



Manual for
Shadows of Skelos
Extended & Volume 2

Document Version	1.5
Supported Mod Versions	SvS-Ext 1.5.2 (wip) SvS2 1.3.2 (wip)
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Photosensitive seizure warning

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these “photosensitive epileptic seizures” while playing video games.

Immediately stop playing and consult a doctor if you experience any symptoms. These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

You may reduce risk of photosensitive epileptic seizures by taking the following precautions:

- *Play in a well-lit room.*
- *Do not play if you are drowsy or fatigued.*

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing Conan Exiles.

	<p>In this mod there are some placeables called “magic circle” (Feat SvS-Ext “Mage”) which do have flickering, flashing, or blinking effects. These may cause a photosensitive epileptic seizure. Viewers discretion is advised. Admins, please keep this in mind if using the magic circles.</p> <p>There are less flashy versions of the magic circles included in this mod (Feat SvS-Ext “Wizard”), which have no or just slow flickering, flashing, or blinking effects attached. You can differ these versions by the abbreviation of “LF” for “less flashy”.</p>
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Document history

Version	What has changed?	Contributor
0.1	Initial document structure and setup	Senja
0.2	Added content for chapter 1-3, started writing chapter 4	Senja
0.3	Added content in chapters 4, 5, 8, 9	Senja
0.4	Added content in chapter 5	Senja
0.5	Added all missing content from SvS-Ext for chapter 5, added "How to use this manual", added content of chapter 1.4	Senja
0.6	Added content in chapter 6 ,7, 8, 9	Senja
1.0	Finished everything...	Senja
1.01	Correcting small minor errors, re-do of item-descriptions	Senja
1.02	Re-Formatting of all tables, correcting minor errors	Senja
1.03	Adding new items from SvS Ext 1.1.5	Senja
1.04	Adding new item from SvS Ext 1.1.6	Senja
1.05	Adding new items from SvS Ext 1.1.7, corrected enumeration of sub-chapters of chapter 5	Senja
1.06	Added advises for compatibility in chapter 2.3) with IMMERSE RP mods	Senja
1.07	Added items from SvS Ext. 1.1.8	Senja
1.08	Added current versions to chapter 2.4	Senja
1.09	Added items from SvS Ext. 1.2.0, changed chapters 7.1.1 and following, added chapter 7.1.6. Added credits for the icons and included more names to be credited in general.	Senja
1.10	Added link to SvS Ext. v1.2.0 in chapter 2.4	Senja
1.11	Adapted changes of recipes with SvS Ext v1.3.1; added the Statement of selling virtual items; updated the mod load order, added chapter about SAW in 7.6, added chapter 7.1.7; added descriptions for pictures/screenshots	Senja
1.12	Adapted all the changes in the SAW waves from SvS Ext.	Senja
1.13	Adapt changes from SvS Ext. (v1.4.0 which is still indevelopment) and SvS2 (v0.1.3)	Senja
1.14	Include changes from SvS2 v0.1.31	Senja
1.15	Included last changes from SvS Ext. v1.4.0	Senja, who else?
1.16	Added hint to suffixes in "How to use this manual"; added content of SvS2 v.0.1.4	Senja
1.2	<ul style="list-style-type: none"> + added new SvS2 content + added upcoming recipe changes + gave proper credits and named sources + added chapter 7.8 Swimming items incl. subchapters + revised capter 7.1 and sub-chapters + marked chapter 7.3 as obsolete + added chapter 6.2.4 Feat Teacher and Feat Remover + added SvS2 Removal tool +added item group keywords (marked in bold blue font) + adapted other changes made to SvS Ext from October to February + added upcoming changes already 	Senja
1.3	<ul style="list-style-type: none"> + added hints in chapter 6 for GUI categories + added Jeweller Feat (updated list in chapter 4, added 	Senja



Shadows of Skelos



	<p>subchapter in chapter 6) + enhanced installation chapter (new subchapter 2.1.1 for 0 HP Fix config) + enhanced chapter 1.1.1 Compatibility + shortened the repository links and hinted to this discord (repository can be found in #🚧-important-stuff !) +adding SvS2 patch content 1.1.0 +adding SvS2 patch content 1.2.0 +sources updated</p>	
1.4	<p>+updated for SvS-Ext patch content up to v.1.4.7 +added photosensitive seizure warnings to the manual and workshop page of SvS-Ext + added hint that closed tents can be accessed via the facing side while placed because this has no collisions + added chapter 6.2.7) Special Items (various) and subchapters for specific items like "Activate SAW (Aim)" or new items to come + updated chapter 7.6.1) to hint to "Activate SAW (Aim)" as second option how to access SAW + added content up to SvS2 patch v.1.2.6 + fixed some messed up item names & descriptions from the beds / bed rolls etc which came with Patch 1.2.0 + updated the credits chapter</p>	Senja
1.5	<p>+ corrected Book Sets 01-06 DO have an inventory, 07-10 are no containers. Adapted annotations for 07-10 + updated chapter 7.8 Swimming items to reflect the need to place items on the very ground under water + chapter 2.5 Add-Ons - explains the add-on mods "SvS Ext Unlock RCP Feats" and "SvS Ext Permanent Feats". + adding SvS2 patch content up to v1.5.2 + adding SvS2 patch content up to v1.3.2 + sources updated + updated the credits chapter</p>	Senja



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Glossary

Abbreviation	Meaning
AR	Automatic Replacement
Bot.	Bottom
br	brown
Ceil.	Ceiling
DNU	Do Not Use (Legacy)
f.o.	fallen over
L	Left or Large
LOD	Level of Detail
N/A	Not available (currently)
R	Right
RP	Role Play
SAW	SvS Appearance Widget, see chapter 7.6
SvS	Shadows of Skelos
SvS2	Shadows of Skelos - Volume 2
SvS-Ext	Shadows of Skelos - Extended
W	Wall
w.	with
Weath.	weathered
XL	Extra Large
XS	Extra Small



Statement on Servers Selling Virtual Items

- I do not support nor endorse servers/owners/admins who choose to sell the 'virtual items' of any mods found on this manual on any server for real life currency. In the event that there is 'legal tender' aka real life money exchanged for any virtual item that pertains to my mods is by doing so at their own risk and at no time I we be responsible for any involvement with these transactions.
- I will never ask or request any 'legal tender' for use of the mods' contents. I am here to provide server communities with FREE content to use for your Conan gaming experience.
- I do not favour one server over another and will always treat every community member with the same respect as others. I will never request sensitive information or passwords from anyone. The intent of the modded content is not to be placed behind any kind of pay wall or real life currency exchange system (i.e. blocking the content in game and selling the virtual items on a website).
- Please note that this does not mean the same thing as those servers who accept donations to support their communities to help cover their costs and offer the 'virtual items' as a gift.

How to use this manual?

Please use the Table of Contents to quick-navigate.

If you are **searching for information about a certain item**, it is recommended to use the **Search-Function**.

! ▪	Activate the Search-Function with pressing CTRL + F An input field should appear in the upper right corner.
---------------	---

Item groups - marked in bold blue - are explained in chapter 7 and sub-chapters.

Item groups are **emitters, SAW items, swimming items, fog, fire, magic circles, configurable fluid planes, weather boxes**.

Please note: It might take a little bit to load all embedded pictures.

! ▪	All items have a suffix in the game, either [SvSE] for Shadows of Skelos - Extended or [SvS2] for Shadows of Skelos Vol. 2. These suffixes are NOT included in the item names of this manual and can only be found within the game.
---------------	---



1) Introduction - What are these mods about?

Welcome to this "little" manual. The "Shadows of Skelos" (SvS)-Mods were created to enhance the experience of Conan Exiles.

1.1) Content

These mods add:

- placeables (craftable & admin-only) like fountains, animals, props, weapons, armours, statues, skeletons, bones, corpses, cobwebs, tents and lots more
- feats learned by admin spawned recipes or feat teacher item
- unique workbenches made for this mod
- pillars, which can be used within the building system
- modified copies of workbenches from the core game
- roleplay items to be used with the Mod "Pippi"
- placeable effects (**emitters**) like fog, fire, **magic circles**, etc.
- **swimming items**

!	No original game assets are modified or changed -> high compatibility with other mods and upcoming Funcom patches.
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The mod is - per default - usable by admins only. They can decide if and what items or feats can be learned by players, how these feats (or items) are handed out and if so, if it's available for all players or just for certain ones. This is the main feature of the SvS-Mods: Admins have complete control.

The placeables are intended to be suitable to decorate and enhance dungeons and every other aspect of roleplay. Therefore this mod tries to include only lore-friendly items.

Shadows of Skelos - Volume 2 (SvS2) was created to enhance the recipes and features of Shadows of Skelos - Extended (SvS-Ext).

And Shadows of Skelos - Extended was a mod originally considered as a server's mod only. Thus, it got its name, as the original Server is called "Schatten yon Skelos" (abbreviation in German: SvS) or in English "Shadows of Skelos". The mod was intended to extend the experience on this server for its players, which leads to the addition of "Extended" in the Mods name.

1.1.1) Compatibility with and support by other mods

There are currently no known incompatibility issues with other mods for SvS Ext. and SvS2. Both of my mods work for every custom map (except the item "Small Maproom" which is bound to Exiles Map.).

The following mods do have additional compatibility features included to support SvS (or vice versa):

SvS Ext. is fully compatible with and supported by the mod "Less Building Placement Restrictions" by Multigun <http://steamcommunity.com/sharedfiles/filedetails/?id=1369743238>

SvS Ext. is also compatible with and supported by the mod "Map Room Teleport Crystal" by Medardusai the CoffeeWombat"

<https://steamcommunity.com/sharedfiles/filedetails/?id=1493944797>

SvS-Ext. and Vol. 2 are fully compatible with Thrall Wars Dungeon Mod by Gabriela and her great team. -If you are too lazy to search for the recipe ingredients in the manual - you can also have a look in the item-lookup function from Thrall Wars Dungeon Mod (if installed). It supports even the the SvS specific workbenches. You can call the item-lookup with Shift -T



Figure 1 Screenshot shows the Thrall Wars Dungeon Mod Item-Lookup Feat

Check out the Mod at:

<https://steamcommunity.com/sharedfiles/filedetails/?id=1326031593>

Both SvS Ext. and SvS2 can be used together with Ammunets Deco Collector

<https://steamcommunity.com/sharedfiles/filedetails/?id=2365946321>

AMAZeThing has some interface to directly access SvS Items if SvS Ext. or SvS2 is installed:

<https://steamcommunity.com/sharedfiles/filedetails/?id=2257114982>

Thank you all very much for your support.



1.2) Technical information

The first version of SvS-Ext was released on 6th April 2019 and has the workshop ID 1705201022.

The used IDs for items within the item-, recipe- and feat-table range from 6765XXX-6769XXX (and the corresponding ones in the negative range also; for DevItems).

The first version of SvS2 was released on 15th October 2019. It has the workshop ID 1889798538. The used IDs for items within the item-, recipe- and feat-table range from 686XXXX-6864999 (and the corresponding ones in the negative range also; for DevItems).

Both mods are compressed, because if uncompressed they would be 1.9 GB or bigger. Compressing a mod means, that for a mod update the changed files can not be detected automatically, thus nearly the complete mod is needed to be downloaded for every update. Compressing does not make a server faster or slower (if staying UNDER a filesize of 1.9 GB of the pak). There is no hardcoded limit to modsize, e.g. Siptah is over 3 GB and internally handled as being a mod as well. Also Steam has no limit when it comes to mod sizes (except that it often seems that downloads got more often corrupted the bigger the mod is). Compressing simply reduces the file size of the pak-file.

BUT – and this is why both mods are compressed and there is no way to change it - as soon as a mod is going to be bigger than 1.9 GB – no matter if compressed or uncompressed, several odd effects seem to happen:

During runtime the message “<modfilename>.pak was never used, so nothing to unmount.” appears within the log files, spamming the log. This should only happen once when loading all mods during server boot. Also players encounter freezes, microlags and other oddities during gameplay and while joining the game.

1.3) Optimisation

I used several optimisation techniques to make sure that the mod does not cause performance issues if used in a responsible manner.

Both mods use built-in compression techniques, which reduce the mods file size. This helps to prevent (or at least it helps to reduce) Steam from downloading corrupted files.

All textures used in the Mod are downsized and have a max. resolution of 1024x1024. Meshes have (if it was possible) a hand full of "Level of Details" attached, lowering the number of polygons the greater the distance is.

Furthermore, if the number of polygons was too high, I set the Level of Details to a forced initial level, thereby reducing the server's effort for calculating. The item's collisions are mostly configured as simple as possible, to help prevent a huge amount of calculation. I also setup my light sources in a manner to avoid inducing complex shadows.



1.4) Why is the abbreviation of "Shadows of Skelos" = SvS and not SoS?

The mod started to be in German language only. Senja later on decided to do a translation, offering a "language pack" while having found a way to offer German AND English language support within the mod. After the critical Undo-error did happen in the data-table of the mod - and all translations were gone, as well as icons and references, she decided to get rid of some work effort (in keeping information's up to date in 2 languages) and started to offer the mod only with English language support.

As all internal references were made with the German abbreviation "SvS", Senja decided to keep this one instead of changing it to "SoS" (Shadows of Skelos), which would have been correct.

This is why the abbreviation of the "Shadows of Skelos"- Mods is "SvS".

2) Installation - Where do I get started?

!	<p>Instead of subscribing each mod separately you can easily pick your choice within this "All Shadows of Skelos - Mod"-Collection: https://steamcommunity.com/sharedfiles/filedetails/?id=1934745794 The individual mod-links are nevertheless included in the following chapters.</p>
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2.1) SvS-Ext

If you know how to install a mod for Conan Exiles in general, you can skip this chapter.

To install the mod visit the Workshop page on Steam at:

<https://steamcommunity.com/sharedfiles/filedetails/?id=1705201022>

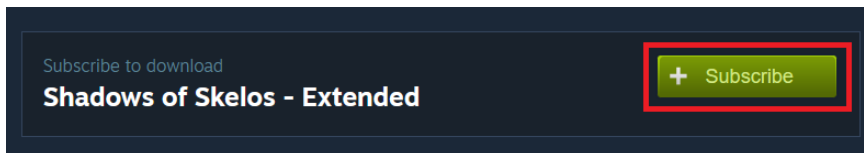


Figure 2 Subscribe Button

Click on the "Subscribe" Button. Please make sure that you are not running Conan Exiles. Steam should start to download your new workshop content. If not, please make sure that there is no other download blocking Steam from downloading it.

Steam will download the *.pak file and install your mod automatically into the right folder. The folder can be found on your harddrive at
\\SteamLibrary\steamapps\workshop\content\440900\1705201022

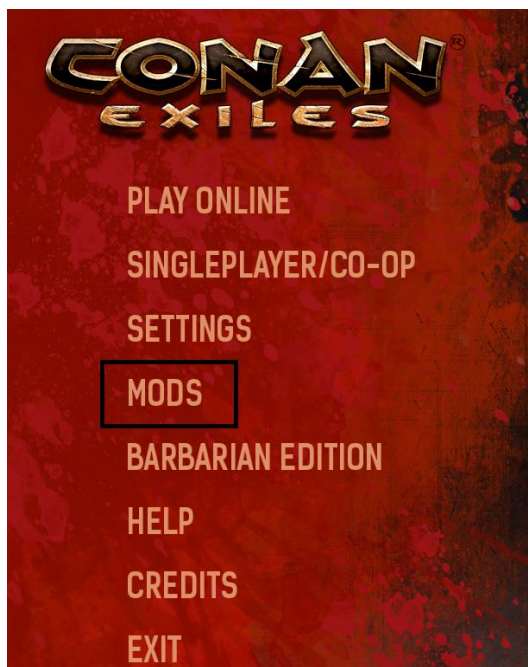


Figure 3 Conan Exiles menu

Note: If you are joining a server which uses this mod Steam will automatically download it for you. As soon as the download is done, you can restart Conan Exiles and you will find the mod listed when you click on the "Mods" entry within the main menu of Conan Exiles.

Make sure to drag the mod from the left-hand side to the middle to activate it.



Figure 4 Mod sub-menu within Conan Exiles

Also drag/drop it in the correct mod load order you (or your server) want to have.

If you join a server, Steam will set this up for you automatically, if you have not done it manually first. Conan Exiles will restart itself for changes to take effect. Furthermore, this initial setup will be done automatically every time Conan Exiles start.

Furthermore, please keep the advised mod load order in mind (see Chapter 2.3) Mod load order).



2.1.1 SvS-Ext Configuration of 0 HP Fix

It can happen from time to time, either by a bug or by intention of the modders, that certain items are displayed with 0 health points for players or admins. These items cannot be added back to the inventory, especially if it is a bug.

For this reason, Shadows of Skelos - Extended has had a bug fix for some time. If you select the item in question via the radial menu, an option for resuming the item appears for these items as the owner (or member of the owner's clan).

Due to various feedbacks, this option can now be switched on and off.

As admin open the console and enter one of the following commands + arguments (without enumeration!):

- 1) DataCmd 0_HP_Fix true
- 2) DataCmd 0_HP_Fix false
- 3) DataCmd 0_HP_Fix status

1) will active the 0 HP Fix (useful to remove items from other mods having 0 HP and can not be returned elsewise)

2) will deactivate the 0 HP Fix

3) will show you the current status on the right side on your screen (either true=on or false=off).

2.2) SvS2

Shadows of Skelos - Volume 2 is installed in the same way as Shadows of Skelos - Extended.

The workshop page can be found at:

<https://steamcommunity.com/sharedfiles/filedetails/?id=1889798538>

The installation folder is

\SteamLibrary\steamapps\workshop\content\440900\1889798538



2.3) Mod load order

If you have installed **Lesser Building Placement Restrictions** installed or any other LBPR Edition, please see Multigun's advises for load order:

1. Pippi
2. ANY and ALL mods that modifies or creates new buildings, placeables, pets, or thralls:
Shadows of Skelos - Vol. 2
Shadows of Skelos - Extended
3. Pythagoras-Mods
4. LBPR - Additional Improvements Add-On
5. LBPR - Fish and Shell Trap Bug Fix
6. Builder's Workbench Reborn
7. LBPR
8. Pickup + or Unlock Plus with Pickup

Source: <https://steamcommunity.com/sharedfiles/filedetails/?id=1369743238>

If you have installed one or more of the **Immersive Mods** as listed below make sure to put them below the Shadows of Skelos Mods.

- IMMERSE RP: Fight Night:
<https://steamcommunity.com/sharedfiles/filedetails/?id=1903042642>
- IMMERSE RP: Buildings & Placeables Decor:
<https://steamcommunity.com/sharedfiles/filedetails/?id=1394768794>
- IMMERSE RP: Placeables Decor
<https://steamcommunity.com/sharedfiles/filedetails/?id=1763829520>

2.4) Older versions

You can find older versions in the repository listed in Mod's discord at <https://discord.gg/tzq8Ccn> in the Channel #📌-important-stuff.

2.5) Add-Ons

SvS Ext Unlock RCP Feats

<https://steamcommunity.com/sharedfiles/filedetails/?id=2538334306>

You need to have SvS Extended installed. With this mod you will unlock all feats, that can originally only be enabled with an admin-spawned recipe (all those which are having the abbreviation "rcp." in the item name.).

You need to install this AFTER Shadows of Skelos - Extended.

NOT unlocked and still admin-spawn-only are the following feats:

SvS-Ext Mage



SvS-Ext Wizard
SvS-Ext Cobwebs
SvS-Ext Elemental

Please note:

All basic feats will cost 1 Feat Point. All religion feats cost 3 Feat Points. If a feat has another feat as prerequisite feat (e.g. SvS-Ext Armour Smith needs SvS-Ext Smith as prerequisite) it will also cost 3 Feat Points.

If you got SvS Vol. 2 as well installed (remember to keep SvS2 PRIOR to SvS-Ext in your modlist), all prerequisites are met with this addon-mod as well to learn the corresponding SvS Vol. 2 recipes.

Changes to SvS-Ext feats:

- SvS-Ext Animal Tamer has the following sub-feats:
 - SvS-Ext Avian
 - SvS-Ext Cats and Dogs
 - SvS-Ext Cattle
 - SvS-Ext Horse
- SvS-Ext Smith has the following sub-feats:
 - SvS-Ext Armor Smith
 - SvS-Ext Weapon Smith
 - SvS-Ext Keymaker
- SvS-Ext Stonemason has the following sub-feats:
 - SvS-Ext Gravedigger
 - SvS-Ext Statuemaker
 - SvS-Ext Fountain Creator
- SvS-Ext Human Slaughterer has the following sub-feats:
 - SvS-Ext Animal Slaughterer
 - SvS-Ext Skull Artist
- SvS-Ext Tailor has the following sub-feat:
 - SvS-Ext Tent Maker

SvS Ext Permanent Feats

<https://steamcommunity.com/sharedfiles/filedetails/?id=2551906725>

You need to have SvS Extended installed; this mod makes all feats permanent again. These can not be removed with a lotus potion.

Feat requirements are not changed.

3) Setup in-game

To be able to properly setup the mod's content I recommend installing the mod "Pippi". Pippi can be found at:

<https://steamcommunity.com/sharedfiles/filedetails/?id=880454836>

For further help with Pippi please visit Pippi's Discord: <https://discord.gg/Rj98TNw>

3.1) SvS-Ext

All items in this mod are admin-spawn-only and will require the appropriate recipe books to craft. You will need to hand out the recipe books from the original funcom panel or Pippi's equivalent in the admin menu in the "Other" section.

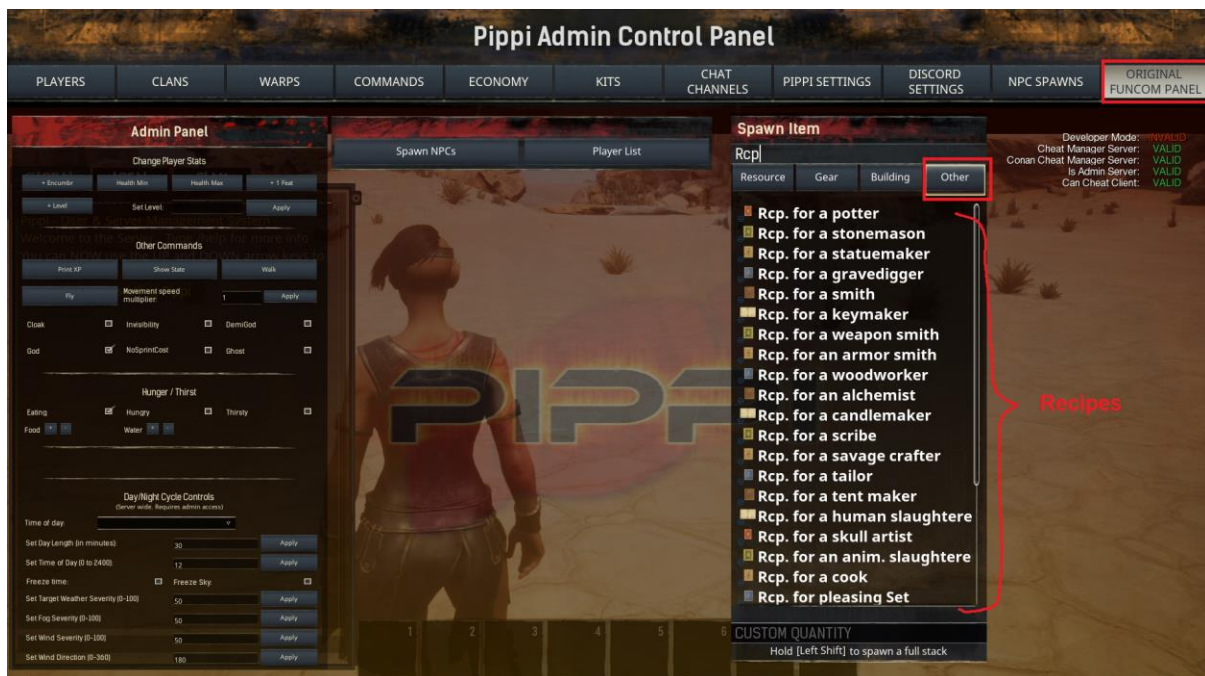


Figure 5 Pippi Admin Control Panel depicting where to find the recipes

Every book of recipes will activate a feat with the same name, e.g. "Rcp. for a potterer" will activate the feat "SvS-Ext Potterer".

You will find more about the SvS feats in chapter 4) Overview of feats / recipes / workbenches

As an admin you have a variety of ways to hand out recipe books;

- to no player at all
- to a specific player by direct trade
- to a group of players via Pippi's Kit
 - as loot (drop from a certain monster or npc or group of monsters/npcs)
 - as quest-reward (via Thespian and setup of a quest with Pippi's Mushi Script)
- as buyable item
 - within a Pippi profession merchant (automatic restock of items)



- within a Pippi social merchant (limited items, needs to be restocked manually)
- from an admin-character
- as loot (manually placed within a storage container)
- etc.

Items can be distributed like recipe-books.

As you can see, there are various options, which can be used. The admin always keeps control.

3.2) SvS2

Shadows of Skelos - Volume 2 has no own recipe books yet. This mod is intended to be an extension of SvS-Ext. If you have enabled your players to learn certain feats, the player is now able to learn the corresponding enhancement feat from SvS2.

Feats from SvS-Ext are prerequisite for SvS2 feats. Items can also be setup like SvS-Ext.

If there is the need to include new feats due to new items, I will, however, include own recipe books, but I try to avoid that.

4) Overview of feats / recipes / workbenches

4.1) General

!	<p>All items are admin spawn only. Players will NOT be able to craft anything on their own unless an admin sets it up by giving out the recipe feats.</p> <p>If you do not have the recipe book, there are no further feats listed under the SvS-Extended feat. All recipe books are sorted to the GUI Category "Utility".</p> <p>All workstations are sorted to the GUI Category "Craftingstations", this is reflected in the Pippi Item Categories as well.</p>
---	--

All feats can be found when you switch to your inventory and navigate to the section "feats". In the sub-section "decoration" you can find the SvS-Extended feat pretty much on the bottom of your feat-list. **The "SvS-Extended" feat costs 0 feat points and is empty.**

Do not worry if there is initially no Feat listed under the SvS-Extended Feat. Feats will be shown as soon as you learn the corresponding recipe book (see chapters 4) Overview of feats / recipes / workbenches and 6.2.3) SvS-Ext Recipes & books to learn feats).

This is due to the fact that admins can decide who and if a player should be able to learn a feat and has its origin in the recipe-mechanic.

Important: If the sorting feat does not turn green, indicating that you've learned it, close the Feat window and open it anew.

This feat is used for sorting reason only!



Figure 6 Feats window depicting the current learned feats from your character

As soon as you have learned feats from recipe books (from SvS-Ext), these feats will appear as a green icon directly on bottom of the sorting feat as shown in the screenshot. If this is NOT the case, please close the Feat window and open it anew.

For SvS2 there is a feat called "SvS2", which you can buy for 0 feat points. This is a sorting feat as well.

All feats are explained in detail in chapter 5) Look into the features



Figure 7 Workbenches can be crafted within your inventory in the crafting widget

If you have learned a feat you need to craft the specific workbench first. This can be done within your inventory.



4.2) List of feats, workstations, recipes

Feat name in SvS-Ext	Content (summarize)	Workstation	Learned by item	Feat name in SvS2
SvS-Extended	sorting feat			SvS2
SvS-Ext Alchemist	Potions and bottles (placeables)	Fireboln Cauldron	Rcp. for an alchemist	SvS2 Alchemist
SvS-Ext Animal Slaughterer	Animal bones and carcasses	Slaughterer's workstation	Rcp. for an animal slaughterer	SvS2 Animal Slaughterer
SvS-Ext Animal Tamer	Animals	Animal's cage	Rcp. for an animal tamer	SvS2 Animal Tamer
SvS-Ext Armour Smith	Metal armour and shields (placeables)	Blacksmith's workstation	Rcp. for an armour smith	SvS2 Armour Smith
SvS-Ext Avian	Only birds and other avian	Animal's cage	Rcp. for an avian tamer	N/A
SvS-Ext Candlemaker	Candles, candesticks, chandeliers, candelabra	Candlemaker's workstation	Rcp. for a candlemaker	N/A
SvS-Ext Cats and Dogs	Cats (SvS2) and Dogs (SvS Ext)	Animal's cage	Rcp. cats and dog tamer	SvS2 Cats and Dogs
SvS-Ext Cattle	Only Cattle	Animal's cage	Rcp. for a cattle tamer	N/A
SvS-Ext Cobwebs	Cob- and slimewebs	Cobweb station	Book of Cobwebs	SvS2 Cobwebs
SvS-Ext Cook	Food (placeables)	Cook's cutting table	Rcp. for a cook	SvS2 Cook
SvS-Ext Derketo	Decoration in the name of Derketo	Altar of Derketo (workbench)	Rcp. for pleasing Derketo	N/A
SvS-Ext Elements	Elemental related placeables	Workstation of Elements	Book of Elements	N/A
SvS-Ext Fountain Creator	Fountains and Wells	Stonemason's workstation	Rcp. for fountain creators	N/A
SvS-Ext Gravedigger	Sarcophagi and coffins	Stonemason's workstation	Rcp. for a gravedigger	N/A
SvS-Ext Horse	Only Horses	Animal's cage	Rcp. for a horse tamer	N/A
SvS-Ext Human Slaughterer	Human bones and corpses	Slaughterer's workstation	Rcp. for a human slaughterer	N/A
SvS-Ext Jeweller	Jewellery like bangles, necklaces, rings, etc. but also coins and things made of precious metal and stones	Blacksmith's workstation	Rcp. for a jeweller	SvS2 Jeweller
SvS-Ext Keymaker	Keys (placeable)	Blacksmith's workstation	Rcp. for a keymaker	N/A
SvS-Ext Mage	Magic circles and other effects	Magic station	Book of Magic Circles	N/A
SvS-Ext Mitra	Decoration in the name of Mitra	Tablet of Mitra	Rcp. for pleasing Mitra	N/A
SvS-Ext Potter	Lots of Ceramics	Pottery workstation	Rcp. for a potter	SvS2 Potter
SvS-Ext Savage Craft	Primal, savage things	Savage craft station	Rcp. for a savage crafter	SvS2 Savage Craft
SvS-Ext Scribe	Books and paper	Scribe's workstation	Rcp. for a scribe	SvS2 Scribe
SvS-Ext Set	Decoration in the name of Set	Altar of Set (workbench)	Rcp. for pleasing Set	N/A



Shadows of Skelos



Feat name in SvS-Ext	Content (summarize)	Workstation (light red = admin spawn)	Learned by item	Feat name in SvS2
SvS-Ext Skull Artist	Skulls of every kind	Slaughterer's workstation	Rcp. for a skull artist	SvS2 Skull Artist
SvS-Ext Smith	Iron made things	Blacksmith's workstation	Rcp. for a smith	SvS2 Smith
SvS-Ext Statuemaker	Statues	Stonemason's workstation	Rcp. for a statuemaker	SvS2 Statuemaker
SvS-Ext Stonemason	Pillars and other things made of stone	Stonemason's workstation	Rcp. for a stonemason	SvS2 Stonemason
SvS-Ext Tailor	Everything made of and with cloths	Tailor's station	Rcp. for a tailor	SvS2 Tailor
SvS-Ext Tent Maker	Tents	Tailor's station	Rcp. for a tent maker	SvS2 Tent Maker
SvS-Ext Things of the Sea	Dagon related stuff and more	Clam (Workstation)	Rcp. for pleasing Dagon	SvS2 Things of the Sea
SvS-Ext Weapon Smith	Metal weapons (placeables)	Blacksmith's workstation	Rcp. for a weapon smith	SvS2 Weapon Smith
SvS-Ext Wizard	Calm magic circles	Magic station	Book of Meditation Circles	N/A
SvS-Ext Woodworker	Things made of wood	Carpenter's Bench	Rcp. for a woodworker	SvS2 Woodworker
SvS-Ext Ymir	Decoration in the name of Ymir	Totem of Ymir	Rcp. for pleasing Ymir	N/A

! There is a workstation called "**SvS-Master-Workstation**" (see chapter 6.1.1), which can be used as "One for Everything from SvS"-Workstation. This workstation works for all recipes learned by a feat (either due to a recipe book or directly from your feat overview). It is **admin spawn only** and can be found in the admin Section "Building". It also substitutes Firebowl Cauldron and the Carpenter's bench from the vanilla game.

! All Feats can be removed by Yellow Lotus potion. Feats learned prior to SvS Ext. patch 1.4.2 can be removed by the "**Feat Remover**" (admin spawn only; admin menu section "Other"; see chapter 6.2.4).

All feats can be learned at once with help of "**Feat Teacher**" or "**Feat Teacher (rcp only)**" (admin spawn only; admin menu section "Other"; see chapter 6.2.4 as well).

Magic Station, Cobweb Station and Station of Elements are craftable within your inventory if the corresponding feat is learned.

5) Look into the features

!	<p>The following description assumes that the "E" key is used to interact with an object and call up the standard radial menu. If this key has a different assignment, the key "E" must be replaced with your assignment.</p> <p>All items are for decoration only. Else its function will be described within the item's annotation.</p>
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5.1) Alchemy

5.1.1) SvS-Ext Alchemy



Name of Feat: SvS-Ext Alchemy







Prerequisite Feat: SvS-Extended



Learned by item: Rcp. for an alchemist (6766509)

Workbench: vanilla "Firebowl Cauldron" (89103)



All items can be found in the admin menu in "building".

