

WOE TO THE WICKED / ALPHA v44

Resources and Crafting

Create the result you intend from suitable materials, tools and time. The resource effects below are provisional Alpha options for playtest. Table reference: [06 Resources-and-Crafting.pdf](#).

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Using resources

Follow the printed requirements and selected resource effects. The [Player Book](#) governs shared resolution, advancement and recovery. Resource legends do not grant unprinted powers.

Resources and crafting

Design the craft

Describe what you want to make; no predetermined recipe is required. Agree its Small, Medium or Large size from the object's intended scope, select suitable resources and their effects, and confirm tools, workspace and any specialist requirements before committing the project. Tier describes quality, not physical size. A trinket or dagger can be Small; a personal sword or shield Medium; a wagon or four-person Stronghold addition Large. These are examples, not a closed list.

Resource cost and quantity

Material tier	Gold each	Small	Medium	Large
Common	10g	3 (30g)	6 (60g)	12 (120g)
Uncommon	20g	2 (40g)	5 (100g)	10 (200g)
Rare	50g	2 (100g)	4 (200g)	8 (400g)
Venerated	200g	1 (200g)	3 (600g)	6 (1,200g)
Exalted	500g	1 (500g)	2 (1,000g)	4 (2,000g)

Size cells show required resources (total Gold value). Purchase cost = missing suitable resources × Gold each, minimum 0. Gold buys available materials; it is not an additional fee and cannot replace unavailable named ingredients.

Ordinary suitable supplies such as timber, stone, metal and fiber use the same unit prices and counts. Named biome resources add their printed effect options. Counts represent relative project investment, not fixed weights; bulky supplies still need appropriate hauling and storage.

Base Workdays by material tier

Material tier	Base Workdays
Common	1
Uncommon	2
Rare	3
Venerated	4
Exalted	5

Final Workdays by size

Craft size	Final Workday progress required
Small	Half base Workdays, rounded down; minimum 1
Medium	Base Workdays
Large	Twice base Workdays

Workdays are required progress, not guaranteed elapsed days. Material tier sets both baselines; size adjusts each. The same resource units are gathered, bought and committed.

Daily resolution

Make one Crafting Skill Test at TN 4 per Workday spent on a project. Success records 1 Workday of progress. A maximum on the retained Crafting die grants 1 additional Workday: this is the specific crafting Critical Success exception, with no Affinity die or critical reroll. **Master Maker** adds its printed bonus on a successful Test. Excess progress does not transfer to another project.

On failure, gain no progress, lose 1 recorded Workday (minimum 0), and destroy one committed resource. The GM chooses it directly or randomly: flip a coin between two candidates, or assign unique die results and reroll unassigned results. Replace missing required materials before continuing. No repeat Test on a failed Workday unless a benefit explicitly permits it. Consume surviving committed materials only when the craft is completed and recorded.

Select resource effects

Use the lowest tier among resources committed to the finished craft for its material tier, resource-count baseline, Workdays and Property capacity. The finished tier cannot exceed that tier. Higher-tier ingredients retain their listed options only if the finished item can sustain them. Tools and the Workshop are equipment used for production, not consumed ingredients. Additional suitable resources may be committed beyond the minimum to supply different effects; they do not automatically raise tier, capacity or effect magnitude.

Ordinary material functions cost no Property capacity. A magical option lists its cost and must fit the finished item's CURVE capacity: 0/1/2/3/4. Select one listed magical option per resource unit committed; each distinct option is applied once unless it explicitly permits stacking. The same unit can supply its ordinary material function as well. Extra copies do not multiply damage, restoration or uses. Permanent magical Properties follow the existing Blessing and facility requirements. A prepared consumable is one dose with its listed effect and limits, not unlimited doses.

Expected finished value

Expected listed value = total value of all committed resources + (required Workday progress × half a Fortune Mark at material tier). Half-Mark labor values are Common 25g, Uncommon 50g, Rare 125g, Venerated 250g, Exalted 500g per required Workday. Count optional ingredients too. Failed days do not inflate value; criticals, assistance and Techniques do not lower it. This is a provisional valuation benchmark; established catalog quotes and actual demand may differ. Merchant purchase percentages apply afterward. TN remains 4; no separate difficulty premium is assigned without a printed difficulty rule.

Tools and Workshops

Tools / facility	Supported work
Suitable hand tools	Small and Medium work the tools can physically support; specialized processes still require actual equipment.
Forge	Metal shaping, joining and treatment; blades, armor, tools and fittings.
Carpentry Workshop	Wood shaping and joining; frames, furniture, carts, wagons and construction.
Alchemy Lab	Preparing brews: tonics, poisons, reagents and separately defined explosives.
Enchanting Workshop	Incorporating and sustaining magical Properties under the existing magical-item rules.

A fitted Workshop supports four characters at once, including assistants. Different processes may require more than one facility or components made elsewhere. The Workshop provides ordinary installed tools, not ingredients, fuel, specialist knowledge or unusual equipment.

Worked projects

Examples illustrate the procedure, not mandatory recipes. Other compatible materials and designs are allowed.

Forge - Large Common addition: 12 suitable Common resources (120g); 2 required Workdays; four users including assistants. Buy missing resources at 10g each. Expected value: $120g + 2 \times 25g = 170g$. Build a whole Stronghold through its individual additions.

Exalted weapon - Medium: 2 suitable Exalted resources (1,000g); 5 required Workdays; capacity 4. **Caldera Heartglass** supplies an edge and Caldera edge (cost 3); another suitable Exalted unit meets the floor. Metalwork needs a Forge; permanent magical fitting needs enchanting capability. Expected value: 3,500g before optional ingredients.

Rare trinket - Small: 2 **Fireglass Lens** units (100g); 1 required Workday; capacity 2. Suitable lapidary tools form an examination trinket with Measure at a Glance (cost 1); a Forge supplies no relevant access. Expected value: 225g. Another compatible resource can supply an option within remaining capacity.

