

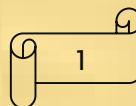
Ilydan LARP – Craft Recipes Guide

This document forms an appendix to the main rulebook, and is a listing of the crafting recipes known at the start of the system. More recipes may be added over time. For more details on crafting please see Section 5 *Items and Crafting Guide* of the “Core Rules Book”.

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1. Tools

Descriptions			Crafting Information				Notes
Name	Type	Grade	Skill	Tools Required	Structure	Components	
Artisan's Tools	Tools	Crude	Tinker Artisan (App)	Artisan - Crude	Workbench	1 Timber, 1 Iron Ingot	Necessary for Artisan, Craft Military Equipment and Tinker.
Building Tools	Tools	Crude	Tinker Artisan (App)	Artisan - Crude	Workbench	1 Timber, 1 Iron Ingot	Necessary for Builder, Carpentry and Masonry.
Thieves' Tools	Tools	Crude	Tinker Artisan (App)	Artisan - Crude	Workbench	1 Iron Ingot	Necessary for Disable Device and Lockpicking.
Mining Tools	Tools	Crude	Tinker Artisan (App)	Artisan - Crude	Workbench	1 Timber, 1 Iron Ingot	Necessary for Mining.
Forestry Tools	Tools	Crude	Tinker Artisan (App)	Artisan - Crude	Workbench	2 Iron Ingots	Necessary for Forestry.
Medical Tools	Tools	Crude	Tinker Artisan (App)	Artisan - Crude	Workbench	1 Iron Ingot	Necessary for Surgeon.
Scribe's Kit	Tools	Crude	Tinker Artisan (App)	Artisan - Crude	Workbench	1 Timber	Necessary for Scribe and Write Scroll.
Alchemy Kit	Tools	Crude	Tinker Artisan (App)	Artisan - Crude	Workbench	1 Timber, 1 Iron Ingot	Necessary for Alchemist and Poisoner.
Handcart	Tools	Crude	Tinker Artisan (App)	Artisan - Crude	Workbench	2 Timber	Allows the user to move with two Red Resource cards at a time.

Armour Patching Kit	Tools	Crude	Tinker Artisan (App) Craft Mil Equip (App)	Artisan - Crude	Workbench	1 of Cloth, Leather or Iron Ingot	Creates 3 Armour Patching Kits per component. Each Kit mends one point of armour damage when used with the appropriate skill.
Artisan's Tools	Tools	Quality	Artisan (App)	Artisan - Crude	Workbench	1 Oak 1 Iron Ingot	Necessary for Expert Artisan and Craft Military Equipment.
Building Tools	Tools	Quality	Artisan (App)	Artisan - Crude	Workbench	1 Oak 1 Iron Ingot	Needed for Expert Builder's 2nd Building Resource Card.
Mining Tools	Tools	Quality	Artisan (App)	Artisan - Crude	Workbench	1 Oak, 1 Iron Ingot	Reduces time to Mine 1 resource card by 1 minute (to 4 minutes).
Forestry Tools	Tools	Quality	Artisan (App)	Artisan - Crude	Workbench	2 Iron Ingots	Reduces time to harvest 1 Timber resource card with Forestry by 1 minute (to 4 minutes).
Thieves' Tools	Tools	Quality	Artisan (App)	Artisan - Crude	Workbench	1 Iron Ingot	Necessary for Expert Disable Device and Lockpicking.
Medical Tools	Tools	Quality	Artisan (App)	Artisan - Crude	Workbench	1 Iron Ingot 1 Linen	Necessary for Expert Surgeon.
Scribe's Kit	Tools	Quality	Artisan (App)	Artisan - Crude	Workbench	1 Ash Wood	Necessary for writing second level scrolls.
Alchemy Kit	Tools	Quality	Artisan (App)	Artisan - Crude	Workbench	1 Pine 1 Copper Ingot	Necessary for Expert Alchemy and Poisoner.
Alchemy Kit	Tools	Masterwork	Artisan (Exp)	Artisan - Quality	Workbench	1 Ash Wood 1 Silver Ingot	Necessary for Master and Grandmaster Alchemy and Poisoner.
Artisan's Tools	Tools	Masterwork	Artisan (Exp)	Artisan - Quality	Workbench	1 Ironwood 1 Iron Ingot	Necessary for Master and Grandmaster Artisan and Craft Military Equipment.
Building Tools	Tools	Masterwork	Artisan (Exp)	Artisan - Quality	Workbench	1 Ironwood 1 Iron Ingot	Needed for Master and Grandmaster level Builder.

Mining Tools	Tools	Masterwork	Artisan (Exp)	Artisan - Quality	Workbench	1 Ironwood 1 Iron Ingot	Reduces time to Mine 1 resource card by 2 minutes (to 3 minutes).
Forestry Tools	Tools	Masterwork	Artisan (Exp)	Artisan - Quality	Workbench	1 Ironwood 1 Iron Ingot	Reduces time to harvest 1 Timber resource card with Forestry by 2 minutes (to 3 minutes).
Thieves' Tools	Tools	Masterwork	Artisan (Exp)	Artisan - Quality	Workbench	1 Silver Ingot	Needed for Master and Grandmaster Disable Device and Lockpicking.
Medical Tools	Tools	Masterwork	Artisan (Exp)	Artisan - Quality	Workbench	1 Silver Ingot 2 Linen	Necessary for Master and Grandmaster Surgeon.
Scribe's Kit	Tools	Masterwork	Artisan (Exp)	Artisan - Quality	Workbench	1 Ash Wood	Necessary for writing third and fourth level scrolls.

Metal Ingots			Crafting Information				Notes
Name	Type	Grade	Skill	Tools Required	Structure	Components	
Iron Ingot	Metal	Common	Tinker Artisan (App)	Artisan - Crude	Smelter	Iron Ore, Coal or Timber*	
Iron Ingot	Metal	Common	Tinker Artisan (App)	Artisan - Crude	Smelter	Quality Metal Item, Coal or Timber*	Ingots produced = half used to make item, rounded up.
Copper Ingot	Metal	Common	Tinker Artisan (App)	Artisan - Crude	Smelter	Copper Ore, Coal or Timber*	
Silver Ingot	Metal	Uncommon	Tinker Artisan (App)	Artisan - Crude	Smelter	Silver Ore, Coal or Timber*	
Gold Ingot	Metal	Rare	Tinker Artisan (App)	Artisan - Crude	Smelter	Gold Ore, Coal or Timber*	

*Every time a Smelter is fired it can create up to 5 amounts of one ingot, and requires one Coal or one Timber.

2. Weapons and Armour

Descriptions			Crafting Information				Notes
Name	Type	Grade	Skill	Tools Required	Structure	Components	
Short Weapon	Weapons	Crude	Artisan, Craft Mil Equip (App)	Artisans (Crude)	Forge	1 Iron Ingot	Up to 18" in total length. Allows up to Apprentice level Short Weapon Mastery.
Long Weapon	Weapons	Crude	Artisan, Craft Mil Equip (App)	Artisans (Crude)	Forge	2 Iron Ingot	Between 18" and 42" total length. Allows up to Apprentice level Long Weapon Mastery.
Great Weapon	Weapons	Crude	Artisan, Craft Mil Equip (App)	Artisans (Crude)	Forge	3 Iron Ingot, 1 Leather	Over 42" total length. Allows up to Apprentice level Great Weapon Mastery.
Throwing Weapon	Weapons	Crude	Artisan, Craft Mil Equip (App)	Artisans (Crude)	Forge	1 Iron Ingot	One card represents up to 3 throwing items. Allows up to Apprentice level Thrown Weapon Mastery.
Missile Weapon	Weapons	Crude	Artisan, Craft Mil Equip (App)	Artisans (Crude)	Workbench	1 Timber	Allows Apprentice level Missile Weapon Mastery.
Shield	Armour	Crude	Artisan, Craft Mil Equip (App)	Artisans (Crude)	Workbench	1 Timber, 1 Leather	Allows up to Apprentice level Shield Mastery.