Image Source: Conan Exiles Wiki



Itemnr.:	6765040		
Name:	Bottle 01		
Short Description:	A green bottle without inscription		
Recipe:			
Ingredient 1:	Glass (11551)	10x	
Ingredient 2:	Green Dye (17060)	1x	
Itemnr.:	6765041		
Name:	Bottle 02		
Short Description:	A green bottle with inscription		
Recipe:			
Ingredient 1:	Glass (11551)	10x	
Ingredient 2:	Green Dye (17060)	1x	
Ingredient 3:	Papyrus Scroll (80311)	1x	
Itemnr.:	6765042		
Name:	Bottle 03		
Short Description:	A red bottle with inscription		
Recipe:			
Ingredient 1:	Glass (11551)	10x	
Ingredient 2:	Cochineal (14193)	10x	
Ingredient 3:	Papyrus Scroll (80311)	1x	

Itemnr.:	6765045		
Name:	Potion 01 (Red)		
Short Description:	A red potion		
Recipe:			
Ingredient 1:	Cochineal (14193)	10x	 
Ingredient 2:	Water-filled Glass Flask (14201)	1x	



Annotations:

Itemnr.:	6765046		
Name:	Potion 02 (Blue)		
Short Description:	A blue potion		
Recipe:			
Ingredient 1:	Blue Dye (17050)	1x	 
Ingredient 2:	Water-filled Glass Flask (14201)	1x	











Annotations:











Itemnr.:	6765047		
Name:	Potion 03 (Red, small)		
Short Description:	A small red potion		
Recipe:			
Ingredient 1:	Cochineal (14193)	5x	 
Ingredient 2:	Water-filled Glass Flask (14201)	1x	

Annotations:

Itemnr.:	6765048		
Name:	Potion 04 (Blue, small)		
Short Description:	A small blue potion		
Recipe:			
Ingredient 1:	Blue Dye (17050)	1x	 
Ingredient 2:	Water-filled Glass Flask (14201)	1x	

Annotations:

Itemnr.:	6765049		
Name:	Blue Potion		
Short Description:	A blue potion		
Recipe:			
Ingredient 1:	Blue Dye (17050)	1x	
Ingredient 2:	Water-filled Glass Flask (14201)	1x	
Annotations:			
Itemnr.:	6765050		
Name:	Red Potion		
Short Description:	A red potion		
Recipe:			
Ingredient 1:	Cochineal (14193)	10x	
Ingredient 2:	Water-filled Glass Flask (14201)	1x	
Annotations:			
Itemnr.:	6765070		
Name:	Hourglass		
Short Description:	A dirty hourglass		
Recipe:			
Ingredient 1:	Gold Bar (11054)	2x	
Ingredient 2:	Salt (18263)	10x	
Ingredient 3:	Glass (11551)	5x	
Itemnr.:	6766900		
Name:	Round flask (red liquid)		
Short Description:	A round flask with a liquid in it.		
Recipe:			
Ingredient 1:	Glass Flask (14200)	1x	
Ingredient 2:	Red Dye (17040)	1x	
Ingredient 3:	Corrupted Bone (10010)	10x	
Itemnr.:	6766901		
Name:	Round flask (blue liquid)		
Short Description:	A round flask with a liquid in it.		
Recipe:			
Ingredient 1:	Glass Flask (14200)	1x	
Ingredient 2:	Blue Dye (17050)	1x	
Ingredient 3:	Corrupted Bone (10010)	10x	






Itemnr.:	6766902		
Name:	Round flask (green liquid)		
Short Description:	A round flask with a liquid in it.		
Recipe:			
Ingredient 1:	Glass Flask (14200)	1x	 
Ingredient 2:	Green Dye (17060)	1x	
Ingredient 3:	Corrupted Bone (10010)	10x	
Itemnr.:	6766903		
Name:	Round flask (yellow liquid)		
Short Description:	A round flask with a liquid in it.		
Recipe:			
Ingredient 1:	Glass Flask (14200)	1x	 
Ingredient 2:	Yellow Dye (10010)	1x	
Ingredient 3:	Corrupted Bone (10010)	10x	
Itemnr.:	6766904		
Name:	Round flask (purple liquid)		
Short Description:	A round flask with a liquid in it.		
Recipe:			
Ingredient 1:	Glass Flask (14200)	1x	 
Ingredient 2:	Purple Dye (17080)	1x	
Ingredient 3:	Corrupted Bone (10010)	10x	
Itemnr.:	6766905		
Name:	Round flask (black liquid)		
Short Description:	A round flask with a liquid in it.		
Recipe:			
Ingredient 1:	Glass Flask (14200)	1x	 
Ingredient 2:	Black Dye (17116)	1x	
Ingredient 3:	Corrupted Bone (10010)	10x	
Itemnr.:	6766906		
Name:	Round flask (orange liquid)		
Short Description:	A round flask with a liquid in it.		
Recipe:			
Ingredient 1:	Glass Flask (14200)	1x	 
Ingredient 2:	Orange Dye (17090)	1x	
Ingredient 3:	Corrupted Bone (10010)	10x	

5.1.2) SvS2 Alchemy



Name of Feat: SvS2 Alchemy
Prerequisite Feat: SvS2, SvS-Ext Alchemy
Learned by item: N.A.
Workbench: vanilla "Firebowl Cauldron"

All items can be found in the admin menu in "building".
Image Source: Conan Exiles Wiki

Itemnr.:	6860240		
Name:	Bottle 01		
Short Description:	Configurable bottle		
Recipe:			
Ingredient 1:	Glass (11551)	10x	
Catalyst:	Glass Flask Mold (14601)	1x	
Annotations:	The Glass Flask Mold used to craft will be given back after crafting this recipe. SAW item		
Itemnr.:	6860241		
Name:	Bottle 02		
Short Description:	Configurable bottle		
Recipe:			
Ingredient 1:	Glass (11551)	10x	
Catalyst:	Glass Flask Mold (14601)	1x	
Annotations:	The Glass Flask Mold used to craft will be given back after crafting this recipe. SAW item		
Itemnr.:	6860242		
Name:	Bottle 03		
Short Description:	Configurable bottle		
Recipe:			
Ingredient 1:	Glass (11551)	10x	
Catalyst:	Glass Flask Mold (14601)	1x	
Annotations:	The Glass Flask Mold used to craft will be given back after crafting this recipe. SAW item		
Itemnr.:	6860243		
Name:	Bottle 04		
Short Description:	Configurable bottle		
Recipe:			
Ingredient 1:	Glass (11551)	10x	
Catalyst:	Glass Flask Mold (14601)	1x	
Annotations:	The Glass Flask Mold used to craft will be given back after crafting this recipe. SAW item		

Itemnr.: 6860244
Name: Bottle 05
Short Description: Configurable bottle
Recipe:
 Ingredient 1: Glass (11551) 10x
 Catalyst: Glass Flask Mold (14601) 1x

Annotations:
 The Glass Flask Mold used to craft will be given back after crafting this recipe. [SAW item](#)



Itemnr.: 6860245
Name: Bottle 06
Short Description: Configurable bottle
Recipe:
 Ingredient 1: Glass (11551) 10x
 Catalyst: Glass Flask Mold (14601) 1x

Annotations:
 The Glass Flask Mold used to craft will be given back after crafting this recipe. [SAW item](#)



Itemnr.: 6860246
Name: Bottle 07
Short Description: Configurable bottle
Recipe:
 Ingredient 1: Glass (11551) 10x
 Catalyst: Glass Flask Mold (14601) 1x

Annotations:
 The Glass Flask Mold used to craft will be given back after crafting this recipe. [SAW item](#)



Itemnr.: 6860247
Name: Bottle 08
Short Description: Configurable bottle
Recipe:
 Ingredient 1: Glass (11551) 10x
 Ingredient 2: Plant Fibre (12001) 10x
 Catalyst: Glass Flask Mold (14601) 1x









Annotations:
 The Glass Flask Mold used to craft will be given back after crafting this recipe. [SAW item](#)



Itemnr.: 6860248
Name: Bottle 09
Short Description: Configurable bottle
Recipe:
 Ingredient 1: Glass (11551) 10x
 Catalyst: Glass Flask Mold (14601) 1x

Annotations:
 The Glass Flask Mold used to craft will be given back after crafting this recipe. [SAW item](#)



Itemnr.:	6860249		
Name:	Bottle 10		
Short Description:	Configurable bottle		
Recipe:			
Ingredient 1:	Glass (11551)	10x	
Ingredient 2:	Plant Fibre (12001)	30x	
Catalyst:	Glass Flask Mold (14601)	1x	
Annotations:	The Glass Flask Mold used to craft will be given back after crafting this recipe. SAW item		
Itemnr.:	6860250		
Name:	Bottle 11		
Short Description:	Configurable bottle		
Recipe:			
Ingredient 1:	Glass (11551)	10x	
Ingredient 2:	Plant Fibre (12001)	30x	
Catalyst:	Glass Flask Mold (14601)	1x	
Annotations:	The Glass Flask Mold used to craft will be given back after crafting this recipe. SAW item		
Itemnr.:	6860270		
Name:	Group of Bottles 01		
Short Description:	Configurable group of bottles		
Recipe:			
Ingredient 1:	Glass (11551)	60x	
Catalyst:	Glass Flask Mold (14601)	1x	
Annotations:	The Glass Flask Mold used to craft will be given back after crafting this recipe. SAW item		
Itemnr.:	6860271		
Name:	Group of Bottles 02		
Short Description:	Configurable group of bottles		
Recipe:			
Ingredient 1:	Glass (11551)	70x	
Ingredient 2:	Plant Fibre (12001)	90x	
Catalyst:	Glass Flask Mold (14601)	1x	
Annotations:	The Glass Flask Mold used to craft will be given back after crafting this recipe. SAW item		

Itemnr.: 6860272
Name: Group of Bottles 03
Short Description: Configurable group of bottles
Recipe:
 Ingredient 1: Glass (11551) 60x
 Ingredient 2: Plant Fibre (12001) 90x
 Catalyst: Glass Flask Mold (14601) 1x

**Annotations:**

The Glass Flask Mold used to craft will be given back after crafting this recipe. [SAW item](#)

Itemnr.: 6860273
Name: Group of Bottles 04
Short Description: Configurable group of bottles
Recipe:
 Ingredient 1: Glass (11551) 80x
 Catalyst: Glass Flask Mold (14601) 1x

**Annotations:**

The Glass Flask Mold used to craft will be given back after crafting this recipe. [SAW item](#)

Itemnr.: 6860274
Name: Group of Bottles 05
Short Description: Configurable group of bottles
Recipe:
 Ingredient 1: Glass (11551) 80x
 Catalyst: Glass Flask Mold (14601) 1x

**Annotations:**

The Glass Flask Mold used to craft will be given back after crafting this recipe. [SAW item](#)

Itemnr.: 6860275
Name: Group of Bottles 06
Short Description: Configurable group of bottles
Recipe:
 Ingredient 1: Glass (11551) 50x
 Catalyst: Glass Flask Mold (14601) 1x

**Annotations:**

The Glass Flask Mold used to craft will be given back after crafting this recipe. [SAW item](#)

5.2) Animal Slaughterer

5.2.1) SvS-Ext Animal Slaughterer



Name of Feat: SvS-Ext Animal Slaughterer

Prerequisite Feat: SvS-Extended

Learned by item: Rcp. for an animal slaughterer (6766517)

Workbench: Slaughterer's workstation (6766615)

All items can be found in the admin menu in "building".

Itemnr.:	6766615	
Name:	Slaughterer's workstation	
Short Description:	Workstation for recipes from SvS-Ext Human Slaughterer, SvS-Ext Animal Slaughterer and SvS-Ext Skull Artist. This is also valid for the corresponding SvS2 feats.	
Recipe:		
Ingredient 1:	Stone (10001)	500x
Ingredient 2:	Weathered Skull (88890)	1x
Annotations:	Workbench with 200 slots. Can be crafted within your inventory.	















Itemnr.:	6765640	
Name:	Carcass of a rhino calf	
Short Description:	Partly eaten animal carcass	
Recipe:		
Ingredient 1:	Exotic Flesh (13003)	25x
Ingredient 2:	Horn (18051)	1x
Ingredient 3:	Rhino Hide (11057)	1x
Annotations:	This item works as a 10-slot container.	



Itemnr.:	6765641	
Name:	Carcass of a wild boar	
Short Description:	Partly eaten animal carcass	
Recipe:		
Ingredient 1:	Raw Pork (18279)	4x
Ingredient 2:	Tusks (18053)	2x
Ingredient 3:	Thick Hide (12012)	1x
Annotations:	This item works as a 10-slot container.	









Itemnr.:	6765642		
Name:	Carcass of a gazelle		
Short Description:	Partly eaten animal carcass		
Recipe:			
Ingredient 1:	Exquisite Meat (18286)	15x	
Ingredient 2:	Horn (18051)	2x	
Ingredient 3:	Hide (12011)	1x	
Annotations:	This item works as a 10-slot container.		
Itemnr.:	6765650		
Name:	Mammoth bone (arm left)		
Short Description:	One front leg (left)		
Recipe:			
Ingredient 1:	Ivory (11071)	1x	
Ingredient 2:	Bone (10021)	25x	
Annotations:	SAW item		
Itemnr.:	6765651		
Name:	Mammoth bone (arm right)		
Short Description:	One front leg (right)		
Recipe:			
Ingredient 1:	Ivory (11071)	1x	
Ingredient 2:	Bone (10021)	25x	
Annotations:	SAW item		
Itemnr.:	6765652		
Name:	Mammoth bone (leg left)		
Short Description:	One hind leg (left)		
Recipe:			
Ingredient 1:	Ivory (11071)	1x	
Ingredient 2:	Bone (10021)	20x	
Annotations:	SAW item		
Itemnr.:	6765653		
Name:	Mammoth bone (leg right)		
Short Description:	One hind leg (right)		
Recipe:			
Ingredient 1:	Ivory (11071)	1x	
Ingredient 2:	Bone (10021)	20x	
Annotations:	SAW item		
Itemnr.:	6765654		
Name:	Mammoth bone (ribs lying)		
Short Description:	Large ribs		
Recipe:			



Ingredient 1:	Ivory (11071)	1x
Ingredient 2:	Bone (10021)	25x

Annotations:
[SAW item](#)

Itemnr.:	6765655		
Name:	Mammoth bone (ribs standing)		
Short Description:	Large ribs		
Recipe:			
Ingredient 1:	Ivory (11071)	1x	
Ingredient 2:	Bone (10021)	30x	
Annotations:			
	SAW item		
Itemnr.:	6765656		
Name:	Mammoth bone (pelvis)		
Short Description:	A mammoth pelvis		
Recipe:			
Ingredient 1:	Ivory (11071)	1x	
Ingredient 2:	Bone (10021)	20x	
Annotations:			
	SAW item		
Itemnr.:	6765671		
Name:	Whale bone (ribs)		
Short Description:	Whale bone ribcage		
Recipe:			
Ingredient 1:	Bone (10021)	150x	
Ingredient 2:	Breathing Potion (53102)	3x	
Annotations:			
	SAW item		
Itemnr.:	6765672		
Name:	Whale bone 01		
Short Description:	Various whale bones		
Recipe:			
Ingredient 1:	Bone (10021)	50x	
Ingredient 2:	Breathing Potion (53102)	2x	
Annotations:			
	SAW item		
Itemnr.:	6765673		
Name:	Whale bone 02		
Short Description:	Various whale bones		
Recipe:			
Ingredient 1:	Bone (10021)	35x	
Ingredient 2:	Breathing Potion (53102)	1x	
Annotations:			
	SAW item		
Itemnr.:	6765674		
Name:	Whale bone (spinal piece)		
Short Description:	A piece of a spinal column from a whale		
Recipe:			
Ingredient 1:	Bone (10021)	40x	



Ingredient 2: Breathing Potion (53102) 1x

Annotations:

[SAW item](#)

Itemnr.: 6766627
Name: Blood Pool
Short Description: A bloodpool

Recipe:

Ingredient 1: Blood (11079) 10x



5.2.2) SvS2 Animal Slaughterer

Name of Feat: SvS2 Animal Slaughterer




Prerequisite Feat: SvS2, SvS-Ext Animal Slaughterer






Learned by item: N.A.







Workbench: Slaughterer's workstation (6766615) (from SvS-Ext)



All items can be found in the admin menu in "building".

Itemnr.:	6860057		
Name:	Half a pig (lying)		
Short Description:	Half a pig		
Recipe:			
Ingredient 1:	Raw Pork (18279)	10x	 
Itemnr.:	6860058		
Name:	Half a pig (hang.)		
Short Description:	Half a pig		
Recipe:			
Ingredient 1:	Raw Pork (18279)	10x	 
Ingredient 2:	Iron Reinforcement (16002)	2x	
Itemnr.:	6860059		
Name:	Ham (lying)		
Short Description:	Ham		
Recipe:			
Ingredient 1:	Raw Pork (18279)	5x	 
Itemnr.:	6860060		
Name:	Ham (hang.)		
Short Description:	Ham		
Recipe:			
Ingredient 1:	Raw Pork (18279)	5x	 
Ingredient 2:	Iron Reinforcement (16002)	2x	

Itemnr.:	6860190		
Name:	Hide Tannery 01		
Short Description:	A savage hide tannery		
Recipe:			
Ingredient 1:	Dry Wood (18025)	12x	
Ingredient 2:	Leather (12511)	20x	
Annotations:	SAW item		
Itemnr.:	6860191		
Name:	Hide Tannery 02		
Short Description:	A savage hide tannery		
Recipe:			
Ingredient 1:	Dry Wood (18025)	16x	
Ingredient 2:	Leather (12511)	20x	
Annotations:	SAW item		
Itemnr.:	6860155		
Name:	Ritual Mark 01		
Short Description:	A ritual mark consisting of carved bones or ribs		
Recipe:			
Ingredient 1:	Bone (10021)	20x	
Ingredient 4:	Twine (14174)	4x	
Annotations:	SAW item		
Itemnr.:	6860156		
Name:	Ritual Mark 02		
Short Description:	A ritual mark consisting of carved bones or ribs		
Recipe:			
Ingredient 1:	Bone (10021)	40x	
Ingredient 2:	Twine (14174)	4x	
Annotations:	SAW item		
Itemnr.:	6860157		
Name:	Ritual Mark 03		
Short Description:	A ritual mark consisting of carved bones or ribs		
Recipe:			
Ingredient 1:	Bone (10021)	40x	
Ingredient 2:	Twine (14174)	4x	
Annotations:	SAW item		

Itemnr.:	6860158		
Name:	Bird Totem		
Short Description:	A bird totem		
Recipe:			
Ingredient 1:	Bone (10021)	10x	 
Ingredient 2:	Dry Wood (18025)	2x	
Annotations:			
	SAW item		
Itemnr.:	6860374		
Name:	Deer Hide		
Short Description:	A deer hide		
Recipe:			
Ingredient 1:	Hide (12011)	10x	 
Annotations:			
	SAW item		
Itemnr.:	6860375		
Name:	Deer Hide (Wall)		
Short Description:	A deer hide		
Recipe:			
Ingredient 1:	Hide (12011)	10x	 
Annotations:			
	SAW item		

5.3) Animal Tamer

5.3.1) SvS-Ext Animal Tamer



Name of Feat: SvS-Ext AnimalTamer
Prerequisite Feat: SvS-Extended
Learned by item: Rcp. for an animal tamer (6766523)
Workbench: Animal's cage (676662)

All items can be found in the admin menu in "building".

Itemnr.: 6766623
Name: Animal's cage (workbench)
Short Description: Workstation for recipes from SvS-Ext Animal Tamer, SvS-Ext Avian, SvS-Ext Cattle, SvS-Ext Dog and SvS-Ext Horse. This is also valid for the corresponding SvS2 feats.



Recipe:
 Ingredient 1: Iron Bar (11501) 20x
 Ingredient 2: Hide (12011) 25x

Annotations:
 Workbench with 200 slots. Can be crafted within your inventory.

Itemnr.: 6765303
Name: Snapping turtle
Short Description: A snapping turtle
Recipe:
 Ingredient 1: Black Lotus Powder (11087) 2x
 Ingredient 2: Horn (18051) 2x







Annotations:
 Placeable animal (will stay where it's placed) with idle animation.



Itemnr.: 6765304
Name: Box turtle
Short Description: A box turtle
Recipe:
 Ingredient 1: Black Lotus Powder (11087) 1x
 Ingredient 2: Horn (18051) 1x







Annotations:
 Placeable animal (will stay where it's placed) with idle animation.











Itemnr.:	6765381		
Name:	Box turtle hiding (static)		
Short Description:	A box turtle		
Recipe:			
Ingredient 1:	Black Lotus Powder (11087)	1x	
Ingredient 2:	Horn (18051)	1x	
Annotations:	Placeable animal (will stay where it's placed) without animation.		

Itemnr.:	6765311		
Name:	Goliath Spider		
Short Description:	A spider the size of your hand		
Recipe:			
Ingredient 1:	Handful of Insects (13013)	10x	
Ingredient 2:	Black Lotus Powder (11087)	1x	
Annotations:	Placeable animal (will stay where it's placed) with idle animation.		

Itemnr.:	6765312		
Name:	Goliath Spider L (Wall)		
Short Description:	A spider the size of your hand		
Recipe:			
Ingredient 1:	Handful of Insects (13013)	10x	
Ingredient 2:	Black Lotus Powder (11087)	1x	
Annotations:	"L" is an abbreviation for "left". Placeable animal (will stay where it's placed) with idle animation. It can be placed on walls, looking to the <u>left</u> side.		

Itemnr.:	6765313		
Name:	Goliath Spider R (Wall)		
Short Description:	A spider the size of your hand		
Recipe:			
Ingredient 1:	Handful of Insects (13013)	10x	
Ingredient 2:	Black Lotus Powder (11087)	1x	
Annotations:	"R" is an abbreviation for "right". Placeable animal (will stay where it's placed) with idle animation. It can be placed on walls, looking to the <u>right</u> side.		

Itemnr.:	6765323		
Name:	Komodo dragon		
Short Description:	A Komodo dragon		
Recipe:			
Ingredient 1:	Black Lotus Powder (11087)	1x	
Ingredient 2:	Putrid Meat (13599)	10x	
Annotations:	Placeable animal (will stay where it's placed) with idle animation.		

Itemnr.:	6765324		
Name:	Fox		
Short Description:	A fox		
Recipe:			
Ingredient 1:	Black Lotus Powder (11087)	1x	
Ingredient 2:	Honey (18002)	100x	
Annotations:	Placeable animal (will stay where it's placed) with idle animation.		
Itemnr.:	6765325		
Name:	Fox (resting)		
Short Description:	A fox		
Recipe:			
Ingredient 1:	Black Lotus Powder (11087)	1x	
Ingredient 2:	Honey (18002)	100x	
Annotations:	Placeable animal (will stay where it's placed) with idle animation.		
Itemnr.:	6765306		
Name:	Lizard 01		
Short Description:	A lizard		
Recipe:			
Ingredient 1:	Fat Grub (13012)	10x	
Ingredient 2:	Black Lotus Powder (11087)	1x	
Ingredient 3:	Oyster Flesh (18261)	10x	
Annotations:	SAW item. Placeable animal (will stay where it's placed) with idle animation.		
Itemnr.:	6765326		
Name:	Lizard 01 L Wall		
Short Description:	A lizard		
Recipe:			
Ingredient 1:	Fat Grub (13012)	10x	
Ingredient 2:	Black Lotus Powder (11087)	1x	
Ingredient 3:	Oyster Flesh (18261)	10x	
Annotations:	SAW item. "L" is an abbreviation for "left". Placeable animal (will stay where it's placed) with idle animation. It can be placed on walls, looking to the <u>left</u> side.		
Itemnr.:	6765327		
Name:	Lizard 01 R Wall		
Short Description:	A lizard		
Recipe:			
Ingredient 1:	Fat Grub (13012)	10x	
Ingredient 2:	Black Lotus Powder (11087)	1x	
Ingredient 3:	Oyster Flesh (18261)	10x	

Annotations:

SAW item. "R" is an abbreviation for "right". Placeable animal (will stay where it's placed) with idle animation. It can be placed on walls, looking to the right side.

Itemnr.:	6765307	
Name:	Lizard 02	
Short Description:	A lizard	
Recipe:		
Ingredient 1:	Fat Grub (13012)	10x
Ingredient 2:	Black Lotus Powder (11087)	1x
Ingredient 3:	Oyster Flesh (18261)	10x

**Annotations:**

SAW item. Placeable animal (will stay where it's placed) with idle animation.

Itemnr.:	6765328	
Name:	Lizard 02 L Wall	
Short Description:	A lizard	
Recipe:		
Ingredient 1:	Fat Grub (13012)	10x
Ingredient 2:	Black Lotus Powder (11087)	1x
Ingredient 3:	Oyster Flesh (18261)	10x

**Annotations:**

SAW item. "L" is an abbreviation for "left". Placeable animal (will stay where it's placed) with idle animation. It can be placed on walls, looking to the left side.

Itemnr.:	6765329	
Name:	Lizard 02 R Wall	
Short Description:	A lizard	
Recipe:		
Ingredient 1:	Fat Grub (13012)	10x
Ingredient 2:	Black Lotus Powder (11087)	1x
Ingredient 3:	Oyster Flesh (18261)	10x



**Annotations:**



SAW item. "R" is an abbreviation for "right". Placeable animal (will stay where it's placed) with idle animation. It can be placed on walls, looking to the right side.



Itemnr.:	6765308	
Name:	Lizard 03	
Short Description:	A lizard	
Recipe:		
Ingredient 1:	Fat Grub (13012)	10x
Ingredient 2:	Black Lotus Powder (11087)	1x
Ingredient 3:	Oyster Flesh (18261)	10x



**Annotations:**



SAW item. Placeable animal (will stay where it's placed) with idle animation.

Itemnr.:	6765330		
Name:	Lizard 03 L Wall		
Short Description:	A lizard		
Recipe:			
Ingredient 1:	Fat Grub (13012)	10x	
Ingredient 2:	Black Lotus Powder (11087)	1x	
Ingredient 3:	Oyster Flesh (18261)	10x	
Annotations:	SAW item. "L" is an abbreviation for "left". Placeable animal (will stay where it's placed) with idle animation. It can be placed on walls, looking to the <u>left</u> side.		

Itemnr.:	6765331		
Name:	Lizard 03 R Wall		
Short Description:	A lizard		
Recipe:			
Ingredient 1:	Fat Grub (13012)	10x	
Ingredient 2:	Black Lotus Powder (11087)	1x	
Ingredient 3:	Oyster Flesh (18261)	10x	
Annotations:	SAW item. "R" is an abbreviation for "right". Placeable animal (will stay where it's placed) with idle animation. It can be placed on walls, looking to the <u>right</u> side.		

Itemnr.:	6767281		
Name:	Lizard (Ceil)		
Short Description:	A lizard		
Recipe:			
Ingredient 1:	Fat Grub (13012)	10x	
Ingredient 2:	Black Lotus Powder (11087)	1x	
Ingredient 3:	Egg (13011)	1x	
Annotations:	SAW item. Placeable animal (will stay where it's placed) with idle animation. Ceil is an abbreviation and stands for „ceiling“.		

Itemnr.:	6767293		
Name:	Goat		
Short Description:	A goat		
Recipe:			
Ingredient 1:	Black Lotus Powder (11087)	1x	
Ingredient 2:	Hops (18000)	20x	
Annotations:	SAW item. Placeable animal (will stay where it's placed) with idle animation.		

Itemnr.:	6767294		
Name:	Ibex		
Short Description:	An ibex		
Recipe:			
Ingredient 1:	Black Lotus Powder (11087)	1x	
Ingredient 2:	Hops (18000)	20x	

Annotations:

SAW item. Placeable animal (will stay where it's placed) with idle animation.

Itemnr.: 6767295

Name: Pig 01

Short Description: A pig

Recipe:

Ingredient 1: Black Lotus Powder (11087) 1x

Ingredient 2: Hops (18000) 20x



Annotations:

SAW item. Placeable animal (will stay where it's placed) with idle animation.

Itemnr.: 6767296

Name: Pig 02

Short Description: A pig

Recipe:

Ingredient 1: Black Lotus Powder (11087) 1x

Ingredient 2: Hops (18000) 20x



Annotations:

SAW item. Placeable animal (will stay where it's placed) with idle animation.

5.3.2) SvS2 Animal Tamer



Name of Feat: SvS2 Animal Tamer

Prerequisite Feat: SvS2, SvS-Ext Animal Tamer

Learned by item: N.A.

Workbench: Animal's cage (6766623)

All items can be found in the admin menu in "building".

Itemnr.: 6861004

Name: Driver Ant

Short Description: An ant

Recipe:

Ingredient 1: Handful of Insects (13013) 5x

Ingredient 2: Black Lotus Powder (11087) 1x



Annotations:

SAW item. Needs "Activate SAW (Aim) [SvS2]" to be configured!

Itemnr.: 6861005

Name: Driver Ant (Wall)

Short Description: An ant on the wall

Recipe:

Ingredient 1: Handful of Insects (13013) 5x

Ingredient 2: Black Lotus Powder (11087) 1x



Annotations:**SAW item.** Needs "Activate SAW (Aim) [SvS2]" to be configured!

Itemnr.:	6861006	
Name:	Driver Ant (Ceil)	
Short Description:	An ant on the ceiling	
Recipe:		
Ingredient 1:	Handful of Insects (13013)	5x
Ingredient 2:	Black Lotus Powder (11087)	1x

**Annotations:****SAW item.** Needs "Activate SAW (Aim) [SvS2]" to be configured! Ceil is an abbreviation and stands for „ceiling“.

Itemnr.:	6861007	
Name:	Crab	
Short Description:	A crab	
Recipe:		
Ingredient 1:	Oyster Flesh (18261)	5x
Ingredient 2:	Black Lotus Powder (11087)	1x

**Annotations:****SAW item.** Needs "Activate SAW (Aim) [SvS2]" to be configured!

Itemnr.:	6861008	
Name:	Deer	
Short Description:	A deer	
Recipe:		
Ingredient 1:	Savoury Flesh (13002)	20x
Ingredient 2:	Black Lotus Powder (11087)	1x








**Annotations:****SAW item.** Needs "Activate SAW (Aim) [SvS2]" to be configured!






Itemnr.:	6861009	
Name:	Deer Female	
Short Description:	A deer female	
Recipe:		
Ingredient 1:	Savoury Flesh (13002)	20x
Ingredient 2:	Black Lotus Powder (11087)	1x











**Annotations:****SAW item.** Needs "Activate SAW (Aim) [SvS2]" to be configured!

Itemnr.:	6861010	
Name:	Fire Salamander	
Short Description:	A fire salamander	
Recipe:		
Ingredient 1:	Fat Grub (13012)	5x
Ingredient 2:	Black Lotus Powder (11087)	1x
Ingredient 3:	Egg (13011)	1x

**Annotations:****SAW item.** Needs "Activate SAW (Aim) [SvS2]" to be configured!

Itemnr.:	6861011		
Name:	Fire Salamander (Wall)		
Short Description:	A fire salamander on the wall		
Recipe:			
Ingredient 1:	Fat Grub (13012)	5x	
Ingredient 2:	Black Lotus Powder (11087)	1x	
Ingredient 3:	Egg (13011)	1x	
Annotations:	SAW item. Needs "Activate SAW (Aim) [SvS2]" to be configured!		
Itemnr.:	6861012		
Name:	Fire Salamander (Ceil)		
Short Description:	A fire salamander on the ceiling		
Recipe:			
Ingredient 1:	Fat Grub (13012)	5x	
Ingredient 2:	Black Lotus Powder (11087)	1x	
Ingredient 3:	Egg (13011)	1x	
Annotations:	SAW item. Needs "Activate SAW (Aim) [SvS2]" to be configured! Ceil is an abbreviation and stands for „ceiling“.		
Itemnr.:	6861013		
Name:	Frog		
Short Description:	A frog		
Recipe:			
Ingredient 1:	Fat Grub (13012)	5x	
Ingredient 2:	Black Lotus Powder (11087)	1x	
Ingredient 3:	Putrid Meat (13599)	1x	
Annotations:	SAW item. Needs "Activate SAW (Aim) [SvS2]" to be configured!		
Itemnr.:	6861014		
Name:	Frog (Wall)		
Short Description:	A frog on the wall		
Recipe:			
Ingredient 1:	Fat Grub (13012)	5x	
Ingredient 2:	Black Lotus Powder (11087)	1x	
Ingredient 3:	Putrid Meat (13599)	1x	
Annotations:	SAW item. Needs "Activate SAW (Aim) [SvS2]" to be configured!		
Itemnr.:	6861015		
Name:	Hippopotamus		
Short Description:	A hippopotamus		
Recipe:			
Ingredient 1:	Exotic Flesh (13003)	50x	
Ingredient 2:	Black Lotus Powder (11087)	1x	
Annotations:	SAW item. Needs "Activate SAW (Aim) [SvS2]" to be configured!		
Itemnr.:	6861015		
Name:	Hippopotamus		
Short Description:	A hippopotamus		
Recipe:			
Ingredient 1:	Exotic Flesh (13003)	50x	
Ingredient 2:	Black Lotus Powder (11087)	1x	
Annotations:	SAW item. Needs "Activate SAW (Aim) [SvS2]" to be configured!		

Itemnr.:	6861016		
Name:	Wild Rabbit		
Short Description:	A wild rabbit		
Recipe:			
Ingredient 1:	Feral Flesh (13001)	10x	
Ingredient 2:	Black Lotus Powder (11087)	1x	
Annotations:	SAW item. Needs "Activate SAW (Aim) [SvS2]" to be configured!		
Itemnr.:	6861017		
Name:	Rat		
Short Description:	A rat		
Recipe:			
Ingredient 1:	Feral Flesh (13001)	5x	
Ingredient 2:	Black Lotus Powder (11087)	1x	
Annotations:	SAW item. Needs "Activate SAW (Aim) [SvS2]" to be configured!		
Itemnr.:	6861018		
Name:	Scorpion		
Short Description:	A scorpion		
Recipe:			
Ingredient 1:	Handful of Insects (13013)	20x	
Ingredient 2:	Black Lotus Powder (11087)	1x	
Annotations:	SAW item. Needs "Activate SAW (Aim) [SvS2]" to be configured!		
Itemnr.:	6861019		
Name:	Scorpion		
Short Description:	A scorpion on the wall		
Recipe:			
Ingredient 1:	Handful of Insects (13013)	20x	
Ingredient 2:	Black Lotus Powder (11087)	1x	
Annotations:	SAW item. Needs "Activate SAW (Aim) [SvS2]" to be configured!		
Itemnr.:	6861020		
Name:	Scorpion (Ceil)		
Short Description:	A scorpion on the ceiling		
Recipe:			
Ingredient 1:	Handful of Insects (13013)	20x	
Ingredient 2:	Black Lotus Powder (11087)	1x	
Annotations:	SAW item. Needs "Activate SAW (Aim) [SvS2]" to be configured! Ceil is an abbreviation and stands for „ceiling“.		

