

Components

The following list contains all of the standardized Component Cards, their rarity level, and what they are frequently used for.

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
Cobalt	rare	extremely brittle, blue pigment, invisible ink

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
Heartrose	rare	used for purification, balancing, and for helping with diseases

Fibers

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	strong fiber from hemp plants, used in construction of ropes and sailcloth
Cotton	uncommon	naturally absorbent. useful for clothing, cleaning, and bandages
Silk	rare	very strong fiber from silkworms, useful in clothing and herbal applications

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	used when sealing things in, literally or spiritually
Saltpeter	uncommon	important in gunpowders or offensive mixtures
Purified Salt	rare	protective compound commonly used in creation of circles and wardings

Edibles

Bonus to gathering for Cooks and Trappers

Name	Rarity	Description and Uses
Meat	common	birds, fish, and other small animals
Fruit	common	fruit that is a little under or over ripe
Vegetable	common	onions, corn, potatoes, carrots
Cooking Spices	common	sage, rosemary, pepper, thyme, saffron, cardamom, 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