Light Armour Piece	Armour	Crude	Artisan, Craft Mil Equip (App)	Artisans (Crude)	Workbench	2 Cloth or 2 Leather	Allows up to Apprentice level Light Armour Mastery. A piece can be armour for both legs, both arms or the torso.
Medium Armour Piece	Armour	Crude	Artisan, Craft Mil Equip (App)	Artisans (Crude)	Workbench	2 leather, 1 iron ingot	Allows up to Apprentice level Medium Armour Mastery. A piece can be armour for both legs, both arms or the torso.
Heavy Armour Piece	Armour	Crude	Artisan, Craft Mil Equip (App)	Artisans (Crude)	Forge	3 iron ingots, 1 cloth or leather	Allows up to Apprentice level Heavy Armour Mastery. A piece can be armour for both legs, both arms or the torso.
Short Weapon	Weapons	Quality	Artisan, Craft Mil Equip (Exp)	Artisans (Quality)	Forge	1 Iron Ingot	Up to 18" in total length. Allows up to Master level Short Weapon Mastery.
Long Weapon	Weapons	Quality	Artisan, Craft Mil Equip (Exp)	Artisans (Quality)	Forge	2 Iron Ingots	Between 18" and 42" total length. Allows up to Master level Long Weapon Mastery.
Great Weapon	Weapons	Quality	Artisan, Craft Mil Equip (Exp)	Artisans (Quality)	Forge	3 Iron Ingot, 1 Leather	Over 42" total length. Allows up to Master level Great Weapon Mastery.
Throwing Weapon	Weapons	Quality	Artisan, Craft Mil Equip (Exp)	Artisans (Quality)	Forge	1 Iron Ingot	One card represents up to 3 throwing items. Allows up to Master level Thrown Weapon Mastery.
Missile Weapon	Weapons	Quality	Artisan, Craft Mil Equip (Exp)	Artisans (Quality)	Workbench	1 Yew Timber	Allows up to Master level Missile Weapon Mastery.

Shield	Armour	Quality	Artisan, Craft Mil Equip (Exp)	Artisans (Quality)	Workbench	1 Iron Ingot, 1 Oak, 1 Leather	Allows up to Master level Shield Mastery.
Light Armour Piece	Armour	Quality	Artisan, Craft Mil Equip (Exp)	Artisans (Quality)	Workbench	2 Cloth or 2 Leather	Allows up to Master level Light Armour Mastery. A piece can be armour for both legs, both arms or the torso.
Medium Armour Piece	Armour	Quality	Artisan, Craft Mil Equip (Exp)	Artisans (Quality)	Workbench	2 leather, 2 iron ingots	Allows up to Master level Medium Armour Mastery. A piece can be armour for both legs, both arms or the torso.
Heavy Armour Piece	Armour	Quality	Artisan, Craft Mil Equip (Exp)	Artisans (Quality)	Forge	4 iron ingots, 2 cloth or leather	Allows up to Master level Heavy Armour Mastery. A piece can be armour for both legs, both arms or the torso.
Short Weapon	Weapons	Masterwork	Artisan, Craft Mil Equip (Mst)	Artisans (Quality)	Forge	1 Iron and 1 Silver ingot	Up to 18" in total length. Allows all levels of Short Weapon Mastery.
Long Weapon	Weapons	Masterwork	Artisan, Craft Mil Equip (Mst)	Artisans (Quality)	Forge	2 Iron and 1 Silver ingot	Between 18" and 42" total length. Allows all levels of Long Weapon Mastery.
Great Weapon	Weapons	Masterwork	Artisan, Craft Mil Equip (Mst)	Artisans (Quality)	Forge	3 Iron and 1 Gold ingot	Over 42" total length. Allows all levels of Great Weapon Mastery.
Throwing Weapon	Weapons	Masterwork	Artisan, Craft Mil Equip (Mst)	Artisans (Quality)	Forge	1 Iron and 1 Silver ingot	One card represents upto 3 throwing items. Allows all levels of Thrown Weapon Mastery.

Missile Weapon	Weapons	Masterwork	Artisan, Craft Mil Equip (Mst)	Artisans (Quality)	Workbench	1 Yew Timber and 1 Leather	Allows all levels of Missile Weapon Mastery.
Shield	Armour	Masterwork	Artisan, Craft Mil Equip (Mst)	Artisans (Quality)	Workbench	2 Iron Ingots, 1 Ironwood, 1 Leather	Allows all levels of Shield Mastery.
Light Armour Piece	Armour	Masterwork	Artisan, Craft Mil Equip (Mst)	Artisans (Quality)	Workbench	3 of cloth or leather (at least one Uncommon or Rare)	Allows all levels of Light Armour Mastery. A piece can be armour for both legs, both arms or the torso.
Medium Armour Piece	Armour	Masterwork	Artisan, Craft Mil Equip (Mst)	Artisans (Quality)	Workbench	2 leather, 2 iron ingots, 1 silver ingot	Allows all levels of Medium Armour Mastery. A piece can be armour for both legs, both arms or the torso.
Heavy Armour Piece	Armour	Masterwork	Artisan, Craft Mil Equip (Mst)	Artisans (Quality)	Forge	4 iron ingots, 1 silver ingot, 2 cloth or leather	Allows all levels of Heavy Armour Mastery. A piece can be armour for both legs, both arms or the torso.

Weapon and Armour Enhancements

Descriptions			Crafting Information				Notes
Name	Type	Grade	Skill	Tools Required	Structure	Components	
Concealed	Weapon	Enhancement	Artisan, Craft Mil Equip (M / GM)	Artisans (Masterwork)	Workbench	1 Cloth	Allows the weapon to count as hidden and will only be revealed by specific skills or spells. Can only be added to Short Weapons.

Hardened	Weapon, Armour	Enhancement	Artisan, Craft Mil Equip (M / GM)	Artisans (Masterwork)	Workbench	1 Iron Ingot	Item cannot be Shattered.
Lunar	Weapon	Enhancement	Artisan, Craft Mil Equip (M / GM)	Artisans (Masterwork)	Workbench	1 Moonstone Gem	Allows one Arcane Combat (call of "Arcane") per event, but only at night.
Shadow	Armour	Enhancement	Artisan, Craft Mil Equip (M / GM)	Artisans (Masterwork)	Workbench	1 Shadowstone Gem	Allows one free Expert level Hide per refresh.
Solar	Weapon	Enhancement	Artisan, Craft Mil Equip (M / GM)	Artisans (Masterwork)	Workbench	1 Sunstone Gem	Allows one Arcane Combat (call of "Arcane") per event, but only during the day and when the sun is out.
Valuable	Weapon, Armour	Enhancement	Artisan, Craft Mil Equip (M / GM)	Artisans (Masterwork)	Workbench	1 Gold ingot, 1 Gem	Doubles the value of the item.
Waterborne	Weapon, Armour	Enhancement	Artisan, Craft Mil Equip (M / GM)	Artisans (Masterwork)	Workbench	None	May be used while swimming. Can only be added to Light Armour and Short Weapons.

3. *Mundane Items*

*Note - While it is assumed that players have clothing as general possessions, creating clothing with an associated item card allows you to sell the item to merchants and also have an artificer enchant the clothing. Clothing can also be given enhancements for extra benefits.