Itemnr.:	6861021		
Name:	Snail		
Short Description:	A snail		
Recipe:			
Ingredient 1:	Fat Grub (13012)	1x	
Ingredient 2:	Black Lotus Powder (11087)	1x	
Annotations:	SAW item. Needs "Activate SAW (Aim) [SvS2]" to be configured!		
Itemnr.:	6861022		
Name:	Snail		
Short Description:	A snail on the wall		
Recipe:			
Ingredient 1:	Fat Grub (13012)	1x	
Ingredient 2:	Black Lotus Powder (11087)	1x	
Annotations:	SAW item. Needs "Activate SAW (Aim) [SvS2]" to be configured!		
Itemnr.:	6861023		
Name:	Snail (Ceil)		
Short Description:	A snail on the ceiling		
Recipe:			
Ingredient 1:	Fat Grub (13012)	1x	
Ingredient 2:	Black Lotus Powder (11087)	1x	
Annotations:	SAW item. Needs "Activate SAW (Aim) [SvS2]" to be configured! Ceil is an abbreviation and stands for „ceiling“.		
Itemnr.:	6861025		
Name:	Domesticated Sheep		
Short Description:	A domesticated sheep		
Recipe:			
Ingredient 1:	Black Lotus Powder (11087)	1x	
Ingredient 2:	Savoury Flesh (13002)	20x	
Annotations:	SAW item. Needs "Activate SAW (Aim) [SvS2]" to be configured! Placeable animal (will stay where it's placed) with idle and relax animation.		
Itemnr.:	6861026		
Name:	Domesticated Pig		
Short Description:	A domesticated pig		
Recipe:			
Ingredient 1:	Black Lotus Powder (11087)	1x	
Ingredient 2:	Savoury Flesh (13002)	30x	
Annotations:	SAW item. Needs "Activate SAW (Aim) [SvS2]" to be configured! Placeable animal (will stay where it's placed) with idle and relax animation.		

Itemnr.: 6861027

Name: Mud Pig

Short Description: A mud pig

Recipe:

Ingredient 1: Black Lotus Powder (11087) 1x

Ingredient 2: Savoury Flesh (13002) 30x

Annotations:

SAW item. Needs "Activate SAW (Aim) [SvS2]" to be configured!

Placeable animal (will stay where it's placed) with idle and relax animation.



5.4) Armour Smith

5.4.1) SvS-Ext Armour Smith






Name of Feat: SvS-Ext Armour Smith






Prerequisite Feat: SvS-Extended










Learned by item: Recipes for an armour smith (6766507)

Workbench: Blacksmith's workstation (6766604)

All items can be found in the admin menu in "building".

Itemnr.:	6766604		
Name:	Blacksmith's workstation		
Short Description:	Workstation for recipes from SvS-Ext Armour Smith, SvS-Ext Keymaker, SvS-Ext Smith, SvS-Ext Weapon Smith. This is also valid for the corresponding SvS2 Feats.		
Recipe:			
Ingredient 1:	Wood (10011)	40x	
Ingredient 2:	Iron Bar (11501)	20x	
Annotations:	Workbench with 200 slots. Can be crafted within your inventory.		
Itemnr.:	6766000		
Name:	Nemedic breastplate		
Short Description:	A breastplate		
Recipe:			
Ingredient 1:	Iron Bar (11501)	10x	
Ingredient 2:	Leather (12511)	10x	
Ingredient 3:	Steel Bar (11502)	1x	
Annotations:	Placeable armour part.		
Itemnr.:	6766001		
Name:	Aquilonic breastplate		
Short Description:	A breastplate		
Recipe:			
Ingredient 1:	Iron Bar (11501)	10x	
Ingredient 2:	Leather (12511)	10x	
Annotations:	Placeable armour part.		

Itemnr.:	6766020		
Name:	Knights helmet		
Short Description:	A knight's helmet		
Recipe:			
Ingredient 1:	Iron Bar (11501)	5x	
Ingredient 2:	Leather (12511)	2x	
Annotations:	Placeable armour part.		
Itemnr.:	6766021		
Name:	Nordheimr helmet		
Short Description:	A helmet in Nordheimr style		
Recipe:			
Ingredient 1:	Iron Bar (11501)	5x	
Ingredient 2:	Leather (12511)	2x	
Ingredient 3:	Horn (18051)	2x	
Annotations:	Placeable armour part.		
Itemnr.:	6766040		
Name:	Nemedian shield		
Short Description:	A nemedic metal shield		
Recipe:			
Ingredient 1:	Iron Bar (11501)	10x	
Ingredient 2:	Shaped Wood (16021)	2x	
Annotations:	Placeable armour part.		
Itemnr.:	6766041		
Name:	Round shield		
Short Description:	A round shield made of metal		
Recipe:			
Ingredient 1:	Iron Bar (11501)	10x	
Ingredient 2:	Shaped Wood (16021)	2x	
Annotations:	Placeable armour part.		
Itemnr.:	6766042		
Name:	Zingaran shield		
Short Description:	A zingaran shield made of metal.		
Recipe:			
Ingredient 1:	Iron Bar (11501)	10x	
Ingredient 2:	Shaped Wood (16021)	2x	
Annotations:	Placeable armour part.		

Itemnr.:	6766043		
Name:	Nemedian shield (stand.)		
Short Description:	A nemedic metal shield		
Recipe:			
Ingredient 1:	Iron Bar (11501)	10x	
Ingredient 2:	Shaped Wood (16021)	2x	
Annotations:	Placeable armour part. "(stand)" is an abbreviation for "standing".		
Itemnr.:	6766044		
Name:	Round shield (stand.)		
Short Description:	A round shield made of metal		
Recipe:			
Ingredient 1:	Iron Bar (11501)	10x	
Ingredient 2:	Shaped Wood (16021)	2x	
Annotations:	Placeable armour part. "(stand)" is an abbreviation for "standing".		
Itemnr.:	6766045		
Name:	Zingaran shield (stand.)		
Short Description:	A zingaran shield made of metal.		
Recipe:			
Ingredient 1:	Iron Bar (11501)	10x	
Ingredient 2:	Shaped Wood (16021)	2x	
Annotations:	Placeable armour part. "(stand)" is an abbreviation for "standing".		

5.4.2) SvS2 Armour Smith






Name of Feat: SvS2 Armour Smith

Prerequisite Feat: SvS2, SvS-Ext Armour Smith

Learned by item: N.A.

Workbench: Blacksmith's workstation (6766604) (from SvS-Ext)

All items can be found in the admin menu in "building".

Itemnr.:	6860947		
Name:	Helmet		
Short Description:	A helmet		
Recipe:			
Ingredient 1:	Steel Bar (11502)	8x	
Annotations:	SAW item		



Itemnr.: 6860948
Name: Shield
Short Description: A shield
Recipe:
Ingredient 1: Steel Bar (11502) 10x



Annotations:
[SAW item](#)

5.5) Avian

5.5.1) SvS-Ext Avian



Name of Feat: SvS-Ext Avian

Prerequisite Feat: SvS-Extended

Learned by item: Rcp. for an avian tamer (6766527)

Workbench: Animal's cage (6766623)

All items can be found in the admin menu in "building".

Itemnr.:	6766623	
Name:	Animal's cage (workbench)	
Short Description:	Workstation for recipes from SvS-Ext Animal Tamer, SvS-Ext Avian, SvS-Ext Cattle, SvS-Ext Dog and SvS-Ext Horse. This is also valid for the corresponding SvS2 feats.	
Recipe:		
Ingredient 1:	Iron Bar (11501)	20x
Ingredient 2:	Hide (12011)	25x
Annotations:	Workbench with 200 slots. Can be crafted within your inventory.	



















Itemnr.:	6765305	
Name:	Penguin	
Short Description:	Penguin	
Recipe:		
Ingredient 1:	Black Lotus Powder (11087)	1x
Ingredient 2:	Black Ice (18041)	3x
Annotations:	Placeable animal (will stay where it's placed) with idle animation.	



Itemnr.:	6765300	
Name:	Raven (static)	
Short Description:	A raven	
Recipe:		
Ingredient 1:	Black Lotus Powder (11087)	1x
Ingredient 2:	Feather (11056)	10x
Annotations:	Placeable animal without animation.	



Itemnr.:	6765309		
Name:	Raven (animated)		
Short Description:	A raven		
Recipe:			
Ingredient 1:	Black Lotus Powder (11087)	2x	
Ingredient 2:	Feather (11056)	10x	
Annotations:	Placeable animal (will stay where it's placed) with idle animation.		
Itemnr.:	6765301		
Name:	Cage with a static raven		
Short Description:	A cage with a raven in it		
Recipe:			
Ingredient 1:	Black Lotus Powder (11087)	1x	
Ingredient 2:	Iron Bar (11501)	1x	
Ingredient 3:	Feather (11056)	10x	
Itemnr.:	6765310		
Name:	Cage with an animated raven		
Short Description:	A cage with a raven in it		
Recipe:			
Ingredient 1:	Black Lotus Powder (11087)	2x	
Ingredient 2:	Iron Bar (11501)	2x	
Ingredient 3:	Feather (11056)	10x	
Itemnr.:	6765380		
Name:	Hanging raven cage		
Short Description:	A cage with a raven in it		
Recipe:			
Ingredient 1:	Black Lotus Powder (11087)	2x	
Ingredient 2:	Iron Bar (11501)	2x	
Ingredient 3:	Feather (11056)	10x	
Annotations:	This placeable is hanging down, can only be placed on ceilings.		
Itemnr.:	6765337		
Name:	Chick 1		
Short Description:	A chick		
Recipe:			
Ingredient 1:	Egg (13011)	1x	
Ingredient 2:	Plant Fibre (12001)	25x	
Ingredient 3:	Handful of Insects (13013)	5x	
Annotations:	Placeable animal (will stay where it's placed) with idle animation.		

Itemnr.:	6765338		
Name:	Chick 2		
Short Description:	A chick		
Recipe:			
Ingredient 1:	Egg (13011)	1x	
Ingredient 2:	Plant Fibre (12001)	25x	
Ingredient 3:	Handful of Insects (13013)	5x	
Annotations:	Placeable animal (will stay where it's placed) with idle animation.		
Itemnr.:	6767292		
Name:	Chicken		
Short Description:	A chicken		
Recipe:			
Ingredient 1:	Egg (13011)	1x	
Ingredient 2:	Plant Fibre (12001)	50x	
Ingredient 3:	Handful of Insects (13013)	20x	
Annotations:	SAW item. Placeable animal (will stay where it's placed) with idle animation.		
Itemnr.:	6767297		
Name:	Swan Goose		
Short Description:	A swan goose		
Recipe:			
Ingredient 1:	Egg (13011)	1x	
Ingredient 2:	Plant Fibre (12001)	50x	
Ingredient 3:	Handful of Insects (13013)	20x	
Annotations:	SAW item. Placeable animal (will stay where it's placed) with idle animation.		

5.5.2) SvS2 Avian



Name of Feat: SvS2 Avian

Prerequisite Feat: SvS2, SvS-Ext Avian

Learned by item: N.A.

Workbench: Animal's cage (6766623) (from SvS-Ext)

All items can be found in the admin menu in "building".

There are currently no recipes into this feat.

5.6) Candlemaker

5.6.1) SvS-Ext Candlemaker



Name of Feat: SvS-Ext Candlemaker
Prerequisite Feat: SvS-Extended
Learned by item: Rcp. for a candlemaker (6766510)
Workbench: Candlemaker's workstation (6766610)

All items can be found in the admin menu in "building".

Itemnr.: 6766610
Name: Candlemaker's workstation
Short Description: Workstation for the feat SvS-Ext Candlemaker. This is also valid for the corresponding SvS2 Feat.
Recipe:
 Ingredient 1: Wood (10011) 40x
 Ingredient 2: Black Candle (80523) 1x
Annotations:
 Workbench with 200 slots. Can be crafted within your inventory.











Itemnr.: 6765060
Name: Candelabrum 01
Short Description: A candelabrum
Recipe:
 Ingredient 1: White Candle (80522) 5x
 Ingredient 2: Candleholder (80525) 5x
 Ingredient 3: Iron Bar (11501) 5x
Annotations:
 Lights can be switched on/off by pressing E shortly. **Emitter item.**



Itemnr.: 6765061
Name: Candelabrum 02
Short Description: A candelabrum
Recipe:
 Ingredient 1: White Candle (80522) 5x
 Ingredient 2: Candleholder (80525) 5x
 Ingredient 3: Iron Bar (11501) 5x
Annotations:
 Lights can be switched on/off by pressing E shortly. **Emitter item.**



Itemnr.:	6765400			
Name:	Floor standing candlestick 01			
Short Description:	A simple floor standing wooden candlestick with candle			
Recipe:				
Ingredient 1:	White Candle (80522)	1x		
Ingredient 2:	Shaped Wood (16021)	3x		
Annotations:	Lights can be switched on/off by pressing E shortly. Emitter item.			
Itemnr.:	6765401			
Name:	Floor standing candlestick 02			
Short Description:	A simple floor standing wooden candlestick with candle			
Recipe:				
Ingredient 1:	White Candle (80522)	1x		
Ingredient 2:	Shaped Wood (16021)	3x		
Annotations:	Lights can be switched on/off by pressing E shortly. Emitter item.			
Itemnr.:	6765402			
Name:	Floor standing candlestick 03			
Short Description:	A simple floor standing wooden candlestick with candle			
Recipe:				
Ingredient 1:	White Candle (80522)	1x		
Ingredient 2:	Shaped Wood (16021)	3x		
Annotations:	Lights can be switched on/off by pressing E shortly. Emitter item.			
Itemnr.:	6765062			
Name:	Table candelabrum (dim)			
Short Description:	A small candelabrum for the table			
Recipe:				
Ingredient 1:	White Candle (80522)	3x		
Ingredient 2:	Candleholder (80525)	3x		
Ingredient 3:	Iron Bar (11501)	2x		
Annotations:	Lights can be switched on/off by pressing E shortly. Emitter item.			

Itemnr.: 6765063
Name: Table candelabrum (bright)
Short Description: A small candelabrum for the table
Recipe:
 Ingredient 1: White Candle (80522) 3x
 Ingredient 2: Candleholder (80525) 3x
 Ingredient 3: Iron Bar (11501) 2x
Annotations:
 Lights can be switched on/off by pressing E shortly. **Emitter item.**



Itemnr.: 6765064
Name: Chandelier 01
Short Description: A chandelier hanging from the ceiling
Recipe:
 Ingredient 1: White Candle (80522) 4x
 Ingredient 2: Iron Bar (11501) 5x
Annotations:
 Lights can be switched on/off by pressing E shortly. **Emitter item.**



Itemnr.: 6765404
Name: Chandelier 01 (long chain)
Short Description: A chandelier hanging from the ceiling on a long chain
Recipe:
 Ingredient 1: White Candle (80522) 4x
 Ingredient 2: Iron Bar (11501) 10x
Annotations:
 Lights can be switched on/off by pressing E shortly. **Emitter item.**



Itemnr.: 6765065
Name: Chandelier 02
Short Description: A chandelier hanging from the ceiling
Recipe:
 Ingredient 1: White Candle (80522) 16x
 Ingredient 2: Iron Bar (11501) 20x
Annotations:
 Lights can be switched on/off by pressing E shortly. **Emitter item.**



Itemnr.: 6765066
Name: Wall candlestick (large)
Short Description: A large wall candlestick
Recipe:
 Ingredient 1: White Candle (80522) 3x
 Ingredient 2: Iron Bar (11501) 7x



Annotations:

Lights can be switched on/off by pressing E shortly. **Emitter item.**

Itemnr.: 6765067

Name: Wall candlestick (small)

Short Description: A small wall candlestick

Recipe:

Ingredient 1: White Candle (80522) 3x

Ingredient 2: Iron Bar (11501) 5x

**Annotations:**

Lights can be switched on/off by pressing E shortly. **Emitter item.**

Itemnr.: 6765068

Name: Wall candlestick 01

Short Description: An iron wall candlestick

Recipe:

Ingredient 1: White Candle (80522) 2x

Ingredient 2: Iron Bar (11501) 2x

**Annotations:**

Lights can be switched on/off by pressing E shortly. **Emitter item.**

Itemnr.: 6765069

Name: Wall candlestick 02

Short Description: An iron wall candlestick

Recipe:

Ingredient 1: White Candle (80522) 1x

Ingredient 2: Iron Bar (11501) 2x

**Annotations:**

Lights can be switched on/off by pressing E shortly. **Emitter item.**

Itemnr.: 6765500

Name: Wall candlestick 01 (blue)

Short Description: An iron wall candlestick

Recipe:





Ingredient 1: White Candle (80522) 2x









Ingredient 2: Iron Bar (11501) 2x

Ingredient 3: Dark Blue Dye (17052) 2x





**Annotations:**

Lights can be switched on/off by pressing E shortly. **Emitter item.**

Itemnr.:	6765501		
Name:	Wall candlestick 02 (blue)		
Short Description:	An iron wall candlestick		
Recipe:			
Ingredient 1:	White Candle (80522)	1x	
Ingredient 2:	Iron Bar (11501)	2x	
Ingredient 3:	Dark Blue Dye (17052)	2x	
Annotations:	Lights can be switched on/off by pressing E shortly. Emitter item.		
Itemnr.:	6765502		
Name:	Wall candlestick 01 (purple)		
Short Description:	An iron wall candlestick		
Recipe:			
Ingredient 1:	White Candle (80522)	2x	
Ingredient 2:	Iron Bar (11501)	2x	
Ingredient 3:	Purple Dye (17080)	2x	
Annotations:	Lights can be switched on/off by pressing E shortly. Emitter item.		
Itemnr.:	6765503		
Name:	Wall candlestick 02 (purple)		
Short Description:	An iron wall candlestick		
Recipe:			
Ingredient 1:	White Candle (80522)	1x	
Ingredient 2:	Iron Bar (11501)	2x	
Ingredient 3:	Purple Dye (17080)	2x	
Annotations:	Lights can be switched on/off by pressing E shortly. Emitter item.		
Itemnr.:	6765080		
Name:	Candle 01		
Short Description:	A candle		
Recipe:			
Ingredient 1:	White Candle (80522)	1x	
Ingredient 2:	Stone (10001)	5x	
Ingredient 3:	Honey (18002)	1x	
Annotations:	Lights can be switched on/off by pressing E shortly. Emitter item.		

Itemnr.:	6765081		
Name:	Candle 02		
Short Description:	A candle		
Recipe:			
Ingredient 1:	White Candle (80522)	1x	
Ingredient 2:	Stone (10001)	2x	
Ingredient 3:	Honey (18002)	1x	
Annotations:	Lights can be switched on/off by pressing E shortly. Emitter item.		
Itemnr.:	6765083		
Name:	Candle 03		
Short Description:	A candle		
Recipe:			
Ingredient 1:	White Candle (80522)	1x	
Ingredient 2:	Stone (10001)	1x	
Ingredient 3:	Honey (18002)	1x	
Annotations:	Lights can be switched on/off by pressing E shortly. Emitter item.		
Itemnr.:	6765084		
Name:	Candle 04		
Short Description:	A candle		
Recipe:			
Ingredient 1:	White Candle (80522)	1x	
Ingredient 2:	Stone (10001)	1x	
Ingredient 3:	Honey (18002)	1x	
Annotations:	Lights can be switched on/off by pressing E shortly. Emitter item.		
Itemnr.:	6765085		
Name:	Candle 05		
Short Description:	A candle		
Recipe:			
Ingredient 1:	Candle Stub (80521)	1x	
Ingredient 2:	Honey (18002)	1x	
Annotations:	Lights can be switched on/off by pressing E shortly. Emitter item.		

Itemnr.:	6765086		
Name:	Candle 06		
Short Description:	A red candle		
Recipe:			
Ingredient 1:	Candle Stub (80521)	1x	
Ingredient 2:	Red Dye (17040)	1x	
Annotations:	Lights can be switched on/off by pressing E shortly. Emitter item.		
Itemnr.:	6765087		
Name:	Candle 07		
Short Description:	A white, half burnt down candle		
Recipe:			
Ingredient 1:	Candle Stub (80521)	1x	
Ingredient 2:	Grey Dye (17020)	1x	
Annotations:	Lights can be switched on/off by pressing E shortly. Emitter item.		
Itemnr.:	6765088		
Name:	Candle 08		
Short Description:	A white candle		
Recipe:			
Ingredient 1:	Candle Stub (80521)	1x	
Ingredient 2:	Grey Dye (17020)	1x	
Annotations:	Lights can be switched on/off by pressing E shortly. Emitter item.		
Itemnr.:	6765090		
Name:	Candle set 01		
Short Description:	Several candles		
Recipe:			
Ingredient 1:	White Candle (80522)	1x	
Ingredient 2:	Candle Stub (80521)	2x	
Ingredient 3:	Honey (18002)	3x	
Annotations:	Lights can be switched on/off by pressing E shortly. Emitter item.		

Itemnr.:	6765091		
Name:	Candle set 02		
Short Description:	Several candles		
Recipe:			
Ingredient 1:	White Candle (80522)	4x	
Ingredient 2:	Candle Stub (80521)	1x	
Ingredient 3:	Honey (18002)	5x	
Annotations:	Lights can be switched on/off by pressing E shortly. Emitter item.		
Itemnr.:	6765092		
Name:	Candle set 03		
Short Description:	Several candles		
Recipe:			
Ingredient 1:	White Candle (80522)	2x	
Ingredient 2:	Candle Stub (80521)	1x	
Ingredient 3:	Honey (18002)	3x	
Annotations:	Lights can be switched on/off by pressing E shortly. Emitter item.		
Itemnr.:	6765093		
Name:	Candle set 04		
Short Description:	Several candles		
Recipe:			
Ingredient 1:	Candle Stub (80521)	2x	
Ingredient 2:	Honey (18002)	2x	
Annotations:	Lights can be switched on/off by pressing E shortly. Emitter item.		
Itemnr.:	6765504		
Name:	Storm candle		
Short Description:	A storm candle		
Recipe:			
Ingredient 1:	Stone Consolidant (16001)	10x	
Ingredient 2:	Candle Stub (80521)	1x	
Annotations:	Lights can be switched on/off by pressing E shortly. Emitter item.		

5.6.2) SvS2 Candlemaker



Name of Feat: SvS2 Candlemaker

Prerequisite Feat: SvS2, SvS-Ext Candlemaker

Learned by item: N.A.

Workbench: Candlemaker's workstation (6766610) (from SvS-Ext)

All items can be found in the admin menu in "building".

There are currently no recipes into this feat.

5.7) Cattle

5.7.1) SvS-Ext Cattle



Name of Feat: SvS-Ext Cattle

Prerequisite Feat: SvS-Extended

Learned by item: Rcp. for a cattle tamer (6766526)

Workbench: Animal's cage (6766623)

All items can be found in the admin menu in "building".

Itemnr.: 6766623
Name: Animal's cage (workbench)
Short Description: Workstation for recipes from SvS-Ext Animal Tamer, SvS-Ext Avian, SvS-Ext Cattle, SvS-Ext Dog and SvS-Ext Horse. This is also valid for the corresponding SvS2 feats.

Recipe:

Ingredient 1: Iron Bar (11501) 20x

Ingredient 2: Hide (12011) 25x

Annotations:

Workbench with 200 slots. Can be crafted within your inventory.



Itemnr.: 6765332

Name: Buffalo

Short Description: A buffalo

Recipe:

Ingredient 1: Black Lotus Powder (11087) 1x

Ingredient 2: Hops (18000) 25x

Annotations:

Placeable animal (will stay where it's placed) with idle animation.



Itemnr.: 6765333

Name: Longhorn cattle 1

Short Description: Cattle

Recipe:







Ingredient 1: Black Lotus Powder (11087) 1x

Ingredient 2: Hops (18000) 25x

Annotations:

Placeable animal (will stay where it's placed) with idle animation.



Itemnr.:	6765335		
Name:	Longhorn cattle 2		
Short Description:	Cattle		
Recipe:			
Ingredient 1:	Black Lotus Powder (11087)	1x	
Ingredient 2:	Hops (18000)	25x	
Annotations:	Placeable animal (will stay where it's placed) with idle animation.		
Itemnr.:	6765336		
Name:	Highland cattle		
Short Description:	Cattle		
Recipe:			
Ingredient 1:	Black Lotus Powder (11087)	1x	
Ingredient 2:	Hops (18000)	25x	
Annotations:	Placeable animal (will stay where it's placed) with idle animation.		
Itemnr.:	6767291		
Name:	Cow		
Short Description:	A cow		
Recipe:			
Ingredient 1:	Black Lotus Powder (11087)	1x	
Ingredient 2:	Hops (18000)	25x	
Annotations:	SAW item. Placeable animal (will stay where it's placed) with idle animation.		

5.7.2) SvS2 Cattle



Name of Feat: SvS2 Cattle

Prerequisite Feat: SvS2, SvS-Ext Cattle

Learned by item: N.A.

Workbench: Animal's cage (6766623) (from SvS-Ext)

All items can be found in the admin menu in "building".

There are currently no recipes into this feat.


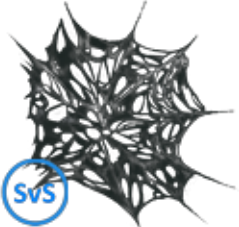

5.8) Cobwebs











5.8.1) SvS-Ext Cobwebs




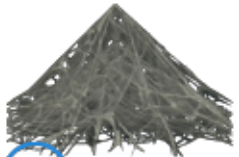























Name of Feat: SvS-Ext Cobwebs
Prerequisite Feat: SvS-Extended
Learned by item: Book of Cobwebs (6766528)
Workbench: Cobweb station (6766624)

All items can be found in the admin menu in "building". Please note, the workbench is admin-spawn only!

Itemnr.:	6766624	
Name:	Cobweb station	
Short Description:	Workstation for recipes from SvS-Ext Cobwebs	
Recipe:		
Ingredient 1:	Gossamer (12003)	25x
Ingredient 2:	Shaped Wood (16021)	15x
Annotations:	Workbench with 200 slots.	
Itemnr.:	6765210	
Name:	Cobwebs 01	
Short Description:	Cobwebs	
Recipe:		
Ingredient 1:	Gossamer (12003)	25x
Ingredient 2:	Chitin (11062)	1x
Annotations:	The cobweb has no collision. It can be only placed on ceilings. Needs to be removed with "Web-Ex"	
Itemnr.:	6765211	
Name:	Cobwebs 02	
Short Description:	Cobwebs	
Recipe:		
Ingredient 1:	Gossamer (12003)	25x
Ingredient 2:	Chitin (11062)	1x
Annotations:	The cobweb has no collision. It can be only placed on ceilings. Needs to be removed with "Web-Ex"	

Itemnr.:	6765212		
Name:	Cobwebs 03		
Short Description:	Cobwebs		
Recipe:			
Ingredient 1:	Gossamer (12003)	25x	
Ingredient 2:	Chitin (11062)	1x	
Annotations:	The cobweb has no collision. It can be only placed on ceilings. Needs to be removed with "Web-Ex"		
Itemnr.:	6765213		
Name:	Cobwebs 04		
Short Description:	Cobwebs		
Recipe:			
Ingredient 1:	Gossamer (12003)	25x	
Ingredient 2:	Chitin (11062)	1x	
Annotations:	The cobweb has no collision. It can be only placed on ceilings. Needs to be removed with "Web-Ex"		
Itemnr.:	6765214		
Name:	Cobwebs 05		
Short Description:	Cobwebs		
Recipe:			
Ingredient 1:	Gossamer (12003)	25x	
Ingredient 2:	Chitin (11062)	1x	
Annotations:	The cobweb has no collision. It can be only placed on ceilings. Needs to be removed with "Web-Ex"		
Itemnr.:	6765215		
Name:	Cobwebs 06		
Short Description:	Cobwebs		
Recipe:			
Ingredient 1:	Gossamer (12003)	25x	
Ingredient 2:	Chitin (11062)	1x	
Annotations:	The cobweb has no collision. It can be only placed on ceilings. Needs to be removed with "Web-Ex"		
Itemnr.:	6765216		
Name:	Cobwebs 07		
Short Description:	Cobwebs		
Recipe:			
Ingredient 1:	Gossamer (12003)	25x	
Ingredient 2:	Chitin (11062)	1x	
Annotations:	The cobweb has no collision. It can be only placed on ceilings. Needs to be removed with "Web-Ex"		

Itemnr.:	6765217		
Name:	Cobwebs 08		
Short Description:	Cobwebs		
Recipe:			
Ingredient 1:	Gossamer (12003)	25x	
Ingredient 2:	Chitin (11062)	1x	
Annotations:	The cobweb has no collision. It can be only placed on ceilings. Needs to be removed with "Web-Ex"		
			
Itemnr.:	6765230		
Name:	Slime webs 01		
Short Description:	Slime webs		
Recipe:			
Ingredient 1:	Gossamer (12003)	25x	
Ingredient 2:	Ichor (12514)	1x	
Annotations:	The slimeweb has no collision (cobweb item). Needs to be removed with "Web-Ex"		
			
Itemnr.:	6765231		
Name:	Slime webs 02		
Short Description:	Slime webs		
Recipe:			
Ingredient 1:	Gossamer (12003)	25x	
Ingredient 2:	Ichor (12514)	1x	
Annotations:	The slimeweb has no collision (cobweb item). Needs to be removed with "Web-Ex"		
			
Itemnr.:	6765232		
Name:	Slime webs 03		
Short Description:	Slime webs		
Recipe:			
Ingredient 1:	Gossamer (12003)	25x	
Ingredient 2:	Ichor (12514)	1x	
Annotations:	The slimeweb has no collision (cobweb item). It can be only placed on ceilings. Needs to be removed with "Web-Ex"		
			
Itemnr.:	6765233		
Name:	Slime webs 04		
Short Description:	Slime webs		
Recipe:			
Ingredient 1:	Gossamer (12003)	25x	
Ingredient 2:	Ichor (12514)	1x	
Annotations:	The slimeweb has no collision (cobweb item). It can be only placed on ceilings. Needs to be removed with "Web-Ex"		
			

Itemnr.:	6765234		
Name:	Slime webs 05		
Short Description:	Slime webs		
Recipe:			
Ingredient 1:	Gossamer (12003)	25x	
Ingredient 2:	Ichor (12514)	1x	
Annotations:	The slimeweb has no collision (cobweb item). It can be only placed on ceilings. Needs to be removed with "Web-Ex"		
Itemnr.:	6765235		
Name:	Slime webs 06		
Short Description:	Slime webs		
Recipe:			
Ingredient 1:	Gossamer (12003)	25x	
Ingredient 2:	Ichor (12514)	1x	
Annotations:	The slimeweb has no collision (cobweb item). It can be only placed on ceilings. Needs to be removed with "Web-Ex"		
Itemnr.:	6765312		
Name:	Goliath Spider L (Wall)		
Short Description:	A spider the size of your hand		
Recipe:			
Ingredient 1:	Handful of Insects (13013)	10x	
Ingredient 2:	Black Lotus Powder (11087)	1x	
Annotations:	SAW item. "L" is an abbreviation for "left". Placeable animal (will stay where it's placed) with idle animation. It can be placed on walls, looking to the <u>left</u> side.		
Itemnr.:	6765313		
Name:	Goliath Spider R (Wall)		
Short Description:	A spider the size of your hand		
Recipe:			
Ingredient 1:	Handful of Insects (13013)	10x	
Ingredient 2:	Black Lotus Powder (11087)	1x	
Annotations:	SAW item. "R" is an abbreviation for "right". Placeable animal (will stay where it's placed) with idle animation. It can be placed on walls, looking to the <u>right</u> side.		
Itemnr.:	6765314		
Name:	Goliath Spider L (Wall, Web 01)		
Short Description:	A spider the size of your hand		
Recipe:			
Ingredient 1:	Handful of Insects (13013)	10x	
Ingredient 2:	Black Lotus Powder (11087)	1x	
Ingredient 3:	Gossamer (12003)	10x	

Annotations:

SAW item. "L" is an abbreviation for "left". Placeable animal (will stay where it's placed) with idle animation behind some cobwebs. It can be placed on walls, looking to the left side.

Itemnr.:	6765315	
Name:	Goliath Spider R (Wall, Web 01)	
Short Description:	A spider the size of your hand	
Recipe:		
Ingredient 1:	Handful of Insects (13013)	10x
Ingredient 2:	Black Lotus Powder (11087)	1x
Ingredient 3:	Gossamer (12003)	10x

**Annotations:**

"R" is an abbreviation for "right". Placeable animal (will stay where it's placed) with idle animation behind some cobwebs. It can be placed on walls, looking to the right side.

Itemnr.:	6765316	
Name:	Goliath Spider L (Wall, Web 02)	
Short Description:	A spider the size of your hand	
Recipe:		
Ingredient 1:	Handful of Insects (13013)	10x
Ingredient 2:	Black Lotus Powder (11087)	1x
Ingredient 3:	Gossamer (12003)	10x

**Annotations:**

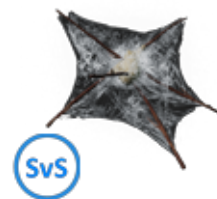
"L" is an abbreviation for "left". Placeable animal (will stay where it's placed) with idle animation behind some cobwebs. It can be placed on walls, looking to the left side.

Itemnr.:	6765317	
Name:	Goliath Spider R (Wall, Web 02)	
Short Description:	A spider the size of your hand	
Recipe:		
Ingredient 1:	Handful of Insects (13013)	10x
Ingredient 2:	Black Lotus Powder (11087)	1x
Ingredient 3:	Gossamer (12003)	10x

**Annotations:**

"R" is an abbreviation for "right". Placeable animal (will stay where it's placed) with idle animation behind some cobwebs. It can be placed on walls, looking to the right side.

Itemnr.:	6766661	
Name:	Spider nest	
Short Description:	A spider nest	
Recipe:		
Ingredient 1:	Gossamer (12003)	20x
Ingredient 2:	Spider Egg-sac (19021)	1x



Itemnr.:	6765209	
Name:	Web-Ex	
Short Description:	This tool helps you to remove unwanted cobwebs/slimewebs.	
Recipe:		



Ingredient 1: Wood (10011) 10x

Annotations:

This tool helps you to remove unwanted [cobwebs](#)/slimewebs.

Put it into your shortcut. You can see the SvS-Logo as crosshair. Use this tool to remove the item you aim at. It will return to your inventory. Please note that it will need to “reload” once for every shot. This is why you need to press your use-key once again to be ready to use it again. To get rid of the crosshair simply remove the item from your shortcut bar again.

