Sample Crafting and Refining

The following are simple crafting projects that can be carried out to learn the basics of the system. You can use the examples on the following pages to acquire all the materials for an item and assemble it. The following is an expanded example of the full process:

Seoni decides that she’d like to get a better Apprentice’s Charged Staff than the basic +0 one she’s been using. As a starter weapon, it only has the very first keyword, Arcane, and she’s leveled several of her staff attacks up to level 2 or even 3; a +2 staff would activate the additional keywords on her attacks and make them do more damage and have better effects.

The Apprentice’s Charged Staff is an Artificer recipe that requires rank 1 (like all the recipes below, it’s a default recipe that’s automatically awarded on attaining the right rank), so she buys one rank of Artificer. She clicks the door behind the trainer to open the crafting interface for that skill, and sees the Recipe in the list. Selecting it opens the requirements on the right side. She sees that they match the entry below:

- Lesser Vital Gem x1
- Pine Pole x1
- Crimson Crystal x2

She clicks the icons for each of these items, but discovers she has none of those components in her inventory. If she has a convenient auction house, she could just buy those components that refiners have already made, or ask another player that she knows is a refiner. But she wants to do the whole thing herself. Checking the full entry in this document, she sees the listed refining skills for each item:

- Lesser Vital Gem x1 (Gemcutter 1)
- Pine Pole/Pine Baton x1 (Sawyer 3)
- Crimson Crystal x2 (Sage 2)

So she goes ahead and buys a rank of Gemcutter, three ranks of Sawyer, and two ranks of Sage from the various trainers so she can create the individual components. When she clicks the various doors behind those trainers, she notices that she has the +0 recipes by default for each of those components. But she wants to make a +2 weapon. She’ll need to get an average of +2 components to make the item. The easiest way to ensure it is to just use +2 refined components in every slot, but she could also use some +1s and some +3s, and experimenting with the system might let her find a more efficient way of making the item. But for now she just decides to do it the guaranteed way and go with +2s.

Fortunately, she’s been playing for a while and getting recipe drops, so she already has +2 recipes for Lesser Vital Gem, Pine Pole, and Crimson Crystal in her inventory. (Or she could go out and trade for them, buy them on the market, or get them from her company if we weren’t assuming she already had them.) She right-clicks the recipes in her inventory and learns them (before she bought the right skills, she’d be unable to consume the recipes from inventory). Now, when she clicks the various doors to craft, she sees the +2 version of the recipes as another option on the list.
Looking in this document, she checks the various refining skill headings for those recipes, and assembles them into a shopping list. Since she’s making a +2 version of the items, she needs additional components (each plus usually increases the normal components the +0 recipe, and the +2 and +3 version of the recipe often add an additional component):

- Lesser Vital x17 (from Bloodstone, Onyx)
- Pine Log x11
- Antithesis Essence x33
- Ordered Essence x2
- Copper Ore x1

The gems and ore usually come from mining nodes, the logs come from forestry nodes, and the essences come from dowsing nodes. She also decides to pick up a few ranks of Miner, Forester, and Dowser to speed up her gathering rate and just in case any of them requires a higher rank to gather. (Again, she could have asked a friend to trade, used the market, or gotten them from her company vault, but for this example she wants to do it all herself.)

After several forays into the wilderness, she’s saved up seven Bloodstones, ten Onyxes, a bunch of Pine Logs, a whole lot of Antithesis Essences, a couple of Ordered Essences, and at least one copper ore. She also noticed that the ogres were dropping salvage items that worked as logs and the Razmisan cultists were dropping items that counted as essences, so that reduced the number of items she had to gather.

Coming back to town, she visits the building next to the trainer that taught her Gemcutter. Now clicking the icon within the recipe shows the two options (Bloodstone and Onyx) that could fulfill Lesser Vital. She clicks until the requirement is filled, then starts the crafting process. A countdown bar appears in her queue, and the items are consumed. She repeats that process for the Pine Pole and Crimson Crystal.

