

Fiber Arts Recipes

The following entries represent those recipes that are readily known by the Fiber Artists and Weavers of Torakand.

Gathering Satchel

Skill: Fiber Arts

Materials: Any 1 Fiber

Type: Creation

Creates: 1 Satchel

Time: 2 minutes

This is a helpful satchel. You may consume this item to redraw the results of a single card during a Gathering related Destiny Draw, or gain an additional item of the lowest rarity you obtained, as long as one was gained. Only one can be used per gathering attempt.

Item: Gathering Satchel

Qty: 1 Satchel

Type: Creation

Effect: Redraw a gathering draw card or gain an additional item of the lowest rarity you gained

Expiration: This Event

Price: Cheap

Rarity: Common

Camouflage Hood

Skill: Fiber Arts

Materials: Any 2 Fibers

Type: Creation

Creates: 1 Hood **Time:** 2 minutes

Allows the owner to gain the Hidden status once, the Hidden status persists as long as the owner remains stationary and does not interact with another living thing, at which point it ends immediately.

Item: Camouflage Hood

Qty 1 Hood

Type Consumable

Effect Use to gain the Hidden Condition. Ends when you move or act.

Expiration This Event

Price Cheap

Rarity Common

Rope

Skill: Fiber Arts

Materials: 1 Hemp or any 2 Fibers

Type: Creation

Creates: 3 Ropes

Time: 2 minutes

This item may be consumed to gain the use of 10 feet of rope. Rope is very useful for explorers! If you have a rope prop and use this item card, you can count your rope as three times its physical length instead of 10 feet.

Item: Rope

Qty: 3 Uses

Type: Consumable

Effect Per Use: Counts as rope or triples the length of a provided rope prop.

Expiration: This Event

Price: Cheap

Rarity: Common

Heavy Coat

Skill: Fiber Arts

Materials: Wool or any 2 Fibers

Type: Creation

Creates: 1 Coat

Time: 4 minutes

You can use this item to protect yourself against all environmental effects caused by cold for one scene. It does not protect you against magical ice effects or ice-based attacks from opponents, merely the environment.

Item: Heavy Coat

Qty: 1 Coat

Type: Consumable

Effect: Use this item to ignore all environmental cold effects for one scene.

Expiration: This Event

Price: Cheap

Rarity: Common

Protective Gloves

Skill: Fiber Arts

Materials: One Leather, one other Fiber

Type: Creation

Creates: 2 sets of gloves

Time: 2 minutes

This item card may be consumed to allow the user to Save against damage or ill effects caused by touching something they really should not have. You must declare the use of the item before touching the object in question, unless you have a physical representation for the gloves. If you have a set of prop gloves, you may consume this item in reaction.

Item: Protective Gloves

Qty: 2 sets of gloves

Type: Creation

Effect: Once per scene, allows the user to ignore one instance of damage caused by touching something you really shouldn't. Must be declared before use without a prop.

Expiration: This Event

Price: Cheap

Rarity: Common

Animal Hood

Skill: Fiber Arts

Materials: 1 Silk or any 3 Fibers

Type: Creation

Creates: 1 Animal Hood

Time: 2 minutes

Placing this over the head of a creature will render it Stunned but otherwise unharmed. The user must slowly place two empty hands palm down over and above the creature's shoulders to roleplay covering its head. It may be applied from Hidden. Once applied, the animal must expend a Mental Save or be rendered blinded and docile until the animal hood is removed.

Item: Animal Hood

Qty: 1 Animal Hood

Type: Creation

Effect: The user must slowly place two empty hands palm down over and above the creature's shoulders. May be used from Hidden. The animal must Mental Save or be rendered blinded and docile.

Expiration: This Event

Price: Cheap

Rarity: Common

Comfortable Blanket

Skill: Fiber Arts

Materials: 1 Uncommon Fiber or 1 Rare Fiber

Type: Creation

Creates: 2 Blankets

Time: 2 minutes

You may consume this item once per event. By using it, it reduces your resting time by 10 minutes, or removes 15 minutes from the Injury recovery time. Reduce each time by a further 5 minutes if you have a blanket prop with you or are actually lying down during your Rest or Injury recover time. This does not stack with other Rest or Injury time reductions.