Removing respects the ownership of the [cobwebs](#)/slimewebs. Admins can find the item in the Admin-menu in the section "Other".

Itemnr.: 6767253

Name: Tarantula

Short Description: A spider on the floor

Recipe:

Ingredient 1: Handful of Insects (13013) 50x

Ingredient 2: Black Lotus Powder (11087) 1x

Annotations:

[SAW item.](#)



Itemnr.: 6767254

Name: Tarantula (Wall)

Short Description: A spider on the wall

Recipe:

Ingredient 1: Handful of Insects (13013) 50x

Ingredient 2: Black Lotus Powder (11087) 1x

Annotations:

[SAW item.](#)



Itemnr.: 6767255

Name: Tarantula (Ceil)

Short Description: A spider on the ceiling

Recipe:

Ingredient 1: Handful of Insects (13013) 50x

Ingredient 2: Black Lotus Powder (11087) 1x

Annotations:

[SAW item.](#) Ceil is the abbreviation for “ceiling”.



Itemnr.: 6767256

Name: Goliath Spider (Ceil)

Short Description: A spider on the ceiling

Recipe:






Ingredient 1: Handful of Insects (13013) 10x




Ingredient 2: Black Lotus Powder (11087) 1x






Annotations:











[SAW item.](#) Ceil is the abbreviation for “ceiling”.



Itemnr.:	6767257		
Name:	Widow Spider		
Short Description:	A spider on the floor		
Recipe:			
Ingredient 1:	Handful of Insects (13013)	50x	
Ingredient 2:	Black Lotus Powder (11087)	1x	
Annotations:	SAW item.		
Itemnr.:	6767258		
Name:	Widow Spider (Wall)		
Short Description:	A spider on the wall		
Recipe:			
Ingredient 1:	Handful of Insects (13013)	50x	
Ingredient 2:	Black Lotus Powder (11087)	1x	
Annotations:	SAW item.		
Itemnr.:	6767259		
Name:	Widow Spider (Ceil)		
Short Description:	A spider on the ceiling		
Recipe:			
Ingredient 1:	Handful of Insects (13013)	50x	
Ingredient 2:	Black Lotus Powder (11087)	1x	
Annotations:	SAW item. Ceil. is the abbreviation for "ceiling".		
Itemnr.:	6767260		
Name:	Giant Spider		
Short Description:	A spider on the floor		
Recipe:			
Ingredient 1:	Handful of Insects (13013)	50x	
Ingredient 2:	Black Lotus Powder (11087)	1x	
Annotations:	SAW item.		
Itemnr.:	6767261		
Name:	Giant Spider (Wall)		
Short Description:	A spider on the wall		
Recipe:			
Ingredient 1:	Handful of Insects (13013)	50x	
Ingredient 2:	Black Lotus Powder (11087)	1x	
Annotations:	SAW item.		

Itemnr.:	6767262		
Name:	Giant Spider (Ceil)		
Short Description:	A spider on the ceiling		
Recipe:			
Ingredient 1:	Handful of Insects (13013)	50x	
Ingredient 2:	Black Lotus Powder (11087)	1x	
Annotations:			
SAW item.	Ceil. is the abbreviation for "ceiling".		
Itemnr.:	6767263		
Name:	Corrupted Spider		
Short Description:	A spider on the floor		
Recipe:			
Ingredient 1:	Handful of Insects (13013)	50x	
Ingredient 2:	Black Lotus Powder (11087)	1x	
Annotations:			
SAW item.			
Itemnr.:	6767264		
Name:	Corrupted Spider (Wall)		
Short Description:	A spider on the wall		
Recipe:			
Ingredient 1:	Handful of Insects (13013)	50x	
Ingredient 2:	Black Lotus Powder (11087)	1x	
Annotations:			
SAW item.			
Itemnr.:	6767265		
Name:	Corrupted Spider (Ceil)		
Short Description:	A spider on the ceiling		
Recipe:			
Ingredient 1:	Handful of Insects (13013)	50x	
Ingredient 2:	Black Lotus Powder (11087)	1x	
Annotations:			
SAW item.	Ceil. is the abbreviation for "ceiling".		
Itemnr.:	6767266		
Name:	Spider of Yezud		
Short Description:	A spider on the floor		
Recipe:			
Ingredient 1:	Handful of Insects (13013)	50x	
Ingredient 2:	Black Lotus Powder (11087)	1x	
Annotations:			
SAW item.			

Itemnr.:	6767267		
Name:	Spider of Yezud (Wall)		
Short Description:	A spider on the wall		
Recipe:			
Ingredient 1:	Handful of Insects (13013)	50x	
Ingredient 2:	Black Lotus Powder (11087)	1x	
Annotations:	SAW item.		
Itemnr.:	6767268		
Name:	Spider of Yezud (Ceil)		
Short Description:	A spider on the ceiling		
Recipe:			
Ingredient 1:	Handful of Insects (13013)	50x	
Ingredient 2:	Black Lotus Powder (11087)	1x	
Annotations:	SAW item. Ceil. is the abbreviation for "ceiling".		
Itemnr.:	6767269		
Name:	Spider of Leng		
Short Description:	A spider on the floor		
Recipe:			
Ingredient 1:	Handful of Insects (13013)	50x	
Ingredient 2:	Black Lotus Powder (11087)	1x	
Annotations:	SAW item.		
Itemnr.:	6767270		
Name:	Spider of Leng (Wall)		
Short Description:	A spider on the wall		
Recipe:			
Ingredient 1:	Handful of Insects (13013)	50x	
Ingredient 2:	Black Lotus Powder (11087)	1x	
Annotations:	SAW item.		
Itemnr.:	6767271		
Name:	Spider of Leng (Ceil)		
Short Description:	A spider on the ceiling		
Recipe:			
Ingredient 1:	Handful of Insects (13013)	50x	
Ingredient 2:	Black Lotus Powder (11087)	1x	
Annotations:	SAW item. Ceil. is the abbreviation for "ceiling".		

Itemnr.:	6767272		
Name:	Demon Spider		
Short Description:	A spider on the floor		
Recipe:			
Ingredient 1:	Handful of Insects (13013)	50x	
Ingredient 2:	Black Lotus Powder (11087)	1x	
Annotations:	SAW item.		
Itemnr.:	6767273		
Name:	Demon Spider (Wall)		
Short Description:	A spider on the wall		
Recipe:			
Ingredient 1:	Handful of Insects (13013)	50x	
Ingredient 2:	Black Lotus Powder (11087)	1x	
Annotations:	SAW item.		
Itemnr.:	6767274		
Name:	Demon Spider (Ceil)		
Short Description:	A spider on the ceiling		
Recipe:			
Ingredient 1:	Handful of Insects (13013)	50x	
Ingredient 2:	Black Lotus Powder (11087)	1x	
Annotations:	SAW item. Ceil. is the abbreviation for "ceiling".		
Itemnr.:	6767275		
Name:	Child of Zath		
Short Description:	A spider on the floor		
Recipe:			
Ingredient 1:	Handful of Insects (13013)	50x	
Ingredient 2:	Black Lotus Powder (11087)	1x	
Annotations:	SAW item.		
Itemnr.:	6767276		
Name:	Child of Zath (Wall)		
Short Description:	A spider on the wall		
Recipe:			
Ingredient 1:	Handful of Insects (13013)	50x	
Ingredient 2:	Black Lotus Powder (11087)	1x	
Annotations:	SAW item.		

Itemnr.:	6767277		
Name:	Child of Zath (Ceil)		
Short Description:	A spider on the ceiling		
Recipe:			
Ingredient 1:	Handful of Insects (13013)	50x	
Ingredient 2:	Black Lotus Powder (11087)	1x	
Annotations:			
SAW item.	Ceil. is the abbreviation for "ceiling".		
Itemnr.:	6767278		
Name:	Devolved Spider		
Short Description:	A spider on the floor		
Recipe:			
Ingredient 1:	Handful of Insects (13013)	50x	
Ingredient 2:	Black Lotus Powder (11087)	1x	
Annotations:			
SAW item.			
Itemnr.:	6767279		
Name:	Devolved Spider (Wall)		
Short Description:	A spider on the wall		
Recipe:			
Ingredient 1:	Handful of Insects (13013)	50x	
Ingredient 2:	Black Lotus Powder (11087)	1x	
Annotations:			
SAW item.			
Itemnr.:	6767280		
Name:	Devolved Spider (Ceil)		
Short Description:	A spider on the ceiling		
Recipe:			
Ingredient 1:	Handful of Insects (13013)	50x	
Ingredient 2:	Black Lotus Powder (11087)	1x	
Annotations:			
SAW item.	Ceil. is the abbreviation for "ceiling".		

5.8.2) SvS2 Cobwebs



Name of Feat: SvS2 Cobwebs

Prerequisite Feat: SvS2, SvS-Ext Cobwebs

Learned by item: N.A.

Workbench: Cobweb station (6766624) (from SvS-Ext)

All items can be found in the admin menu in "building". Please note, the workbench is admin-spawn only!

Itemnr.: 6860706
Name: SvS2 Web-Ex
Short Description: SvS2 Web-Ex; read long description for usage
Recipe:
 Ingredient 1: Wood (10011) 10x

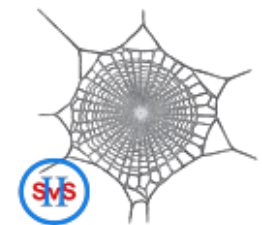


Annotations:

This tool helps you to remove unwanted [cobwebs](#).

Put it into your shortcut. You can see the SvS2-Logo as crosshair. Use this tool to remove the item you aim at. It will return to your inventory. Please note that it will need to "reload" once for every shot. This is why you need to press your use-key once again to be ready to use it again. To get rid of the crosshair simply remove the item from your shortcut bar again. Removing respects the ownership of the [cobwebs](#). Admins can find the item in the Admin-menu in the section "Other".

Itemnr.: 6860700
Name: Tavern Cobweb 01
Short Description: Cobweb; can be removed with SvS2 Web-Ex
Recipe:
 Ingredient 1: Gossamer (12003) 15x
 Ingredient 2: Chitin (11062) 1x



Annotations:

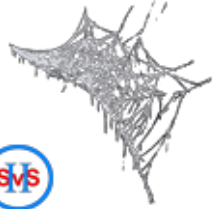

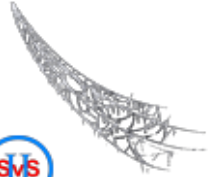



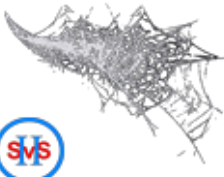

The cobweb has no collision. It can be only placed on ceilings. Needs to be removed with "SvS2 Web-Ex"

Itemnr.: 6860701
Name: Tavern Cobweb 02
Short Description: Cobweb; can be removed with SvS2 Web-Ex
Recipe:
 Ingredient 1: Gossamer (12003) 15x
 Ingredient 2: Chitin (11062) 1x











Annotations:

The cobweb has no collision. It can be only placed on ceilings. Needs to be removed with "SvS2 Web-Ex"

Itemnr.:	6860702		
Name:	Tavern Cobweb 03		
Short Description:	Cobweb; can be removed with SvS2 Web-Ex		
Recipe:			
Ingredient 1:	Gossamer (12003)	15x	
Ingredient 2:	Chitin (11062)	1x	
Annotations:	The cobweb has no collision. It can be only placed on ceilings. Needs to be removed with "SvS2 Web-Ex"		
Itemnr.:	6860703		
Name:	Tavern Cobweb 04		
Short Description:	Cobweb; can be removed with SvS2 Web-Ex		
Recipe:			
Ingredient 1:	Gossamer (12003)	15x	
Ingredient 2:	Chitin (11062)	1x	
Annotations:	The cobweb has no collision. It can be only placed on ceilings. Needs to be removed with "SvS2 Web-Ex"		
Itemnr.:	6860704		
Name:	Tavern Cobweb 05		
Short Description:	Cobweb; can be removed with SvS2 Web-Ex		
Recipe:			
Ingredient 1:	Gossamer (12003)	15x	
Ingredient 2:	Chitin (11062)	1x	
Annotations:	The cobweb has no collision. It can be only placed on ceilings. Needs to be removed with "SvS2 Web-Ex"		
Itemnr.:	6860705		
Name:	Tavern Cobweb 06		
Short Description:	Cobweb; can be removed with SvS2 Web-Ex		
Recipe:			
Ingredient 1:	Gossamer (12003)	15x	
Ingredient 2:	Chitin (11062)	1x	
Annotations:	The cobweb has no collision. It can be only placed on ceilings. Needs to be removed with "SvS2 Web-Ex"		

Itemnr.:	6860708		
Name:	Simple Cobweb 01 (Ceil.)		
Short Description:	Cobweb; can be removed with SvS2 Web-Ex		
Recipe:			
Ingredient 1:	Gossamer (12003)	15x	
Ingredient 2:	Chitin (11062)	1x	
Annotations:	Abbreviation "Ceil." stands for "ceiling". The cobweb has no collision. It can be only placed on ceilings. Needs to be removed with "SvS2 Web-Ex". SAW item -> SAW can be accessed via "Activate SAW (Aim)" (admin utility tool in admin menu section "Other").		
Itemnr.:	6860709		
Name:	Simple Cobweb 02 Crv (Ceil.)		
Short Description:	Cobweb; can be removed with SvS2 Web-Ex		
Recipe:			
Ingredient 1:	Gossamer (12003)	15x	
Ingredient 2:	Chitin (11062)	1x	
Annotations:	Abbreviation "Crv" stands for "Curved", "Ceil." stands for "ceiling". The cobweb has no collision. It can be only placed on ceilings. Needs to be removed with "SvS2 Web-Ex". SAW item -> SAW can be accessed via "Activate SAW (Aim)" (admin utility tool in admin menu section "Other").		
Itemnr.:	6860710		
Name:	Simple Cobweb 03 (Ceil.)		
Short Description:	Cobweb; can be removed with SvS2 Web-Ex		
Recipe:			
Ingredient 1:	Gossamer (12003)	15x	
Ingredient 2:	Chitin (11062)	1x	
Annotations:	Abbreviation "Ceil." stands for "ceiling". The cobweb has no collision. It can be only placed on ceilings. Needs to be removed with "SvS2 Web-Ex". SAW item -> SAW can be accessed via "Activate SAW (Aim)" (admin utility tool in admin menu section "Other").		
Itemnr.:	6860711		
Name:	Simple Cobweb 04 Crv (Ceil.)		
Short Description:	Cobweb; can be removed with SvS2 Web-Ex		
Recipe:			
Ingredient 1:	Gossamer (12003)	15x	
Ingredient 2:	Chitin (11062)	1x	
Annotations:	Abbreviation "Crv" stands for "Curved", "Ceil." stands for "ceiling". The cobweb has no collision. It can be only placed on ceilings. Needs to be removed with "SvS2 Web-Ex". SAW item -> SAW can be accessed via "Activate SAW (Aim)" (admin utility tool in admin menu section "Other").		

Itemnr.:	6860712		
Name:	Simple Cobweb 05 Flat (Ceil.)		
Short Description:	Cobweb; can be removed with SvS2 Web-Ex		
Recipe:			
Ingredient 1:	Gossamer (12003)	15x	
Ingredient 2:	Chitin (11062)	1x	
Annotations:	Abbreviation "Ceil." stands for "ceiling". The cobweb has no collision. It can be only placed on ceilings. Needs to be removed with "SvS2 Web-Ex". SAW item -> SAW can be accessed via "Activate SAW (Aim)" (admin utility tool in admin menu section "Other").		
Itemnr.:	6860713		
Name:	Simple Cobweb 06 Crv (Ceil.)		
Short Description:	Cobweb; can be removed with SvS2 Web-Ex		
Recipe:			
Ingredient 1:	Gossamer (12003)	15x	
Ingredient 2:	Chitin (11062)	1x	
Annotations:	Abbreviation "Crv" stands for "Curved", "Ceil." stands for "ceiling". The cobweb has no collision. It can be only placed on ceilings. Needs to be removed with "SvS2 Web-Ex". SAW item -> SAW can be accessed via "Activate SAW (Aim)" (admin utility tool in admin menu section "Other").		
Itemnr.:	6860714		
Name:	Simple Cobweb 07 Flat (Ceil.)		
Short Description:	Cobweb; can be removed with SvS2 Web-Ex		
Recipe:			
Ingredient 1:	Gossamer (12003)	15x	
Ingredient 2:	Chitin (11062)	1x	
Annotations:	Abbreviation "Ceil." stands for "ceiling". The cobweb has no collision. It can be only placed on ceilings. Needs to be removed with "SvS2 Web-Ex". SAW item -> SAW can be accessed via "Activate SAW (Aim)" (admin utility tool in admin menu section "Other").		
Itemnr.:	6860715		
Name:	Simple Cobweb 08 (Ceil.)		
Short Description:	Cobweb; can be removed with SvS2 Web-Ex		
Recipe:			
Ingredient 1:	Gossamer (12003)	15x	
Ingredient 2:	Chitin (11062)	1x	
Annotations:	Abbreviation "Ceil." stands for "ceiling". The cobweb has no collision. It can be only placed on ceilings. Needs to be removed with "SvS2 Web-Ex". SAW item -> SAW can be accessed via "Activate SAW (Aim)" (admin utility tool in admin menu section "Other").		

Itemnr.:	6860716	
Name:	Simple Cobweb 09 Crv (Ceil.)	
Short Description:	Cobweb; can be removed with SvS2 Web-Ex	
Recipe:		
Ingredient 1:	Gossamer (12003)	15x
Ingredient 2:	Chitin (11062)	1x

**Annotations:**

Abbreviation "Crv" stands for "Curved", Ceil." stands for "ceiling".

The cobweb has no collision. It can be only placed on ceilings. Needs to be removed with "SvS2 Web-Ex". **SAW item** -> SAW can be accessed via "Activate SAW (Aim)" (admin utility tool in admin menu section "Other").

Itemnr.:	6860717	
Name:	Humanoid Coocon (Floor)	
Short Description:	Coocon; can be removed with SvS2 Web-Ex	
Recipe:		
Ingredient 1:	Gossamer (12003)	30x
Ingredient 2:	Chitin (11062)	1x

**Annotations:**

It can be only placed on floors. Next to the return-to-inventory option this item also can be removed with "SvS2 Web-Ex". **SAW item** -> SAW can also be accessed via "Activate SAW (Aim)" (admin utility tool in admin menu section "Other").

Itemnr.:	6860718	
Name:	Humanoid Coocon (Ceil.)	
Short Description:	Coocon; can be removed with SvS2 Web-Ex	
Recipe:		
Ingredient 1:	Gossamer (12003)	30x
Ingredient 2:	Chitin (11062)	1x

**Annotations:**









Abbreviation "Ceil." stands for "ceiling".

It can be only placed on ceilings. Next to the return-to-inventory option this item also can be removed with "SvS2 Web-Ex". **SAW item** -> SAW can also be accessed via "Activate SAW (Aim)" (admin utility tool in admin menu section "Other").

Itemnr.:	6860719	
Name:	Egg Coocon (Floor)	
Short Description:	Coocon; can be removed with SvS2 Web-Ex	
Recipe:		
Ingredient 1:	Gossamer (12003)	30x
Ingredient 2:	Chitin (11062)	1x

**Annotations:**

It can be only placed on floors. Next to the return-to-inventory option this item also can be removed with "SvS2 Web-Ex". **SAW item** -> SAW can also be accessed via "Activate SAW (Aim)" (admin utility tool in admin menu section "Other").

Itemnr.:	6860720		
Name:	Egg Cocoon (Ceil.)		
Short Description:	Cocoon; can be removed with SvS2 Web-Ex		
Recipe:			
Ingredient 1:	Gossamer (12003)	30x	
Ingredient 2:	Chitin (11062)	1x	
Annotations:	<p>Abbreviation "Ceil." stands for "ceiling".</p> <p>It can be only placed on ceilings. Next to the return-to-inventory option this item also can be removed with "SvS2 Web-Ex". SAW item -> SAW can also be accessed via "Activate SAW (Aim)" (admin utility tool in admin menu section "Other").</p>		
Itemnr.:	6860721		
Name:	Hanging Web 01 (Ceil.)		
Short Description:	Cobweb; can be removed with SvS2 Web-Ex		
Recipe:			
Ingredient 1:	Gossamer (12003)	15x	
Ingredient 2:	Chitin (11062)	1x	
Annotations:	<p>Abbreviation "Ceil." stands for "ceiling".</p> <p>It can be only placed on ceilings. The cobweb has no collision. Needs to be removed with "SvS2 Web-Ex". SAW item -> SAW can also be accessed via "Activate SAW (Aim)" (admin utility tool in admin menu section "Other").</p>		
Itemnr.:	6860722		
Name:	Hanging Web 02 (Ceil.)		
Short Description:	Cobweb; can be removed with SvS2 Web-Ex		
Recipe:			
Ingredient 1:	Gossamer (12003)	15x	
Ingredient 2:	Chitin (11062)	1x	
Annotations:	<p>Abbreviation "Ceil." stands for "ceiling".</p> <p>It can be only placed on ceilings. The cobweb has no collision. Needs to be removed with "SvS2 Web-Ex". SAW item -> SAW can also be accessed via "Activate SAW (Aim)" (admin utility tool in admin menu section "Other").</p>		
Itemnr.:	6860723		
Name:	Hanging Web 03 (Ceil.)		
Short Description:	Cobweb; can be removed with SvS2 Web-Ex		
Recipe:			
Ingredient 1:	Gossamer (12003)	15x	
Ingredient 2:	Chitin (11062)	1x	
Annotations:	<p>Abbreviation "Ceil." stands for "ceiling".</p> <p>It can be only placed on ceilings. The cobweb has no collision. Needs to be removed with "SvS2 Web-Ex". SAW item -> SAW can also be accessed via "Activate SAW (Aim)" (admin utility tool in admin menu section "Other").</p>		

Itemnr.: 6860724
Name: Web Top Corner 01 (Ceil.)
Short Description: Cobweb; can be removed with SvS2 Web-Ex
Recipe:
 Ingredient 1: Gossamer (12003) 15x
 Ingredient 2: Chitin (11062) 1x



Annotations:
 Abbreviation "Ceil." stands for "ceiling".
 It can be only placed on ceilings. The cobweb has no collision. Needs to be removed with "SvS2 Web-Ex". **SAW item** -> SAW can also be accessed via "Activate SAW (Aim)" (admin utility tool in admin menu section "Other").

Itemnr.: 6860725
Name: Web Top Corner 02 (Ceil.)
Short Description: Cobweb; can be removed with SvS2 Web-Ex
Recipe:
 Ingredient 1: Gossamer (12003) 15x
 Ingredient 2: Chitin (11062) 1x



Annotations:
 Abbreviation "Ceil." stands for "ceiling".
 It can be only placed on ceilings. The cobweb has no collision. Needs to be removed with "SvS2 Web-Ex". **SAW item** -> SAW can also be accessed via "Activate SAW (Aim)" (admin utility tool in admin menu section "Other").

Itemnr.: 6860726
Name: Web Top Corner 03 (Ceil.)
Short Description: Cobweb; can be removed with SvS2 Web-Ex
Recipe:
 Ingredient 1: Gossamer (12003) 15x
 Ingredient 2: Chitin (11062) 1x

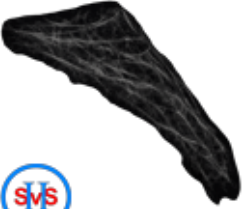

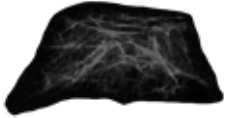

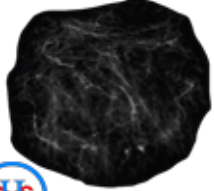













Annotations:
 Abbreviation "Ceil." stands for "ceiling".
 It can be only placed on ceilings. The cobweb has no collision. Needs to be removed with "SvS2 Web-Ex". **SAW item** -> SAW can also be accessed via "Activate SAW (Aim)" (admin utility tool in admin menu section "Other").

Itemnr.: 6860727
Name: Web 01 (Ceil.)
Short Description: Cobweb; can be removed with SvS2 Web-Ex
Recipe:
 Ingredient 1: Gossamer (12003) 15x
 Ingredient 2: Chitin (11062) 1x



Annotations:
 Abbreviation "Ceil." stands for "ceiling".
 It can be only placed on ceilings. The cobweb has no collision. Needs to be removed with "SvS2 Web-Ex". **SAW item** -> SAW can also be accessed via "Activate SAW (Aim)" (admin utility tool in admin menu section "Other").

Itemnr.:	6860727		
Name:	Web 01 (Ceil.)		
Short Description:	Cobweb; can be removed with SvS2 Web-Ex		
Recipe:			
Ingredient 1:	Gossamer (12003)	15x	
Ingredient 2:	Chitin (11062)	1x	
Annotations:	Abbreviation "Ceil." stands for "ceiling". It can be only placed on ceilings. The cobweb has no collision. Needs to be removed with "SvS2 Web-Ex". SAW item -> SAW can also be accessed via "Activate SAW (Aim)" (admin utility tool in admin menu section "Other").		
Itemnr.:	6860728		
Name:	Web 02 (Ceil.)		
Short Description:	Cobweb; can be removed with SvS2 Web-Ex		
Recipe:			
Ingredient 1:	Gossamer (12003)	15x	
Ingredient 2:	Chitin (11062)	1x	
Annotations:	Abbreviation "Ceil." stands for "ceiling". It can be only placed on ceilings. The cobweb has no collision. Needs to be removed with "SvS2 Web-Ex". SAW item -> SAW can also be accessed via "Activate SAW (Aim)" (admin utility tool in admin menu section "Other").		
Itemnr.:	6860729		
Name:	Web 03 (Ceil.)		
Short Description:	Cobweb; can be removed with SvS2 Web-Ex		
Recipe:			
Ingredient 1:	Gossamer (12003)	15x	
Ingredient 2:	Chitin (11062)	1x	
Annotations:	Abbreviation "Ceil." stands for "ceiling". It can be only placed on ceilings. The cobweb has no collision. Needs to be removed with "SvS2 Web-Ex". SAW item -> SAW can also be accessed via "Activate SAW (Aim)" (admin utility tool in admin menu section "Other").		
Itemnr.:	6860730		
Name:	Web Strip 01 (Ceil.)		
Short Description:	Cobweb; can be removed with SvS2 Web-Ex		
Recipe:			
Ingredient 1:	Gossamer (12003)	15x	
Ingredient 2:	Chitin (11062)	1x	
Annotations:	Abbreviation "Ceil." stands for "ceiling". It can be only placed on ceilings. The cobweb has no collision. Needs to be removed with "SvS2 Web-Ex". SAW item -> SAW can also be accessed via "Activate SAW (Aim)" (admin utility tool in admin menu section "Other").		

Itemnr.:	6860731		
Name:	Web Strip 02 (Ceil.)		
Short Description:	Cobweb; can be removed with SvS2 Web-Ex		
Recipe:			
Ingredient 1:	Gossamer (12003)	15x	
Ingredient 2:	Chitin (11062)	1x	
Annotations:	<p>Abbreviation "Ceil." stands for "ceiling".</p> <p>It can be only placed on ceilings. The cobweb has no collision. Needs to be removed with "SvS2 Web-Ex". SAW item -> SAW can also be accessed via "Activate SAW (Aim)" (admin utility tool in admin menu section "Other").</p>		
Itemnr.:	6860732		
Name:	Web Strip 03 (Ceil.)		
Short Description:	Cobweb; can be removed with SvS2 Web-Ex		
Recipe:			
Ingredient 1:	Gossamer (12003)	15x	
Ingredient 2:	Chitin (11062)	1x	
Annotations:	<p>Abbreviation "Ceil." stands for "ceiling".</p> <p>It can be only placed on ceilings. The cobweb has no collision. Needs to be removed with "SvS2 Web-Ex". SAW item -> SAW can also be accessed via "Activate SAW (Aim)" (admin utility tool in admin menu section "Other").</p>		
Itemnr.:	6860733		
Name:	Web Strip 04 (Ceil.)		
Short Description:	Cobweb; can be removed with SvS2 Web-Ex		
Recipe:			
Ingredient 1:	Gossamer (12003)	15x	
Ingredient 2:	Chitin (11062)	1x	
Annotations:	<p>Abbreviation "Ceil." stands for "ceiling".</p> <p>It can be only placed on ceilings. The cobweb has no collision. Needs to be removed with "SvS2 Web-Ex". SAW item -> SAW can also be accessed via "Activate SAW (Aim)" (admin utility tool in admin menu section "Other").</p>		
Itemnr.:	6860734		
Name:	Web Bot. Corner 01 (Floor)		
Short Description:	Cobweb; can be removed with SvS2 Web-Ex		
Recipe:			
Ingredient 1:	Gossamer (12003)	15x	
Ingredient 2:	Chitin (11062)	1x	
Annotations:	<p>Abbreviation "Bot." stands for "bottom".</p> <p>It can be only placed on the floor. The cobweb has no collision. Needs to be removed with "SvS2 Web-Ex". SAW item -> SAW can also be accessed via "Activate SAW (Aim)" (admin utility tool in admin menu section "Other").</p>		

Itemnr.: 6860735
Name: Web Bot. Corner 02 (Floor)
Short Description: Cobweb; can be removed with SvS2 Web-Ex
Recipe:
 Ingredient 1: Gossamer (12003) 15x
 Ingredient 2: Chitin (11062) 1x

**Annotations:**

Abbreviation "Bot." stands for "bottom".

It can be only placed on the floor. The cobweb has no collision. Needs to be removed with "SvS2 Web-Ex". **SAW item** -> SAW can also be accessed via "Activate SAW (Aim)" (admin utility tool in admin menu section "Other").

Itemnr.: 6860736
Name: Web Bot. Corner 03 (Floor)
Short Description: Cobweb; can be removed with SvS2 Web-Ex
Recipe:
 Ingredient 1: Gossamer (12003) 15x
 Ingredient 2: Chitin (11062) 1x

**Annotations:**

Abbreviation "Bot." stands for "bottom".

It can be only placed on the floor. The cobweb has no collision. Needs to be removed with "SvS2 Web-Ex". **SAW item** -> SAW can also be accessed via "Activate SAW (Aim)" (admin utility tool in admin menu section "Other").

Itemnr.: 6860737
Name: Web 01 (Floor)
Short Description: Cobweb; can be removed with SvS2 Web-Ex
Recipe:
 Ingredient 1: Gossamer (12003) 15x
 Ingredient 2: Chitin (11062) 1x



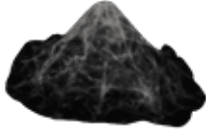

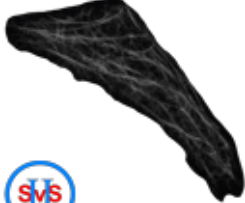



**Annotations:**

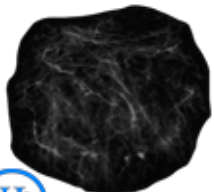



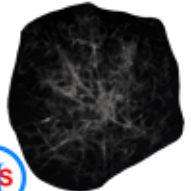



It can be only placed on the floor. The cobweb has no collision. Needs to be removed with "SvS2 Web-Ex". **SAW item** -> SAW can also be accessed via "Activate SAW (Aim)" (admin utility tool in admin menu section "Other").







Itemnr.: 6860738
Name: Web 02 (Floor)
Short Description: Cobweb; can be removed with SvS2 Web-Ex
Recipe:
 Ingredient 1: Gossamer (12003) 15x
 Ingredient 2: Chitin (11062) 1x

**Annotations:**

It can be only placed on the floor. The cobweb has no collision. Needs to be removed with "SvS2 Web-Ex". **SAW item** -> SAW can also be accessed via "Activate SAW (Aim)" (admin utility tool in admin menu section "Other").

Itemnr.:	6860739		
Name:	Web 03 (Floor)		
Short Description:	Cobweb; can be removed with SvS2 Web-Ex		
Recipe:			
Ingredient 1:	Gossamer (12003)	15x	
Ingredient 2:	Chitin (11062)	1x	
Annotations:	It can be only placed on the floor. The cobweb has no collision. Needs to be removed with "SvS2 Web-Ex". SAW item -> SAW can also be accessed via "Activate SAW (Aim)" (admin utility tool in admin menu section "Other").		
Itemnr.:	6860740		
Name:	Web 03 (Floor)		
Short Description:	Cobweb; can be removed with SvS2 Web-Ex		
Recipe:			
Ingredient 1:	Gossamer (12003)	15x	
Ingredient 2:	Chitin (11062)	1x	
Annotations:	It can be only placed on the floor. The cobweb has no collision. Needs to be removed with "SvS2 Web-Ex". SAW item -> SAW can also be accessed via "Activate SAW (Aim)" (admin utility tool in admin menu section "Other").		
Itemnr.:	6860741		
Name:	Web 05 (Floor)		
Short Description:	Cobweb; can be removed with SvS2 Web-Ex		
Recipe:			
Ingredient 1:	Gossamer (12003)	15x	
Ingredient 2:	Chitin (11062)	1x	
Annotations:	It can be only placed on the floor. The cobweb has no collision. Needs to be removed with "SvS2 Web-Ex". SAW item -> SAW can also be accessed via "Activate SAW (Aim)" (admin utility tool in admin menu section "Other").		
Itemnr.:	6860742		
Name:	Web 06 (Floor)		
Short Description:	Cobweb; can be removed with SvS2 Web-Ex		
Recipe:			
Ingredient 1:	Gossamer (12003)	15x	
Ingredient 2:	Chitin (11062)	1x	
Annotations:	It can be only placed on the floor. The cobweb has no collision. Needs to be removed with "SvS2 Web-Ex". SAW item -> SAW can also be accessed via "Activate SAW (Aim)" (admin utility tool in admin menu section "Other").		

