

Fiber Arts Recipes

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

Fiber Arts Recipes

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 Gathering related Destiny Draw card, 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	
Expiration	This Event
Price	Cheap
Rarity	Common
Research	Known

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.
Expiration	This Event
Price	Cheap
Rarity	Common
Research	Known

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
Research	Known

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	Per Use: Use this item to ignore all environmental cold effects for one scene.
Expiration	This Event
Price	Cheap
Rarity	Common
Research	Known

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
Research	Known

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 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.
Expiration	This Event
Price	Cheap
Rarity	Common
Research	Known

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. 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.
Expiration	This Event
Price	Cheap
Rarity	Common
Research	Known