

Metals

Bonus to gathering for Miners and Smiths

Name	Rarity	Description and uses
Copper	common	conductive, malleable, not especially hard, oxidizes, green pigments
Iron	common	hard but somewhat brittle, versatile, cheaper than steel good for tools.
Lead	common	very soft, very heavy, poisonous, used for white pigment
Steel	uncommon	hard and flexible, expensive used for weapons, armor and tools
Silver	uncommon	a soft, white, lustrous metal, useful in jewelry and fine table ware
Gold	rare	a bright, reddish yellow, metal that is dense and malleable

Minerals

Bonus to gathering for Miners, Smiths, Alchemists and Ritualists

Name	Rarity	Description and uses
Flint	common	fire starter, construction material, knives/arrowheads, flintlock guns
Chalk	common	medicine/antacid, obviously leaves marks
Potash	common	potassium, used for fertilizer and soap
Sulfur	uncommon	stinky, flammable, mixed with stuff for explosives
Obsidian	rare	mirrors, tools/knives, fortune telling/ritual uses.

Herbs

Bonus to gathering for Fiber Artists, Herbalists, and Trappers

Name	Rarity	Description and uses
Lavender	common	soothing, calming, relaxing, used for skin conditions, digestion and sleep
Kingsfoil	common	strong herb good for fighting off infections
Watermint	common	diluting and hydrating component, excellent for antidotes and burns
Firebloom	uncommon	warming, useful in mixtures to keep away the cold or chills
Skybloom	uncommon	Newly discovered, properties still being understood.
Heartrose	rare	purification, balancing and help with diseases

Fibers & Skins

Bonus to gathering for Fiber Artists, Herbalists, and Trappers

Name	Rarity	Description and uses
Wool	common	warm even when wet, used for protection from elements
Leather	common	used in armor and protection applications
Hemp	common	
Cotton	uncommon	naturally absorbent, clothing, cleaning and bandages
Silk	rare	very strong fiber from silkworms, clothing and herbal applications
Basic Pelt	common	your ordinary fur, servicable, useful to keep warm
Fine Pelt	uncommon	a very fine fur, extra warm or decorative in nature
Luxury Pelt	rare	a rare fur, very decorative in nature or difficult to acquire undamaged

Binders

Bonus to gathering for Alchemists and Ritualists

Name	Rarity	Description and uses
Tallow	common	very important for candles and long lasting effects
Clay	common	stabilizing agent used to slow or cancel reactions
Pitch	common	sealing things in, literally or spiritually
Saltpeter	uncommon	gunpowder or offensive mixtures
Purified Salt	rare	protective compound, creating of circles and wardings

Edibles

Bonus to gathering for Cooks and Trappers

Name	Rarity	Description and uses
Meat	common	birds, fish, small animals
Fruit	common	fruit that is a little under or over ripe
Vegetable	common	Onions, corn, potatoes, carrots
Spices	uncommon	sage, rosemary, pepper, thyme, saffron, cardamon, tarragon
Prime Meat	uncommon	beef, deer, pork, seafood
Ripe Fruit	uncommon	fruit that is just the right amount of ripe
Pristine Fruit	rare	specially picked and preserved fruits
Scarce Meat	rare	unusual animal meats

Wood

Bonus to gathering for Woodworkers and

Name	Rarity	Description and uses
Elm	common	a very tough wood, darker in color, tough to split
Oak	common	a very hard wood, good for construction
Pine	common	a soft, pale yellow, wood, light weight
Ash	uncommon	a light colored hardwood, great for tool handles
Maple	rare	produces a sticky sap that is useful for making syrups