Itemnr.:	6860743		
Name:	Web 07 (Floor)		
Short Description:	Cobweb; can be removed with SvS2 Web-Ex		
Recipe:			
Ingredient 1:	Gossamer (12003)	15x	
Ingredient 2:	Chitin (11062)	1x	
Annotations:	It can be only placed on the floor. The cobweb has no collision. Needs to be removed with "SvS2 Web-Ex". SAW item -> SAW can also be accessed via "Activate SAW (Aim)" (admin utility tool in admin menu section "Other").		
Itemnr.:	6860744		
Name:	Web 01 (Wall)		
Short Description:	Cobweb; can be removed with SvS2 Web-Ex		
Recipe:			
Ingredient 1:	Gossamer (12003)	15x	
Ingredient 2:	Chitin (11062)	1x	
Annotations:	It can be only placed on the wall. The cobweb has no collision. Needs to be removed with "SvS2 Web-Ex". SAW item -> SAW can also be accessed via "Activate SAW (Aim)" (admin utility tool in admin menu section "Other").		
Itemnr.:	6860745		
Name:	Web 02 (Wall)		
Short Description:	Cobweb; can be removed with SvS2 Web-Ex		
Recipe:			
Ingredient 1:	Gossamer (12003)	15x	
Ingredient 2:	Chitin (11062)	1x	
Annotations:	It can be only placed on the wall. The cobweb has no collision. Needs to be removed with "SvS2 Web-Ex". SAW item -> SAW can also be accessed via "Activate SAW (Aim)" (admin utility tool in admin menu section "Other").		
Itemnr.:	6860746		
Name:	Web 03 (Wall)		
Short Description:	Cobweb; can be removed with SvS2 Web-Ex		
Recipe:			
Ingredient 1:	Gossamer (12003)	15x	
Ingredient 2:	Chitin (11062)	1x	
Annotations:	It can be only placed on the wall. The cobweb has no collision. Needs to be removed with "SvS2 Web-Ex". SAW item -> SAW can also be accessed via "Activate SAW (Aim)" (admin utility tool in admin menu section "Other").		

Itemnr.:	6860748		
Name:	Web Corner 01 (Floor)		
Short Description:	Cobweb; can be removed with SvS2 Web-Ex		
Recipe:			
Ingredient 1:	Gossamer (12003)	15x	
Ingredient 2:	Chitin (11062)	1x	
Annotations:	It can be only placed on the floor. The cobweb has no collision. Needs to be removed with "SvS2 Web-Ex". SAW item -> SAW can also be accessed via "Activate SAW (Aim)" (admin utility tool in admin menu section "Other").		
Itemnr.:	6860749		
Name:	Web Corner 02 (Floor)		
Short Description:	Cobweb; can be removed with SvS2 Web-Ex		
Recipe:			
Ingredient 1:	Gossamer (12003)	15x	
Ingredient 2:	Chitin (11062)	1x	
Annotations:	It can be only placed on the floor. The cobweb has no collision. Needs to be removed with "SvS2 Web-Ex". SAW item -> SAW can also be accessed via "Activate SAW (Aim)" (admin utility tool in admin menu section "Other").		
Itemnr.:	6860749		
Name:	Web Corner 03 (Floor)		
Short Description:	Cobweb; can be removed with SvS2 Web-Ex		
Recipe:			
Ingredient 1:	Gossamer (12003)	15x	
Ingredient 2:	Chitin (11062)	1x	
Annotations:	It can be only placed on the floor. The cobweb has no collision. Needs to be removed with "SvS2 Web-Ex". SAW item -> SAW can also be accessed via "Activate SAW (Aim)" (admin utility tool in admin menu section "Other").		









5.9) Cook

5.9.1) SvS-Ext Cook



Name of Feat: SvS-Ext Cook
Prerequisite Feat: SvS-Extended
Learned by item: Rcp. for a cook (6766518)
Workbench: Cook's cutting table (6766618)

All items can be found in the admin menu in "building".

Itemnr.:	6766618		
Name:	Cook's cutting table		
Short Description:	Workstation for recipes from SvS-Ext Cook		
Recipe:			
Ingredient 1:	Wood (10011)	40x	
Ingredient 2:	Exquisite Meat (18286)	10x	
Annotations:	Workbench with 200 slots. Can be crafted within your inventory.		
Itemnr.:	6765160		
Name:	Stygian fruit basket		
Short Description:	Stygian fruit basket		
Recipe:			
Ingredient 1:	Decorative Bowl (80312)	1x	
Ingredient 2:	Yellow Lotus Seeds (11082)	10x	
Ingredient 3:	Orange Phykos Cutting (11100)	2x	
Annotations:	Container with 200 slots.		
Itemnr.:	6766100		
Name:	Fruit plate		
Short Description:	A fruit plate with a slice of bread		
Recipe:			
Ingredient 1:	Silver Bar (11055)	2x	
Ingredient 2:	Desert Berries (18006)	20x	
Ingredient 3:	Bread (18206)	2x	
Itemnr.:	6766101		
Name:	Bowl with oranges		
Short Description:	A bowl with fresh oranges		
Recipe:			
Ingredient 1:	Stone Consolidant (16001)	20x	
Ingredient 2:	Desert Berries (18006)	20x	

Itemnr.: 6766110

Name: Apple

Short Description: An apple

Recipe:

Ingredient 1: Yellow Lotus Seeds (11082) 2x



Itemnr.: 6766111

Name: Orange

Short Description: An orange

Recipe:

Ingredient 1: Orange Phykos Cutting (11100) 2x



Itemnr.: 6766112

Name: Kiwi

Short Description: An kiwi

Recipe:

Ingredient 1: Aloe Seeds (11113) 2x



Itemnr.: 6766120

Name: Slice of bread

Short Description: A slice of toasted bread

Recipe:

Ingredient 1: Seeds (13015) 5x

Ingredient 2: Water-filled Glass Flask (14201) 1x

Ingredient 3: Salt (18263) 1x



Itemnr.: 6766121

Name: Bread rolls

Short Description: A bread roll

Recipe:

Ingredient 1: Seeds (13015) 5x

Ingredient 2: Water-filled Glass Flask (14201) 1x

Ingredient 3: Salt (18263) 1x



5.9.2) SvS2 Cook



Name of Feat: SvS2 Cook

Prerequisite Feat: SvS2, SvS-Ext Cook

Learned by item: N.A.

Workbench: Cook's cutting table (6766618) (from SvS-Ext)

Dependencies: None

All items can be found in the admin menu in "building".

Itemnr.: 6860001
Name: Red Apple
Short Description: A red apple

Recipe:

Ingredient 1:	Dung (19004)	5x
Ingredient 2:	Worker Bee (10003)	5x
Ingredient 3:	Seeds (13015)	10x
Ingredient 4:	Water-filled Glass Flask (14201)	3x



Annotations:

You will get an empty Glass Flask in return for each Water-filled Glass Flasks used during crafting.

Itemnr.: 6860002
Name: Red Apple Half
Short Description: A red apple half

Recipe:

Ingredient 1:	Dung (19004)	2x
Ingredient 2:	Worker Bee (10003)	2x
Ingredient 3:	Seeds (13015)	5x
Ingredient 4:	Water-filled Glass Flask (14201)	1x



Annotations:

You will get an empty Glass Flask in return for each Water-filled Glass Flasks used during crafting.

Itemnr.: 6860003
Name: Red Apple Slice
Short Description: A red apple slice

Recipe:

Ingredient 1:	Dung (19004)	1x
Ingredient 2:	Worker Bee (10003)	1x
Ingredient 3:	Seeds (13015)	2x
Ingredient 4:	Water-filled Glass Flask (14201)	1x



Annotations:

You will get an empty Glass Flask in return for each Water-filled Glass Flasks used during crafting.



Itemnr.: 6860004
Name: Green Apple
Short Description: A green apple
Recipe:
 Ingredient 1: Dung (19004) 5x
 Ingredient 2: Worker Bee (10003) 5x
 Ingredient 3: Seeds (13015) 10x
 Ingredient 4: Water-filled Glass Flask (14201) 3x



Annotations:
 You will get an empty Glass Flask in return for each Water-filled Glass Flasks used during crafting.

Itemnr.: 6860005
Name: Green Apple Half
Short Description: A green apple half
Recipe:
 Ingredient 1: Dung (19004) 2x
 Ingredient 2: Worker Bee (10003) 2x
 Ingredient 3: Seeds (13015) 5x
 Ingredient 4: Water-filled Glass Flask (14201) 1x



Annotations:
 You will get an empty Glass Flask in return for each Water-filled Glass Flasks used during crafting.

Itemnr.: 6860006
Name: Green Apple Slice
Short Description: A green apple slice
Recipe:
 Ingredient 1: Dung (19004) 1x
 Ingredient 2: Worker Bee (10003) 1x
 Ingredient 3: Seeds (13015) 2x
 Ingredient 4: Water-filled Glass Flask (14201) 1x



Annotations:
 You will get an empty Glass Flask in return for each Water-filled Glass Flasks used during crafting.

Itemnr.: 6860007
Name: Yellow Apple
Short Description: A yellow apple
Recipe:
 Ingredient 1: Dung (19004) 5x
 Ingredient 2: Worker Bee (10003) 5x
 Ingredient 3: Seeds (13015) 10x
 Ingredient 4: Water-filled Glass Flask (14201) 3x



Annotations:
 You will get an empty Glass Flask in return for each Water-filled Glass Flasks used during crafting.



Itemnr.: 6860008

Name: Yellow Apple Half

Short Description: A yellow apple half

Recipe:

- Ingredient 1: Dung (19004) 2x
- Ingredient 2: Worker Bee (10003) 2x
- Ingredient 3: Seeds (13015) 5x
- Ingredient 4: Water-filled Glass Flask (14201) 1x



Annotations:

You will get an empty Glass Flask in return for each Water-filled Glass Flasks used during crafting.

Itemnr.: 6860009

Name: Yellow Apple Slice

Short Description: A yellow apple slice

Recipe:

- Ingredient 1: Dung (19004) 1x
- Ingredient 2: Worker Bee (10003) 1x
- Ingredient 3: Seeds (13015) 2x
- Ingredient 4: Water-filled Glass Flask (14201) 1x



Annotations:

You will get an empty Glass Flask in return for each Water-filled Glass Flasks used during crafting.

Itemnr.: 6860010

Name: Beet

Short Description: A beet

Recipe:

- Ingredient 1: Dung (19004) 5x
- Ingredient 2: Worker Bee (10003) 2x
- Ingredient 3: Seeds (13015) 10x
- Ingredient 4: Water-filled Glass Flask (14201) 5x



Annotations:

You will get an empty Glass Flask in return for each Water-filled Glass Flasks used during crafting.

Itemnr.: 6860011

Name: Carrot

Short Description: A carrot













Recipe:



- Ingredient 1: Dung (19004) 5x
- Ingredient 2: Worker Bee (10003) 2x
- Ingredient 3: Seeds (13015) 10x
- Ingredient 4: Water-filled Glass Flask (14201) 5x





Annotations:

You will get an empty Glass Flask in return for each Water-filled Glass Flasks used during crafting.



Itemnr.:	6860012		
Name:	Loaf of Bread		
Short Description:	A loaf of bread		
Recipe:			
Ingredient 1:	Bread (18206)	3x	
Itemnr.:	6860013		
Name:	Half a loaf 1		
Short Description:	A half loaf of bread		
Recipe:			
Ingredient 1:	Bread (18206)	2x	
Itemnr.:	6860014		
Name:	Half a loaf 2		
Short Description:	A half loaf of bread		
Recipe:			
Ingredient 1:	Bread (18206)	2x	
Itemnr.:	6860015		
Name:	Slice of Bread (standing)		
Short Description:	A slice of bread		
Recipe:			
Ingredient 1:	Bread (18206)	1x	
Itemnr.:	6860016		
Name:	Slice of Bread (lying)		
Short Description:	A slice of bread		
Recipe:			
Ingredient 1:	Bread (18206)	1x	
Itemnr.:	6860017		
Name:	Cabbage		
Short Description:	A cabbage		
Recipe:			
Ingredient 1:	Dung (19004)	5x	
Ingredient 2:	Seeds (13015)	10x	
Ingredient 3:	Water-filled Glass Flask (14201)	3x	
Annotations:	You will get an empty Glass Flask in return for each Water-filled Glass Flasks used during crafting.		

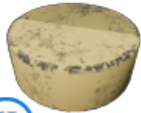

Itemnr.:	6860018		
Name:	Champignon		
Short Description:	A champignon		
Recipe:			
Ingredient 1:	Puffball Mushroom (18008)	1x	
Ingredient 2:	Dung (19004)	3x	

Itemnr.:	6860019		
Name:	Set of Champignons (stand.)		
Short Description:	Several champignons		
Recipe:			
Ingredient 1:	Puffball Mushroom (18008)	7x	
Ingredient 2:	Dung (19004)	5x	

Annotations:



"(stand.)" is an abbreviation for "standing".

Itemnr.:	6860020		
Name:	Set of Champignons (lying)		
Short Description:	Several champignons		
Recipe:			
Ingredient 1:	Puffball Mushroom (18008)	5x	
Ingredient 2:	Dung (19004)	5x	

Itemnr.:	6860021		
Name:	Bright cheese 01		
Short Description:	Cheese		
Recipe:			
Ingredient 1:	Water-filled Glass Flask (14201)	5x	
Ingredient 2:	Plant Fibre (12001)	50x	

Annotations:

You will get an empty Glass Flask in return for each Water-filled Glass Flasks used during crafting.

Itemnr.:	6860022		
Name:	Bright 1/2 of cheese 01		
Short Description:	Cheese		
Recipe:			
Ingredient 1:	Water-filled Glass Flask (14201)	2x	
Ingredient 2:	Plant Fibre (12001)	25x	

Annotations:

You will get an empty Glass Flask in return for each Water-filled Glass Flasks used during crafting.

Itemnr.: 6860023

Name: Bright 1/8 cheese 01

Short Description: Cheese

Recipe:

Ingredient 1: Water-filled Glass Flask (14201) 1x

Ingredient 2: Plant Fibre (12001) 12x



Annotations:

You will get an empty Glass Flask in return for each Water-filled Glass Flasks used during crafting.

Itemnr.: 6860024

Name: Dark cheese 01

Short Description: Cheese

Recipe:

Ingredient 1: Water-filled Glass Flask (14201) 5x

Ingredient 2: Plant Fibre (12001) 50x



Annotations:

You will get an empty Glass Flask in return for each Water-filled Glass Flasks used during crafting.

Itemnr.: 6860025

Name: Dark 1/2 of cheese 01

Short Description: Cheese

Recipe:

Ingredient 1: Water-filled Glass Flask (14201) 2x

Ingredient 2: Plant Fibre (12001) 25x



Annotations:

You will get an empty Glass Flask in return for each Water-filled Glass Flasks used during crafting.

Itemnr.: 6860026

Name: Dark 1/8 cheese 01

Short Description: Cheese

Recipe:

Ingredient 1: Water-filled Glass Flask (14201) 1x

Ingredient 2: Plant Fibre (12001) 12x



Annotations:

You will get an empty Glass Flask in return for each Water-filled Glass Flasks used during crafting.

Itemnr.: 6860027

Name: Bright cheese 02

Short Description: Cheese

Recipe:

Ingredient 1: Water-filled Glass Flask (14201) 5x

Ingredient 2: Plant Fibre (12001) 50x



Annotations:

You will get an empty Glass Flask in return for each Water-filled Glass Flasks used during crafting.

Itemnr.: 6860028
Name: Bright 1/2 of cheese 02
Short Description: Cheese
Recipe:
 Ingredient 1: Water-filled Glass Flask (14201) 2x
 Ingredient 2: Plant Fibre (12001) 25x
Annotations:
 You will get an empty Glass Flask in return for each Water-filled Glass Flasks used during crafting.



Itemnr.: 6860029
Name: Bright 1/8 cheese 02
Short Description: Cheese
Recipe:
 Ingredient 1: Water-filled Glass Flask (14201) 1x
 Ingredient 2: Plant Fibre (12001) 12x
Annotations:
 You will get an empty Glass Flask in return for each Water-filled Glass Flasks used during crafting.



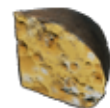
Itemnr.: 6860030
Name: Dark cheese 02
Short Description: Cheese
Recipe:
 Ingredient 1: Water-filled Glass Flask (14201) 5x
 Ingredient 2: Plant Fibre (12001) 50x
Annotations:
 You will get an empty Glass Flask in return for each Water-filled Glass Flasks used during crafting.



Itemnr.: 6860031
Name: Dark 1/2 of cheese 02
Short Description: Cheese
Recipe:
 Ingredient 1: Water-filled Glass Flask (14201) 2x
 Ingredient 2: Plant Fibre (12001) 25x
Annotations:
 You will get an empty Glass Flask in return for each Water-filled Glass Flasks used during crafting.



Itemnr.: 6860032
Name: Dark 1/8 cheese 02
Short Description: Cheese
Recipe:
 Ingredient 1: Water-filled Glass Flask (14201) 1x
 Ingredient 2: Plant Fibre (12001) 12x
Annotations:
 You will get an empty Glass Flask in return for each Water-filled Glass Flasks used during crafting.



Itemnr.:	6860033	
Name:	Cucumber	
Short Description:	A cucumber	
Recipe:		
Ingredient 1:	Dung (19004)	5x
Ingredient 2:	Worker Bee (10003)	2x
Ingredient 3:	Seeds (13015)	10x
Ingredient 4:	Water-filled Glass Flask (14201)	5x

**Annotations:**

You will get an empty Glass Flask in return for each Water-filled Glass Flasks used during crafting.

Itemnr.:	6860034	
Name:	Pumpkin 01 orange	
Short Description:	A pumpkin	
Recipe:		
Ingredient 1:	Dung (19004)	5x
Ingredient 2:	Worker Bee (10003)	5x
Ingredient 3:	Seeds (13015)	20x
Ingredient 4:	Water-filled Glass Flask (14201)	6x

**Annotations:**

You will get an empty Glass Flask in return for each Water-filled Glass Flasks used during crafting.

Itemnr.:	6860035	
Name:	Pumpkin 01 green	
Short Description:	A pumpkin	
Recipe:		
Ingredient 1:	Dung (19004)	5x
Ingredient 2:	Worker Bee (10003)	5x
Ingredient 3:	Seeds (13015)	20x
Ingredient 4:	Water-filled Glass Flask (14201)	6x

**Annotations:**

You will get an empty Glass Flask in return for each Water-filled Glass Flasks used during crafting.

Itemnr.:	6860036	
Name:	Pumpkin 02 orange	
Short Description:	A pumpkin	
Recipe:		
Ingredient 1:	Dung (19004)	5x
Ingredient 2:	Worker Bee (10003)	5x
Ingredient 3:	Seeds (13015)	20x
Ingredient 4:	Water-filled Glass Flask (14201)	6x

**Annotations:**

You will get an empty Glass Flask in return for each Water-filled Glass Flasks used during crafting.



Itemnr.: 6860037
Name: Pumpkin 02 green
Short Description: A pumpkin
Recipe:
 Ingredient 1: Dung (19004) 5x
 Ingredient 2: Worker Bee (10003) 5x
 Ingredient 3: Seeds (13015) 20x
 Ingredient 4: Water-filled Glass Flask (14201) 6x



Annotations:

You will get an empty Glass Flask in return for each Water-filled Glass Flasks used during crafting.

Itemnr.: 6860038
Name: Tomato
Short Description: A tomato
Recipe:
 Ingredient 1: Dung (19004) 5x
 Ingredient 2: Worker Bee (10003) 2x
 Ingredient 3: Seeds (13015) 10x
 Ingredient 4: Water-filled Glass Flask (14201) 5x



Annotations:

You will get an empty Glass Flask in return for each Water-filled Glass Flasks used during crafting.

Itemnr.: 6860039
Name: Fish 01
Short Description: A fish
Recipe:
 Ingredient 1: Savory Fish (18011) 1x
 Ingredient 2: Salt (18263) 5x



Itemnr.: 6860040
Name: Fish 01 (hang. on head)
Short Description: A fish
Recipe:
 Ingredient 1: Savory Fish (18011) 1x
 Ingredient 2: Fiber Bindings (51961) 1x
 Ingredient 3: Iron Reinforcement (16002) 2x





Annotations:

"hang." is an abbreviation for "hanging". **SAW item**

Itemnr.: 6860041
Name: Fish 01 (hang. on tail)
Short Description: A fish



Recipe:

Ingredient 1:	Savory Fish (18011)	1x	 
Ingredient 2:	Fiber Bindings (51961)	1x	
Ingredient 3:	Iron Reinforcement (16002)	2x	

Annotations:
 "hang." is an abbreviation for "hanging". [SAW item](#)



Itemnr.: 6860042
Name: Fish 02
Short Description: A fish

Recipe:

Ingredient 1:	Savory Fish (18011)	1x	 
Ingredient 2:	Salt (18263)	5x	

Itemnr.: 6860043
Name: Fish 02 (hang. on head)
Short Description: A fish



Recipe:

Ingredient 1:	Savory Fish (18011)	1x	 
Ingredient 2:	Fiber Bindings (51961)	1x	
Ingredient 3:	Iron Reinforcement (16002)	2x	











Annotations:
 "hang." is an abbreviation for "hanging". [SAW item](#)




Itemnr.: 6860044
Name: Fish 02 (hang. on tail)
Short Description: A fish

Recipe:

Ingredient 1:	Savory Fish (18011)	1x	 
Ingredient 2:	Fiber Bindings (51961)	1x	
Ingredient 3:	Iron Reinforcement (16002)	2x	

Annotations:
 "hang." is an abbreviation for "hanging". [SAW item](#)

Itemnr.:	6860045		
Name:	Fish 03		
Short Description:	A fish		
Recipe:			
Ingredient 1:	Savory Fish (18011)	1x	
Ingredient 2:	Salt (18263)	5x	
Itemnr.:	6860046		
Name:	Fish 03 (hang. on head)		
Short Description:	A fish		
Recipe:			
Ingredient 1:	Savory Fish (18011)	1x	
Ingredient 2:	Fiber Bindings (51961)	1x	
Ingredient 3:	Iron Reinforcement (16002)	2x	
Annotations:	"hang." is an abbreviation for "hanging". SAW item		
Itemnr.:	6860047		
Name:	Fish 03 (hang. on tail)		
Short Description:	A fish		
Recipe:			
Ingredient 1:	Savory Fish (18011)	1x	
Ingredient 2:	Fiber Bindings (51961)	1x	
Ingredient 3:	Iron Reinforcement (16002)	2x	
Annotations:	"hang." is an abbreviation for "hanging". SAW item		
Itemnr.:	6860048		
Name:	Fish 04		
Short Description:	A fish		
Recipe:			
Ingredient 1:	Savory Fish (18011)	1x	
Ingredient 2:	Salt (18263)	5x	
Itemnr.:	6860049		
Name:	Fish 04 (hang. on head)		
Short Description:	A fish		
Recipe:			
Ingredient 1:	Savory Fish (18011)	1x	
Ingredient 2:	Fiber Bindings (51961)	1x	
Ingredient 3:	Iron Reinforcement (16002)	2x	
Annotations:	"hang." is an abbreviation for "hanging". SAW item		

Itemnr.:	6860050		
Name:	Fish 04 (hang. on tail)		
Short Description:	A fish		
Recipe:			
Ingredient 1:	Savory Fish (18011)	1x	
Ingredient 2:	Fiber Bindings (51961)	1x	
Ingredient 3:	Iron Reinforcement (16002)	2x	
Annotations:	"hang." is an abbreviation for "hanging". SAW item		
Itemnr.:	6860051		
Name:	Fish 05		
Short Description:	A fish		
Recipe:			
Ingredient 1:	Savory Fish (18011)	1x	
Ingredient 2:	Salt (18263)	5x	
Itemnr.:	6860052		
Name:	Fish 05 (hang. on head)		
Short Description:	A fish		
Recipe:			
Ingredient 1:	Savory Fish (18011)	1x	
Ingredient 2:	Fiber Bindings (51961)	1x	
Ingredient 3:	Iron Reinforcement (16002)	2x	
Annotations:	"hang." is an abbreviation for "hanging". SAW item		
Itemnr.:	6860053		
Name:	Fish 05 (hang. on tail)		
Short Description:	A fish		
Recipe:			
Ingredient 1:	Savory Fish (18011)	1x	
Ingredient 2:	Fiber Bindings (51961)	1x	
Ingredient 3:	Iron Reinforcement (16002)	2x	
Annotations:	"hang." is an abbreviation for "hanging". SAW item		
Itemnr.:	6860302		
Name:	Fish-drying scaffold		
Short Description:	A wooden scaffold		
Recipe:			
Ingredient 1:	Savory Fish (18011)	26x	
Ingredient 2:	Wood (10011)	20x	
Ingredient 3:	Dry Wood (18025)	10x	
Ingredient 4:	Twine (14174)	20x	
Annotations:	SAW item		

Itemnr.: 6860054

Name: Garlic

Short Description: Garlic

Recipe:

Ingredient 1: Dung (19004) 5x

Ingredient 2: Seeds (13015) 10x

Ingredient 3: Water-filled Glass Flask (14201) 1x

Annotations:

You will get an empty Glass Flask in return for each Water-filled Glass Flasks used during crafting.



Itemnr.: 6860055

Name: Bdl. of Garlic 01 (hang.)

Short Description: A bundle of garlic.

Recipe:

Ingredient 1: Seeds (13015) 100x

Ingredient 2: Iron Reinforcement (16002) 2x

Annotations:

"Bdl." stands for "Bundle". "(hang.)" is an abbreviation for "hanging". [SAW item](#)



Itemnr.: 6860056

Name: Bdl. of Garlic 02 (hang.)

Short Description: A bundle of garlic.

Recipe:

Ingredient 1: Seeds (13015) 50x

Ingredient 2: Iron Reinforcement (16002) 2x

Annotations:

"Bdl." stands for "Bundle". "(hang.)" is an abbreviation for "hanging". [SAW item](#)



Itemnr.: 6860061

Name: Parsley

Short Description: A loose bundle of parsley

Recipe:

Ingredient 1: Dung (19004) 5x

Ingredient 2: Seeds (13015) 10x

Ingredient 3: Water-filled Glass Flask (14201) 2x

Annotations:

You will get an empty Glass Flask in return for each Water-filled Glass Flasks used during crafting.



Itemnr.: 6860063

Name: Bdl. of Parsley 01 (hang.)

Short Description: A hanging bundle of parsley

Recipe:

Ingredient 1: Seeds (13015) 50x

Ingredient 2: Iron Reinforcement (16002) 2x

Ingredient 3: Twine (14174) 10x

Annotations:

"Bdl." stands for "Bundle". "(hang.)" is an abbreviation for "hanging". [SAW item](#)





Itemnr.: 6860062
Name: Bdl. of Parsley 02 (hang.)
Short Description: A hanging bundle of parsley
Recipe:
 Ingredient 1: Seeds (13015) 100x
 Ingredient 2: Iron Reinforcement (16002) 2x
 Ingredient 3: Twine (14174) 10x



Annotations:
 "Bdl." stands for "Bundle". "(hang.)" is an abbreviation for "hanging". [SAW item](#)

Itemnr.: 6860064
Name: Onion
Short Description: An onion
Recipe:
 Ingredient 1: Dung (19004) 5x
 Ingredient 2: Seeds (13015) 10x
 Ingredient 3: Water-filled Glass Flask (14201) 2x



Annotations:
 You will get an empty Glass Flask in return for each Water-filled Glass Flasks used during crafting.

Itemnr.: 6860065
Name: Bdl. of Onions 01 (hang.)
Short Description: A hanging bundle of onions
Recipe:
 Ingredient 1: Dung (19004) 5x
 Ingredient 2: Seeds (13015) 100x
 Ingredient 3: Iron Reinforcement (16002) 2x
 Ingredient 4: Twine (14174) 10x







Annotations:
 "Bdl." stands for "Bundle". "(hang.)" is an abbreviation for "hanging". [SAW item](#)



Itemnr.: 6860066
Name: Bdl. of Onions 02 (hang.)
Short Description: A hanging bundle of onions
Recipe:
 Ingredient 1: Dung (19004) 5x
 Ingredient 2: Seeds (13015) 50x
 Ingredient 3: Iron Reinforcement (16002) 2x
 Ingredient 4: Twine (14174) 10x













Annotations:
 "Bdl." stands for "Bundle". "(hang.)" is an abbreviation for "hanging". [SAW item](#)











Itemnr.:	6860067		
Name:	Green onion		
Short Description:	Green onion		
Recipe:			
Ingredient 1:	Dung (19004)	5x	
Ingredient 2:	Seeds (13015)	10x	
Ingredient 3:	Water-filled Glass Flask (14201)	2x	
Annotations:	You will get an empty Glass Flask in return for each Water-filled Glass Flasks used during crafting.		

Itemnr.:	6860068		
Name:	Red pepper		
Short Description:	A red pepper		
Recipe:			
Ingredient 1:	Dung (19004)	5x	
Ingredient 2:	Seeds (13015)	10x	
Ingredient 3:	Water-filled Glass Flask (14201)	2x	
Ingredient 4:	Red Dye (17040)	1x	
Annotations:	You will get an empty Glass Flask in return for each Water-filled Glass Flasks used during crafting.		


Itemnr.:	6860069		
Name:	Green pepper		
Short Description:	A green pepper		
Recipe:			
Ingredient 1:	Dung (19004)	5x	
Ingredient 2:	Seeds (13015)	10x	
Ingredient 3:	Water-filled Glass Flask (14201)	2x	
Ingredient 4:	Green Dye (17060)	1x	
Annotations:	You will get an empty Glass Flask in return for each Water-filled Glass Flasks used during crafting.		

Itemnr.:	6860070		
Name:	Yellow pepper		
Short Description:	A yellow pepper		
Recipe:			
Ingredient 1:	Dung (19004)	5x	
Ingredient 2:	Seeds (13015)	10x	
Ingredient 3:	Water-filled Glass Flask (14201)	2x	
Ingredient 4:	Light Yellow Dye (17071)	1x	
Annotations:	You will get an empty Glass Flask in return for each Water-filled Glass Flasks used during crafting.		

Itemnr.:	6860077		
Name:	Red chilli pepper		
Short Description:	A red chilli pepper		
Recipe:			
Ingredient 1:	Spice (18264)	10x	
Itemnr.:	6860863		
Name:	Hanging Chilli Pepper large		
Short Description:	Red chilli pepper		
Recipe:			
Ingredient 1:	Spice (18264)	110x	
Ingredient 2:	Iron Reinforcement (16002)	2x	
Ingredient 3:	Twine (14174)	10x	
Annotations:	SAW item		
Itemnr.:	6860864		
Name:	Hanging Chilli Pepper small		
Short Description:	Red chilli pepper		
Recipe:			
Ingredient 1:	Spice (18264)	55x	
Ingredient 2:	Iron Reinforcement (16002)	2x	
Ingredient 3:	Twine (14174)	10x	
Annotations:	SAW item		
Itemnr.:	6860080		
Name:	Green chilli pepper		
Short Description:	A green chilli pepper		
Recipe:			
Ingredient 1:	Spice (18264)	10x	

Itemnr.:	6860640		
Name:	Sausage 01		
Short Description:	A tasty looking sausage; configurable		
Recipe:			
Ingredient 1:	Feral Flesh (13001)	15x	 
Ingredient 2:	Savoury Flesh (13002)	10x	
Annotations:			
	SAW item		
Itemnr.:	6860641		
Name:	Sausage 02		
Short Description:	A tasty looking sausage; configurable		
Recipe:			
Ingredient 1:	Feral Flesh (13001)	15x	 
Ingredient 2:	Savoury Flesh (13002)	10x	
Annotations:			
	SAW item		
Itemnr.:	6860642		
Name:	Sausage 03		
Short Description:	A tasty looking sausage; configurable		
Recipe:			
Ingredient 1:	Feral Flesh (13001)	10x	 
Ingredient 2:	Savoury Flesh (13002)	5x	
Annotations:			
	SAW item		
Itemnr.:	6860643		
Name:	Sausage 04		
Short Description:	A tasty looking sausage; configurable		
Recipe:			
Ingredient 1:	Feral Flesh (13001)	2x	 
Ingredient 2:	Savoury Flesh (13002)	1x	
Annotations:			
	SAW item		
Itemnr.:	6860644		
Name:	Sausage 05		
Short Description:	A tasty looking sausage; configurable		
Recipe:			
Ingredient 1:	Feral Flesh (13001)	10x	 
Ingredient 2:	Savoury Flesh (13002)	5x	
Annotations:			
	SAW item		


Itemnr.: 6860645
Name: Sausage 06
Short Description: A tasty looking sausage; configurable
Recipe:

Ingredient 1:	Feral Flesh (13001)	10x	
Ingredient 2:	Savoury Flesh (13002)	5x	

Annotations:
[SAW item](#)




Itemnr.: 6860646
Name: Sausage 07
Short Description: A tasty looking sausage; configurable
Recipe:

Ingredient 1:	Feral Flesh (13001)	7x	
Ingredient 2:	Savoury Flesh (13002)	4x	

Annotations:
[SAW item](#)




Itemnr.: 6860647
Name: Hanging Sausage 01
Short Description: A tasty looking sausage; configurable
Recipe:

Ingredient 1:	Feral Flesh (13001)	30x	
Ingredient 2:	Savoury Flesh (13002)	15x	
Ingredient 3:	Iron Reinforcement (16002)	2x	
Ingredient 4:	Twine (14174)	10x	

Annotations:
[SAW item](#)





Itemnr.: 6860648
Name: Hanging Sausage 02
Short Description: A tasty looking sausage; configurable
Recipe:

Ingredient 1:	Feral Flesh (13001)	10x	
Ingredient 2:	Savoury Flesh (13002)	5x	
Ingredient 3:	Iron Reinforcement (16002)	2x	
Ingredient 4:	Twine (14174)	10x	

Annotations:
[SAW item](#)





Itemnr.: 6860649
Name: Hanging Sausage 03
Short Description: A tasty looking sausage; configurable
Recipe:

Ingredient 1:	Feral Flesh (13001)	10x	 
Ingredient 2:	Savoury Flesh (13002)	5x	
Ingredient 3:	Iron Reinforcement (16002)	2x	
Ingredient 4:	Twine (14174)	10x	



Annotations:
[SAW item](#)

Itemnr.: 6860650
Name: Hanging Sausage 04
Short Description: A tasty looking sausage; configurable
Recipe:



Ingredient 1:	Feral Flesh (13001)	10x	 
Ingredient 2:	Savoury Flesh (13002)	5x	
Ingredient 3:	Iron Reinforcement (16002)	2x	
Ingredient 4:	Twine (14174)	10x	

Annotations:
[SAW item](#)

Itemnr.: 6860397
Name: Smoked Meat
Short Description: Tasty looking smoked meat
Recipe:


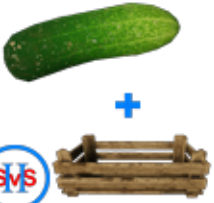
Ingredient 1:	Savoury Flesh (13002)	5x	 
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Itemnr.: 6860083
Name: Potato
Short Description: A potato
Recipe:









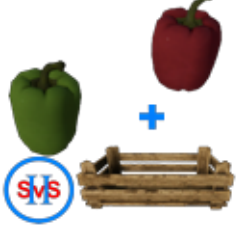

Ingredient 1:	Dung (19004)	5x	 
Ingredient 2:	Worker Bee (10003)	2x	
Ingredient 3:	Seeds (13015)	10x	
Ingredient 4:	Water-filled Glass Flask (14201)	5x	

Annotations:
 You will get an empty Glass Flask in return for each Water-filled Glass Flasks used during crafting.