Clothing / Jewellery Descriptions			Crafting Information				Notes
Name	Type	Grade	Skill	Tools Required	Structure	Components	
Trousers / Skirt	Clothing	Crude	Artisan (App)	Artisans (Crude)	Workbench	2 Cloth	
Shirt / Blouse	Clothing	Crude	Artisan (App)	Artisans (Crude)	Workbench	2 Cloth	
Coat / Dress / Overalls	Clothing	Crude	Artisan (App)	Artisans (Crude)	Workbench	3 Cloth	
Hat	Clothing	Crude	Artisan (App)	Artisans (Crude)	Workbench	1 Cloth	
Boots / Shoes	Clothing	Crude	Artisan (App)	Artisans (Crude)	Workbench	2 Leather	
Ring	Jewellery	Crude	Artisan (App)	Artisans (Crude)	Workbench	1 Copper Ingot	
Brooch	Jewellery	Crude	Artisan (App)	Artisans (Crude)	Workbench	1 Copper Ingot	
Necklace	Jewellery	Crude	Artisan (App)	Artisans (Quality)	Workbench	2 Copper Ingots	
Trousers / Skirt	Clothing	Quality	Artisan (Exp)	Artisans (Quality)	Workbench	2 Cloth (at least Uncommon)	

Shirt / Blouse	Clothing	Quality	Artisan (Exp)	Artisans (Quality)	Workbench	2 Cloth (at least Uncommon)	
Coat / Dress / Overalls	Clothing	Quality	Artisan (Exp)	Artisans (Quality)	Workbench	3 Cloth (at least Uncommon)	
Hat	Clothing	Quality	Artisan (Exp)	Artisans (Quality)	Workbench	1 Cloth (at least Uncommon)	
Boots / Shoes	Clothing	Quality	Artisan (Exp)	Artisans (Quality)	Workbench	2 Leather	
Ring	Jewellery	Quality	Artisan (Exp)	Artisans (Quality)	Workbench	1 Silver Ingot	
Brooch	Jewellery	Quality	Artisan (Exp)	Artisans (Quality)	Workbench	1 Silver Ingot	
Necklace	Jewellery	Quality	Artisan (Exp)	Artisans (Quality)	Workbench	2 Silver Ingots	
Shirt / Blouse	Clothing	Masterwork	Artisan (Mst)	Artisans (Quality)	Workbench	2 Cloth (at least Uncommon)	
Coat / Dress / Overalls	Clothing	Masterwork	Artisan (Mst)	Artisans (Quality)	Workbench	3 Cloth (at least Uncommon)	
Hat	Clothing	Masterwork	Artisan (Mst)	Artisans (Quality)	Workbench	1 Cloth (at least Uncommon)	
Boots / Shoes	Clothing	Masterwork	Artisan (Mst)	Artisans (Quality)	Workbench	2 Leather	
Ring	Jewellery	Masterwork	Artisan (Mst)	Artisans (Quality)	Workbench	1 Gold Ingot	

Brooch	Jewellery	Masterwork	Artisan (Mst)	Artisans (Quality)	Workbench	1 Gold Ingot	
Necklace	Jewellery	Masterwork	Artisan (Mst)	Artisans (Quality)	Workbench	2 Gold Ingots	

Enhancements			Crafting Information				Notes
Name	Type	Grade	Skill	Tools Required	Structure	Components	
Fabulous	Clothing / Jewellery	Enhancement	Artisan (Mst or GM)	Artisans (Masterwork)	Workbench	1 Silk, 1 Gem	Allows one free Suggestion per refresh.
Shadow	Clothing / Jewellery	Enhancement	Artisan (Mst or GM)	Artisans (Masterwork)	Workbench	1 Shadowstone Gem	Allows one free Expert level Hide per refresh.
Valuable	Clothing / Jewellery	Enhancement	Artisan (Mst or GM)	Artisans (Masterwork)	Workbench	1 Gold ingot, 1 Gem	Doubles the value of the item.
Warm	Clothing	Enhancement	Artisan (Mst or GM)	Artisans (Masterwork)	Workbench	1 Wool	Gives some resistance against environmental cold effects.

4. Potions

Potion Description			Crafting Information				Notes
Name	Type	Grade	Skill	Tools Required	Structure	Components	
Healing	Potion	Common	Alchemist (App)	Alchemist (Crude)	None	Garlic, Primrose	Heals 2 HP of damage, allocated to locations as the target wishes.
Shadow	Potion	Common	Alchemist (App)	Alchemist (Crude)	None	Sage, Cornflower	Drinker can hide for up to 5 minutes but must keep still. Revealed on attacking.
Toughness	Potion	Common	Alchemist (App)	Alchemist (Crude)	None	Parsley, Chestnuts	Gain one floating HP for one hour.
Energy	Potion	Common	Alchemist (App)	Alchemist (Crude)	None	Tarragon, Lavender	Restores up to 2 PP (may not go above maximum).
Resist Fire	Potion	Common	Alchemist (App)	Alchemist (Crude)	None	Fae Hair, Yarrow	Immunity to fire magic for 5 minutes.
Resist Water	Potion	Common	Alchemist (App)	Alchemist (Crude)	None	Goblin Spleen, Yarrow	Immunity to water magic for 5 minutes.
Resist Earth	Potion	Common	Alchemist (App)	Alchemist (Crude)	None	Bitter Lettuce, Yarrow	Immunity to earth magic for 5 minutes.
Resist Air	Potion	Common	Alchemist (App)	Alchemist (Crude)	None	Gravewort, Yarrow	Immunity to air magic for 5 minutes.
Carrying	Potion	Common	Alchemist (App)	Alchemist (Crude)	None	Parsley, Mushrooms	You can carry three Red Building Component cards at a time for up to an hour.
Cure Disease	Potion	Uncommon	Alchemist (Exp)	Alchemist (Quality)	None	Lungwort, Feverfew	Heals one disease.

Mend Bone	Potion	Uncommon	Alchemist (Exp)	Alchemist (Quality)	None	Horsetail, Dogwood Root	Heals one broken bone.
Antidote	Potion	Uncommon	Alchemist (Exp)	Alchemist (Quality)	None	Burdock, Ginger	Heals one poison effect.
Stealth	Potion	Uncommon	Alchemist (Exp)	Alchemist (Quality)	None	Blackroot, Cardamom	Drinker can hide and move slowly (one pace at a time) for up to five minutes. Revealed on attacking.
Water Walk	Potion	Uncommon	Alchemist (Exp)	Alchemist (Quality)	None	Goblin Spleen, Peony	May walk on water for five minutes.
Levitation	Potion	Uncommon	Alchemist (Exp)	Alchemist (Quality)	None	Gravewort, Peony	You can float and move slowly in a horizontal direction for five minutes.
Free Movement	Potion	Uncommon	Alchemist (Exp)	Alchemist (Quality)	None	Bitter Lettuce, Peony	You cannot be knocked down (e.g. earthquake, subdue) or held in place (e.g. hold person, entangle or glue) for five minutes.
Fire Walk	Potion	Uncommon	Alchemist (Exp)	Alchemist (Quality)	None	Fae Hair, Peony	You are not harmed by non-magical fire.
Glibness	Potion	Uncommon	Alchemist (Exp)	Alchemist (Quality)	None	Hartsfoot, Cloves	Cannot have lies detected for five minutes.
Total Healing	Potion	Rare	Alchemist (Mst)	Alchemist (Quality)	None	Rosy Periwinkle, Cloves, Garlic	Heals all HP to maximum.
Life Preserving	Potion	Rare	Alchemist (Mst)	Alchemist (Quality)	None	Hypericum, Burdock, Dogwood Root	Extends death count to five minutes, lasts until refresh.