One by one, those items finish their countdowns and appear in her vault in the settlement’s bank. Each recipe produces multiples, so she may have enough left over to craft excess staves for friends. For now, though, she goes to the shop behind where she learned Artificer and clicks the recipe for the staff. Now each of the component icons yields options in her inventory or local vault and, like the refined items, she adds them until the recipe is ready to produce. She notices that there’s a short green bar next to the description of the item: if she filled it, the item would become +3. The presence of a slight green bar is because her skill level actually gives her a small bonus to the upgrade level of the item, and if that green bar was nearly empty she’d be making an item with the maximum efficiency (it would be exactly the upgrade level showing with nothing wasted toward another plus).

But she knew what she was getting into when she decided to just go +2s across the board. She starts the project and it goes into the queue. When the queue finishes, she’ll have a shiny new staff in her bank that she can go get, ready to equip and to wreak even fierier vengeance upon the monsters of the River Kingdoms.
Refining

All items list the requirements for the +0 version; higher versions require additional components.

Apothecary

Clerk’s Ink (rank 0)
Makes 2 (2 needed for Introductory Spellbook)

• Yellow x5 (from Buckthorn Berries, Weld Leaves, Greenweed)
• Green x5 (from Greenweed)
• Weak Adhesive x5 (from Bloodflower Gum, Neversleep Sap)

Weak Soothing Extract (rank 2)
Makes 3 (4 needed for Apprentice’s Resistance)

• Weak Soothing x5 (from Gentian, Valerian Root, Juniper Berries, Belladonna Berries, Henbane, Comfrey Leaves, Chickweed)

Weak Acidic Extract (rank 0)
Makes 3 (2 needed for Apprentice’s Sunrod)

• Weak Acidic x5 (from Cinnabar, Sal Ammoniac, Foxfire, Smoke Peppers)

Weak Deadly Extract (rank 3)
Makes 3 (6 needed for Introductory Rogue Kit)

• Weak Deadly x5 (from Blood Nettle, Belladonna Berries, Lamp Oil, Cinnabar)

Weak Varnish (rank 1)
Makes 6 (4 needed for Hunter’s Longbow)

• Weak Acidic x5 (from Cinnabar, Sal Ammoniac, Foxfire, Smoke Peppers)
• Weak Flammable x5 (from Brimstone, Lamp Oil, Sal Ammoniac)
• Weak Adhesive x5 (from Bloodflower Gum, Neversleep Sap)

Weak Luminous Extract (rank 0)
Makes 3 (15 needed for Apprentice’s Sunrod)

• Weak Luminous x5 (from Foxfire, Dreamglow Mushrooms)

Gemcutter

Lesser Vital Gem (rank 1)
Makes 5 (1 needed for Apprentice’s Charged Staff/Wand)
• Lesser Vital x5 (from Bloodstone, Onyx)

**Decorative Gem (rank 0)**
Makes 5 (1 needed for Introductory Trophy Charm, 11 needed for Costume Ring)
• Decorative x5 (from Bloodstone, Freshwater Pearl, Tigereye)

**Sage**

**Sepia Crystal (rank 0)**
Makes 6 (2 needed for Introductory Holy Symbol)
• Antithesis Essence x5
• Ordered Essence x5
• Esoteric Essence x5
• Lesser Vital x3 (from Bloodstone, Onyx)

**Crimson Crystal (rank 2)**
Makes 6 (1 needed for Apprentice’s Resistance, 2 needed for Apprentice’s Charged Staff/Wand)
• Antithesis Essence x15
• Lesser Vital x3 (from Bloodstone, Onyx)

**Azure Crystal (rank 1)**
Makes 6 (8 needed for Runespun Robes)
• Ordered Essence x5
• Esoteric Essence x10
• Lesser Numinous x3 (from Freshwater Pearl, Moonstone)