Resource discovery and effects

Use the existing travel-day search procedure: one search per character per travel day, a reachable Perception TN, then Yield on success. Common/Uncommon/Rare/Venerated/Exalted yield d12/d10/d8/d6/d4 units. These yields do not change with the new prices. Stationary extraction and actual creature harvests retain their own opportunities and limits.

Each biome retains its d10 discovery index. Name, tier and index identify the resource; Material helps choose a craft. Effects are the actual provisional permissions. Historical legends are preserved in Design References and do not grant unbounded powers. Resource availability remains a campaign fact.

Shared limits: once per scene means once for a given character using that named Property across copies; once per Full Rest refreshes after that character's qualifying Full Rest. Identical Properties do not stack. Damage riders trigger only after a damaging hit; no automatic Condition, forced death, extra attack or second normal defense roll. A brew is consumed on its stated use; it grants no permanent Property.

Arctic

White Flame Coal - Resource

Tier: Common · **Value:** 10g each · **Yield:** d12 · **Discovery:** 1

Material: Fuel; hearths, heaters, lamps.

Effect: Pale flame (ordinary material function) - Burns with a low pale flame when ignited. Supplies ordinary fuel and warmth; not invisibility or immunity to heat.

Polar Bark - Resource

Tier: Common · **Value:** 10g each · **Yield:** d12 · **Discovery:** 2

Material: Bark; wraps, panels, insulating containers.

Effect: Cold lining (ordinary material function) - Provides ordinary insulation against cold contact and protects enclosed contents from routine handling. Icy splinters are descriptive; no added Freeze damage.

Frosted Glass Crystals - Resource

Tier: Uncommon · **Value:** 20g each · **Yield:** d10 · **Discovery:** 3

Material: Hard crystal; weapon edges and precision fittings.

Effect: Cold edge (Property cost 1) - When making the item, choose Freeze instead of Wound for its normal weapon damage. Defense remains appropriate to the actual attack; no added die or Condition.

Snowfox Whiskers - Resource

Tier: Uncommon · **Value:** 20g each · **Yield:** d10 · **Discovery:** 4

Material: Strong fiber; ropes, harnesses, flexible bindings.

Effect: Sure Anchor (Property cost 1) - Once per scene, the first ordinary anchor failure involving this fitted rope or harness holds long enough for one immediate legal response. It does not undo a destroyed anchor or grant an extra Action.

Shiver Vine - Resource

Tier: Rare · **Value:** 50g each · **Yield:** d8 · **Discovery:** 5

Material: Cold plant fiber; weapons, bindings, brews.

Effect: Chill strike (Property cost 2) - Once per scene, after a damaging hit with the finished weapon, spend 1 Stamina to deal an additional d4 Freeze to that target. Apply type interactions and remaining buffers; no second normal defense roll. This is part of that attack, not another attack.

Polar Lotus - Resource

Tier: Rare · **Value:** 50g each · **Yield:** d8 · **Discovery:** 6

Material: Plant reagent; protective garments or brews.

Effect: Cold shelter (Property cost 1) - Once per scene, before resolving incoming Freeze damage, spend 1 Mana to gain Resistance to that damage type for that one damage instance. Does not stack with existing Resistance.

North Star Shard - Resource

Tier: Venerated · **Value:** 200g each · **Yield:** d6 · **Discovery:** 7

Material: Gem; navigation instruments.

Effect: True Bearing (Property cost 1) - After establishing a known landmark or destination, preserves the direction toward it while ordinary orientation is possible. Reveals no unknown route and does not bypass magical concealment.

Ancient Voice - Resource

Tier: Venerated · **Value:** 200g each · **Yield:** d6 · **Discovery:** 8

Material: Captured echo; historical examination charms.

Effect: Past witness (Property cost 2) - Once per Full Rest, spend 2 Mana and ten minutes at a ruin to hear a fragment about one past event physically associated with that site. The GM provides one useful clue, not a complete history, future event or compelled truthful living witness.

Last Aurora Thread - Resource

Tier: Exalted · **Value:** 500g each · **Yield:** d4 · **Discovery:** 9

Material: Fiber; preservation containers and garments.

Effect: Aurora preservation (Property cost 3) - Once per Full Rest, spend 3 Mana and an Action to preserve one nonliving object or enclosed contents against ordinary decay and temperature spoilage for 24 hours. No protection against attacks, no creature stasis, and no item recharge.

Midnight Glow - Resource

Tier: Exalted · **Value:** 500g each · **Yield:** d4 · **Discovery:** 10

Material: Captured light; concealment or examination fittings.

Effect: Midnight aperture (Property cost 3) - Once per Full Rest, spend 3 Mana and an Action to see through one mundane opaque barrier up to 1 foot thick within 15 feet for one minute. Your view does not create a route for attacks or reveal concealed thoughts; magical barriers remain opaque.

Cave

Fungal Thread - Resource

Tier: Common · **Value:** 10g each · **Yield:** d12 · **Discovery:** 1

Material: Fiber; cord, cloth, bindings.

Effect: Woven binding (ordinary material function) - Forms flexible ties, cloth or wraps appropriate to the finished object. No automatic bonus die.

Cave Dew - Resource

Tier: Common · **Value:** 10g each · **Yield:** d12 · **Discovery:** 2

Material: Liquid; washes and brew bases.

Effect: Mixing medium (ordinary material function) - Supplies clean liquid for a compatible preparation. Grants no healing, extra dose or magical amplification.

Echo Crystal - Resource

Tier: Uncommon · **Value:** 20g each · **Yield:** d10 · **Discovery:** 3

Material: Resonant crystal; signal devices and sound fittings.

Effect: Stored echo (Property cost 1) - Use an Action to record up to ten seconds of audible sound, or replay the one stored recording at ordinary speaking volume. Recording replaces the previous sound.