Chumbalic	Potion	Rare	Alchemist (Mst)	Alchemist (Quality)	None	Kratom Leaves, Ginger, Parsley	At the end of death count you are healed to a minimum of 1 per location. Lasts until used or next refresh.
Strong Bones	Potion	Rare	Alchemist (Mst)	Alchemist (Quality)	None	Sandalwood, Horsetail, Cornflower	Immune to all bone breaking effects until refresh.
Vaccine	Potion	Rare	Alchemist (Mst)	Alchemist (Quality)	None	Sweet Bergamot, Feverfew, Lungwort	Immune to all disease until refresh.
Invisibility	Potion	Rare	Alchemist (Mst)	Alchemist (Quality)	None	Eyebright, Black Carrot, Cardamom	Drinker is invisible and can move as normal, even in open terrain, for up to five minutes. Revealed on attacking.
Vanish	Potion	Rare	Alchemist (Mst)	Alchemist (Quality)	None	Vanilla, Mercury, Sage	Drinker disappears (finger in air). They remain in place, can still perceive what is happening and reappear in the same place after five minutes.
Persuasion	Potion	Rare	Alchemist (Mst)	Alchemist (Quality)	None	Golden Jasmine, Hartsfoot, Cloves	You may use "Convince" on one target.
Strength	Potion	Rare	Alchemist (Mst)	Alchemist (Quality)	None	Kratom Leaves, Mushrooms, Parsley	Your next melee blow is a Crush.
Mithridate	Potion	Legendary	Alchemist (GM)	Alchemist (Masterwork)	None	Ferula Drudeana, Silphium, Sweet Bergamot	You are immune to all poison until next refresh.

All Heal	Potion	Legendary	Alchemist (GM)	Alchemist (Masterwork)	None	Ilydan White Rose, Silphium, Rosy Periwinkle	Completely heal all damage (hit points, disease, insanity, broken bones).
Revival	Potion	Legendary	Alchemist (GM)	Alchemist (Masterwork)	None	Sun Bush Flower, Silphium, Hypericum	Restores a dead character to life, provided they are within ten minutes of the end of their death count.
Invulnerability	Potion	Legendary	Alchemist (GM)	Alchemist (Masterwork)	None	Mitsuba, Silphium, Kratom Leaves	Any damage you would take for five minutes only takes effect at the end of those five minutes.

5. Poisons

Poison Description			Crafting Information				Notes
Name	Type	Grade	Skill	Tools Required	Structure	Components	
Sylvanbane	Combat Poison	Common	Poisoner (App)	Alchemist (Crude)	None	Gravewort, Rogue's Oil	Poison Sylvanbane (reduce location to zero).
Faebane	Combat Poison	Common	Poisoner (App)	Alchemist (Crude)	None	Goblin Spleen, Rogue's Oil	Poison Faebane (reduce location to zero).
Gravebane	Combat Poison	Common	Poisoner (App)	Alchemist (Crude)	None	Bitter Lettuce, Rogue's Oil	Poison Gravebane (reduce location to zero).
Tyronbane	Combat Poison	Common	Poisoner (App)	Alchemist (Crude)	None	Fae Hair, Rogue's Oil	Poison Tyronbane (reduce location to zero).
Fear	Combat Poison	Uncommon	Poisoner (Exp)	Alchemist (Quality)	None	Mandrake, Rogue's Oil	Poison Fear (target must run for 30 seconds, will not return for 5 minutes).
Pain	Combat Poison	Uncommon	Poisoner (Exp)	Alchemist (Quality)	None	Red Nettle, Rogue's Oil	Poison Pain (target writhes in pain for 30 seconds).
Power Drain	Combat Poison	Uncommon	Poisoner (Exp)	Alchemist (Quality)	None	Hemlock, Rogue's Oil	Poison Drain (target loses 5PP).
Shock	Combat Poison	Uncommon	Poisoner (Exp)	Alchemist (Quality)	None	Blackroot, Rogue's Oil	Poison Triple.
Sleep	Combat Poison	Uncommon	Poisoner (Exp)	Alchemist (Quality)	None	Valerian, Rogue's Oil	Poison Sleep (target falls asleep for 30 seconds).

Anti-magic	Combat Poison	Rare	Poisoner (Mst)	Alchemist (Quality)	None	Daemon Blood, Voidstone, Rogue's Oil	Poison Anti-magic (target cannot cast spells for 30 seconds).
Bleed	Combat Poison	Rare	Poisoner (Mst)	Alchemist (Quality)	None	Foxglove, Snake Venom, Rogue's Oil	Poison Bleed (target cannot be healed for 60 minutes, unless poison is removed).
Daemonbane	Combat Poison	Rare	Poisoner (Mst)	Alchemist (Quality)	None	Uncommon Mana Crystal, Black Lotus, Rogue's Oil	Poison Daemonbane (reduce location to zero).
Paralysis	Combat Poison	Rare	Poisoner (Mst)	Alchemist (Quality)	None	Snakeroot, Grave Dust, Rogue's Oil	Poison Paralysis (target cannot move for five minutes, further damage cancels the effect).
Death	Combat Poison	Legendary	Poisoner (GM)	Alchemist (Masterwork)	None	Ilydan Black Rose, Deathcap, Yew Bark, Rogue's Oil	Poison Death (Target reduced to zero HP on every location).
Soul Sever	Combat Poison	Legendary	Poisoner (GM)	Alchemist (Masterwork)	None	Night Bush Flower, Scarab Beans, Lily of the Damned, Rogue's Oil	Poison Soul Sever (Death Count time is halved and target may not be revived. Lasts until poison is removed).
Blindness	Ingestion Poison	Common	Poisoner (App)	Alchemist (Crude)	None	Black Carrot, Aqua Caeruleum	Target cannot see for 5 minutes.
Confusion	Ingestion Poison	Common	Poisoner (App)	Alchemist (Crude)	None	Spotted Mushroom, Aqua Caeruleum	Target is totally befuddled for 5 minutes.
Truth	Ingestion Poison	Common	Poisoner (App)	Alchemist (Crude)	None	Chestnuts, Aqua Caeruleum	For 5 minutes target can only answer questions truthfully.
Agony	Ingestion Poison	Uncommon	Poisoner (Exp)	Alchemist (Quality)	None	Red Nettle, Aqua Caeruleum	Target writhes in pain for 30 seconds.

Bolt	Ingestion Poison	Uncommon	Poisoner (Exp)	Alchemist (Quality)	None	Blackroot, Aqua Caeruleum	Target takes three points of damage to chest.
Frenzy	Ingestion Poison	Uncommon	Poisoner (Exp)	Alchemist (Quality)	None	Mako Scale, Aqua Caeruleum	Target must attack nearest other target and continue for five minutes or until dropped.
Leech	Ingestion Poison	Uncommon	Poisoner (Exp)	Alchemist (Quality)	None	Hemlock, Aqua Caeruleum	Target loses five Power Points.
Lethargy	Ingestion Poison	Uncommon	Poisoner (Exp)	Alchemist (Quality)	None	Valerian, Aqua Caeruleum	Can't do weapon calls for an hour.
Mute	Ingestion Poison	Uncommon	Poisoner (Exp)	Alchemist (Quality)	None	Chain Spore, Aqua Caeruleum	Target cannot speak for 5 minutes.
Suggestion	Ingestion Poison	Uncommon	Poisoner (Exp)	Alchemist (Quality)	None	Hartsfoot Flower, Aqua Caeruleum	Everything said to target for five minutes is a Suggestion.
Coma	Ingestion Poison	Rare	Poisoner (Mst)	Alchemist (Quality)	None	Nightshade, Valerian, Aqua Caeruleum	Target falls asleep for five minutes.
Insanity	Ingestion Poison	Rare	Poisoner (Mst)	Alchemist (Quality)	None	Spotted Mushroom, Mercury, Aqua Caeruleum	Target gains a random insanity.
Necrosis	Ingestion Poison	Rare	Poisoner (Mst)	Alchemist (Quality)	None	Foxglove, Snake Venom, Aqua Caeruleum	Target cannot be healed until poison is removed.
Domination	Ingestion Poison	Legendary	Poisoner (GM)	Alchemist (Masterwork)	None	Hartsfoot Flower, Unicorn Blood, Spotted Mushroom, Aqua Caeruleum	Target is Possessed for five minutes, doing everything they are asked.