**Golden Crystal (rank 3)**
Makes 6 (1 needed for Apprentice’s Resistance, 1 needed for Acolyte’s Battle Focus)
• Antithesis Essence x5
• Ordered Essence x10
• Lesser Consonant x3 (from Tigereye, Chrysoprase)

**Sawyer**

**Yew Stave (rank 2)**
Makes 2 (1 needed for Hunter’s Longbow)
• Yew Log x5

**Pine Baton (rank 3)**
Makes 15 (1 needed for Apprentice’s Charged Wand)
Pine Pole (rank 3)
Makes 6 (1 needed for Apprentice’s Charge Staff)
- Pine Log x5

Pine Post (rank 2)
Makes 3 (4 needed for Pine Heavy/Light Shield, 1 needed for Introductory Rogue Kit)
- Pine Log x5

Pine Haft (rank 1)
Makes 9 (1 needed for Pine Heavy/Light Shield)
- Pine Log x5

Yew Shafts (rank 0)
Makes 5 (2 needed for Steel Bodkin Arrow)
- Yew Log x5

Smelter

Steel Blanks (rank 0)
Makes 25 (2 needed for Steel Bodkin Arrow, 1 needed for Pine Heavy/Light Shield, 1 needed for Introductory Rogue Kit)
- Iron Ore x10
- Coal x10

Steel Ingot (rank 0)
Makes 5 (2 needed for Steel Dagger, 3 needed for Steel Longsword)
- Iron Ore x10
- Coal x10

Copper Bar (rank 1)
Makes 30 (1 needed for Apprentice’s Sunrod, 2 needed for Introductory Holy Symbol, 6 needed for Introductory Trophy Charm, 1 needed for Costume Ring)
- Copper Ore x10

Steel Plate (rank 1)
Makes 5 (8 needed for Hide and Steel Banded)
- Iron Ore x10
- Coal x10
Steel Wire (rank 2)
Makes 25 (50 needed for Novitiate’s Chainmail, 3 needed for Introductory Holy Symbol, 1 needed for Acolyte’s Battle Focus)
• Iron Ore x10
• Coal x10

Silver Bar (rank 1)
Makes 30 (2 needed for Acolyte’s Battle Focus, 2 needed for Introductory Trophy Charm)
• Silver Ore x10

Tanner
Basic Hide Sheet (rank 1)
Makes 5 (6 needed for Hide and Steel Banded, 1 needed for Introductory Spellbook, 1 needed for Hide Sandals)
• Beast Pelt x10

Basic Strips (rank 0)
Makes 25 (15 needed for Hide Sandals, 4 needed for Footpad’s Leathers, 1 needed for Steel Dagger, 1 needed for Steel Longsword)
• Beast Pelt x5

Basic Leather Sheet (rank 2)
Makes 5 (5 needed for Footpad’s Leathers)
• Animal Pelt x10

Parchment Sheets (rank 2)
Makes 50 (4 needed for Introductory Spellbook)
• Beast Pelt x9

Weaver
Hemp Twine (rank 1)
Makes 10 (1 needed for Hunter’s Longbow, 3 needed for Introductory Rogue Kit)
• Hemp x5

Coarse Yarn (rank 0)
Makes 10 (6 needed for Wool Mittens, 20 needed for Runespun Robes)
• Wool x5

Coarse Padding (rank 2)
Makes 1 (1 needed for Footpad’s Leathers)
• Wool x10

Crafting

All crafting recipes average the component upgrades (e.g., if you want a +2 item, use an average of +2 components).