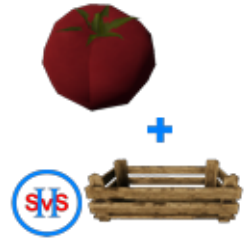
Itemnr.: 6860500
Name: Veggi Box Cucumber Bright
Short Description: A box of vegetables with cucumbers.
Recipe:

Ingredient 1:	Seeds (13015)	50x	 
Ingredient 2:	Dry Wood (18025)	5x	

Itemnr.:	6860501		
Name:	Veggi Box Cucumber Dark		
Short Description:	A box of vegetables with cucumbers.		
Recipe:			
Ingredient 1:	Seeds (13015)	50x	+
Ingredient 2:	Dry Wood (18025)	5x	 
Itemnr.:	6860502		
Name:	Veggi Box Carrot Bright		
Short Description:	A box of vegetables with carrots.		
Recipe:			
Ingredient 1:	Seeds (13015)	50x	+
Ingredient 2:	Dry Wood (18025)	5x	 
Itemnr.:	6860503		
Name:	Veggi Box Carrot Dark		
Short Description:	A box of vegetables with carrots.		
Recipe:			
Ingredient 1:	Seeds (13015)	50x	+
Ingredient 2:	Dry Wood (18025)	5x	 
Itemnr.:	6860504		
Name:	Veggi Box Onion Bright		
Short Description:	A box of vegetables with onions.		
Recipe:			
Ingredient 1:	Seeds (13015)	50x	+
Ingredient 2:	Dry Wood (18025)	5x	 
Itemnr.:	6860505		
Name:	Veggi Box Onion Dark		
Short Description:	A box of vegetables with onions.		
Recipe:			
Ingredient 1:	Seeds (13015)	50x	+
Ingredient 2:	Dry Wood (18025)	5x	 

Itemnr.:	6860506		
Name:	Veggi Box Green onion B		
Short Description:	A box of vegetables with green onions.		
Recipe:			
Ingredient 1:	Seeds (13015)	50x	
Ingredient 2:	Dry Wood (18025)	5x	
Annotations:	"B" is an abbreviation for "bright".		
Itemnr.:	6860507		
Name:	Veggi Box Green onion D		
Short Description:	A box of vegetables with green onions.		
Recipe:			
Ingredient 1:	Seeds (13015)	50x	
Ingredient 2:	Dry Wood (18025)	5x	
Annotations:	"D" is an abbreviation for "dark".		
Itemnr.:	6860508		
Name:	Veggi Box Potato Bright		
Short Description:	A box of vegetables with potatoes.		
Recipe:			
Ingredient 1:	Seeds (13015)	50x	
Ingredient 2:	Dry Wood (18025)	5x	
Itemnr.:	6860509		
Name:	Veggi Box Potato Dark		
Short Description:	A box of vegetables with potatoes.		
Recipe:			
Ingredient 1:	Seeds (13015)	50x	
Ingredient 2:	Dry Wood (18025)	5x	
Itemnr.:	6860861		
Name:	Veggi Box Pepper (conf)		
Short Description:	A configurable box of vegetables with red, yellow and/or green pepper.		
Recipe:			
Ingredient 1:	Seeds (13015)	50x	
Ingredient 2:	Dry Wood (18025)	5x	
Annotations:	SAW item		

Itemnr.: 6860522
Name: Veggi Box Tomato Bright
Short Description: A box of vegetables with tomatoes.
Recipe:
 Ingredient 1: Seeds (13015) 50x
 Ingredient 2: Dry Wood (18025) 5x



Itemnr.: 6860523
Name: Veggi Box Tomato Dark
Short Description: A box of vegetables with tomatoes.
Recipe:
 Ingredient 1: Seeds (13015) 50x
 Ingredient 2: Dry Wood (18025) 5x



Itemnr.: 6860524
Name: Veggi Box Champignon B
Short Description: A box of vegetables with champignons.
Recipe:
 Ingredient 1: Seeds (13015) 50x
 Ingredient 2: Dry Wood (18025) 5x




















Itemnr.: 6860525
Name: Veggi Box Champignon D
Short Description: A box of vegetables with champignons.
Recipe:
 Ingredient 1: Seeds (13015) 50x
 Ingredient 2: Dry Wood (18025) 5x



Itemnr.: 6860526
Name: Veggi Box Chili Pepper
Short Description: A configurable box of vegetables with red and/or green chilli pepper.
Recipe:
 Ingredient 1: Seeds (13015) 50x
 Ingredient 2: Dry Wood (18025) 5x
Annotations:
[SAW item](#)



Itemnr.:	6860532		
Name:	Veggi Box Beet Bright		
Short Description:	A box of vegetables with beets.		+
Recipe:			
Ingredient 1:	Seeds (13015)	50x	
Ingredient 2:	Dry Wood (18025)	5x	
Itemnr.:	6860533		
Name:	Veggi Box Beet Dark		
Short Description:	A box of vegetables with beets.		+
Recipe:			
Ingredient 1:	Seeds (13015)	50x	
Ingredient 2:	Dry Wood (18025)	5x	
Itemnr.:	6860534		
Name:	Veggi Box Pumpkin Bright		
Short Description:	A box of vegetables with pumpkins.		
Recipe:			+
Recipe:			
Ingredient 1:	Seeds (13015)	50x	
Ingredient 2:	Dry Wood (18025)	5x	
Itemnr.:	6860534		
Name:	Veggi Box Pumpkin Dark		
Short Description:	A box of vegetables with pumpkins.		
Recipe:			+
Recipe:			
Ingredient 1:	Seeds (13015)	50x	
Ingredient 2:	Dry Wood (18025)	5x	
Itemnr.:	6860536		
Name:	Veggi Box Parsley Bright		
Short Description:	A box of vegetables with parsley.		+
Recipe:			
Ingredient 1:	Seeds (13015)	50x	
Ingredient 2:	Dry Wood (18025)	5x	



Itemnr.: 6860537
Name: Veggi Box Parsley Dark
Short Description: A box of vegetables with parsley.
Recipe:
 Ingredient 1: Seeds (13015) 50x
 Ingredient 2: Dry Wood (18025) 5x



Itemnr.: 6860544
Name: Veggi Box Apples (conf)
Short Description: A configurable box of vegetables with mixed coloured apples.
Recipe:
 Ingredient 1: Seeds (13015) 50x
 Ingredient 2: Dry Wood (18025) 5x
Annotations:
[SAW item](#)




























Itemnr.: 6860560
Name: Box with Fish 01 Bright
Short Description: A box with fresh fish
Recipe:
 Ingredient 1: Savory Fish (18011) 10x
 Ingredient 2: Dry Wood (18025) 5x





Itemnr.: 6860560
Name: Box with Fish 01 Bright
Short Description: A box with fresh fish
Recipe:
 Ingredient 1: Savory Fish (18011) 10x
 Ingredient 2: Dry Wood (18025) 5x





Itemnr.:	6860561		
Name:	Box with Fish 01 Dark		
Short Description:	A box with fresh fish		
Recipe:			+
Ingredient 1:	Savory Fish (18011)	10x	
Ingredient 2:	Dry Wood (18025)	5x	
Itemnr.:	6860562		
Name:	Box with Fish 02 Bright		
Short Description:	A box with fresh fish		
Recipe:			+
Ingredient 1:	Savory Fish (18011)	10x	
Ingredient 2:	Dry Wood (18025)	5x	
Itemnr.:	6860563		
Name:	Box with Fish 02 Dark		
Short Description:	A box with fresh fish		
Recipe:			+
Ingredient 1:	Savory Fish (18011)	10x	
Ingredient 2:	Dry Wood (18025)	5x	
Itemnr.:	6860564		
Name:	Box with Fish 03 Bright		
Short Description:	A box with fresh fish		
Recipe:			+
Ingredient 1:	Savory Fish (18011)	10x	
Ingredient 2:	Dry Wood (18025)	5x	
Itemnr.:	6860565		
Name:	Box with Fish 03 Dark		
Short Description:	A box with fresh fish		
Recipe:			+
Ingredient 1:	Savory Fish (18011)	10x	
Ingredient 2:	Dry Wood (18025)	5x	

Itemnr.:	6860566		
Name:	Box with Fish 04 Bright		
Short Description:	A box with fresh fish		
Recipe:			
Ingredient 1:	Savory Fish (18011)	10x	
Ingredient 2:	Dry Wood (18025)	5x	
Itemnr.:	6860567		
Name:	Box with Fish 04 Dark		
Short Description:	A box with fresh fish		
Recipe:			
Ingredient 1:	Savory Fish (18011)	10x	
Ingredient 2:	Dry Wood (18025)	5x	
Itemnr.:	6860568		
Name:	Box with Fish 05 Bright		
Short Description:	A box with fresh fish		
Recipe:			
Ingredient 1:	Savory Fish (18011)	10x	
Ingredient 2:	Dry Wood (18025)	5x	
Itemnr.:	6860569		
Name:	Box with Fish 05 Dark		
Short Description:	A box with fresh fish		
Recipe:			
Ingredient 1:	Savory Fish (18011)	10x	
Ingredient 2:	Dry Wood (18025)	5x	
Itemnr.:	6860570		
Name:	Box with mix.Fish Bright		
Short Description:	A box with fresh fish		
Recipe:			
Ingredient 1:	Savory Fish (18011)	20x	
Ingredient 2:	Exotic Fish (18012)	10x	
Ingredient 3:	Dry Wood (18025)	5x	
Annotations:	"mix." stands for "mixed".		

Itemnr.:	6860571		
Name:	Box with mix.Fish Dark		
Short Description:	A box with fresh fish		
Recipe:			
Ingredient 1:	Savory Fish (18011)	20x	
Ingredient 2:	Exotic Fish (18012)	10x	
Ingredient 3:	Dry Wood (18025)	5x	
Annotations:	"mix." stands for "mixed".		

Itemnr.:	6860580		
Name:	Box with Sausages V01 B		
Short Description:	A box with sausages		
Recipe:			
Ingredient 1:	Dry Wood (18025)	5x	
Ingredient 2:	Feral Flesh (13001)	30x	
Ingredient 3:	Savoury Flesh (13002)	20x	
Annotations:	"V" is an abbreviation for "variant", "B" stands for "bright".		

Itemnr.:	6860581		
Name:	Box with Sausages V01 D		
Short Description:	A box with sausages		
Recipe:			
Ingredient 1:	Dry Wood (18025)	5x	
Ingredient 2:	Feral Flesh (13001)	30x	
Ingredient 3:	Savoury Flesh (13002)	20x	
Annotations:	"V" is an abbreviation for "variant", "D" stands for "dark".		

Itemnr.:	6860582		
Name:	Box with Sausages V02 B		
Short Description:	A box with sausages		
Recipe:			
Ingredient 1:	Dry Wood (18025)	5x	
Ingredient 2:	Feral Flesh (13001)	30x	
Ingredient 3:	Savoury Flesh (13002)	20x	
Annotations:	"V" is an abbreviation for "variant", "B" stands for "bright".		

Itemnr.:	6860583	
Name:	Box with Sausages V02 D	
Short Description:	A box with sausages	
Recipe:		
Ingredient 1:	Dry Wood (18025)	5x
Ingredient 2:	Feral Flesh (13001)	30x
Ingredient 3:	Savoury Flesh (13002)	20x
Annotations:		
"V" is an abbreviation for "variant", "D" stands for "dark".		



Itemnr.:	6860584	
Name:	Box with Sausages V03 B	
Short Description:	A box with sausages	
Recipe:		
Ingredient 1:	Dry Wood (18025)	5x
Ingredient 2:	Feral Flesh (13001)	30x
Ingredient 3:	Savoury Flesh (13002)	20x
Annotations:		
"V" is an abbreviation for "variant", "B" stands for "bright".		











Itemnr.:	6860585	
Name:	Box with Sausages V03 D	
Short Description:	A box with sausages	
Recipe:		
Ingredient 1:	Dry Wood (18025)	5x
Ingredient 2:	Feral Flesh (13001)	30x
Ingredient 3:	Savoury Flesh (13002)	20x
Annotations:		
"V" is an abbreviation for "variant", "D" stands for "dark".		










Itemnr.:	6860586	
Name:	Box with Sausages V04 B	
Short Description:	A box with sausages	
Recipe:		
Ingredient 1:	Dry Wood (18025)	5x
Ingredient 2:	Feral Flesh (13001)	30x
Ingredient 3:	Savoury Flesh (13002)	20x
Annotations:		
"V" is an abbreviation for "variant", "B" stands for "bright".		



Itemnr.:	6860587		
Name:	Box with Sausages V04 D		
Short Description:	A box with sausages		
Recipe:			
Ingredient 1:	Dry Wood (18025)	5x	
Ingredient 2:	Feral Flesh (13001)	30x	
Ingredient 3:	Savoury Flesh (13002)	20x	
Annotations:	"V" is an abbreviation for "variant", "D" stands for "dark".		
Itemnr.:	6860588		
Name:	Box with Sausages V05 B		
Short Description:	A box with sausages		
Recipe:			
Ingredient 1:	Dry Wood (18025)	5x	
Ingredient 2:	Feral Flesh (13001)	30x	
Ingredient 3:	Savoury Flesh (13002)	20x	
Annotations:	"V" is an abbreviation for "variant", "B" stands for "bright".		
Itemnr.:	6860589		
Name:	Box with Sausages V05 D		
Short Description:	A box with sausages		
Recipe:			
Ingredient 1:	Dry Wood (18025)	5x	
Ingredient 2:	Feral Flesh (13001)	30x	
Ingredient 3:	Savoury Flesh (13002)	20x	
Annotations:	"V" is an abbreviation for "variant", "D" stands for "dark".		
Itemnr.:	6860590		
Name:	Box with Sausages V06 B		
Short Description:	A box with sausages		
Recipe:			
Ingredient 1:	Dry Wood (18025)	5x	
Ingredient 2:	Feral Flesh (13001)	30x	
Ingredient 3:	Savoury Flesh (13002)	20x	
Annotations:	"V" is an abbreviation for "variant", "B" stands for "bright".		

Itemnr.:	6860591		
Name:	Box with Sausages V06 D		
Short Description:	A box with sausages		
Recipe:			
Ingredient 1:	Dry Wood (18025)	5x	
Ingredient 2:	Feral Flesh (13001)	30x	
Ingredient 3:	Savoury Flesh (13002)	20x	
Annotations:	"V" is an abbreviation for "variant", "D" stands for "dark".		
Itemnr.:	6860592		
Name:	Box with Sausages V07 B		
Short Description:	A box with sausages		
Recipe:			
Ingredient 1:	Dry Wood (18025)	5x	
Ingredient 2:	Feral Flesh (13001)	30x	
Ingredient 3:	Savoury Flesh (13002)	20x	
Annotations:	"V" is an abbreviation for "variant", "B" stands for "bright".		
Itemnr.:	6860593		
Name:	Box with Sausages V07 D		
Short Description:	A box with sausages		
Recipe:			
Ingredient 1:	Dry Wood (18025)	5x	
Ingredient 2:	Feral Flesh (13001)	30x	
Ingredient 3:	Savoury Flesh (13002)	20x	
Annotations:	"V" is an abbreviation for "variant", "D" stands for "dark".		
Itemnr.:	6860546		
Name:	Veggi Box Cabbage Bright		
Short Description:	A box of vegetables with cabbages.		
Recipe:			
Ingredient 1:	Seeds (13015)	50x	
Ingredient 2:	Dry Wood (18025)	5x	

Itemnr.:	6860547		
Name:	Veggi Box Cabbage Dark		
Short Description:	A box of vegetables with cabbages.		
Recipe:			
Ingredient 1:	Seeds (13015)	50x	
Ingredient 2:	Dry Wood (18025)	5x	
Itemnr.:	6860473		
Name:	Fish plate		
Short Description:	A fish plate		
Recipe:			
Ingredient 1:	Wood (10011)	2x	
Ingredient 2:	Savory Fish (18011)	5x	
Itemnr.:	6860475		
Name:	Meat plate		
Short Description:	A meat plate		
Recipe:			
Ingredient 1:	Wood (10011)	2x	
Ingredient 2:	Shredded Roast (13501)	3x	









5.10) Derketo

5.10.1) SvS-Ext Derketo




Name of Feat: SvS-Ext Derketo
Prerequisite Feat: SvS-Extended
Learned by item: Rcp. for pleasing Derketo (6766520)
Workbench: Altar of Derketo (workbench) (6766619)

All items can be found in the admin menu in "building".

Itemnr.:	6766620		
Name:	Altar of Derketo (workbench)		
Short Description:	Workstation for recipes from SvS-Ext Derketo		
Recipe:			
Ingredient 1:	Brick (16011)	40x	
Ingredient 2:	Sliver of the Unfulfilled (11111)	1x	
Annotations:	Workbench with 200 slots. Can be crafted within your inventory.		
Itemnr.:	6765425		
Name:	Altar of Derketo (deco)		
Short Description:	Altar of Derketo		
Recipe:			
Ingredient 1:	Stone (10001)	500x	
Ingredient 2:	Sliver of the Unfulfilled (11111)	10x	
Annotations:	This is purely decoration.		
Itemnr.:	6766209		
Name:	Cat of Derketo (XL)		
Short Description:	This is a statue depicting one of Derketo's cats.		
Recipe:			
Ingredient 1:	Stone (10001)	750x	
Ingredient 2:	Sliver of the Unfulfilled (11111)	9x	
Ingredient 3:	Gold Bar (11054)	3x	
Annotations:	Large variant. "XL" is an abbreviation for "extra large".		
Itemnr.:	6765122		
Name:	Cat of Derketo		
Short Description:	This is a statue depicting one of Derketo's cats.		
Recipe:			
Ingredient 1:	Stone (10001)	500x	
Ingredient 2:	Sliver of the Unfulfilled (11111)	6x	
Ingredient 3:	Gold Bar (11054)	2x	


Annotations:

Normal size


Itemnr.:	6766222		
Name:	Cat of Derketo (XS)		
Short Description:	This is a statue depicting one of Derketo's cats.		
Recipe:			
Ingredient 1:	Stone (10001)	200x	
Ingredient 2:	Sliver of the Unfulfilled (11111)	3x	
Ingredient 3:	Gold Bar (11054)	1x	

**Annotations:**


Small size. "XS" is an abbreviation for "extra small".

Itemnr.:	6766218		
Name:	Statue of Derketo (T2)		
Short Description:	Statue of Derketo		
Recipe:			
Ingredient 1:	Stone (10001)	150x	
Ingredient 2:	Sliver of the Unfulfilled (11111)	3x	
Ingredient 3:	Gold Bar (11054)	1x	

**Annotations:**Small size. "T2" stands for "Tier 2". **SAW item**. See chapter 7.6. for more information.


Itemnr.:	6766219		
Name:	Statue of Derketo (T3)		
Short Description:	Statue of Derketo (configurable)		
Recipe:			
Ingredient 1:	Stone (10001)	150x	
Ingredient 2:	Sliver of the Unfulfilled (11111)	3x	
Ingredient 3:	Gold Bar (11054)	1x	

**Annotations:**Small size. "T3" stands for "Tier 3". **SAW item**. See chapter 7.6. for more information.

Itemnr.:	6765426		
Name:	Altar of Lust		
Short Description:	A place for ritual sex.		
Recipe:			
Ingredient 1:	Brick (16011)	250x	
Ingredient 2:	Shaped Wood (16021)	60x	
Ingredient 3:	Iron Reinforcement (16002)	150x	

**Annotations:**


Purely decoration.

Itemnr.:	6765427		
Name:	Altar of Binding		
Short Description:	A place for ritual sex.		
Recipe:			
Ingredient 1:	Brick (16011)	250x	
Ingredient 2:	Shaped Wood (16021)	60x	
Ingredient 3:	Iron Reinforcement (16002)	150x	




Annotations:

Purely decoration.

Itemnr.:	6768001		
Name:	Statue of Derketo (T1)		
Short Description:	Statue of Derketo (configurable)		
Recipe:			
Ingredient 1:	Stone (10001)	150x	
Ingredient 2:	Sliver of the Unfulfilled (11111)	3x	
Ingredient 3:	Gold Bar (11054)	1x	

**Annotations:**Normal size. "T1" stands for "Tier 1". **SAW item**. See chapter 7.6. for more information.

Itemnr.:	6765137		
Name:	Cat of Derketo 02		
Short Description:	Another figurine/statue of one of Derketo's cats.		
	Configurable.		
Recipe:			
Ingredient 1:	Stone (10001)	500x	
Ingredient 2:	Sliver of the Unfulfilled (11111)	6x	
Ingredient 3:	Gold Bar (11054)	2x	

**Annotations:****SAW item**. See chapter 7.6. for more information.

5.10.2) SvS2 Derketo

**Name of Feat:** SvS2 Derketo**Prerequisite Feat:** SvS2, SvS-Ext Derketo**Learned by item:** N.A.**Workbench:** Altar of Derketo (workbench) (6766619) (from SvS-Ext)

All items can be found in the admin menu in "building".

There are currently no recipes into this feat.

5.11) Cats and Dogs

5.11.1) SvS-Ext Cats and Dogs



Name of Feat: SvS-Ext Cats and Dogs

Prerequisite Feat: SvS-Extended

Learned by item: Rcp. cats and dogs tamer (6766524)

Workbench: Animal's cage (6766623)

All items can be found in the admin menu in "building".

Itemnr.:	6766623	
Name:	Animal's cage (workbench)	
Short Description:	Workstation for recipes from SvS-Ext Animal Tamer, SvS-Ext Avian, SvS-Ext Cattle, SvS-Ext Cats and Dogs and SvS-Ext Horse. This is also valid for the corresponding SvS2 feats.	
Recipe:		
Ingredient 1:	Iron Bar (11501)	20x
Ingredient 2:	Hide (12011)	25x
Annotations:	Workbench with 200 slots. Can be crafted within your inventory.	













Itemnr.:	6765340	
Name:	Beagle	
Short Description:	A beagle	
Recipe:		
Ingredient 1:	Black Lotus Powder (11087)	1x
Ingredient 2:	Savoury Flesh (13002)	15x
Annotations:	Placeable animal (will stay where it's placed) with idle animation.	



Itemnr.:	6765341	
Name:	Cane Corso 01	
Short Description:	A Cane Corso	
Recipe:		
Ingredient 1:	Black Lotus Powder (11087)	1x
Ingredient 2:	Exotic Flesh (13003)	10x
Annotations:	Placeable animal (will stay where it's placed) with idle animation.	



Itemnr.:	6765342		
Name:	Cane Corso 01 sitting		
Short Description:	A Cane Corso		
Recipe:			
Ingredient 1:	Black Lotus Powder (11087)	1x	
Ingredient 2:	Exotic Flesh (13003)	10x	
Annotations:	Placeable animal (will stay where it's placed) with idle animation.		
Itemnr.:	6765343		
Name:	Cane Corso 02		
Short Description:	A Cane Corso		
Recipe:			
Ingredient 1:	Black Lotus Powder (11087)	1x	
Ingredient 2:	Exotic Flesh (13003)	10x	
Annotations:	Placeable animal (will stay where it's placed) with idle animation.		
Itemnr.:	6765344		
Name:	Cane Corso 02 sitting		
Short Description:	A Cane Corso		
Recipe:			
Ingredient 1:	Black Lotus Powder (11087)	1x	
Ingredient 2:	Exotic Flesh (13003)	10x	
Annotations:	Placeable animal (will stay where it's placed) with idle animation.		
Itemnr.:	6765345		
Name:	Cane Corso 03		
Short Description:	A Cane Corso		
Recipe:			
Ingredient 1:	Black Lotus Powder (11087)	1x	
Ingredient 2:	Exotic Flesh (13003)	10x	
Annotations:	Placeable animal (will stay where it's placed) with idle animation.		
Itemnr.:	6765346		
Name:	Cane Corso 03 sitting		
Short Description:	A Cane Corso		
Recipe:			
Ingredient 1:	Black Lotus Powder (11087)	1x	
Ingredient 2:	Exotic Flesh (13003)	10x	
Annotations:	Placeable animal (will stay where it's placed) with idle animation.		

Itemnr.: 6765347
Name: Wolfhound 01
Short Description: A wolfhound
Recipe:
 Ingredient 1: Black Lotus Powder (11087) 1x
 Ingredient 2: Exquisite Meat (18286) 10x
Annotations:
 Placeable animal (will stay where it's placed) with idle animation.



Itemnr.: 6765348
Name: Wolfhound 01 sitting
Short Description: A wolfhound
Recipe:
 Ingredient 1: Black Lotus Powder (11087) 1x
 Ingredient 2: Exquisite Meat (18286) 10x
Annotations:
 Placeable animal (will stay where it's placed) with idle animation.



Itemnr.: 6765349
Name: Wolfhound 02
Short Description: A wolfhound
Recipe:
 Ingredient 1: Black Lotus Powder (11087) 1x
 Ingredient 2: Exquisite Meat (18286) 10x
Annotations:
 Placeable animal (will stay where it's placed) with idle animation.

















Itemnr.: 6765350
Name: Wolfhound 02 sitting
Short Description: A wolfhound
Recipe:
 Ingredient 1: Black Lotus Powder (11087) 1x
 Ingredient 2: Exquisite Meat (18286) 10x
Annotations:
 Placeable animal (will stay where it's placed) with idle animation.



Itemnr.: 6765351
Name: Hellenic hound 01
Short Description: A Hellenic Hound
Recipe:
 Ingredient 1: Black Lotus Powder (11087) 1x
 Ingredient 2: Savoury Flesh (13002) 15x
Annotations:
 Placeable animal (will stay where it's placed) with idle animation.



Itemnr.:	6765352		
Name:	Hellenic hound 01 sitting		
Short Description:	A Hellenic Hound		
Recipe:			
Ingredient 1:	Black Lotus Powder (11087)	1x	
Ingredient 2:	Savoury Flesh (13002)	15x	
Annotations:	Placeable animal (will stay where it's placed) with idle animation.		
Itemnr.:	6765353		
Name:	Hellenic hound 02		
Short Description:	A Hellenic Hound		
Recipe:			
Ingredient 1:	Black Lotus Powder (11087)	1x	
Ingredient 2:	Savoury Flesh (13002)	15x	
Annotations:	Placeable animal (will stay where it's placed) with idle animation.		
Itemnr.:	6765354		
Name:	Hellenic hound 01 sitting		
Short Description:	A Hellenic Hound		
Recipe:			
Ingredient 1:	Black Lotus Powder (11087)	1x	
Ingredient 2:	Savoury Flesh (13002)	15x	
Annotations:	Placeable animal (will stay where it's placed) with idle animation.		
Itemnr.:	6765355		
Name:	Pug 01		
Short Description:	A pug		
Recipe:			
Ingredient 1:	Black Lotus Powder (11087)	1x	
Ingredient 2:	Raw Pork (18279)	10x	
Annotations:	Placeable animal (will stay where it's placed) with idle animation.		
Itemnr.:	6765356		
Name:	Pug 01 sitting		
Short Description:	A pug		
Recipe:			
Ingredient 1:	Black Lotus Powder (11087)	1x	
Ingredient 2:	Raw Pork (18279)	10x	
Annotations:	Placeable animal (will stay where it's placed) with idle animation.		



Itemnr.:	6765357		
Name:	Pug 02		
Short Description:	A pug		
Recipe:			
Ingredient 1:	Black Lotus Powder (11087)	1x	
Ingredient 2:	Raw Pork (18279)	10x	
Annotations:	Placeable animal (will stay where it's placed) with idle animation.		
Itemnr.:	6765358		
Name:	Pug 02 sitting		
Short Description:	A pug		
Recipe:			
Ingredient 1:	Black Lotus Powder (11087)	1x	
Ingredient 2:	Raw Pork (18279)	10x	
Annotations:	Placeable animal (will stay where it's placed) with idle animation.		

5.11.1) SvS2 Cats and Dogs



Name of Feat: SvS2 Cats and Dogs
Prerequisite Feat: SvS2, SvS-Extended
Learned by item: N.A.
Workbench: Animal's cage (6766623) (from SvS-Ext)

All items can be found in the admin menu in "building".

Itemnr.:	6861000		
Name:	Black Cat		
Short Description:	A black cat		
Recipe:			
Ingredient 1:	Black Lotus Powder (11087)	1x	
Ingredient 2:	Raw Pork (18279)	10x	
Annotations:	Placeable animal (will stay where it's placed) with idle and relax animation. It will switch its state randomly after a certain time. It has some activatable sound (purring), which also can be turned off. Use the radial menu for turning sound on/off. Initial state is off. Turn sound on respects ownership. Turn sound off if available for all. This is made for RP purpose to be able to avoid being penetrated by sound constantly within a roleplay scene.		

Itemnr.: 6861001
Name: White Cat
Short Description: A white cat
Recipe:

Ingredient 1: Black Lotus Powder (11087) 1x
 Ingredient 2: Raw Pork (18279) 10x



Annotations:

Placeable animal (will stay where it's placed) with idle and relax animation. It will switch its state randomly after a certain time. It has some activatable sound (purring), which also can be turned off. Use the radial menu for turning sound on/off. Initial state is off. Turn sound on respects ownership. Turn sound off if available for all. This is made for RP purpose to be able to avoid being penetrated by sound constantly within a roleplay scene.

Itemnr.: 6861002
Name: Siam Cat
Short Description: A siam cat
Recipe:

Ingredient 1: Black Lotus Powder (11087) 1x
 Ingredient 2: Raw Pork (18279) 10x



Annotations:

Placeable animal (will stay where it's placed) with idle and relax animation. It will switch its state randomly after a certain time. It has some activatable sound (purring), which also can be turned off. Use the radial menu for turning sound on/off. Initial state is off. Turn sound on respects ownership. Turn sound off if available for all. This is made for RP purpose to be able to avoid being penetrated by sound constantly within a roleplay scene.

Itemnr.: 6861003
Name: Tabby Cat
Short Description: A tabby cat
Recipe:

Ingredient 1: Black Lotus Powder (11087) 1x
 Ingredient 2: Raw Pork (18279) 10x



Annotations:

Placeable animal (will stay where it's placed) with idle and relax animation. It will switch its state randomly after a certain time. It has some activatable sound (purring), which also can be turned off. Use the radial menu for turning sound on/off. Initial state is off. Turn sound on respects ownership. Turn sound off if available for all. This is made for RP purpose to be able to avoid being penetrated by sound constantly within a roleplay scene.

Itemnr.: 6861024

Name: Wolf

Short Description: A wolf

Recipe:

Ingredient 1: Black Lotus Powder (11087) 1x

Ingredient 2: Savoury Flesh (13002) 20x

Annotations:

SAW item. Needs "Activate SAW (Aim) [SvS2]" to be configured!

Placeable animal (will stay where it's placed) with idle and relax animation. Howls sometimes.



Itemnr.: 6861028

Name: Stray Cat

Short Description: A stray cat

Recipe:

Ingredient 1: Black Lotus Powder (11087) 1x

Ingredient 2: Feral Flesh (13001) 20x

Annotations:

SAW item. Needs "Activate SAW (Aim) [SvS2]" to be configured!

Placeable animal (will stay where it's placed) with idle and relax animation. Meows sometimes.



5.12) Elements

5.12.1) SvS-Ext Elements



Name of Feat: SvS-Ext Elements

Prerequisite Feat: SvS-Extended

Learned by item: Book of Elements (6766532)

Workbench: Workstation of Elements (6766533)

All items can be found in the admin menu in "building". Please note, the workbench is admin-spawn only!

Itemnr.:	6766533	
Name:	Workstation of Elements	
Short Description:	Workstation for Recipes of Feat SvS-Ext Elements	
Recipe:		
Ingredient 1:	Purified Water (18211)	10x
Ingredient 2:	Shaped Wood (16021)	15x
Annotations:	Workbench with 200 slots. Admin spawn only. It cannot be picked up after placing!	