Glowshroom - Resource

Tier: Uncommon · **Value:** 20g each · **Yield:** d10 · **Discovery:** 4

Material: Fungus; lamps and enclosed light fittings.

Effect: Living light (Property cost 1) - Use an Action to light or extinguish the item. While lit, provides ordinary visible light within 15 feet; it can reveal its carrier. Does not dispel magical darkness.

Albino Bat Fang - Resource

Tier: Rare · **Value:** 50g each · **Yield:** d8 · **Discovery:** 5

Material: Fang reagent; hallucination brews.

Effect: False impressions (Property cost 2) - Brew only: choose ingestion or a weapon coating when crafting. An Action applies one coating; it expires on the next damaging hit or after one hour. Ingestion or that damaging hit triggers one Withstand TN 4 Test; failure: Disadvantage on Perception Skill dice until the end of the exposed creature's next turn. No control of its actions or permanent madness. Success: no toxin effect. The dose is consumed on exposure; not an extra attack.

Heart Fish - Resource

Tier: Rare · **Value:** 50g each · **Yield:** d8 · **Discovery:** 6

Material: Toxic biological reagent; poisons.

Effect: Heart strain (Property cost 2) - Brew only: choose ingestion or a weapon coating when crafting. An Action applies one coating; it expires on the next damaging hit or after one hour. Ingestion or that damaging hit triggers one Withstand TN 4 Test; failure: take 1d4 Poison damage, applying type interactions and buffers. No instant death, ongoing damage or automatic Affliction. Success: no toxin effect. The dose is consumed on exposure; not an extra attack.

Death Diamond - Resource

Tier: Venerated · **Value:** 200g each · **Yield:** d6 · **Discovery:** 7

Material: Gem; spiritual weapon fittings.

Effect: Death edge (Property cost 2) - Once per scene, after a damaging hit with the finished weapon, spend 1 Stamina to deal an additional d6 Rend to that target. Apply type interactions and remaining buffers; no second normal defense roll. This is part of that attack, not another attack.

Century Sand - Resource

Tier: Venerated · **Value:** 200g each · **Yield:** d6 · **Discovery:** 8

Material: Temporal sand; preservation vessels.

Effect: Still contents (Property cost 2) - While closed, the fitted container suspends ordinary spoilage of nonliving stored food or reagents. Opening resumes ordinary aging. Does not affect creatures, advance crafting, recharge items or alter the world's time.

Deep Fae Echo Crystal - Resource

Tier: Exalted · **Value:** 500g each · **Yield:** d4 · **Discovery:** 9

Material: Crystal; spatial tools.

Effect: Echo reach (Property cost 3) - Once per scene, spend 3 Mana and an Action to move one unattended handheld object within 15 feet to your empty hand along an unobstructed path. No creature movement, stealing equipped gear or passage through barriers.

Ancient Fae Fossil - Resource

Tier: Exalted · **Value:** 500g each · **Yield:** d4 · **Discovery:** 10

Material: Fossil; reality-shaping instruments.

Effect: Fae reshape (Property cost 3) - Once per Full Rest, spend 3 Mana and ten minutes touching a nonliving unattended object no larger than a handheld tool. Reshape its existing material without changing mass, tier, Properties or value. Cannot affect creatures, create resources or bypass a magical seal.

Tropical

Jungle Vine - Resource

Tier: Common · **Value:** 10g each · **Yield:** d12 · **Discovery:** 1

Material: Fiber and flexible wood; ropes, baskets, frames.

Effect: Flexible binding (ordinary material function) - Can be woven into binding or flexible supports. Ordinary strength depends on the object and load; no free magical Property.

Sunfruit - Resource

Tier: Common · **Value:** 10g each · **Yield:** d12 · **Discovery:** 2

Material: Food; preserved provisions and brew bases.

Effect: Nourishing (ordinary material function) - Supplies ordinary nourishment in a prepared food. Does not restore Resolve or replace a stated medical treatment.

Plumeria Petals - Resource

Tier: Uncommon · **Value:** 20g each · **Yield:** d10 · **Discovery:** 3

Material: Fragrant plant; charms and calming preparations.

Effect: Quiet composure (Property cost 1) - Once per scene, before rolling, spend 1 Mana to gain Advantage on one Composure Skill die for resisting provocation or fear. Normal cancellation applies; this does not affect an Affinity or supplements.

Storm Moss - Resource

Tier: Uncommon · **Value:** 20g each · **Yield:** d10 · **Discovery:** 4

Material: Electrical plant reagent; weapons and conductors.

Effect: Charged edge (Property cost 1) - Choose Shock instead of Wound for the finished weapon's normal damage. No additional damage, paralysis or power generation for resale.

Shark Fruit - Resource

Tier: Rare · **Value:** 50g each · **Yield:** d8 · **Discovery:** 5

Material: Plant reagent; messenger charms or brews.

Effect: Water messenger (Property cost 2) - Once per Full Rest, spend 2 Mana and an Action beside connected water to send one spoken message of up to twenty words to a known willing recipient within one mile along that water. A spectral shark carries it; no combat creature or guaranteed reply.

Shimmerfruit - Resource

Tier: Rare · **Value:** 50g each · **Yield:** d8 · **Discovery:** 6

Material: Plant reagent; restorative brews.

Effect: Mana draught (Property cost 2) - Brew only: use an Action to consume one prepared dose. Restore 1d4 Mana, capped at maximum. A character benefits from this Property once per Full Rest; additional doses grant no further restoration before that rest.

Monsoon Heart Seed - Resource

Tier: Venerated · **Value:** 200g each · **Yield:** d6 · **Discovery:** 7

Material: Plant reagent; weather instruments.

Effect: Weather shelter (Property cost 2) - Once per Full Rest, spend 2 Mana and an Action to shelter a 15-foot-radius area around the stationary item from ordinary rain and wind for one hour. No protection against attacks, flooding, lightning or supernatural weather.