Doom	Ingestion Poison	Legendary	Poisoner (GM)	Alchemist (Masterwork)	None	Ilydan Black Rose, Deathcap, Yew Bark, Aqua Caeruleum	Every location is reduced to zero and death count is halved.
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6. Medical Items

Descriptions			Crafting Information				Notes
Name	Type	Grade	Skill	Tools Required	Structure	Components	
Bandage	Medical	---	Tinker, First Aid, Surgeon (App)	None	Workbench	1 Cloth	1 Cloth makes 3 Bandages. A Bandage heals 1 HP of damage with First Aid or Surgeon skill.
Stinging Poultice	Medical	---	Surgeon (Mst)	None	Workbench	1 Bandage, Red Nettle	When used as a bandage it heals an extra HP, but causes Pain on the target for 30 seconds (writhe on floor in agony).
Soothing Poultice	Medical	---	Surgeon (Mst)	None	Workbench	1 Bandage, Valerian	Works as an ordinary bandage. Temporarily relieves the effect of one Insanity for one hour.
Knitbone Poultice	Medical	---	Surgeon (Mst)	None	Workbench	1 Bandage, Horsetail	If you splint a broken bone with this Poultice (Expert Surgeon skill) it heals within 20 minutes.

7. Enchanting Items

These tables indicate the number and rarity of Mana Crystals required to complete an enchantment. Higher rarity crystals can be substituted for lower rarity ones. The number of Power Points in the final column shows how many PPs must be expended to prepare the item to receive the spell it is going to store. See Section 5.11 *Enchanting Items* of the “Core Rules Book” for more information.

	Single Use Item				
Spell	Common	Uncommon	Rare	Legendary	Power Points
1st level	1				1
2nd level		1			2
3rd level			1		4
4th level				1	8

	Rechargeable Item - 1 Charge				
Spell	Common	Uncommon	Rare	Legendary	Power Points
1st level	1				1
2nd level	1	1			2
3rd level	1	1	1		4
4th level	1	1	1	1	8

	Rechargeable Item - 2 Charges				
Spell	Common	Uncommon	Rare	Legendary	Power Points
1st level	2				1
2nd level	2	2			2
3rd level	2	2	2		4

4th level	2	2	2	2	8
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Rechargeable Item - 3 Charges					
Spell	Common	Uncommon	Rare	Legendary	Power Points
1st level	4				1
2nd level	4	4			2
3rd level	4	4	4		4
4th level	4	4	4	4	8

Recharging Item - 1 Charge					
Spell	Common	Uncommon	Rare	Legendary	Power Points
1st level	2	1			2
2nd level	4	2	1		3
3rd level	8	4	2	1	5
4th level	16	8	4	2	9

Recharging Item - 2 Charges					
Spell	Common	Uncommon	Rare	Legendary	Power Points
1st level	4	2			3
2nd level	8	4	2		4
3rd level	16	8	4	2	6
4th level	32	16	8	4	10

	Recharging Item - 3 Charges				
Spell	Common	Uncommon	Rare	Legendary	Power Points
1st level	8	4			4
2nd level	16	8	4		6
3rd level	32	16	8	4	8
4th level	64	32	16	8	12

	Runestone				
Spell	Common	Uncommon	Rare	Legendary	Power Points
1st level	2	1			1
2nd level	4	2	1		2
3rd level	8	4	2	1	4
4th level	16	8	4	2	8

8. Food

*Note - this is a list of recipes currently known within the system. More may be added over time.

Meals take 30 minutes to consume as part of a Refresh (allowed once every 24 hours), snacks are instant.

Meal Descriptions			Crafting Information				Notes
Name	Type	Grade	Skill	Tools Required	Structure	Components	
Basic Meal	Meal	Common	Cookery, Chef (App), Survivalist (App)	None	Camp Kitchen	1 Food, 1 Herb	Necessary for one Refresh.
Fine Meal	Meal	Common	Chef (App), Survivalist (App)	None	Camp Kitchen	2 Food, 1 Herb	Necessary for one Refresh, can train up to 5 XP.
Delicious Meal	Meal	Uncommon	Chef (Exp)	None	Camp Kitchen	3 different Foods, 2 different Herbs	Necessary for one Refresh, can train up to 7 XP.
Sumptuous Meal	Meal	Rare	Chef (Mst)	None	Camp Kitchen	4 different Foods (one must be rare), 3 different herbs (one must be rare)	Necessary for one Refresh, gain 1 XP, can train up to 7 XP.

Feast	Meal	Legendary	Chef (GM)	None	Camp Kitchen	5 different Foods (two must be rare), 4 different herbs (one must be rare)	Necessary for one Refresh, gain 1 XP, can train up to 10 XP.
Rabbit Stew	Meal	Common	Chef (App)	None	Camp Kitchen	2 Rabbits, 1 Sage	Refresh, train up to 5XP, gain 1 temporary HP per location. This can take your HP above their normal maximum.
Onion Soup	Meal	Common	Chef (App)	None	Camp Kitchen	2 Onions, 1 Parsley	Refresh, train up to 5XP, gain 2 temporary PP. This can take you above your normal maximum.
Garlic Bread	Meal	Common	Chef (App)	None	Camp Kitchen	2 Wheat, 1 Garlic	Refresh, train up to 5XP, reduce the next resource harvesting time by five minutes.
Fish Broth	Meal	Common	Chef (App)	None	Camp Kitchen	2 Fish, 1 Tarragon	Refresh, train up to 5XP, reduce the next crafting time by five minutes.
Mutton Pasty	Meal	Uncommon	Chef (Exp)	None	Camp Kitchen	1 Wheat, 1 Mutton, 1 Carrot, 2 different Herbs	Refresh, train up to 7XP, Rogues gain 1 free Master level Hide.
Fruit Pie	Meal	Uncommon	Chef (Exp)	None	Camp Kitchen	1 Wheat, 1 Apple, 1 Berries, 2 different Herbs	Refresh, train up to 7XP, Mages gain 1 free Arcane Deluge.

Beef Stew	Meal	Uncommon	Chef (Exp)	None	Camp Kitchen	1 Beef, 1 Onion, 1 Carrot, 2 different Herbs	Refresh, train up to 7XP, Fighters gain 1 free Double Combat.
Herbal Tea	Meal	Uncommon	Chef (Exp)	None	Camp Kitchen	1 Mushroom, 4 different types of herbs	Refresh, train up to 7XP, Priests gain 1 free Intuition (may ask a ref a simple "Yes/No question").
Scarlet Seafood Dinner	Meal	Rare	Chef (Mst)	None	Camp Kitchen	1 Herring, 1 Fish, 1 Lobster, 1 Onion, 3 Herbs (1 must be rare)	Refresh, train up to 7XP, gain 1XP. Gain Expert level "Deceptions" until next refresh.
Black Omlette	Meal	Rare	Chef (Mst)	None	Camp Kitchen	1 Quail's Egg, 1 Daemon Blood, 1 Mushroom, 1 Cheese, 1 Hypericum, 1 Blackroot, 1 other herb	Refresh, train up to 7XP, gain 1XP. Immune to all magic spells for 1 hour.
Lamb Tagine	Meal	Rare	Chef (Mst)	None	Camp Kitchen	1 Mutton, 1 Honey, 1 Carrot, 1 Onion, 1 Ginger, 1 Cloves, 1 Cardamom	Refresh, train up to 7XP, gain 1XP. One use of Master level "Storytelling" before next refresh.