Itemnr.:	6767000	
Name:	Waterfall 01 Var. 01	
Short Description:	A really large waterfall (higher than 6 foundations, approx. 3 foundations in length, 1 foundation width (bottom), 1 /3 foundation width (top))	
Recipe:		
Ingredient 1:	Elixir of Might (18297)	10x
Ingredient 2:	Tear of Two Races (15509)	1x
Ingredient 3:	Purified Water (18211)	10x
Annotations:	Waterfall	



Itemnr.:	6767001	
Name:	Waterfall 01 Var. 02	
Short Description:	A really large waterfall (higher than 6 foundations, approx. 3 foundations in length, 1 foundation width (bottom), 1 /3 foundation width (top))	
Recipe:		
Ingredient 1:	Elixir of Might (18297)	10x
Ingredient 2:	Tear of Two Races (15509)	1x
Ingredient 3:	Purified Water (18211)	10x
Annotations:	Waterfall	



Itemnr.: 6767002
Name: Waterfall 01 Var. 03
Short Description: A really large waterfall (higher than 6 foundations, approx. 3 foundations in length, 1 foundation width (bottom), 1 /3 foundation width (top))

Recipe:

Ingredient 1:	Elixir of Might (18297)	10x
Ingredient 2:	Tear of Two Races (15509)	1x
Ingredient 3:	Purified Water (18211)	10x

Annotations:**Waterfall**

Itemnr.: 6767003
Name: Waterfall 01 Var. 04
Short Description: A really large waterfall (higher than 6 foundations, approx. 3 foundations in length, 1 foundation width (bottom), 1 /3 foundation width (top))

Recipe:

Ingredient 1:	Elixir of Might (18297)	10x
Ingredient 2:	Tear of Two Races (15509)	1x
Ingredient 3:	Purified Water (18211)	10x

Annotations:**Waterfall**

Itemnr.: 6767004
Name: Waterfall 01 Var. 05
Short Description: A really large waterfall (higher than 6 foundations, approx. 3 foundations in length, 1 foundation width (bottom), 1 /3 foundation width (top))

Recipe:

Ingredient 1:	Elixir of Might (18297)	10x
Ingredient 2:	Tear of Two Races (15509)	1x
Ingredient 3:	Purified Water (18211)	10x









Annotations:**Waterfall**











Itemnr.: 6767004
Name: Waterfall 01 Var. 05
Short Description: A really large waterfall (higher than 6 foundations, approx. 3 foundations in length, 1 foundation width (bottom), 1 /3 foundation width (top))

Recipe:

Ingredient 1:	Elixir of Might (18297)	10x
Ingredient 2:	Tear of Two Races (15509)	1x
Ingredient 3:	Purified Water (18211)	10x

Annotations:**Waterfall**

Itemnr.:	6767005		
Name:	Waterfall 01 Var. 06		
Short Description:	A really large waterfall (higher than 6 foundations, approx. 3 foundations in length, 1 foundation width (bottom), 1 /3 foundation width (top))		
Recipe:			
Ingredient 1:	Elixir of Might (18297)	10x	
Ingredient 2:	Tear of Two Races (15509)	1x	
Ingredient 3:	Purified Water (18211)	10x	
Annotations:	Waterfall		
Itemnr.:	6767006		
Name:	Waterfall 02 Var. 01		
Short Description:	A narrow waterfall flowing from a pipe (approx. 1 foundation height)		
Recipe:			
Ingredient 1:	Elixir of Might (18297)	2x	
Ingredient 2:	Purified Water (18211)	2x	
Annotations:	Waterfall		
Itemnr.:	6767007		
Name:	Waterfall 02 Var. 02		
Short Description:	A narrow waterfall flowing from a pipe (approx. 1 foundation height)		
Recipe:			
Ingredient 1:	Elixir of Might (18297)	2x	
Ingredient 2:	Purified Water (18211)	2x	
Annotations:	Waterfall		
Itemnr.:	6767008		
Name:	Waterfall 02 Var. 03		
Short Description:	A narrow waterfall flowing from a pipe (approx. 1 foundation height)		
Recipe:			
Ingredient 1:	Elixir of Might (18297)	2x	
Ingredient 2:	Purified Water (18211)	2x	
Annotations:	Waterfall		

Itemnr.:	6767009			
Name:	Waterfall 02 Var. 04			
Short Description:	A narrow waterfall flowing from a pipe (approx. 1 foundation height)			
Recipe:				
Ingredient 1:	Elixir of Might (18297)	2x		
Ingredient 2:	Purified Water (18211)	2x		
Annotations:	Waterfall			
Itemnr.:	6767010			
Name:	Waterfall 02 Var. 05			
Short Description:	A narrow waterfall flowing from a pipe (approx. 1 foundation height)			
Recipe:				
Ingredient 1:	Elixir of Might (18297)	2x		
Ingredient 2:	Purified Water (18211)	2x		
Annotations:	Waterfall			
Itemnr.:	6767011			
Name:	Waterfall 02 Var. 06			
Short Description:	A narrow waterfall flowing from a pipe (approx. 1 foundation height)			
Recipe:				
Ingredient 1:	Elixir of Might (18297)	2x		
Ingredient 2:	Purified Water (18211)	2x		
Annotations:	Waterfall			
Itemnr.:	6767042			
Name:	Waterfall 03 Var. 01			
Short Description:	A wide waterfall flowing from a huge pipe (approx. 3 foundations height, 1 foundations length, 1 foundation width)			
Recipe:				
Ingredient 1:	Elixir of Might (18297)	2x		
Ingredient 2:	Purified Water (18211)	5x		
Annotations:	Waterfall			
Itemnr.:	6767043			
Name:	Waterfall 03 Var. 02			
Short Description:	A wide waterfall flowing from a huge pipe (approx. 3 foundations height, 1 foundations length, 1 foundation width)			
Recipe:				
Ingredient 1:	Elixir of Might (18297)	2x		
Ingredient 2:	Purified Water (18211)	5x		
Annotations:	Waterfall			

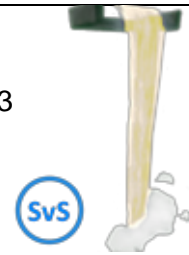
Itemnr.: 6767044
Name: Waterfall 03 Var. 03
Short Description: A wide waterfall flowing from a huge pipe (approx. 3 foundations height, 1 foundations length, 1 foundation width)
Recipe:
 Ingredient 1: Elixier of Might (18297) 2x
 Ingredient 2: Purified Water (18211) 5x
Annotations:
[Waterfall](#)



Itemnr.: 6767045
Name: Waterfall 03 Var. 04
Short Description: A wide waterfall flowing from a huge pipe (approx. 3 foundations height, 1 foundations length, 1 foundation width)
Recipe:
 Ingredient 1: Elixier of Might (18297) 2x
 Ingredient 2: Purified Water (18211) 5x
Annotations:
[Waterfall](#)



Itemnr.: 6767046
Name: Waterfall 03 Var. 05
Short Description: A wide waterfall flowing from a huge pipe (approx. 3 foundations height, 1 foundations length, 1 foundation width)
Recipe:
 Ingredient 1: Elixier of Might (18297) 2x
 Ingredient 2: Purified Water (18211) 5x
Annotations:
[Waterfall](#)



Itemnr.: 6767047
Name: Waterfall 03 Var. 06
Short Description: A wide waterfall flowing from a huge pipe (approx. 3 foundations height, 1 foundations length, 1 foundation width)
Recipe:
 Ingredient 1: Elixier of Might (18297) 2x
 Ingredient 2: Purified Water (18211) 5x
Annotations:
[Waterfall](#)



Itemnr.: 6767048
Name: Waterfall 04 Var. 01
Short Description: A wide waterfall flowing from a huge pipe (approx. 4 foundations height, 2 foundations length, 3 foundation width)
Recipe:
 Ingredient 1: Elixier of Might (18297) 10x
 Ingredient 2: Purified Water (18211) 10x
Annotations:
[Waterfall](#)



Itemnr.: 6767049
Name: Waterfall 04 Var. 02
Short Description: A wide waterfall flowing from a huge pipe (approx. 4 foundations height, 2 foundations length, 3 foundation width)
Recipe:
 Ingredient 1: Elixier of Might (18297) 10x
 Ingredient 2: Purified Water (18211) 10x



Annotations:
Waterfall

Itemnr.: 6767050
Name: Waterfall 04 Var. 03
Short Description: A wide waterfall flowing from a huge pipe (approx. 4 foundations height, 2 foundations length, 3 foundation width)
Recipe:
 Ingredient 1: Elixier of Might (18297) 10x
 Ingredient 2: Purified Water (18211) 10x



Annotations:
Waterfall

Itemnr.: 6767051
Name: Waterfall 04 Var. 04
Short Description: A wide waterfall flowing from a huge pipe (approx. 4 foundations height, 2 foundations length, 3 foundation width)
Recipe:
 Ingredient 1: Elixier of Might (18297) 10x
 Ingredient 2: Purified Water (18211) 10x



Annotations:
Waterfall

Itemnr.: 6767052
Name: Waterfall 04 Var. 05
Short Description: A wide waterfall flowing from a huge pipe (approx. 4 foundations height, 2 foundations length, 3 foundation width)
Recipe:
 Ingredient 1: Elixier of Might (18297) 10x
 Ingredient 2: Purified Water (18211) 10x



Annotations:
Waterfall

Itemnr.: 6767053
Name: Waterfall 04 Var. 06
Short Description: A wide waterfall flowing from a huge pipe (approx. 4 foundations height, 2 foundations length, 3 foundation width)
Recipe:
 Ingredient 1: Elixier of Might (18297) 10x
 Ingredient 2: Purified Water (18211) 10x



Annotations:

Waterfall

Itemnr.: 6767012
Name: Waterplane 1x1 (Blue 01)
Short Description: A fake waterblock
Recipe:
 Ingredient 1: Water-filled Glass Flask (14201) 20x

**Annotations:**

This is a textured plane placed on an invisible squared block. The texture is based on the position where it's placed within the world. These planes can be overlapped, but not to 100% attempt.

Itemnr.: 6767013
Name: Waterplane 1x1 (Blue 02)
Short Description: A fake waterblock
Recipe:
 Ingredient 1: Water-filled Glass Flask (14201) 20x

**Annotations:**

This is a textured plane placed on an invisible squared block. The texture is based on the position where it's placed within the world. These planes can be overlapped, but not to 100% attempt.

Itemnr.: 6767014
Name: Waterplane 1x1 (Blue 03)
Short Description: A fake waterblock
Recipe:
 Ingredient 1: Water-filled Glass Flask (14201) 20x

**Annotations:**


This is a textured plane placed on an invisible squared block. The texture is based on the position where it's placed within the world. These planes can be overlapped, but not to 100% attempt.


Itemnr.: 6767015
Name: Waterplane 1x1 (Green)
Short Description: A fake waterblock
Recipe:
 Ingredient 1: Water-filled Glass Flask (14201) 20x

**Annotations:**

This is a textured plane placed on an invisible squared block. The texture is based on the position where it's placed within the world. These planes can be overlapped, but not to 100% attempt.


Itemnr.: 6767016
Name: Waterplane 1x1 (Yellow)
Short Description: A fake waterblock
Recipe:
 Ingredient 1: Water-filled Glass Flask (14201) 20x




Annotations: 

This is a textured plane placed on an invisible squared block. The texture is based on the position where it's placed within the world. These planes can be overlapped, but not to 100% attempt.


Itemnr.: 6767017
Name: Waterplane 1x1 (Blood)
Short Description: A fake waterblock
Recipe:
 Ingredient 1: Water-filled Glass Flask (14201) 20x




Annotations: 

This is a textured plane placed on an invisible squared block. The texture is based on the position where it's placed within the world. These planes can be overlapped, but not to 100% attempt.


Itemnr.: 6767018
Name: Swampplane 1x1 (Yellow)
Short Description: A fake waterblock
Recipe:
 Ingredient 1: Water-filled Glass Flask (14201) 20x




Annotations: 

This is a textured plane placed on an invisible squared block. The texture is based on the position where it's placed within the world. These planes can be overlapped, but not to 100% attempt.

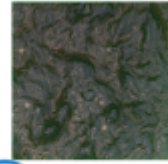
Itemnr.: 6767019
Name: Swampplane 1x1 (Green)
Short Description: A fake waterblock
Recipe:
 Ingredient 1: Water-filled Glass Flask (14201) 20x



Annotations: 

This is a textured plane placed on an invisible squared block. The texture is based on the position where it's placed within the world. These planes can be overlapped, but not to 100% attempt.

Itemnr.: 6767020
Name: Floatingplane 1x1 (Brown)
Short Description: A fake waterblock
Recipe:
 Ingredient 1: Water-filled Glass Flask (14201) 20x



Annotations:
 This is a textured plane placed on an invisible squared block. The texture is based on the position where it's placed within the world. These planes can be overlapped, but not to 100% attempt.

Itemnr.: 6767021
Name: Scum Pond 1x1
Short Description: A fake waterblock
Recipe:
 Ingredient 1: Water-filled Glass Flask (14201) 20x



Annotations:
 This is a textured plane placed on an invisible squared block. The texture is based on the position where it's placed within the world. These planes can be overlapped, but not to 100% attempt.

Itemnr.: 6767022
Name: Waterplane 1x2 (Blue 01)
Short Description: A fake waterblock
Recipe:
 Ingredient 1: Water-filled Glass Flask (14201) 40x



Annotations:
 This is a textured plane placed on an invisible squared block. The texture is based on the position where it's placed within the world. These planes can be overlapped, but not to 100% attempt.

Itemnr.: 6767023
Name: Waterplane 1x2 (Blue 02)
Short Description: A fake waterblock
Recipe:
 Ingredient 1: Water-filled Glass Flask (14201) 40x



Annotations:
 This is a textured plane placed on an invisible squared block. The texture is based on the position where it's placed within the world. These planes can be overlapped, but not to 100% attempt.

Itemnr.: 6767024
Name: Waterplane 1x2 (Blue 03)
Short Description: A fake waterblock
Recipe:
 Ingredient 1: Water-filled Glass Flask (14201) 40x



Annotations:

This is a textured plane placed on an invisible squared block. The texture is based on the position where it's placed within the world. These planes can be overlapped, but not to 100% attempt.

Itemnr.: 6767025

Name: Waterplane 1x2 (Green)

Short Description: A fake waterblock

Recipe:

Ingredient 1: Water-filled Glass Flask (14201) 40x

Annotations:

This is a textured plane placed on an invisible squared block. The texture is based on the position where it's placed within the world. These planes can be overlapped, but not to 100% attempt.



Itemnr.: 6767026

Name: Waterplane 1x2 (Yellow)

Short Description: A fake waterblock

Recipe:

Ingredient 1: Water-filled Glass Flask (14201) 40x

Annotations:

This is a textured plane placed on an invisible squared block. The texture is based on the position where it's placed within the world. These planes can be overlapped, but not to 100% attempt.



Itemnr.: 6767027

Name: Waterplane 1x2 (Blood)

Short Description: A fake waterblock

Recipe:

Ingredient 1: Water-filled Glass Flask (14201) 40x

Annotations:

This is a textured plane placed on an invisible squared block. The texture is based on the position where it's placed within the world. These planes can be overlapped, but not to 100% attempt.



Itemnr.: 6767028

Name: Swampplane 1x2 (Yellow)

Short Description: A fake waterblock

Recipe:

Ingredient 1: Water-filled Glass Flask (14201) 40x

Annotations:

This is a textured plane placed on an invisible squared block. The texture is based on the position where it's placed within the world. These planes can be overlapped, but not to 100% attempt.



Itemnr.: 6767029

Name: Swampplane 1x2 (Green)

Short Description: A fake waterblock

Recipe:

Ingredient 1: Water-filled Glass Flask (14201) 40x

Annotations:

Annotations:

This is a textured plane placed on an invisible squared block. The texture is based on the position where it's placed within the world. These planes can be overlapped, but not to 100% attempt.

Itemnr.: 6767030
Name: Floatingplane 1x2 (Brown)
Short Description: A fake waterblock

Recipe:

Ingredient 1: Water-filled Glass Flask (14201) 40x

Annotations:

This is a textured plane placed on an invisible squared block. The texture is based on the position where it's placed within the world. These planes can be overlapped, but not to 100% attempt.

Itemnr.: 6767031
Name: Scum Pond 1x2
Short Description: A fake waterblock

Recipe:

Ingredient 1: Water-filled Glass Flask (14201) 40x

Annotations:

This is a textured plane placed on an invisible squared block. The texture is based on the position where it's placed within the world. These planes can be overlapped, but not to 100% attempt.

Itemnr.: 6767032
Name: Waterplane 2x2 (Blue 01)
Short Description: A fake waterblock

Recipe:

Ingredient 1: Water-filled Glass Flask (14201) 80x

Annotations:

This is a textured plane placed on an invisible squared block. The texture is based on the position where it's placed within the world. These planes can be overlapped, but not to 100% attempt.

Itemnr.: 6767033
Name: Waterplane 2x2 (Blue 02)
Short Description: A fake waterblock

Recipe:

Ingredient 1: Water-filled Glass Flask (14201) 80x

Annotations:

This is a textured plane placed on an invisible squared block. The texture is based on the position where it's placed within the world. These planes can be overlapped, but not to 100% attempt.

Itemnr.: 6767034
Name: Waterplane 2x2 (Blue 03)
Short Description: A fake waterblock

Recipe:

Ingredient 1: Water-filled Glass Flask (14201) 80x



Annotations:

This is a textured plane placed on an invisible squared block. The texture is based on the position where it's placed within the world. These planes can be overlapped, but not to 100% attempt.

Itemnr.: 6767035

Name: Waterplane 2x2 (Green)

Short Description: A fake waterblock

Recipe:

Ingredient 1: Water-filled Glass Flask (14201) 80x

Annotations:

This is a textured plane placed on an invisible squared block. The texture is based on the position where it's placed within the world. These planes can be overlapped, but not to 100% attempt.



Itemnr.: 6767036

Name: Waterplane 2x2 (Yellow)

Short Description: A fake waterblock

Recipe:

Ingredient 1: Water-filled Glass Flask (14201) 80x

Annotations:

This is a textured plane placed on an invisible squared block. The texture is based on the position where it's placed within the world. These planes can be overlapped, but not to 100% attempt.



Itemnr.: 6767037

Name: Waterplane 2x2 (Blood)

Short Description: A fake waterblock

Recipe:

Ingredient 1: Water-filled Glass Flask (14201) 80x

Annotations:

This is a textured plane placed on an invisible squared block. The texture is based on the position where it's placed within the world. These planes can be overlapped, but not to 100% attempt.



Itemnr.: 6767038

Name: Swampplane 2x2 (Yellow)

Short Description: A fake waterblock

Recipe:

Ingredient 1: Water-filled Glass Flask (14201) 80x

Annotations:

This is a textured plane placed on an invisible squared block. The texture is based on the position where it's placed within the world. These planes can be overlapped, but not to 100% attempt.



Itemnr.: 6767039

Name: Swampplane 2x2 (Green)

Short Description: A fake waterblock

Recipe:

Ingredient 1: Water-filled Glass Flask (14201) 80x



Annotations:

This is a textured plane placed on an invisible squared block. The texture is based on the position where it's placed within the world. These planes can be overlapped, but not to 100% attempt.

Itemnr.: 6767040
Name: Floatingplane 2x2 (Brown)
Short Description: A fake waterblock

Recipe:

Ingredient 1: Water-filled Glass Flask (14201) 80x

Annotations:

This is a textured plane placed on an invisible squared block. The texture is based on the position where it's placed within the world. These planes can be overlapped, but not to 100% attempt.

Itemnr.: 6767041
Name: Scum Pond 2x2
Short Description: A fake waterblock

Recipe:

Ingredient 1: Water-filled Glass Flask (14201) 80x

Annotations:

This is a textured plane placed on an invisible squared block. The texture is based on the position where it's placed within the world. These planes can be overlapped, but not to 100% attempt.

Itemnr.: 6767054
Name: Waterfall W 01 Var. 01
Short Description: A real large waterfall (higher than 6 foundations, approx. 1,5 foundations in length, 1 foundation width (bottom), 0,33 foundation width (top))

Recipe:

Ingredient 1: Elixir of Might (18297) 10x
 Ingredient 2: Tear of Two Races (15509) 1x
 Ingredient 3: Purified Water (18211) 10x

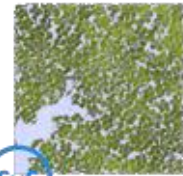
Annotations:

You can attach the **waterfall** to a wall. Make sure to adjust the height to your needs. The item can be picked up again when holding E and focussing the **waterfall**. Please note, you can turn the **waterfall** sound on/off with pressing E shortly. The sound will also fade over distance. The item is realized with an **emitter** (see also chapter 7).

Itemnr.: 6767055
Name: Waterfall W 01 Var. 02
Short Description: A real large waterfall (higher than 6 foundations, approx. 1,5 foundations in length, 1 foundation width (bottom), 0,33 foundation width (top))

Recipe:

Ingredient 1: Elixir of Might (18297) 10x
 Ingredient 2: Tear of Two Races (15509) 1x
 Ingredient 3: Purified Water (18211) 10x



Annotations:

You can attach the **waterfall** to a wall. Make sure to adjust the height to your needs. The item can be picked up again when holding E and focussing the **waterfall**. Please note, you can turn the **waterfall** sound on/off with pressing E shortly. The sound will also fade over distance. The item is realized with an **emitter** (see also chapter 7).

Itemnr.: 6767056

Name: Waterfall W 01 Var. 03

Short Description: A real large waterfall (higher than 6 foundations, approx. 1,5 foundations in length, 1 foundation width (bottom), 0,33 foundation width (top))

Recipe:

Ingredient 1: Elixier of Might (18297) 10x

Ingredient 2: Tear of Two Races (15509) 1x

Ingredient 3: Purified Water (18211) 10x

Annotations:

You can attach the **waterfall** to a wall. Make sure to adjust the height to your needs. The item can be picked up again when holding E and focussing the **waterfall**. Please note, you can turn the **waterfall** sound on/off with pressing E shortly. The sound will also fade over distance. The item is realized with an **emitter** (see also chapter 7).

Itemnr.: 6767057

Name: Waterfall W 01 Var. 04

Short Description: A real large waterfall (higher than 6 foundations, approx. 1,5 foundations in length, 1 foundation width (bottom), 0,33 foundation width (top))

Recipe:

Ingredient 1: Elixier of Might (18297) 10x

Ingredient 2: Tear of Two Races (15509) 1x

Ingredient 3: Purified Water (18211) 10x

Annotations:

You can attach the **waterfall** to a wall. Make sure to adjust the height to your needs. The item can be picked up again when holding E and focussing the **waterfall**. Please note, you can turn the **waterfall** sound on/off with pressing E shortly. The sound will also fade over distance. The item is realized with an **emitter** (see also chapter 7).

Itemnr.: 6767058

Name: Waterfall W 01 Var. 05

Short Description: A real large waterfall (higher than 6 foundations, approx. 1,5 foundations in length, 1 foundation width (bottom), 0,33 foundation width (top))

Recipe:

Ingredient 1: Elixier of Might (18297) 10x

Ingredient 2: Tear of Two Races (15509) 1x

Ingredient 3: Purified Water (18211) 10x



Annotations:

You can attach the **waterfall** to a wall. Make sure to adjust the height to your needs. The item can be picked up again when holding E and focussing the **waterfall**. Please note, you can turn the **waterfall** sound on/off with pressing E shortly. The sound will also fade over distance. The item is realized with an **emitter** (see also chapter 7).

Itemnr.: 6767058

Name: Waterfall W 01 Var. 05

Short Description: A real large waterfall (higher than 6 foundations, approx. 1,5 foundations in length, 1 foundation width (bottom), 0,33 foundation width (top))

Recipe:

Ingredient 1: Elixier of Might (18297) 10x

Ingredient 2: Tear of Two Races (15509) 1x

Ingredient 3: Purified Water (18211) 10x

Annotations:

You can attach the waterfall to a wall. Make sure to adjust the height to your needs. The item can be picked up again when holding E and focussing the **waterfall**. Please note, you can turn the **waterfall** sound on/off with pressing E shortly. The sound will also fade over distance. The item is realized with an **emitter** (see also chapter 7).

Itemnr.: 6767059

Name: Waterfall W 01 Var. 06

Short Description: A real large waterfall (higher than 6 foundations, approx. 1,5 foundations in length, 1 foundation width (bottom), 0,33 foundation width (top))

Recipe:

Ingredient 1: Elixier of Might (18297) 10x

Ingredient 2: Tear of Two Races (15509) 1x

Ingredient 3: Purified Water (18211) 10x

Annotations:

You can attach the **waterfall** to a wall. Make sure to adjust the height to your needs. The item can be picked up again when holding E and focussing the **waterfall**. Please note, you can turn the **waterfall** sound on/off with pressing E shortly. The sound will also fade over distance. The item is realized with an **emitter** (see also chapter 7).

Itemnr.: 6767060

Name: Waterfall W 02 Var. 01

Short Description: A narrow waterfall flowing from a pipe (approx. 1 foundation height)

Recipe:

Ingredient 1: Elixier of Might (18297) 2x

Ingredient 2: Purified Water (18211) 2x

Annotations:

You can attach the **waterfall** to a wall. Make sure to adjust the height to your needs. The item can be picked up again when holding E and focussing the **waterfall**. Please note, you can turn the **waterfall** sound on/off with pressing E shortly. The sound will also fade over distance. The item is realized with an **emitter** (see also chapter 7).



Itemnr.: 6767061
Name: Waterfall W 02 Var. 02
Short Description: A narrow waterfall flowing from a pipe (approx. 1 foundation height)

Recipe:

Ingredient 1: Elixir of Might (18297) 2x
 Ingredient 2: Purified Water (18211) 2x

**Annotations:**

You can attach the **waterfall** to a wall. Make sure to adjust the height to your needs. The item can be picked up again when holding E and focussing the **waterfall**. Please note, you can turn the **waterfall** sound on/off with pressing E shortly. The sound will also fade over distance. The item is realized with an **emitter** (see also chapter 7).

Itemnr.: 6767062
Name: Waterfall W 02 Var. 03
Short Description: A narrow waterfall flowing from a pipe (approx. 1 foundation height)

Recipe:

Ingredient 1: Elixir of Might (18297) 2x
 Ingredient 2: Purified Water (18211) 2x

**Annotations:**

You can attach the **waterfall** to a wall. Make sure to adjust the height to your needs. The item can be picked up again when holding E and focussing the **waterfall**. Please note, you can turn the **waterfall** sound on/off with pressing E shortly. The sound will also fade over distance. The item is realized with an **emitter** (see also chapter 7).

Itemnr.: 6767063
Name: Waterfall W 02 Var. 04
Short Description: A narrow waterfall flowing from a pipe (approx. 1 foundation height)

Recipe:

Ingredient 1: Elixir of Might (18297) 2x
 Ingredient 2: Purified Water (18211) 2x

**Annotations:**

You can attach the **waterfall** to a wall. Make sure to adjust the height to your needs. The item can be picked up again when holding E and focussing the **waterfall**. Please note, you can turn the **waterfall** sound on/off with pressing E shortly. The sound will also fade over distance. The item is realized with an **emitter** (see also chapter 7).

Itemnr.: 6767064
Name: Waterfall W 02 Var. 05
Short Description: A narrow waterfall flowing from a pipe (approx. 1 foundation height)

Recipe:

Ingredient 1: Elixir of Might (18297) 2x
 Ingredient 2: Purified Water (18211) 2x



Annotations:

You can attach the **waterfall** to a wall. Make sure to adjust the height to your needs. The item can be picked up again when holding E and focussing the **waterfall**. Please note, you can turn the **waterfall** sound on/off with pressing E shortly. The sound will also fade over distance. The item is realized with an **emitter** (see also chapter 7).

Itemnr.: 6767065

Name: Waterfall W 02 Var. 06

Short Description: A narrow waterfall flowing from a pipe (approx. 1 foundation height)

Recipe:

Ingredient 1: Elixier of Might (18297) 2x

Ingredient 2: Purified Water (18211) 2x

Annotations:

You can attach the **waterfall** to a wall. Make sure to adjust the height to your needs. The item can be picked up again when holding E and focussing the **waterfall**. Please note, you can turn the **waterfall** sound on/off with pressing E shortly. The sound will also fade over distance. The item is realized with an **emitter** (see also chapter 7).

Itemnr.: 6767066

Name: Waterfall W 03 Var. 01

Short Description: A wide waterfall flowing from a huge pipe (approx. 3 foundations height, 1 foundations length, 1 foundation width)

Recipe:

Ingredient 1: Elixier of Might (18297) 2x

Ingredient 2: Purified Water (18211) 5x

Annotations:

You can attach the **waterfall** to a wall. Make sure to adjust the height to your needs. The item can be picked up again when holding E and focussing the **waterfall**. Please note, you can turn the **waterfall** sound on/off with pressing E shortly. The sound will also fade over distance. The item is realized with an **emitter** (see also chapter 7).

Itemnr.: 6767067

Name: Waterfall W 03 Var. 02

Short Description: A narrow waterfall flowing from a pipe (approx. 1 foundation height)

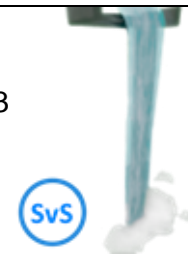
Recipe:

Ingredient 1: Elixier of Might (18297) 2x

Ingredient 2: Purified Water (18211) 5x

Annotations:

You can attach the **waterfall** to a wall. Make sure to adjust the height to your needs. The item can be picked up again when holding E and focussing the **waterfall**. Please note, you can turn the **waterfall** sound on/off with pressing E shortly. The sound will also fade over distance. The item is realized with an **emitter** (see also chapter 7).



Itemnr.: 6767068
Name: Waterfall W 03 Var. 03
Short Description: A narrow waterfall flowing from a pipe (approx. 1 foundation height)

Recipe:

Ingredient 1: Elixir of Might (18297) 2x
 Ingredient 2: Purified Water (18211) 5x

Annotations:

You can attach the **waterfall** to a wall. Make sure to adjust the height to your needs. The item can be picked up again when holding E and focussing the **waterfall**. Please note, you can turn the **waterfall** sound on/off with pressing E shortly. The sound will also fade over distance. The item is realized with an **emitter** (see also chapter 7).



Itemnr.: 6767069
Name: Waterfall W 03 Var. 04
Short Description: A narrow waterfall flowing from a pipe (approx. 1 foundation height)

Recipe:

Ingredient 1: Elixir of Might (18297) 2x
 Ingredient 2: Purified Water (18211) 5x

Annotations:

You can attach the **waterfall** to a wall. Make sure to adjust the height to your needs. The item can be picked up again when holding E and focussing the **waterfall**. Please note, you can turn the **waterfall** sound on/off with pressing E shortly. The sound will also fade over distance. The item is realized with an **emitter** (see also chapter 7).



Itemnr.: 6767070
Name: Waterfall W 03 Var. 05
Short Description: A narrow waterfall flowing from a pipe (approx. 1 foundation height)

Recipe:

Ingredient 1: Elixir of Might (18297) 2x
 Ingredient 2: Purified Water (18211) 5x

Annotations:

You can attach the **waterfall** to a wall. Make sure to adjust the height to your needs. The item can be picked up again when holding E and focussing the **waterfall**. Please note, you can turn the **waterfall** sound on/off with pressing E shortly. The sound will also fade over distance. The item is realized with an **emitter** (see also chapter 7).



Itemnr.: 6767071
Name: Waterfall W 03 Var. 06
Short Description: A narrow waterfall flowing from a pipe (approx. 1 foundation height)

Recipe:

Ingredient 1: Elixir of Might (18297) 2x
 Ingredient 2: Purified Water (18211) 5x

Annotations:

Annotations:

You can attach the **waterfall** to a wall. Make sure to adjust the height to your needs. The item can be picked up again when holding E and focussing the **waterfall**. Please note, you can turn the **waterfall** sound on/off with pressing E shortly. The sound will also fade over distance. The item is realized with an **emitter** (see also chapter 7).

Itemnr.: 6767072

Name: Waterfall W 04 Var. 01

Short Description: A wide waterfall flowing from a huge pipe (approx. 4 foundations height, 2 foundations length, 3 foundation width)

Recipe:

Ingredient 1: Elixir of Might (18297) 10x

Ingredient 2: Purified Water (18211) 10x

**Annotations:**

You can attach the **waterfall** to a wall. Make sure to adjust the height to your needs. The item can be picked up again when holding E and focussing the **waterfall**. Please note, you can turn the **waterfall** sound on/off with pressing E shortly. The sound will also fade over distance. The item is realized with an **emitter** (see also chapter 7).

Itemnr.: 6767073

Name: Waterfall W 04 Var. 02

Short Description: A wide waterfall flowing from a huge pipe (approx. 4 foundations height, 2 foundations length, 3 foundation width)

Recipe:

Ingredient 1: Elixir of Might (18297) 10x

Ingredient 2: Purified Water (18211) 10x

**Annotations:**

You can attach the **waterfall** to a wall. Make sure to adjust the height to your needs. The item can be picked up again when holding E and focussing the **waterfall**. Please note, you can turn the **waterfall** sound on/off with pressing E shortly. The sound will also fade over distance. The item is realized with an **emitter** (see also chapter 7).

Itemnr.: 6767074

Name: Waterfall W 04 Var. 03

Short Description: A wide waterfall flowing from a huge pipe (approx. 4 foundations height, 2 foundations length, 3 foundation width)

Recipe:

Ingredient 1: Elixir of Might (18297) 10x

Ingredient 2: Purified Water (18211) 10x

**Annotations:**

You can attach the **waterfall** to a wall. Make sure to adjust the height to your needs. The item can be picked up again when holding E and focussing the **waterfall**. Please note, you can turn the **waterfall** sound on/off with pressing E shortly. The sound will also fade over distance. The item is realized with an **emitter** (see also chapter 7).

Itemnr.: 6767075
Name: Waterfall W 04 Var. 04
Short Description: A wide waterfall flowing from a huge pipe (approx. 4 foundations height, 2 foundations length, 3 foundation width)
Recipe:
 Ingredient 1: Elixier of Might (18297) 10x
 Ingredient 2: Purified Water (18211) 10x

**Annotations:**

You can attach the **waterfall** to a wall. Make sure to adjust the height to your needs. The item can be picked up again when holding E and focussing the **waterfall**. Please note, you can turn the **waterfall** sound on/off with pressing E shortly. The sound will also fade over distance. The item is realized with an **emitter** (see also chapter 7).

Itemnr.: 6767076
Name: Waterfall W 04 Var. 05
Short Description: A wide waterfall flowing from a huge pipe (approx. 4 foundations height, 2 foundations length, 3 foundation width)
Recipe:
 Ingredient 1: Elixier of Might (18297) 10x
 Ingredient 2: Purified Water (18211) 10x

**Annotations:**

You can attach the **waterfall** to a wall. Make sure to adjust the height to your needs. The item can be picked up again when holding E and focussing the **waterfall**. Please note, you can turn the **waterfall** sound on/off with pressing E shortly. The sound will also fade over distance. The item is realized with an **emitter** (see also chapter 7).

Itemnr.: 6767077
Name: Waterfall W 04 Var. 06
Short Description: A wide waterfall flowing from a huge pipe (approx. 4 foundations height, 2 foundations length, 3 foundation width)
Recipe:
 Ingredient 1: Elixier of Might (18297) 10x
 Ingredient 2: Purified Water (18211) 10x

**Annotations:**


You can attach the **waterfall** to a wall. Make sure to adjust the height to your needs. The item can be picked up again when holding E and focussing the **waterfall**. Please note, you can turn the **waterfall** sound on/off with pressing E shortly. The sound will also fade over distance. The item is realized with an **emitter** (see also chapter 7).