Century Sand - Resource

Tier: Venerated · **Value:** 200g each · **Yield:** d6 · **Discovery:** 8

Material: Temporal sand; preservation vessels.

Effect: Still contents (Property cost 2) - While closed, the fitted container suspends ordinary spoilage of nonliving stored food or reagents. Opening resumes ordinary aging. Does not affect creatures, advance crafting, recharge items or alter the world's time.

Poor Man's Shell - Resource

Tier: Exalted · **Value:** 500g each · **Yield:** d4 · **Discovery:** 9

Material: Shell; protective reservoirs.

Effect: Captured surge (Property cost 3) - Once per Full Rest, after magical damage causes you Resolve loss, use your Reaction to regain 1d4 Mana, capped at maximum. Does not negate damage, grant Gold or trigger from your own deliberate attack.

Sun Shadow - Resource

Tier: Exalted · **Value:** 500g each · **Yield:** d4 · **Discovery:** 10

Material: Captured shadow; illusion instruments.

Effect: Contradictory guise (Property cost 3) - Once per Full Rest, spend 3 Mana and an Action to make one handheld object appear as a different object of the same size for one hour. Touch and function reveal the mismatch. No actual transformation, contradictory rules permission or value creation.

Volcanic

Sulfur Crystal - Resource

Tier: Common · **Value:** 10g each · **Yield:** d12 · **Discovery:** 1

Material: Reagent; fuels and alchemical preparations.

Effect: Combustible (ordinary material function) - Supports ordinary ignition and fuel preparations. Does not define explosive damage or area; combat explosives require a separately approved effect.

Obsidian Shard - Resource

Tier: Common · **Value:** 10g each · **Yield:** d12 · **Discovery:** 2

Material: Sharp mineral; blades, cutting tools, ornaments.

Effect: Cutting edge (ordinary material function) - Provides a suitable edge for an ordinary cutting object. Use its normal equipment profile; no automatic weapon-die increase.

Ashcap Mushroom - Resource

Tier: Uncommon · **Value:** 20g each · **Yield:** d10 · **Discovery:** 3

Material: Fungus; heat-protection brews.

Effect: Heat shelter (Property cost 1) - Brew only: use an Action to consume one prepared dose. Gain Resistance to Burn damage until the end of your next turn. Does not stack with existing Resistance or grant immunity.

Molten Fang - Resource

Tier: Uncommon · **Value:** 20g each · **Yield:** d10 · **Discovery:** 4

Material: Hard fang; weapons and heat fittings.

Effect: Hot edge (Property cost 1) - Choose Burn instead of Wound for the finished weapon's normal damage. Its ordinary die and requirements remain unchanged.

Fireglass Lens - Resource

Tier: Rare · **Value:** 50g each · **Yield:** d8 · **Discovery:** 5

Material: Precision crystal; lenses and focused tools.

Effect: Measure at a Glance (Property cost 1) - With a clear view, estimate ordinary distance, scale, angle or elevation without a Test. Does not expose concealed details or confer attack Advantage.

Flame Lotus Petal - Resource

Tier: Rare · **Value:** 50g each · **Yield:** d8 · **Discovery:** 6

Material: Medicinal plant; healing preparations.

Effect: Restorative draught (Property cost 2) - Brew only: use an Action to consume one prepared dose. Restore 1d4 Resolve, capped at maximum. A character benefits from this Property once per scene; it removes no Condition or Affliction.

Volcano Core Dust - Resource

Tier: Venerated · **Value:** 200g each · **Yield:** d6 · **Discovery:** 7

Material: Volatile mineral; weapon fittings or brews.

Effect: Caldera strike (Property cost 2) - Once per scene, after a damaging hit with the finished weapon, spend 1 Stamina to deal an additional d6 Burn to that target. Apply type interactions and remaining buffers; no second normal defense roll. This is part of that attack, not another attack.

Eclipse Cluster - Resource

Tier: Venerated · **Value:** 200g each · **Yield:** d6 · **Discovery:** 8

Material: Temporal crystal; disguise fittings.

Effect: Age guise (Property cost 2) - Once per scene, spend 2 Mana and an Action to alter your apparent age for one hour. Changes appearance only; no lifespan, Skill, resource or physical capability change.

Caldera Heartglass - Resource

Tier: Exalted · **Value:** 500g each · **Yield:** d4 · **Discovery:** 9

Material: Hard volcanic glass; weapon edges and fitted reservoirs.

Effect: Caldera edge (Property cost 3) - Once per scene, after a damaging hit with the finished weapon, spend 1 Stamina to deal an additional d8 Burn to that target. Apply type interactions and remaining buffers; no second normal defense roll. This is part of that attack, not another attack.

Blood Dust - Resource

Tier: Exalted · **Value:** 500g each · **Yield:** d4 · **Discovery:** 10

Material: Biological reagent; restorative brews.

Effect: Blood renewal (Property cost 3) - Brew only: use an Action to consume one prepared dose. Restore 1d8 Resolve, capped at maximum, and end one ordinary Bleeding Condition whose source permits treatment. Once per Full Rest per recipient; no Revival, endless blood or Affliction cure.

Ocean

Seaweed - Resource

Tier: Common · **Value:** 10g each · **Yield:** d12 · **Discovery:** 1

Material: Fiber; cord, lashings, woven containers.

Effect: Flexible weave (ordinary material function) - Makes ordinary wet-weather binding or weave. A secured rope still needs suitable anchors and load capacity.

Kelp Root - Resource

Tier: Common · **Value:** 10g each · **Yield:** d12 · **Discovery:** 2

Material: Plant fiber; seals, straps, water-resistant containers.

Effect: Wet binding (ordinary material function) - Retains its binding function during ordinary soaking and travel. Grants no underwater breathing.

Moonlight Plant - Resource

Tier: Uncommon · **Value:** 20g each · **Yield:** d10 · **Discovery:** 3

Material: Luminous plant; lamps and signal fittings.

