

## **Recipe Research Guidelines**

Each recipe that is submitted will be reviewed Rules and Senior Staff to determine the result. Not all research will be fruitful, there are several factors that are weighed into the result of a research. The intended effect is looked at for balance and power when compared to existing effects as well as the balance of the game design. If the concept works but it out of tune rules may return a result that is balanced and still tries to capture the intended effect.

### **Requirements**

1. The character must have certain skills based on what they are researching.
  - a. Advanced Items- the Advanced Skill of the appropriate production skill
  - b. Forge Items- Forge Item Power and KA: Magic 5
  - c. Rituals- Ritualism, KA: Magic 5 and Rank 5 in the KA for the ritual area.
2. Basic crafting recipes cannot be researched
3. The following info must be provided.
  - a. Intended Effect- including duration of the effect
  - b. Limitation of use (Required Skill or Class restriction)
  - c. Requirements of use
4. The following needs not be provided
  - a. Component costs
  - b. Crafting Time

Once submitted Rules will make an initial evaluation within 30 days. If the intended effect is hard to grasp or is too far outside of the intended scope of the game it will be sent back for rework with some notes. Once the research has been accepted the rules team will set a research time, this is not disclosed to the researcher. Each month the researcher must pay the continued research cost of 1 gold (of 10 Uncommon Components) and if there are any side results they will be informed at that time. At the end of the research time the character will receive a copy of the recipe.