Magical Mushroom Stew	Meal	Rare	Chef (Mst)	None	Camp Kitchen	1 Spotted Mushroom, 1 Deathcap, 1 Mushroom, 1 Small Mana Crystal, 1 Vanilla, 1 Blackroot, 1 Sage	Refresh, train up to 7XP, gain 1XP. Within 1 hour of eating the meal you may have any spell imbued into you by a willing caster.
Boeuf Bourguignon	Meal	Legendary	Chef (GM)	None	Camp Kitchen	1 Tender Beef, 1 Vintage Red Wine, 1 Onion, 1 Carrot, 1 Wheat, 1 Kratom Leaves, 1 Cardamom, 1 Parsley, 1 Garlic,	Refresh, gain 1 XP, train up to 10 XP. Before next refresh you may have one complete heal of all hit points, mending bones, removing diseases, poisons and insanities. You may even have this take effect while unconscious.
Sacramental Loaf	Meal	Legendary	Chef (GM)	None	Camp Kitchen	1 Holy Water, 2 Wheat, 1 Fish, 1 Fine Wine, 1 Sandalwood, 1 Cloves, 1 Garlic, 1 Rosemary	Refresh, gain 1 XP, train up to 10 XP. You may cast one "Mass Bless" spell before the next refresh.
Grande Buffet	Meal	Legendary	Chef (GM)	None	Camp Kitchen	1 Mutton Pasty, 1 Fruit Pie, 1 Beef Stew, 1 Herbal Tea	Refresh, gain 1 XP, train up to 10 XP. Up to four people may receive the effect of this meal.

Birthday Cake	Meal	Legendary	Chef (GM)	None	Camp Kitchen	1 Icing Sugar, 1 Wheat, 1 Egg, 2 Strawberries, 1 Vanilla, 1 Silphium, 4 Candles	Refresh, gain 1 XP, train up to 10 XP. Upon eating and blowing out candles you may make a wish (talk to DT). You may only do this once per year.
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Snack Descriptions			Crafting Information				Notes
Name	Type	Grade	Skill	Tools Required	Structure	Components	
Bit of an Animal	Snack	Common	Survivalist (App)	None	Camp Kitchen	Meat, Garlic	Heals up to 2 HP.
Fizzy Brew	Snack	Common	Survivalist (App)	None	Camp Kitchen	Fish, Tarragon	Restores 1 PP.
Big Sheep	Snack	Common	Survivalist (App)	None	Camp Kitchen	Mutton, Parsley	Next attack in combat is a Double.
Dodgy Biscuit	Snack	Common	Survivalist (App)	None	Camp Kitchen	Blackroot, Wheat, 1 Common Herb	Grants an Apprentice level Hide for 5 minutes (hand on head, cannot move).

Corpse Broth	Snack	Uncommon	Survivalist (Exp)	None	Camp Kitchen	Gravewort, 2 Uncommon Herbs	Mends a broken bone.
Hot Troll	Snack	Uncommon	Survivalist (Exp)	None	Camp Kitchen	Troll Liver, 2 Uncommon Herbs	Grants an Apprentice Healing Trance, to be used in the next 3 hours. If knocked unconscious every location is restored to a minimum of 1 HP at the end of your death count.
Spider Pig	Snack	Uncommon	Survivalist (Exp)	None	Camp Kitchen	Pork, 2 Uncommon Herbs	For five minutes you can climb sheer surfaces like walls or the side of a pit.
Magic Cow	Snack	Uncommon	Survivalist (Exp)	None	Camp Kitchen	Beef, 2 Uncommon Herbs	For five minutes you can spot hidden enemies. Only you are aware that they are there, they are not revealed for your allies to see.
Sticky Chew	Snack	Rare	Survivalist (Mst)	None	Camp Kitchen	1 Pork, 1 Sun Bush Flower, 1 Lungwort	During the next hour you may have one use of each of Resist Magic, Resist Poison, Resist Disarm, Resist Disease and Resist Crush.
Crunchy Log	Snack	Rare	Survivalist (Mst)	None	Camp Kitchen	1 Timber, 1 Sandalwood, 1 Chestnuts	You gain 2 points of armour per location for five minutes.

Sneaky Samosa	Snack	Rare	Survivalist (Mst)	None	Camp Kitchen	1 Wheat, 1 Hartsfoot Flower, 1 Eyebright	For 5 minutes you cannot have lies detected and you cannot have any hide effect counteracted.
Third Eye Soup	Snack	Rare	Survivalist (Mst)	None	Camp Kitchen	1 Fish, 1 Golden Jasmine, 1 Angelica	For five minutes you have unlimited use of "Detect Magic", "Detect Life" and "Detect Undead".
The Fluffle	Snack	Legendary	Survivalist (GM)	None	Camp Kitchen	1 Apple, 1 Banana, 1 Apricot, 1 Hartsfoot Flower	Instantly gain "Beastform", gaining 3 temporary HP per location and a Double Combat for 5 mins.
Special Brew	Snack	Legendary	Survivalist (GM)	None	Camp Kitchen	1 Fine Red Wine, 1 Mitsuba, 1 Horsetail, 1 Goblin Spleen	Instantly issue a "Mass Taunt" as loud as you can. All enemies who hear it must attack you and only you.
God's Mushroom	Snack	Legendary	Survivalist (GM)	None	Camp Kitchen	1 Spotted Mushroom, 1 Deathcap, 1 Valerian, 1 Snakeroot	You fall unconscious for 5 minutes, during which you experience the world beyond and may converse with the spirits.
Biscuit of Champions	Snack	Legendary	Survivalist (GM)	None	Camp Kitchen	1 Wheat, 1 Ilydan Black Rose, 1 Snake Venom, 1 Black Carrot	For one waking hour you are blinded, have a random insanity, act as if confused, are immune to all healing and anything said to you works like a Suggestion spell. At the end of the hour gain 3 XP.

9. Temporary Camp Structures

*Note - these structures can be built in game anywhere on the site, with the in player camp being an obvious choice. They only last until the end of the event and you will be given a location marker once they are built. You may wish to add your own in game set dressing to represent the structure.

Structure Descriptions			Crafting Information				Notes
Name	Type	Grade	Skill	Tools Required	Structure	Components	
Arcane Circle	Camp Structure	---	Masonry, Circle of Power (App)	Building Tools (Crude)	---	2 Limestone, 1 Mana Crystal	All mages within the circle have spell casting costs reduced by 1 PP (to a minimum of 1).
Camp Kitchen	Camp Structure	---	Carpentry	Building Tools (Crude)	---	1 Stone, 1 Timber	Required for Food crafting.
Door	Camp Structure	---	Carpentry	Building Tools (Crude)	---	2 Oak, 1 Iron Ingot	Provides tags to note a door, which allows allies to pass through a Palisade Wall.
First Aid Station	Camp Structure	---	Carpentry	Building Tools (Crude)	---	3 Timber	Applying a bandage with First Aid or Surgeon at this structures heals 1 extra HP.
Forge	Camp Structure	---	Masonry	Building Tools (Crude)	---	3 Stone, 1 Iron Ingot	Required for a wide range of crafting.
Palisade Wall	Camp Structure	---	Carpentry	Building Tools (Crude)	---	4 Timber	Provides 5m of white bunting to create an impassable barrier.
Platform	Camp Structure	---	Carpentry	Building Tools (Crude)	---	2 Timber, 1 Iron Ingot	Provides tags to mark a small area next to a Palisade Wall to be a vantage point.