Effect: Moon lamp (Property cost 1) - Use an Action to light or extinguish the fitted item. It casts visible silver light within 15 feet, including indoors. No concealment or magical truth detection.

Tidal Algae - Resource

Tier: Uncommon · **Value:** 20g each · **Yield:** d10 · **Discovery:** 4

Material: Plant reagent; pumps, vessels, water charms.

Effect: Water draw (Property cost 1) - Once per scene, spend 1 Mana and an Action to move up to one waterskin of uncontained water within 15 feet into a reachable open vessel. Cannot extract bodily fluids or create water.

Storm Whale Oil - Resource

Tier: Rare · **Value:** 50g each · **Yield:** d8 · **Discovery:** 5

Material: Electrical reagent; weapon coatings and fitted reservoirs.

Effect: Storm strike (Property cost 2) - Once per scene, after a damaging hit with the finished weapon, spend 1 Stamina to deal an additional d4 Shock to that target. Apply type interactions and remaining buffers; no second normal defense roll. This is part of that attack, not another attack.

Mermaid Scale - Resource

Tier: Rare · **Value:** 50g each · **Yield:** d8 · **Discovery:** 6

Material: Scale; armor, seals, breathing charms.

Effect: Water breath (Property cost 2) - Once per Full Rest, spend 2 Mana and an Action to breathe water for ten minutes. No swimming speed, pressure immunity or protection from contaminated water.

Siren Shell - Resource

Tier: Venerated · **Value:** 200g each · **Yield:** d6 · **Discovery:** 7

Material: Resonant shell; communication charms.

Effect: Distant call (Property cost 2) - Once per scene, spend 2 Mana and an Action to send up to twenty spoken words to one known willing creature within one mile. No compelled response, locating ability or harmful song.

Angler Bulb - Resource

Tier: Venerated · **Value:** 200g each · **Yield:** d6 · **Discovery:** 8

Material: Luminous biological material; lanterns.

Effect: Revealing light (Property cost 2) - Once per scene, spend 2 Mana and an Action to illuminate 15 feet for one minute. Invisible creatures and objects in that light show a visible outline; walls and ordinary concealment still obstruct sight. Does not reveal motives or dispel illusions.

Lamprey Fang - Resource

Tier: Exalted · **Value:** 500g each · **Yield:** d4 · **Discovery:** 9

Material: Fang; spiritual link fittings.

Effect: Willing link (Property cost 3) - Once per Full Rest, spend 3 Mana and ten minutes with one willing creature. For one hour, either may spend an Action to send a thought of up to twenty words to the other within one mile. Either can end the link freely; no resource transfer, compelled action or damage sharing.

Captain's Fate - Resource

Tier: Exalted · **Value:** 500g each · **Yield:** d4 · **Discovery:** 10

Material: Medicinal plant; specialist treatments.

Effect: Broad antidote (Property cost 3) - Brew only: use an Action to consume one prepared dose. Gain Advantage on one Withstand Test against an existing poison or disease Affliction within one hour, provided its printed treatment permits such a Test. Does not grant an otherwise unavailable cure or additional daily treatment attempt.

Celestial Peak

Zennith Fog - Resource

Tier: Common · **Value:** 10g each · **Yield:** d12 · **Discovery:** 1

Material: Collected moisture; cooling and alchemical preparations.

Effect: Cooling medium (ordinary material function) - Supplies moisture for ordinary cooling or preparation. No permanent fog, damage or time alteration.

Skyreach Shard - Resource

Tier: Common · **Value:** 10g each · **Yield:** d12 · **Discovery:** 2

Material: Translucent mineral; windows, lenses, ornaments.

Effect: Light passage (ordinary material function) - Allows ordinary light through a fitted translucent surface. Does not reveal hidden magic or create light.

Celestine Ore - Resource

Tier: Uncommon · **Value:** 20g each · **Yield:** d10 · **Discovery:** 3

Material: Metal; frames, tools, wearable equipment.

Effect: Light construction (Property cost 1) - Halve the finished object's own recorded Carry, rounding up to minimum 1. Does not alter occupants, contents, personal Carry capacity or a vehicle's cargo allowance.

Starblossom Petal - Resource

Tier: Uncommon · **Value:** 20g each · **Yield:** d10 · **Discovery:** 4

Material: Plant reagent; divining charms.

Effect: Examiner's sign (Property cost 1) - Once per scene, before rolling, spend 1 Mana to gain Advantage on one Attune Skill die for examining the magical nature of one object. Normal cancellation applies; this does not affect an Affinity or supplements.

Echo Glow - Resource

Tier: Rare · **Value:** 50g each · **Yield:** d8 · **Discovery:** 5

Material: Temporal reagent; clocks and response charms.

Effect: Brief reprieve (Property cost 2) - Once per scene, spend 1 Mana when an effect on you would expire at the end of your turn to extend it through the end of your next turn. Only a beneficial non-damage effect with no recurring cost qualifies; cannot extend extra Actions, another reprieve, or a resource-restoring effect.

Celestial Crystal - Resource

Tier: Rare · **Value:** 50g each · **Yield:** d8 · **Discovery:** 6

Material: Gem; spiritual implements and weapon fittings.

Effect: Soul strike (Property cost 2) - Once per scene, after a damaging hit with the finished weapon, spend 1 Stamina to deal an additional d4 Rend to that target. Apply type interactions and remaining buffers; no second normal defense roll. This is part of that attack, not another attack.

Sky Thread - Resource

Tier: Venerated · **Value:** 200g each · **Yield:** d6 · **Discovery:** 7

Material: Fiber; garments and rescue harnesses.

Effect: Gentle descent (Property cost 2) - Once per scene, spend 2 Mana and your Reaction when you begin falling to reduce descent to 10 feet per round until you land or one minute passes. Prevents fall impact damage while active; grants no ascent or horizontal flight.

