstrous Strength, which stacks with all other strength modifiers, and a +2 Soak for an hour. You take on a brutish appearance, slouched posture, and loping gait.
Elixir of Fortified Body	Drink to gain +6 healable body for 1 Hour
Pipette of Uncanny Accuracy	Eye drops, once applied, your next attack is a Sure Hit



Medicine Alchemy

Compound	Effect
Reagents	
Curing Compound	Medicine Reagent
Basic	
Healing Elixir	Drink to heal up to 4 body, may not go over max.
Sight Restoration	Drink to cure blindness for 30 minutes.
Styptic Salve	Pauses death count for 5 minutes, Topical, works in any stage of death count. 10 seconds to apply.
Antibiotic	Negates the effect of Disease instantly. 2 Doses taken across 2 periods will Cure Disease at EOP.
Smelling Salts	Placed under the nose. Immediately wakes the target up from unconsciousness.
Intermediate	
General Anesthesia	Takes effect 5 minutes after drinking. Target is unconscious for 15 minutes.
Dr. Brown's Advanced Healing Elixir	Drink to heal up to 8 body, may not go over max.
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	
Calming Vapors	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, may not go over max.
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 would gain body from this medicine, they will instantly awaken with 2 body.
Tincture of Sterilization	Poison and Disease Immunity for 30 minutes. Does not counteract current afflictions.
Selvi Mourat and Stratus Cryter "Breakfast Salve"	Heals 3 Body, Topical, works in any stage of death count. 10 seconds to apply.