Item: Comfortable Blanket

Qty: 2 blankets

Type: Creation

Effect: Expend this item card to reduce your Rest time by 10 minutes or to reduce your Injury recovery time by 15 minutes. +5 minutes if you have a blanket prop or actually lie down. Does not stack with other reductions.

Once per Event.

Expiration: This Event

Price: Cheap

Rarity: Common

Fiber Trade Goods

Rank: Fiber Arts

Materials: Any 2 Fiber Components

Type: Creation

Creates: 1 Shipment of Fiber Trade Goods

Time: 10 minutes

This recipe refines Fiber Components into Fiber trade goods. These items will always trade for a standard value with the Quartermaster. Delivering certain quantities of requested Trade Goods may be useful when completing Commerce Quests with the Quartermaster. The description of the Trade Good is up to the player crafting the item as long as it does not attempt to replicate, or masquerade, as another Item. Trade Good Items have no game mechanical benefits.

Herbal Trade Goods

Rank: Fiber Arts

Materials: Any 2 Herbal Components

Type: Creation

Creates: 1 Shipment of Herbal Trade Goods

Time: 10 minutes

This recipe refines Herbal Components into Herbal trade goods. These items will always trade for a standard value with the Quartermaster. Delivering certain quantities of requested Trade Goods may be useful when completing Commerce Quests with the Quartermaster. The description of the Trade Good is up to the player crafting the item as long as it does not attempt to replicate, or masquerade, as another Item. Trade Good Items have no game mechanical benefits.

Ritual Cord

Skill: Master Weaver

Materials: 2 Common or Uncommon Fibers, which must be different types, and 1 Herb

Type: Creation

Creates: 1 Cord

Time: 8 minutes

This item may be used as part of a ritual to create a spiritual barrier that prevents the unintended effects of the ritual from leaving the area. As long as at least one person is inside the ritual cord, any immediate negative effects from failure, disruption, or accidents during a ritual will not affect anyone outside the cord, regardless of the scope. This will not stop effects beyond a certain scale, or block the intended (or mis-intended) effects of the ritual itself.

Item: Ritual Cord

Qty: 1

Type: Creation

Effect: Creates an area that blocks ritual accidents from leaving it.

Expiration: This Event

Price: Average

Rarity: Uncommon

Sevenfold Ribbon

Skill: Master Weaver

Materials: 2 Uncommon Fibers or Herbs, or 1 Rare Fiber

Type: Creation

Creates: 2 Ribbons

Time: 10 minutes

Used often in high courts for messages of deep importance, these delicate ribbons may be wrapped carefully around a letter, scroll, or other piece of correspondence. Once done and tied, the letter cannot be opened without disturbing the ribbon, utterly ruining it and leaving signs of such all over the original document. This makes attempts to spy upon or tamper with the document nearly impossible.

Item: Sevenfold Ribbon

Qty: 2 Ribbons

Type: Creation

Effect: Ties a letter or scroll up and makes tampering impossible to hide.

Expiration: This Event

Price: Average

Rarity: Uncommon

Tapestry of Memories

Skill: Master Weaver

Materials: 2 Uncommon Fibers, 1 Rare Fiber, 2 Uncommon Herbs, 1 Rare Herb

Type: Creation

Creates: 1 Tapestry

Time: 16 Minutes

This grand tapestry is woven with a story in mind, almost always something from the past of the weaver making it. It is said that if even if nothing comes to mind, the design will become clear as the weaver begins to work. The tapestry has a unique ceremonial power- Any ritual that grants a Blessing may be performed and placed inside into this tapestry- Mark the ritual on this card. At a subsequent event, the ritual's power matures, and the tapestry can be invoked, providing the benefits of that Blessing to up to 5 people at once. At least one of the beneficiaries of this effect must be the Weaver or the Ritualist who originally cast the blessing. Only one Blessing may be inside the tapestry at a time, and it requires time to mature fully. However, a new Blessing may be placed inside once the original is exhausted, until the tapestry itself expires and loses its mystical nature.

Item: Tapestry of Memories

Qty: 1 Tapestry

Type: Creation

Effect: Can store a Blessing to be used on multiple people at a later event.

Expiration: 1 Year from Creation

Price: Expensive

Rarity: Rare