Black Mist - Resource

Tier: Venerated · **Value:** 200g each · **Yield:** d6 · **Discovery:** 8

Material: Mist reagent; brew additives.

Effect: Concentrated preparation (Property cost 2) - For one other numerical restoration Property in the same consumable, increase its rolled restoration by 2, capped at the target's maximum. Both Properties must fit capacity. Frequency limits remain; no tripling, extra doses or stacking with itself.

Rainbow Residue - Resource

Tier: Exalted · **Value:** 500g each · **Yield:** d4 · **Discovery:** 9

Material: Divining reagent; foresight fittings.

Effect: Hazy foresight (Property cost 3) - Once per Full Rest, spend 3 Mana and ten minutes to ask about one declared course of action in the next day. The GM gives one plausible danger or opportunity based on current circumstances. Not a guaranteed outcome, automatic success or replay of a resolved roll.

Heartbeat Crystal - Resource

Tier: Exalted · **Value:** 500g each · **Yield:** d4 · **Discovery:** 10

Material: Crystal; emergency protective fittings.

Effect: Heartbeat buffer (Property cost 3) - Once per Full Rest, spend 3 Mana and your Reaction before taking damage to create a 1d8 damage buffer against that instance only. Apply after type interactions; unused buffer expires immediately. No revival, Hope replacement or prevention of non-damage death.

The Abyss

Cracked Obsidian - Resource

Tier: Common · **Value:** 10g each · **Yield:** d12 · **Discovery:** 1

Material: Sharp mineral; tools and decorative inlays.

Effect: Jagged edge (ordinary material function) - Supplies an ordinary cutting or scraping edge; use the chosen equipment profile.

Thirst Berry - Resource

Tier: Common · **Value:** 10g each · **Yield:** d12 · **Discovery:** 2

Material: Bitter plant reagent; dyes and irritant preparations.

Effect: Bitter marker (ordinary material function) - Produces a distinctly bitter preparation useful for identifying or discouraging consumption. Legendary thirst is not a permanent curse or damage effect.

Undergloom Lichen - Resource

Tier: Uncommon · **Value:** 20g each · **Yield:** d10 · **Discovery:** 3

Material: Luminous fungus; scouting lamps and lenses.

Effect: Low-light detail (Property cost 1) - Once per scene, before rolling, spend 1 Mana to gain Advantage on one Perception Skill die for examining something visible in dim light. Normal cancellation applies; this does not affect an Affinity or supplements.

Blackrock Ore - Resource

Tier: Uncommon · **Value:** 20g each · **Yield:** d10 · **Discovery:** 4

Material: Metal; weapons, armor, structural fittings.

Effect: Hardened fitting (Property cost 1) - For one chosen structural component, increase Durability one die step, maximum d12. For personal equipment instead, increase its ordinary critical-strike break threshold by 1. Choose one on completion; duplicates do not stack.

Pitstone - Resource

Tier: Rare · **Value:** 50g each · **Yield:** d8 · **Discovery:** 5

Material: Dense mineral; structural anchors and ward fittings.

Effect: Firm anchor (Property cost 1) - Increase one fitted structural component's Integrity by 1. Does not stack with another application of this Property or create immovability.

Nightmoss - Resource

Tier: Rare · **Value:** 50g each · **Yield:** d8 · **Discovery:** 6

Material: Toxic fungus; poison preparations.

Effect: Withering extract (Property cost 2) - Brew only: choose ingestion or a weapon coating when crafting. An Action applies one coating; it expires on the next damaging hit or after one hour. Ingestion or that damaging hit triggers one Withstand TN 4 Test; failure: take 1d4 Wither damage after type interactions and buffers. No lasting rot or permanent Affliction. Success: no toxin effect. The dose is consumed on exposure; not an extra attack.

Wyrmsoul - Resource

Tier: Venerated · **Value:** 200g each · **Yield:** d6 · **Discovery:** 7

Material: Spiritual ingredient; underground navigation tools.

Effect: Buried passage (Property cost 2) - Once per scene, spend 2 Mana and an Action touching earth or stone to learn whether an open passage lies within 15 feet and its direction. No tunneling, map, occupant detection or passage through a barrier.

Void Crystal - Resource

Tier: Venerated · **Value:** 200g each · **Yield:** d6 · **Discovery:** 8

Material: Crystal; concealment fittings.

Effect: Quiet pocket (Property cost 2) - Once per scene, spend 2 Mana and an Action to suppress ordinary light and outward sound within 5 feet of the stationary item until the end of your next turn. Affects everyone within it; no invisibility, damage, or cancellation of spells.

Abyssheart Ore - Resource

Tier: Exalted · **Value:** 500g each · **Yield:** d4 · **Discovery:** 9

Material: Metal; void weapon fittings.

Effect: Abyss edge (Property cost 3) - Once per scene, after a damaging hit with the finished weapon, spend 1 Stamina to deal an additional d8 Rend to that target. Apply type interactions and remaining buffers; no second normal defense roll. This is part of that attack, not another attack.

The Forgotten Potion - Resource

Tier: Exalted · **Value:** 500g each · **Yield:** d4 · **Discovery:** 10

Material: Preserved reagent; memory preparations.

Effect: Recovered fragment (Property cost 3) - Brew only: use an Action to consume one prepared dose. For one hour, recall one event you personally experienced but ordinarily forgot. The GM supplies an available useful detail. No invented knowledge, another person's memories or removal of magical memory alteration.

Desert

Glassvine Cactus - Resource

Tier: Common · **Value:** 10g each · **Yield:** d12 · **Discovery:** 1

Material: Plant fiber and hard spines; fittings and sharp tools.

Effect: Spined construction (ordinary material function) - Supplies flexible plant material or a sharp fitting appropriate to the design. No automatic retaliation damage.

Desert Salt - Resource

Tier: Common · **Value:** 10g each · **Yield:** d12 · **Discovery:** 2

Material: Mineral; preserved food and dry preparations.