Alchemist

Apprentice’s Sunrod (rank 0)
Reveals stealthed players around you and Dazes them.
• Weak Luminous Extract x15 (Apothecary)
• Weak Acidic Extract x2 (Apothecary)
• Copper Bar x1 (Smelter)

Apprentice’s Resistance (rank 1)
Makes you resistant to common energy damages.
• Weak Soothing Extract x4 (Apothecary)
• Crimson Crystal x1 (Sage)
• Golden Crystal x1 (Sage)

Armorsmith

Hide and Steel Banded (rank 0)
This is a basic suit of heavy armor suitable for Fighters.
• Steel Plate x8 (Smelter)
• Basic Hide Sheet x6 (Tanner)

Novitiate’s Chainmail (rank 3)
This is a basic suit of medium armor suitable for Clerics.
• Steel Wire x50 (Smelter)

Artificer

Introductory Spellbook (rank 1)
This is a basic spellbook implement usable by Wizards.
• Basic Hide Sheet x1 (Tanner)
• Parchment Sheets x4 (Tanner)
• Clerk’s Ink x2 (Apothecary)
Apprentice’s Charged Staff/Wand (rank 1)
This is a basic arcane weapon usable by Wizards.
- Lesser Vital Gem x1 (Gemcutter)
- Pine Pole/Pine Baton x1 (Sawyer)
- Crimson Crystal x2 (Sage)

Bowyer
Steel Bodkin Arrow (rank 0)
This item can currently be crafted but has no in-game effect.
- Steel Blanks x2 (Smelter)
- Yew Shafts x2 (Sawyer)

Hunter’s Longbow (rank 1)
This is a basic ranged weapon usable by Fighters or Rogues.
- Hemp Twine x1 (Weaver)
- Yew Stave x1 (Sawyer)
- Weak Varnish x4 (Apothecary)

Engineer
Pine Heavy/Light Shield (rank 1)
This is a basic offhand weapon usable by Fighters and Clerics.
- Pine Post x4 (Sawyer)
- Steel Blanks x1 (Smelter)
- Pine Haft x1 (Sawyer)

Introductory Rogue Kit (rank 2)
This is a basic rogue kit implement usable by Rogues.
- Pine Post x1 (Sawyer)
- Steel Blanks x1 (Smelter)
- Weak Deadly Extract x6 (Apothecary)
- Hemp Twine x3 (Weaver)

Iconographer
Introductory Holy Symbol (rank 1)
This is a basic holy symbol implement usable by Clerics.
- Copper Bar x2 (Smelter)
- Steel Wire x3 (Smelter)
• Sepia Crystal x2 (Sage)

**Acolyte’s Battle Focus (rank 1)**
This is a basic weapon usable by Clerics.
- Silver Bar x2 (Smelter)
- Steel Wire x1 (Smelter)
- Golden Crystal x1 (Sage)

**Jeweler**

**Introductory Trophy Charm (rank 0)**
This is a basic trophy charm implement usable by Fighters.
- Copper Bar x6 (Smelter)
- Silver Bar x2 (Smelter)
- Decorative Gem x1 (Gemcutter)

**Costume Ring (rank 3)**
This is a basic ring item that grants the Watchful keyword for Utilities.
- Copper Bar x1 (Smelter)
- Decorative Gem x11 (Gemcutter)

**Leatherworker**

**Hide Sandals (rank 0)**
This is a basic boot item that grants the Fleet keyword for boot Utilities.
- Basic Strips x15 (Tanner)
- Basic Hide Sheet x1 (Tanner)

**Footpad’s Leathers (rank 1)**
This is a basic suit of light armor suitable for Rogues.
- Basic Leather Sheet x5 (Tanner)
- Basic Strips x4 (Tanner)
- Coarse Padding x1 (Weaver)

**Tailor**

**Wool Mittens (rank 0)**
This is a basic glove item that grants the Fleet keyword for glove Utilities.
- Coarse Yarn x6 (Weaver)
Runespun Robes (rank 2)
This is a basic suit of cloth armor suitable for Wizards.
- Coarse Yarn x20 (Weaver)
- Azure Crystal x8 (Sage)

Weaponsmith

Steel Dagger (rank 1)
This can currently be crafted but has no in-game effect.
- Steel Ingot x2 (Smelter)
- Basic Strips x1 (Tanner)

Steel Longsword (rank 2)
This is a basic melee weapon usable by Fighters.
- Steel Ingot x3 (Smelter)
- Basic Strips x1 (Tanner)