Pontoon Bridge Section	Camp Structure	---	Carpentry	Building Tools (Crude)	---	4 Timber	Creates a 1m square bridge section on water. Can be connected to other Pontoon Bridge Sections.
Sanctified Ground	Camp Structure	---	Carpentry , Holy Ground (App)	Building Tools (Crude)	---	2 Ash Timber, 1 Mana Crystal	All priests on the Sanctified Ground have spell casting costs reduced by 1 PP (to a minimum of 1).
Smelter	Camp Structure	---	Masonry	Building Tools (Crude)	---	2 Stone	Allows ingots to be smelted from ores.
Workbench	Camp Structure	---	Carpentry	Building Tools (Crude)	---	2 Timber	Required for a wide range of crafting.

10. *Landholdings and Buildings*

*Note - these buildings only exist in downtime, but confer in game benefits. BRC = Building Resource Card, MBRC = Master BRC.

Building Descriptions			Crafting Information				Notes
Name	Type	Grade	Skill	Tools Required	Pre-reqs	Components	
Homestead	Building (Residence)	---	Builder (App), Mason, Carpenter	Building Tools (Crude)	---	10 Timber, 8 Stone, 1 Iron Ingot, 2 BRCs.	Grants the right to own and develop land, confers status of Elderman (or equivalent). You may only have one Residence building.
Manor	Building (Residence)	---	Builder (Exp)	Building Tools (Quality)	Homestead	16 Timber (8 Uncommon), 12 Stone (6 Uncommon), 3 Iron Ingot, 4 BRCs.	An upgrade to the Homestead, confers status of Baron (or equivalent). You may only have one Residence building.
Mansion	Building (Residence)	---	Builder (Mst)	Building Tools (Quality)	Manor	20 Timber (8 Rare), 16 Stone (6 Rare), 4 Iron Ingots, 2 Rare Ingots, 4 BRCs, 1 MBRC.	An upgrade to the Manor, confers status of Count (or equivalent). You may only have one Residence building.

Palace	Building (Residence)	---	Builder (GM)	Building Tools (Masterwork)	Mansion	20 Uncommon Timber, 12 Rare Timber, 16 Uncommon Stone, 8 Rare Stone, 4 Uncommon Ingots, 4 Rare Ingots, 1 Legendary Ingot, 6 BRCs, 2 MBRC.	An upgrade to the Mansion confers status of Duke (or equivalent). You may only have one Residence building.
Smallholding	Building (Farm)	---	Builder (App), Mason, Carpenter	Building Tools (Crude)	Homestead	6 Timber, 4 Stone, 1 Iron Ingot, 1 BRC.	Grants 4 Food components at the start of each event. May have one of each type of Farm Extension.
Grange	Building (Farm)	---	Builder (Exp)	Building Tools (Quality)	Manor	8 Timber, 6 Stone, 2 Iron Ingots, 2 BRCs.	Upgrade from Smallholding. Grants 8 Food components at the start of each event. May have two of each type of Farm Extension.
Estate	Building (Farm)	---	Builder (Mst)	Building Tools (Quality)	Mansion	12 Timber (4 Uncommon), 8 Stone (2 Uncommon), 2 Iron Ingots, 2 BRCs	Upgrade from Grange. Grants 12 Food components at the start of each event. May have three of each type of Farm Extension.

Grand Estate	Building (Farm)	---	Builder (GM)	Building Tools (Masterwork)	Palace	16 Timber (8 Uncommon), 12 Stone (4 Uncommon), 4 Iron Ingots, 1 MBRC, 2 BRCs	Upgrade from Estate. Grants 16 Food components at the start of each event. May have four of each type of Farm Extension.
Orchard	Building (Farm Extension)	---	Builder (App), Mason, Carpenter	Building Tools (Crude)	Smallholding	6 Timber, 4 Fruit, 1 BRC.	Grants 4 Fruit components at the start of each event.
Barn	Building (Farm Extension)	---	Builder (App), Mason, Carpenter	Building Tools (Crude)	Smallholding	8 Timber, 2 Stone, 1 Iron Ingot, 2 BRCs.	Grants 4 Meat components at the start of each event.
Garden	Building (Farm Extension)	---	Builder (App), Mason, Carpenter	Building Tools (Crude)	Smallholding	6 Stone, 4 Herbs, 1 BRC.	Grants 4 Herbs components at the start of each event.
Drill Square	Building (Guild)	---	Builder (App)	Building Tools (Crude)	Homestead	4 Timber, 12 Stone, 2 Iron Ingots, 4 Crude Weapons, 2 Crude Shields, 2 BRCs.	A Guild building that allows Fighters to train Expert level skills.
Barracks	Building (Guild)	---	Builder (Exp)	Building Tools (Quality)	Drill Square	8 Timber, 16 Stone, 4 Quality Weapons, 2 Full Suits Quality Armour, 3 BRCs	A Guild building that allows Fighters to train Master level skills.

Garrison	Building (Guild)	---	Builder (Mst)	Building Tools (Quality)	Barracks	12 Timber, 20 Stone, 4 Masterwork Weapons, 2 Full Suits Masterwork Armour, 4 BRCs, 1 MBRC	A Guild building that allows Fighters to train Grandmaster level skills.
Den	Building (Guild)	---	Builder (App)	Building Tools (Crude)	Homestead	8 Timber, 6 Stone, 1 Iron Ingot, 2 Thieves Tools (Crude), 2 BRCs.	A Guild building that allows Rogues to train Expert level skills.
Hideout	Building (Guild)	---	Builder (Exp)	Building Tools (Quality)	Den	12 Timber, 8 Stone, 2 Iron Ingots, 2 Thieves Tools (Quality), 3 BRCs	A Guild building that allows Rogues to train Master level skills.
Safe House	Building (Guild)	---	Builder (Mst)	Building Tools (Quality)	Hideout	16 Timber, 12 Stone, 2 Gold ingots, 2 Thieves Tools (Masterwork), 4 BRCs, 1 MBRC	A Guild building that allows Rogues to train Grandmaster level skills.
Shrine	Building (Guild)	---	Builder (App)	Building Tools (Crude)	Homestead	8 Timber, 8 Stone, 1 Silver Ingot, 1 Mana Crystal, 2 BRCs.	A Guild building that allows Priests to train Expert level skills.
Temple	Building (Guild)	---	Builder (Exp)	Building Tools (Quality)	Shrine	8 Timber, 12 Stone, 3 Silver Ingots, 2 Mana Crystals, 3 BRCs	A Guild building that allows Priests to train Master level skills.

Minster	Building (Guild)	---	Builder (Mst)	Building Tools (Quality)	Temple	12 Timber, 16 Stone, 4 Gold Ingots, 4 Mana Crystals, 4 BRCs, 1 MBRC.	A Guild building that allows Priests to train Grandmaster level skills.
Library	Building (Guild)	---	Builder (App)	Building Tools (Crude)	Homestead	4 Timber, 10 Stone, 1 Scribe's Tools (Crude), 3 Mana Crystals, 2 BRCs.	A Guild building that allows Mages to train Expert level skills.
Arcanum	Building (Guild)	---	Builder (Exp)	Building Tools (Quality)	Library	8 Timber, 12 Stone, 1 Scribe's Tools (Quality), 5 Mana Crystals, 3 MRCs	A Guild building that allows Mages to train Master level skills.
College	Building (Guild)	---	Builder (Mst)	Building Tools (Quality)	Arcanum	10 Timber, 16 Stone, 1 Scribe's Tools (Masterwork), 8 Mana Crystals, 4 BRCs, 1 MBRC.	A Guild building that allows Mages to train Grandmaster level skills.
Hamlet	Building (Settlement)	---	Builder (App)	Building Tools (Crude)	Homestead	12 Timber, 12 Stone, 2 Iron Ingots, 3 BRCs.	Grants a sum of gold through taxation at the beginning of each event.
Village	Building (Settlement)	---	Builder (Exp)	Building Tools (Quality)	Manor, Hamlet	18 Timber, 18 Stone, 4 Iron Ingots, 50 Gold, 5 BRCs	An upgrade to the Hamlet. Grants gold through taxation and access to higher level settlement buildings.