Effect: Preserving salt (ordinary material function) - Preserves compatible food against ordinary spoilage when properly prepared. Does not multiply elemental effects.

Glasscrawler Silk - Resource

Tier: Uncommon · **Value:** 20g each · **Yield:** d10 · **Discovery:** 3

Material: Transparent fiber; garments, screens, wraps.

Effect: Hidden seam (Property cost 1) - Once per scene, before rolling, spend 1 Mana to gain Advantage on one Maneuver Skill die for concealing yourself against an existing suitable background. Normal cancellation applies; this does not affect an Affinity or supplements.

Mirage Opal - Resource

Tier: Uncommon · **Value:** 20g each · **Yield:** d10 · **Discovery:** 4

Material: Gem; examination lenses and charms.

Effect: Illusion warning (Property cost 1) - Once per scene, spend 1 Mana and an Action to examine a visible object within 15 feet. The GM tells you whether an illusion alters its appearance, without revealing the true form or ending the illusion.

Scorpion Barb - Resource

Tier: Rare · **Value:** 50g each · **Yield:** d8 · **Discovery:** 5

Material: Venomous fitting; weapon coatings and poison brews.

Effect: Venom extract (Property cost 2) - Brew only: choose ingestion or a weapon coating when crafting. An Action applies one coating; it expires on the next damaging hit or after one hour. Ingestion or that damaging hit triggers one Withstand TN 4 Test; failure: take 1d4 Poison damage after interactions and buffers. No automatic incapacitation. Success: no toxin effect. The dose is consumed on exposure; not an extra attack.

Desert Quartz - Resource

Tier: Rare · **Value:** 50g each · **Yield:** d8 · **Discovery:** 6

Material: Gem; presentation charms and ornaments.

Effect: Clear presentation (Property cost 1) - Once per scene, before rolling, spend 1 Mana to gain Advantage on one Presence Skill die for a performance or formal introduction; no compelled cooperation. Normal cancellation applies; this does not affect an Affinity or supplements.

Mirage Glass Heart - Resource

Tier: Venerated · **Value:** 200g each · **Yield:** d6 · **Discovery:** 7

Material: Illusion crystal; garments and concealment fittings.

Effect: Mirage veil (Property cost 2) - Once per scene, spend 2 Mana and an Action to blend your stationary outline into a suitable background for one minute. Gain Advantage on Maneuver Skill dice to remain concealed there. Moving from that position or attacking ends it; no invisibility or concealment without a background.

Basilisk Scale - Resource

Tier: Venerated · **Value:** 200g each · **Yield:** d6 · **Discovery:** 8

Material: Scale; armor and protective charms.

Effect: Venom shelter (Property cost 2) - Once per scene, spend 2 Mana before resolving Poison damage or a Withstand Test against petrification. Choose Resistance to that one Poison instance or Advantage on that one Withstand die. No immunity or removal of existing petrification.

Sapphire Mirage - Resource

Tier: Exalted · **Value:** 500g each · **Yield:** d4 · **Discovery:** 9

Material: Gem; disguise instruments.

Effect: Mirage double (Property cost 3) - Once per scene, spend 3 Mana and an Action to place a silent illusory double of yourself within 15 feet for one minute. You may move it up to 15 feet with an Action while you can see it. It has no substance, attacks, defense or independent turn; interaction reveals it.

Whisper Orb - Resource

Tier: Exalted · **Value:** 500g each · **Yield:** d4 · **Discovery:** 10

Material: Gem; secret-keeping fittings.

Effect: Sealed confidence (Property cost 3) - Spend 3 Mana and ten minutes with a willing speaker to record one spoken secret, replacing the previous recording. Only the named recipient can replay it with an Action. The speaker retains their memory; no compelled confession or automatic truth verification.

Foothill

Stonecarver's Clay - Resource

Tier: Common · **Value:** 10g each · **Yield:** d12 · **Discovery:** 1

Material: Clay; vessels, molds, fitted seals.

Effect: Moldable (ordinary material function) - Can be shaped and fired into an ordinary vessel, mold or fitted seal with suitable equipment.

Wildflower - Resource

Tier: Common · **Value:** 10g each · **Yield:** d12 · **Discovery:** 2

Material: Plant; pigments, scents, brew bases.

Effect: Pigment or scent (ordinary material function) - Choose a visible pigment or recognizable scent for the finished preparation. Neither forces agreement nor conceals a creature automatically.

Sour Weed - Resource

Tier: Uncommon · **Value:** 20g each · **Yield:** d10 · **Discovery:** 3

Material: Plant reagent; sleep preparations.

Effect: Drowsing (Property cost 1) - Brew only: choose ingestion or a weapon coating when crafting. An Action applies one coating; it expires on the next damaging hit or after one hour. Ingestion or that damaging hit triggers one Withstand TN 4 Test; failure: Disadvantage on the next Perception Skill die rolled within one minute. It does not cause unconsciousness. Success: no toxin effect. The dose is consumed on exposure; not an extra attack.

Mountain Herb - Resource

Tier: Uncommon · **Value:** 20g each · **Yield:** d10 · **Discovery:** 4

Material: Medicinal plant; treatment broths and salves.

Effect: Rest aid (Property cost 1) - One prepared dose consumed during a qualifying Short Rest grants Advantage on that rest's Recover die. Consumed on use; does not add a second roll or change rest limits.

Snowcap Mushroom - Resource

Tier: Rare · **Value:** 50g each · **Yield:** d8 · **Discovery:** 5

Material: Plant reagent; cold-protection preparations.

Effect: Cold draught (Property cost 1) - Brew only: use an Action to consume one prepared dose. Gain Resistance to Freeze until the end of your next turn. Does not stack with existing Resistance.

Energy Stone - Resource

Tier: Rare · **Value:** 50g each · **Yield:** d8 · **Discovery:** 6

Material: Energy-bearing mineral; stamina preparations.

Effect: Vigor draught (Property cost 2) - Brew only: use an Action to consume one prepared dose. Restore 1d4 Stamina, capped at maximum. A character benefits from this Property once per Full Rest.

Beaconstone - Resource

Tier: Venerated · **Value:** 200g each · **Yield:** d6 · **Discovery:** 7

Material: Luminous mineral; signal fittings.

Effect: Beacon signal (Property cost 2) - Spend 1 Mana and an Action to light or extinguish the fitted beacon. While lit for up to one hour, it is recognizable from one mile where line of sight and weather permit. No warning radius or automatic safe route.

Oathroot Seed - Resource

Tier: Venerated · **Value:** 200g each · **Yield:** d6 · **Discovery:** 8

Material: Plant reagent; protective fittings.

Effect: Shared shelter (Property cost 2) - Once per scene, spend 2 Mana and a Reaction when a willing ally within 15 feet takes damage. Reduce that damage by 1d4 after type interactions, before Resolve loss. Only one Shared shelter applies per damage instance; no extra defense roll.

Old Road Heartstone - Resource

Tier: Exalted · **Value:** 500g each · **Yield:** d4 · **Discovery:** 9

Material: Stone; navigation instruments.

Effect: Lost road (Property cost 3) - Once per Full Rest, spend 3 Mana and ten minutes beside a road to learn the direction and approximate distance to its nearest physical blockage within one mile. No automatic safe route, repair, threat census or revelation beyond that road.

First Hearth Ember - Resource

Tier: Exalted · **Value:** 500g each · **Yield:** d4 · **Discovery:** 10

Material: Preserved ember; restorative fittings.

Effect: Hearth recovery (Property cost 3) - Once per Full Rest, spend 3 Mana during a qualifying Short Rest. Up to four willing resting creatures add 1d4 to their ordinary Resolve recovery, each capped at maximum. No second rest benefit, Fatigue removal or Affliction cure.

Mountain

Ice Crystal - Resource

Tier: Common · **Value:** 10g each · **Yield:** d12 · **Discovery:** 1

Material: Mineral; cooling vessels and decorative inserts.

Effect: Cold storage (ordinary material function) - Supports ordinary short-term cooling while the crystal remains cold. No permanent Freeze damage or magical refrigeration.

Cliff Vine - Resource

Tier: Common · **Value:** 10g each · **Yield:** d12 · **Discovery:** 2

Material: Fiber; rope, straps, climbing wraps.

Effect: Load binding (ordinary material function) - Supplies ordinary climbing cord or straps. The finished object still needs suitable anchors; no guaranteed climbing success.

Copper Grass - Resource

Tier: Uncommon · **Value:** 20g each · **Yield:** d10 · **Discovery:** 3

Material: Conductive metal fibers; wiring and precision tools.

Effect: Fine conductor (Property cost 1) - Once per scene, before rolling, spend 1 Mana to gain Advantage on one Crafting Skill die for repairing or operating a conductive mechanism; not a daily crafting project Test. Normal cancellation applies; this does not affect an Affinity or supplements.

Freeze Sap - Resource

Tier: Uncommon · **Value:** 20g each · **Yield:** d10 · **Discovery:** 4

Material: Cold reagent; coatings and weapon fittings.

Effect: Frozen edge (Property cost 1) - Choose Freeze instead of Wound for the finished weapon's normal damage. No added damage or automatic frozen Condition.

Summit Blossom - Resource

Tier: Rare · **Value:** 50g each · **Yield:** d8 · **Discovery:** 5

Material: Plant reagent; examination charms.

Effect: Summit insight (Property cost 1) - Once per scene, before rolling, spend 1 Mana to gain Advantage on one Cunning Skill die for analyzing evidence or a technical problem already available to examine. Normal cancellation applies; this does not affect an Affinity or supplements.

Stoneheart Ore - Resource

Tier: Rare · **Value:** 50g each · **Yield:** d8 · **Discovery:** 6

Material: Metal; weapons, armor and structural fittings.

Effect: Stoneheart fitting (Property cost 1) - Choose one on completion: increase a structural component's Durability one step, maximum d12; or increase personal equipment's ordinary critical-strike break threshold by 1. Duplicate reinforcement does not stack.

Diamond Bush - Resource

Tier: Venerated · **Value:** 200g each · **Yield:** d6 · **Discovery:** 7

Material: Luminous plant mineral; ward fittings.

Effect: Bright ward (Property cost 2) - Once per scene, spend 2 Mana before one Ward roll to add a supplemental d4 to that defense. The extra die does not crit and applies only to that roll; it does not transfer to another method.

Griever's Tree - Resource

Tier: Venerated · **Value:** 200g each · **Yield:** d6 · **Discovery:** 8

Material: Plant; calming brews and charms.

Effect: Grief respite (Property cost 2) - Once per Full Rest, spend 2 Mana and ten minutes with a willing creature. For one hour it has Advantage on Composure Skill dice against fear or despair. Does not erase memories, remove Corruption or compel hope.

Living Summit Crystal - Resource

Tier: Exalted · **Value:** 500g each · **Yield:** d4 · **Discovery:** 9

Material: Crystal; endurance fittings.

Effect: Summit reserve (Property cost 3) - Once per Full Rest, spend 3 Mana and an Action to restore 1d8 Stamina to yourself, capped at maximum. Does not remove Fatigue or increase resource maxima.

Thunderheart Geode - Resource

Tier: Exalted · **Value:** 500g each · **Yield:** d4 · **Discovery:** 10

Material: Crystal; electrical weapon fittings.

Effect: Thunder edge (Property cost 3) - Once per scene, after a damaging hit with the finished weapon, spend 1 Stamina to deal an additional d8 Shock to that target. Apply type interactions and remaining buffers; no second normal defense roll. This is part of that attack, not another attack.