Town	Building (Settlement)	---	Builder (Mst)	Building Tools (Quality)	Mansion, Village	24 Timber, 24 Stone, 8 Iron Ingots, 200 Gold, 7 BRCs, 1 MBRC	An upgrade to the Village. Grants gold through taxation and access to higher level settlement buildings.
City	Building (Settlement)	---	Builder (GM)	Building Tools (Masterwork))	Palace, Town	30 Timber, 30 Stone, 10 Iron Ingots, 400 Gold, 10 BRCs, 2 MBRCs	An upgrade to the Town. Grants gold through taxation and access to higher level settlement buildings.
Quarry	Building (Quarry)	---	Builder (App)	Building Tools (Crude)	Hamlet	6 Timber, 2 Mining Tools (Crude), 1 BRC	Grants 3 Stone at the start of each event. May only have one Quarry building per Settlement.
Large Quarry	Building (Quarry)	---	Builder (Exp)	Building Tools (Quality)	Village, Quarry	12 Timber, 2 Mining Tools (Quality), 2 BRC	Grants 6 Stone at the start of each event. May only have one Quarry building per Settlement.
Mine	Building (Mine)	---	Builder (App)	Building Tools (Crude)	Hamlet	6 Timber, 2 Mining Tools (Crude), 1 BRC	Grants 3 Ore at the start of each event. May only have one Mine building per Settlement.
Deep Mine	Building (Mine)	---	Builder (Exp)	Building Tools (Quality)	Village, Mine	12 Timber, 2 Mining Tools (Quality), 2 BRC	Grants 6 Ore at the start of each event. May only have one Mine building per Settlement.
Saw Pit	Building (Lumber)	---	Builder (App)	Building Tools (Crude)	Hamlet	2 Timber, 4 Stone, 2 Forestry Tools (Crude), 1 BRC	Grants 3 Timber at the start of each event. May only have one

							Lumber building per Settlement.
Lumber Mill	Building (Lumber)	---	Builder (Exp)	Building Tools (Quality)	Village, Saw Pit	4 Timber, 8 Stone, 2 Forestry Tools (Quality), 2 BRC	Grants 6 Timber at the start of each event. May only have one Lumber building per Settlement.
Mill	Building (Food)	---	Builder (App)	Building Tools (Crude)	Smallholding, Hamlet	6 Timber, 6 Stone, 2 Iron Ingots, 2 BRCs.	Grants 6 Food components at the start of each event. May only have one Food building per Settlement.
Provisioner	Building (Food)	---	Builder (Exp)	Building Tools (Quality)	Village, Mill	8 Timber, 8 Stone, 2 Iron Ingots, 3 BRCs	Grants 12 Food components at the start of each event. May only have one Food building per Settlement.
Stall	Building (Market)	---	Builder (App)	Building Tools (Crude)	Hamlet	6 Timber, 2 Cloth, 25 Gold, 1 BRC	Grants a random item and some gold at the start of each event. You may only have one Market building per Settlement. Can enhance Merchant and Black Marketeer skill.

Market	Building (Market)	---	Builder (Exp)	Building Tools (Quality)	Village, Stall	12 Timber, 4 Stone, 4 Cloth, 50 Gold, 2 BRCs.	Grants a few random items and some gold at the start of each event. You may only have one Market building per Settlement. Can enhance Merchant and Black Marketeer skill.
Trade Hall	Building (Market)	---	Builder (Mst)	Building Tools (Quality)	Town, Market	18 Timber (6 Rare), 8 Stone, 6 Cloth, 100 Gold, 2 BRCs and 1 MBRC	Grants a some random items and a decent amount of gold at the start of each event. You may only have one Market building per Settlement. Can enhance Merchant and Black Marketeer skill.
Bazaar	Building (Market)	---	Builder (GM)	Building Tools (Masterwork))	City, Trade Hall	24 Timber (12 Rare), 12 Stone (6 Rare), 8 Cloth, 400 Gold, 4 BRCs and 2 MBRCs	Grants a good range of random items and a lot of gold at the start of each event. You may only have one Market building per Settlement. Can enhance Merchant and Black Marketeer skill.
Pot House	Building (Tavern)	---	Builder (App)	Building Tools (Crude)	Hamlet	4 Timber, 4 Stone, 2 Iron Ingots, 2 BRCs.	Grants 3 Basic Meals and a small amount of gold at the start of each event. You may only have one Tavern per Settlement.

Tavern	Building (Tavern)	---	Builder (Exp)	Building Tools (Quality)	Village, Pot House	8 Timber, 8 Stone, 2 Iron Ingots, 3 BRCs.	Grants 3 Fine Meals and a some gold at the start of each event. You may only have one Tavern per Settlement. Can enhance some Chef and Bard Skills.
Inn	Building (Tavern)	---	Builder (Mst)	Building Tools (Quality)	Town, Tavern	12 Timber (4 Rare), 12 Stone (4 Rare), 4 Iron Ingots, 3 BRCs, 1 MBRC.	Grants 3 Delicious Meals and a some gold at the start of each event. You may only have one Tavern per Settlement. Can enhance some Chef and Bard Skills.
Builder's Yard	Building (Workshop)	---	Builder (App)	Building Tools (Crude)	Hamlet	4 Timber, 4 Stone, 2 Iron Ingots, 2 BRCs.	Grants 1 BRC each event. You may only have one Workshop per Settlement.
Workshop	Building (Workshop)	---	Builder (Exp)	Building Tools (Quality)	Village, Builder's Yard	8 Timber, 6 Stone, 4 Iron Ingots, 3 BRCs.	Grants 3 BRC each event. You may only have one Workshop per Settlement.
Carpenter's Guild	Building (Workshop)	---	Builder (Mst)	Building Tools (Quality)	Town, Workshop	12 Timber, 8 Stone, 4 Iron Ingots, 2 Sets Quality Building Tools, 3 BRCs, 1 MBRC.	Grants 3 BRC and 1 MBRC each event. You may only have one Workshop per Settlement.

Granary	Building (Enhancement)	---	Builder (App), Mason, Carpenter	Building Tools (Crude)	Homestead	4 Timber, 8 Stone, 1 Iron Ingot, 2 BRCs.	Preserves up to 12 food items between events. You can build more than one of this enhancement.
Paths	Building (Unique Enhancement)	---	Builder (App), Mason, Carpenter	Building Tools (Crude)	Homestead	2 Timber, 8 Stone, 1 BRC.	Improves travel to and from your lands.
Roads	Building (Unique Enhancement)	---	Builder (Exp)	Building Tools (Quality)	Manor, Paths	4 Timber, 12 Stone, 2 BRCs.	Improves travel to and from your lands.
Highways	Building (Unique Enhancement)	---	Builder (Mst)	Building Tools (Quality)	Mansion	4 Timber, 16 Stone, 4 BRCs.	Greatly improves travel to and from your lands.
Wagon Post	Building (Unique Enhancement)	---	Builder (App), Mason, Carpenter	Building Tools (Crude)	Homestead	6 Timber, 4 Stone, 2 Iron Ingots, 1 BRC.	Allows resources to be shared with other areas with a Wagon Post
Watchtower	Building (Unique Enhancement)	---	Builder (App), Mason, Carpenter	Building Tools (Quality)	Manor	8 Timber, 4 Stone, 1 Iron Ingot, 2 BRCs.	Gives information on the comings and goings within your territory.
Sculptures	Building (Unique Enhancement)	---	Builder (Mst)	Building Tools (Quality)	Mansion	4 Stone (Rare). 1 MBRC.	Enhances the beauty and prestige of your lands.