Itemnr.: 6767078
Name: Waterplane 3x3 (Blue 01)
Short Description: A fake waterblock
Recipe:
 Ingredient 1: Water-filled Glass Flask (14201) 180x


**Annotations:**

This is a textured plane placed on an invisible squared block. The texture is based on the position where it's placed within the world. These planes can be overlapped, but not to 100% attempt.


Itemnr.: 6767079
Name: Waterplane 3x3 (Blue 02)
Short Description: A fake waterblock
Recipe:
 Ingredient 1: Water-filled Glass Flask (14201) 180x




Annotations:
 This is a textured plane placed on an invisible squared block. The texture is based on the position where it's placed within the world. These planes can be overlapped, but not to 100% attempt.




Itemnr.: 6767080
Name: Waterplane 3x3 (Blue 03)
Short Description: A fake waterblock
Recipe:
 Ingredient 1: Water-filled Glass Flask (14201) 180x




Annotations:
 This is a textured plane placed on an invisible squared block. The texture is based on the position where it's placed within the world. These planes can be overlapped, but not to 100% attempt.




Itemnr.: 6767081
Name: Waterplane 3x3 (Green)
Short Description: A fake waterblock
Recipe:
 Ingredient 1: Water-filled Glass Flask (14201) 180x




Annotations:
 This is a textured plane placed on an invisible squared block. The texture is based on the position where it's placed within the world. These planes can be overlapped, but not to 100% attempt.




Itemnr.: 6767082
Name: Waterplane 3x3 (Yellow)
Short Description: A fake waterblock
Recipe:
 Ingredient 1: Water-filled Glass Flask (14201) 180x




Annotations:
 This is a textured plane placed on an invisible squared block. The texture is based on the position where it's placed within the world. These planes can be overlapped, but not to 100% attempt.



Itemnr.: 6767083
Name: Waterplane 3x3 (Blood)
Short Description: A fake waterblock
Recipe:
 Ingredient 1: Water-filled Glass Flask (14201) 180x



Annotations:
 This is a textured plane placed on an invisible squared block. The texture is based on the position where it's placed within the world. These planes can be overlapped, but not to 100% attempt.



Annotations:

This is a textured plane placed on an invisible squared block. The texture is based on the position where it's placed within the world. These planes can be overlapped, but not to 100% attempt.

Itemnr.: 6767084
Name: Swampplane 3x3(Yellow)
Short Description: A fake waterblock
Recipe:
 Ingredient 1: Water-filled Glass Flask (14201) 180x

**Annotations:**

This is a textured plane placed on an invisible squared block. The texture is based on the position where it's placed within the world. These planes can be overlapped, but not to 100% attempt.

Itemnr.: 6767085
Name: Swampplane 3x3 (Green)
Short Description: A fake waterblock
Recipe:
 Ingredient 1: Water-filled Glass Flask (14201) 180x

**Annotations:**

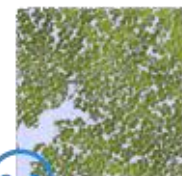
This is a textured plane placed on an invisible squared block. The texture is based on the position where it's placed within the world. These planes can be overlapped, but not to 100% attempt.

Itemnr.: 6767086
Name: Floatingplane 3x3 (Brown)
Short Description: A fake waterblock
Recipe:
 Ingredient 1: Water-filled Glass Flask (14201) 180x

**Annotations:**

This is a textured plane placed on an invisible squared block. The texture is based on the position where it's placed within the world. These planes can be overlapped, but not to 100% attempt.

Itemnr.: 6767087
Name: Scum Pond 3x3
Short Description: A fake waterblock
Recipe:
 Ingredient 1: Water-filled Glass Flask (14201) 180x

**Annotations:**

This is a textured plane placed on an invisible squared block. The texture is based on the position where it's placed within the world. These planes can be overlapped, but not to 100% attempt.

Itemnr.: 6767088
Name: Waterplane 4x4 (Blue 01)
Short Description: A fake waterblock
Recipe:
 Ingredient 1: Water-filled Glass Flask (14201) 320x



Annotations:

This is a textured plane placed on an invisible squared block. The texture is based on the position where it's placed within the world. These planes can be overlapped, but not to 100% attempt.

Itemnr.: 6767089
Name: Waterplane 4x4 (Blue 02)
Short Description: A fake waterblock
Recipe:
 Ingredient 1: Water-filled Glass Flask (14201) 320x

**Annotations:**

This is a textured plane placed on an invisible squared block. The texture is based on the position where it's placed within the world. These planes can be overlapped, but not to 100% attempt.

Itemnr.: 6767090
Name: Waterplane 4x4 (Blue 03)
Short Description: A fake waterblock
Recipe:
 Ingredient 1: Water-filled Glass Flask (14201) 320x

**Annotations:**

This is a textured plane placed on an invisible squared block. The texture is based on the position where it's placed within the world. These planes can be overlapped, but not to 100% attempt.

Itemnr.: 6767091
Name: Waterplane 4x4 (Green)
Short Description: A fake waterblock
Recipe:
 Ingredient 1: Water-filled Glass Flask (14201) 320x

**Annotations:**

This is a textured plane placed on an invisible squared block. The texture is based on the position where it's placed within the world. These planes can be overlapped, but not to 100% attempt.

Itemnr.: 6767092
Name: Waterplane 4x4 (Yellow)
Short Description: A fake waterblock
Recipe:
 Ingredient 1: Water-filled Glass Flask (14201) 320x

**Annotations:**

This is a textured plane placed on an invisible squared block. The texture is based on the position where it's placed within the world. These planes can be overlapped, but not to 100% attempt.

Itemnr.: 6767093
Name: Waterplane 4x4 (Blood)
Short Description: A fake waterblock
Recipe:
 Ingredient 1: Water-filled Glass Flask (14201) 320x



Annotations:

This is a textured plane placed on an invisible squared block. The texture is based on the position where it's placed within the world. These planes can be overlapped, but not to 100% attempt.

Itemnr.: 6767094
Name: Swampplane 4x4 (Yellow)
Short Description: A fake waterblock
Recipe:
 Ingredient 1: Water-filled Glass Flask (14201) 320x

**Annotations:**

This is a textured plane placed on an invisible squared block. The texture is based on the position where it's placed within the world. These planes can be overlapped, but not to 100% attempt.

Itemnr.: 6767095
Name: Swampplane 4x4 (Green)
Short Description: A fake waterblock
Recipe:
 Ingredient 1: Water-filled Glass Flask (14201) 320x

**Annotations:**

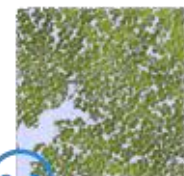
This is a textured plane placed on an invisible squared block. The texture is based on the position where it's placed within the world. These planes can be overlapped, but not to 100% attempt.

Itemnr.: 6767096
Name: Floatingplane 4x4 (Brown)
Short Description: A fake waterblock
Recipe:
 Ingredient 1: Water-filled Glass Flask (14201) 320x

**Annotations:**

This is a textured plane placed on an invisible squared block. The texture is based on the position where it's placed within the world. These planes can be overlapped, but not to 100% attempt.

Itemnr.: 6767097
Name: Scum Pond 4x4
Short Description: A fake waterblock
Recipe:
 Ingredient 1: Water-filled Glass Flask (14201) 320x

**Annotations:**

This is a textured plane placed on an invisible squared block. The texture is based on the position where it's placed within the world. These planes can be overlapped, but not to 100% attempt.

Itemnr.:	6767100	
Name:	Waterfall W 01 (conf)	
Short Description:	Configurable; attachable to wall	
Recipe:		
Ingredient 1:	Elixir of Might (18297)	10x
Ingredient 2:	Tear of Two Races (15509)	1x
Ingredient 3:	Purified Water (18211)	10x

**Annotations:**

You can attach the [waterfall](#) to a wall. Make sure to adjust the height to your needs. The item can be picked up again when holding E and focussing the [waterfall](#).

SAW item. It can use [emitters](#), if configured. You can choose between two sounds to be played within the radial menu. Please read chapter 7 and subchapters ([Emitters](#), [SAW](#), [Waterfalls](#)).

Itemnr.:	6767101	
Name:	Waterfall W 02 (conf)	
Short Description:	Configurable; attachable to wall	
Recipe:		
Ingredient 1:	Elixir of Might (18297)	2x
Ingredient 2:	Purified Water (18211)	2x

**Annotations:**

You can attach the [waterfall](#) to a wall. Make sure to adjust the height to your needs. The item can be picked up again when holding E and focussing the [waterfall](#).

SAW item. It can use [emitters](#), if configured. You can choose between two sounds to be played within the radial menu. Please read chapter 7 and subchapters ([Emitters](#), [SAW](#), [Waterfalls](#)).

Itemnr.:	6767102	
Name:	Waterfall W 03 (conf)	
Short Description:	Configurable; attachable to wall	
Recipe:		
Ingredient 1:	Elixir of Might (18297)	2x
Ingredient 2:	Purified Water (18211)	5x

**Annotations:**

You can attach the waterfall to a wall. Make sure to adjust the height to your needs. The item can be picked up again when holding E and focussing the waterfall.

SAW item. It can use [emitters](#), if configured. You can choose between two sounds to be played within the radial menu. Please read chapter 7 and subchapters ([Emitters](#), [SAW](#), [Waterfalls](#)).

Itemnr.:	6767103	
Name:	Waterfall W 04 (conf)	
Short Description:	Configurable; attachable to wall	
Recipe:		
Ingredient 1:	Elixir of Might (18297)	10x
Ingredient 2:	Purified Water (18211)	10x





Annotations:

You can attach the waterfall to a wall. Make sure to adjust the height to your needs. The item can be picked up again when holding E and focussing the waterfall.

SAW item. It can use **emitters**, if configured. You can choose between two sounds to be played within the radial menu. Please read chapter 7 and subchapters (**Emitters**, **SAW**, **Waterfalls**).

5.12.2) SvS2 Elements



Name of Feat: SvS2 Elements

Prerequisite Feat: SvS2, SvS-Ext Elements

Learned by item: N.A.

Workbench: Workstation of Elements (6766533) (from SvS-Ext)

All items can be found in the admin menu in "building". Please note, the workbench is admin-spawn only!

There are currently no recipes into this feat.
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5.13) Fountain Creator

5.13.1) SvS-Ext Fountain Creator



Name of Feat: SvS-Ext Fountain Creator
Prerequisite Feat: SvS-Extended
Learned by item: Rcp. for fountain creators (6766531)
Workbench: Stonemason's workstation (6766601)

All items can be found in the admin menu in "building".

Itemnr.: 6766601
Name: Stonemason's workstation
Short Description: Workstation for recipes from SvS-Ext Stonemason, SvS-Ext Gravedigger, SvS-Ext Statuemaker and SvS-Ext Fountain Creator. This is also valid for the corresponding SvS2 feat.
Recipe:
 Ingredient 1: Wood (10011) 40x
 Ingredient 2: Brick (16011) 20x
Annotations:
 Workbench with 200 slots. Can be crafted within your inventory.



Itemnr.: 6765360
Name: Stone fountain
Short Description: A stone well with fountain
Recipe:
 Ingredient 1: Hardened Brick (16012) 60x
 Ingredient 2: Tar (14172) 150x
 Ingredient 3: Iron Reinforcement (16002) 36x
Annotations:



You can drink from it by hitting E when focussing the well/[fountain](#). You can even fill your sealed water skin from it. The item can be used even if it belongs to another clan. Do not get irritated by the message "This does not belong to you". Your bars will nevertheless increase.

Itemnr.: 6765362
Name: Stone fountain (S)
Short Description: A stone well with fountain
Recipe:
 Ingredient 1: Hardened Brick (16012) 30x
 Ingredient 2: Tar (14172) 750x
 Ingredient 3: Iron Reinforcement (16002) 18x
Annotations:



"(S)" is an abbreviation for "small". You can drink from it by hitting E when focussing the well/[fountain](#). You can even fill your sealed water skin from it. The item can be used even if it belongs to another clan. Do not get irritated by the message "This does not belong to you". Your bars will nevertheless increase.

Itemnr.: 6765361
Name: Well of Derketo
Short Description: A stone well with fountain

Recipe:

Ingredient 1:	Hardened Brick (16012)	100x
Ingredient 2:	Tar (14172)	150x
Ingredient 3:	Stone (10001)	500x

**Annotations:**

You can drink from it by hitting E when focussing the well/**fountain**. You can even fill your sealed water skin from it. The item can be used even if it belongs to another clan. Do not get irritated by the message "This does not belong to you". Your bars will nevertheless increase.

Itemnr.: 6765363
Name: Well of the Panther
Short Description: A rich decorated well

Recipe:

Ingredient 1:	Hardened Brick (16012)	100x
Ingredient 2:	Taxidermied Panther (82132)	1x
Ingredient 3:	Iron Bar (11501)	50x

**Annotations:**

You can drink from it by hitting E when focussing the well/**fountain**. You can even fill your sealed water skin from it. The item can be used even if it belongs to another clan. Do not get irritated by the message "This does not belong to you". Your bars will nevertheless increase.

Itemnr.: 6765364
Name: Well of the Erected
Short Description: A rich decorated well

Recipe:

Ingredient 1:	Hardened Brick (16012)	150x
Ingredient 2:	Steel Bar (11502)	20x

**Annotations:**

You can drink from it by hitting E when focussing the well/**fountain**. You can even fill your sealed water skin from it. The item can be used even if it belongs to another clan. Do not get irritated by the message "This does not belong to you". Your bars will nevertheless increase.

Itemnr.: 6765365
Name: Wall well white golden lion
Short Description: A well attached to the wall

Recipe:

Ingredient 1:	Hardened Brick (16012)	50x
Ingredient 2:	Gold Bar (11054)	5x
Ingredient 3:	White Dye (17115)	1x

**Annotations:**

You can drink from it by hitting E when focussing the well/[fountain](#). You can even fill your sealed water skin from it. The item can be used even if it belongs to another clan. Do not get irritated by the message "This does not belong to you". Your bars will nevertheless increase.

Itemnr.: 6765366
Name: Wall well white silver lion
Short Description: A well attached to the wall

Recipe:

Ingredient 1:	Hardened Brick (16012)	50x
Ingredient 2:	Silver Bar (11055)	5x
Ingredient 3:	White Dye (17115)	1x

**Annotations:**

You can drink from it by hitting E when focussing the well/[fountain](#). You can even fill your sealed water skin from it. The item can be used even if it belongs to another clan. Do not get irritated by the message "This does not belong to you". Your bars will nevertheless increase.

Itemnr.: 6765367
Name: Wall well black golden lion
Short Description: A well attached to the wall

Recipe:

Ingredient 1:	Hardened Brick (16012)	50x
Ingredient 2:	Gold Bar (11054)	5x
Ingredient 3:	Black Dye (17116)	1x

**Annotations:**

You can drink from it by hitting E when focussing the well/[fountain](#). You can even fill your sealed water skin from it. The item can be used even if it belongs to another clan. Do not get irritated by the message "This does not belong to you". Your bars will nevertheless increase.

Itemnr.: 6765368
Name: Wall well black silver lion
Short Description: A well attached to the wall
Recipe:
 Ingredient 1: Hardened Brick (16012) 50x
 Ingredient 2: Silver Bar (11055) 5x
 Ingredient 3: Black Dye (17116) 1x

**Annotations:**

You can drink from it by hitting E when focussing the well/[fountain](#). You can even fill your sealed water skin from it. The item can be used even if it belongs to another clan. Do not get irritated by the message "This does not belong to you". Your bars will nevertheless increase.

Itemnr.: 6765369
Name: Water Well 01
Short Description: A water well made of white stones
Recipe:
 Ingredient 1: Brick (16011) 100x
 Ingredient 2: Shaped Wood (16021) 10x

**Annotations:**

You can drink from it by hitting E when focussing the well/[fountain](#). You can even fill your sealed water skin from it. The item can be used even if it belongs to another clan. Do not get irritated by the message "This does not belong to you". Your bars will nevertheless increase.

Itemnr.: 6765370
Name: Water Well 02
Short Description: A water well made of white stones
Recipe:
 Ingredient 1: Brick (16011) 50x
 Ingredient 2: Shaped Wood (16021) 20x
 Ingredient 3: Iron Reinforcement (16002) 10x

**Annotations:**

You can drink from it by hitting E when focussing the well/[fountain](#). You can even fill your sealed water skin from it. The item can be used even if it belongs to another clan. Do not get irritated by the message "This does not belong to you". Your bars will nevertheless increase.

Itemnr.: 6765371
Name: Well of Derketo (black)
Short Description: A stone well with fountain

Recipe:

Ingredient 1:	Hardened Brick (16012)	100x
Ingredient 2:	Tar (14172)	150x
Ingredient 3:	Stone (10001)	500x
Ingredient 4:	Black Dye (17116)	1x

**Annotations:**

You can drink from it by hitting E when focussing the well/**fountain**. You can even fill your sealed water skin from it. The item can be used even if it belongs to another clan. Do not get irritated by the message "This does not belong to you". Your bars will nevertheless increase.

Itemnr.: 6765372
Name: Stone fountain (black)
Short Description: A stone well with fountain

Recipe:

Ingredient 1:	Hardened Brick (16012)	60x
Ingredient 2:	Tar (14172)	150x
Ingredient 3:	Iron Reinforcement (16002)	36x
Ingredient 4:	Black Dye (17116)	1x

**Annotations:**

You can drink from it by hitting E when focussing the well/**fountain**. You can even fill your sealed water skin from it. The item can be used even if it belongs to another clan. Do not get irritated by the message "This does not belong to you". Your bars will nevertheless increase.

Itemnr.: 6765373
Name: Stone fountain (S, black)
Short Description: A stone well with fountain

Recipe:

Ingredient 1:	Hardened Brick (16012)	30x
Ingredient 2:	Tar (14172)	750x
Ingredient 3:	Iron Reinforcement (16002)	18x
Ingredient 4:	Black Dye (17116)	1x

**Annotations:**

"(S)" is an abbreviation for "small". You can drink from it by hitting E when focussing the well/**fountain**. You can even fill your sealed water skin from it. The item can be used even if it belongs to another clan. Do not get irritated by the message "This does not belong to you". Your bars will nevertheless increase.

Itemnr.: 6765374

Name: Well of the Panther (black)

Short Description: A rich decorated well

Recipe:

Ingredient 1: Hardened Brick (16012) 100x

Ingredient 2: Taxidermied Panther (82132) 1x

Ingredient 3: Iron Bar (11501) 50x

Ingredient 4: Black Dye (17116) 1x

Annotations:

You can drink from it by hitting E when focussing the well/**fountain**. You can even fill your sealed water skin from it. The item can be used even if it belongs to another clan. Do not get irritated by the message "This does not belong to you". Your bars will nevertheless increase.



Itemnr.: 6765375

Name: Well of the Erected (black)

Short Description: A rich decorated well

Recipe:

Ingredient 1: Hardened Brick (16012) 150x

Ingredient 2: Steel Bar (11502) 20x

Ingredient 3: Black Dye (17116) 1x

Annotations:

You can drink from it by hitting E when focussing the well/**fountain**. You can even fill your sealed water skin from it. The item can be used even if it belongs to another clan. Do not get irritated by the message "This does not belong to you". Your bars will nevertheless increase.



Itemnr.: 6765376

Name: Fountain o.t. Exalted (white)

Short Description: A simple decorated round fountain.

Recipe:

Ingredient 1: Hardened Brick (16012) 100x

Ingredient 2: Bonemeal (11078) 20x

Ingredient 3: Iron Bar (11501) 50x

Ingredient 4: White Dye (17115) 1x

Annotations:

"o.t." is an abbreviation for "of the". You can drink from it by hitting E when focussing the well/**fountain**. You can even fill your sealed water skin from it. The item can be used even if it belongs to another clan. Do not get irritated by the message "This does not belong to you". Your bars will nevertheless increase.



Itemnr.:	6765377	
Name:	Fountain o.t. Exalted (black)	
Short Description:	A simple decorated round fountain.	
Recipe:		
Ingredient 1:	Hardened Brick (16012)	100x
Ingredient 2:	Coal (11011)	20x
Ingredient 3:	Iron Bar (11501)	50x

**Annotations:**

"o.t." is an abbreviation for "of the". You can drink from it by hitting E when focussing the well/[fountain](#). You can even fill your sealed water skin from it. The item can be used even if it belongs to another clan. Do not get irritated by the message "This does not belong to you". Your bars will nevertheless increase.

Itemnr.:	6765378	
Name:	Water Well 02 (black)	
Short Description:	A water well made of black stones	
Recipe:		
Ingredient 1:	Brick (16011)	50x
Ingredient 2:	Shaped Wood (16021)	20x
Ingredient 3:	Iron Reinforcement (16002)	10x
Ingredient 4:	Black Dye (17116)	1x

**Annotations:**

You can drink from it by hitting E when focussing the well/[fountain](#). You can even fill your sealed water skin from it. The item can be used even if it belongs to another clan. Do not get irritated by the message "This does not belong to you". Your bars will nevertheless increase, and the positive drinking effect will apply.

5.13.2) SvS2 Fountain Creator



Name of Feat: SvS2 Fountain Creator

Prerequisite Feat: SvS2, SvS-Ext Fountain Creator

Learned by item: N.A.

Workbench: Stonemason's workstation (6766601) (from SvS-Ext)

All items can be found in the admin menu in "building".

There are currently no recipes into this feat.

5.14) Gravedigger

5.14.1) SvS-Ext Gravedigger













Name of Feat: SvS-Ext Gravedigger
Prerequisite Feat: SvS-Extended
Learned by item: Rcp. for a gravedigger (6766503)
Workbench: Stonemason's workstation (6766601)











All items can be found in the admin menu in "building".













Itemnr.:	6766601		
Name:	Stonemason's workstation		
Short Description:	Workstation for recipes from SvS-Ext Stonemason, SvS-Ext Gravedigger, SvS-Ext Statuemaker and SvS-Ext Fountain Creator. This is also valid for the corresponding SvS2 feat.		
Recipe:			
Ingredient 1:	Wood (10011)	40x	
Ingredient 2:	Brick (16011)	20x	
Annotations:	Workbench with 200 slots. Can be crafted within your inventory.		
Itemnr.:	6765440		
Name:	Sarcophagus 01		
Short Description:	An open sarcophagus		
Recipe:			
Ingredient 1:	Stone (10001)	800x	
Annotations:			
Itemnr.:	6765452		
Name:	Sarcophagus 01 (stand.)		
Short Description:	An open sarcophagus		
Recipe:			
Ingredient 1:	Stone (10001)	800x	
Annotations:	("stand.") is an abbreviation for "standing".		
Itemnr.:	6765441		
Name:	Sarcophagus 02		
Short Description:	A closed sarcophagus		
Recipe:			
Ingredient 1:	Stone (10001)	1050x	











Itemnr.:	6765442		
Name:	Sarcophagus 03		
Short Description:	A closed sarcophagus		
Recipe:			
Ingredient 1:	Stone (10001)	1000x	
Itemnr.:	6765443		
Name:	Sarcophagus 04		
Short Description:	A closed sarcophagus		
Recipe:			
Ingredient 1:	Stone (10001)	1100x	
Itemnr.:	6765444		
Name:	Sarcophagus 05		
Short Description:	A closed sarcophagus		
Recipe:			
Ingredient 1:	Stone (10001)	1100x	
Ingredient 2:	Skull (88890)	1x	
Itemnr.:	6765445		
Name:	Sarcophagus 06		
Short Description:	A closed sarcophagus		
Recipe:			
Ingredient 1:	Stone (10001)	1050x	
Itemnr.:	6765446		
Name:	Sarcophagus 07		
Short Description:	A closed sarcophagus		
Recipe:			
Ingredient 1:	Stone (10001)	1100x	
Itemnr.:	6765447		
Name:	Sarcophagus 08		
Short Description:	A closed sarcophagus		
Recipe:			
Ingredient 1:	Stone (10001)	1250x	

Itemnr.:	6765454		
Name:	Sarcophagus 08 (stand.)		
Short Description:	A closed sarcophagus		
Recipe:			
Ingredient 1:	Stone (10001)	1250x	
Annotations:	("stand.") is an abbreviation for "standing".		
Itemnr.:	6765456		
Name:	Sarcophagus 09 (stand.)		
Short Description:	A closed sarcophagus		
Recipe:			
Ingredient 1:	Stone (10001)	1000x	
Annotations:	("stand.") is an abbreviation for "standing".		
Itemnr.:	6765457		
Name:	Sarcophagus 10		
Short Description:	A closed sarcophagus		
Recipe:			
Ingredient 1:	Stone (10001)	1250x	
Ingredient 2:	Skull (88890)	1x	
Ingredient 3:	Longsword (51831)	1x	
Itemnr.:	6765458		
Name:	Sarcophagus 10 (stand.)		
Short Description:	A closed sarcophagus		
Recipe:			
Ingredient 1:	Stone (10001)	1250x	
Ingredient 2:	Skull (88890)	1x	
Ingredient 3:	Longsword (51831)	1x	
Annotations:	("stand.") is an abbreviation for "standing".		
Itemnr.:	6765459		
Name:	Sarcophagus 11 (stand.)		
Short Description:	A closed sarcophagus		
Recipe:			
Ingredient 1:	Stone (10001)	1025x	
Annotations:	("stand.") is an abbreviation for "standing".		

Itemnr.:	6765470		
Name:	Sarcophagus 12 (stand.)		
Short Description:	A semi-open sarcophagus		
Recipe:			
Ingredient 1:	Stone (10001)	900x	
Annotations:	("stand.") is an abbreviation for "standing".		
Itemnr.:	6765471		
Name:	Sarcophagus 13 (stand.)		
Short Description:	A semi-open sarcophagus		
Recipe:			
Ingredient 1:	Stone (10001)	900x	
Annotations:	("stand.") is an abbreviation for "standing".		
Itemnr.:	6765448		
Name:	Sarcophagus lid 01		
Short Description:	A sarcophagus lid		
Recipe:			
Ingredient 1:	Stone (10001)	200x	
Itemnr.:	6765472		
Name:	Sarcophagus lid 01 (stand.)		
Short Description:	A sarcophagus lid		
Recipe:			
Ingredient 1:	Stone (10001)	200x	
Annotations:	("stand.") is an abbreviation for "standing".		
Itemnr.:	6765449		
Name:	Sarcophagus lid 02		
Short Description:	A sarcophagus lid		
Recipe:			
Ingredient 1:	Stone (10001)	250x	
Itemnr.:	6765473		
Name:	Sarcophagus lid 02 (stand.)		
Short Description:	A sarcophagus lid		
Recipe:			
Ingredient 1:	Stone (10001)	250x	
Annotations:	("stand.") is an abbreviation for "standing".		

Itemnr.:	6765450		
Name:	Sarcophagus lid 03 (upp.prt)		
Short Description:	A broken sarcophagus lid		
Recipe:			
Ingredient 1:	Stone (10001)	100x	
Annotations:	"upp.prt" is an abbreviation for "upper part".		
Itemnr.:	6765451		
Name:	Sarcophagus lid 04 (low.prt)		
Short Description:	A broken sarcophagus lid		
Recipe:			
Ingredient 1:	Stone (10001)	100x	
Annotations:	"low.prt" is an abbreviation for "lower part".		
Itemnr.:	6765468		
Name:	Closed Coffin		
Short Description:	Configurable		
Recipe:			
Ingredient 1:	Shaped Wood (16021)	150x	
Ingredient 2:	Iron Bar (11501)	3x	
Annotations:	SAW item. See chapter 7.6. for more information.		
Itemnr.:	6765461		
Name:	Coffin remains 01		
Short Description:	Coffin remains		
Recipe:			
Ingredient 1:	Shaped Wood (16021)	250x	
Itemnr.:	6765462		
Name:	Coffin remains 02		
Short Description:	Coffin remains		
Recipe:			
Ingredient 1:	Shaped Wood (16021)	125x	

Itemnr.:	6765463		
Name:	Coffin lid		
Short Description:	Coffin lid		
Recipe:			
Ingredient 1:	Shaped Wood (16021)	125x	
Ingredient 2:	Iron Bar (11501)	1x	
Itemnr.:	6765463		
Name:	Coffin lid (stand.)		
Short Description:	Coffin lid		
Recipe:			
Ingredient 1:	Shaped Wood (16021)	125x	
Ingredient 2:	Iron Bar (11501)	1x	
Annotations:	("stand.") is an abbreviation for "standing".		
Itemnr.:	6765464		
Name:	Coffin (open)		
Short Description:	An open coffin		
Recipe:			
Ingredient 1:	Shaped Wood (16021)	125x	
Ingredient 2:	Iron Bar (11501)	1x	
Itemnr.:	6765467		
Name:	Coffin (open, stand.)		
Short Description:	An open coffin		
Recipe:			
Ingredient 1:	Shaped Wood (16021)	125x	
Ingredient 2:	Iron Bar (11501)	1x	
Annotations:	"stand." is an abbreviation for "standing".		
Itemnr.:	6765480		
Name:	Tombstone 01		
Short Description:	A tombstone		
Recipe:			
Ingredient 1:	Stone (10001)	100x	
Ingredient 2:	Bonemeal (11078)	3x	
Itemnr.:	6765481		
Name:	Tombstone 02		
Short Description:	A tombstone		
Recipe:			
Ingredient 1:	Stone (10001)	100x	
Ingredient 2:	Skull (88890)	3x	

Itemnr.:	6765482		
Name:	Tombstone 03		
Short Description:	A tombstone		
Recipe:			
Ingredient 1:	Stone (10001)	250x	
Ingredient 2:	Vines (11101)	5x	
			
Itemnr.:	6765484		
Name:	Tombstone 04		
Short Description:	A tombstone		
Recipe:			
Ingredient 1:	Stone (10001)	100x	
			
Itemnr.:	6765485		
Name:	Tombstone 05		
Short Description:	A tombstone		
Recipe:			
Ingredient 1:	Stone (10001)	50x	
			
Itemnr.:	6765486		
Name:	Tombstone 06		
Short Description:	A tombstone		
Recipe:			
Ingredient 1:	Stone (10001)	50x	
Ingredient 2:	Skull (88890)	1x	
			
Itemnr.:	6766371		
Name:	Lemurian grave obelisk		
Short Description:	A huge pillar surrounded with stones		
Recipe:			
Ingredient 1:	Stone (10001)	350x	
Ingredient 2:	Blue Dye (17050)	1x	
Ingredient 3:	Glowing Goop (14195)	10x	
			

5.14.2) SvS2 Gravedigger

Name of Feat: SvS2 Gravedigger**Prerequisite Feat:** SvS2, SvS-Ext Gravedigger**Learned by item:** N.A.**Workbench:** Stonemason's workstation (6766601) (from SvS-Ext)

All items can be found in the admin menu in "building".

There are currently no recipes into this feat.

5.15) Horse

5.15.1) SvS-Ext Horse



Name of Feat: SvS-Ext Horse

Prerequisite Feat: SvS-Extended

Learned by item: Rcp. for a horse tamer (6766525)

Workbench: Animal's cage (6766623)

All items can be found in the admin menu in "building".

Itemnr.: 6766623
Name: Animal's cage (workbench)
Short Description: Workstation for recipes from SvS-Ext Animal Tamer, SvS-Ext Avian, SvS-Ext Cattle, SvS-Ext Dog and SvS-Ext Horse. This is also valid for the corresponding SvS2 feats.
Recipe:
 Ingredient 1: Iron Bar (11501) 20x
 Ingredient 2: Hide (12011) 25x
Annotations:
 Workbench with 200 slots. Can be crafted within your inventory.













Itemnr.: 6765302
Name: Horse 01 (Tobiano)
Short Description: A horse
Recipe:
 Ingredient 1: Black Lotus Powder (11087) 1x
 Ingredient 2: Savoury Flesh (13002) 50x
Annotations:
 Placeable animal (will stay where it's placed) with idle animation.



Itemnr.: 6765318
Name: Horse 02 (Palomino)
Short Description: A horse
Recipe:
 Ingredient 1: Black Lotus Powder (11087) 1x
 Ingredient 2: Savoury Flesh (13002) 50x
Annotations:
 Placeable animal (will stay where it's placed) with idle animation.



Itemnr.:	6765319		
Name:	Horse 03 (Appaloosa)		
Short Description:	A horse		
Recipe:			
Ingredient 1:	Black Lotus Powder (11087)	1x	
Ingredient 2:	Savoury Flesh (13002)	50x	
Annotations:	Placeable animal (will stay where it's placed) with idle animation.		
Itemnr.:	6765320		
Name:	Horse 04 (Flea-bitten Gray)		
Short Description:	A horse		
Recipe:			
Ingredient 1:	Black Lotus Powder (11087)	1x	
Ingredient 2:	Savoury Flesh (13002)	50x	
Annotations:	Placeable animal (will stay where it's placed) with idle animation.		
Itemnr.:	6765321		
Name:	Horse 05 (Chestnut)		
Short Description:	A horse		
Recipe:			
Ingredient 1:	Black Lotus Powder (11087)	1x	
Ingredient 2:	Savoury Flesh (13002)	50x	
Annotations:	Placeable animal (will stay where it's placed) with idle animation.		
Itemnr.:	6765322		
Name:	Horse 06 (Bay)		
Short Description:	A horse		
Recipe:			
Ingredient 1:	Black Lotus Powder (11087)	1x	
Ingredient 2:	Savoury Flesh (13002)	50x	
Annotations:	Placeable animal (will stay where it's placed) with idle animation.		
Itemnr.:	6765339		
Name:	Zebra		
Short Description:	A zebra		
Recipe:			
Ingredient 1:	Black Lotus Powder (11087)	1x	
Ingredient 2:	Savoury Flesh (13002)	50x	
Ingredient 3:	Inking Brush (53549)	1x	
Ingredient 4:	Dark Grey Dye (17022)	2x	
Annotations:	Placeable animal (will stay where it's placed) with idle animation.		

5.15.) SvS2 Horse



Name of Feat: SvS2 Horse

Prerequisite Feat: SvS2, SvS-Ext Horse

Learned by item: N.A.

Workbench: Animal's cage (6766623) (from SvS-Ext)

All items can be found in the admin menu in "building".

There are currently no recipes into this feat.

5.16) Human Slaughterer

5.16.1) SvS-Ext Human Slaughterer



Name of Feat: SvS-Ext Human Slaughterer

Prerequisite Feat: SvS-Extended

Learned by item: Rcp. for an animal slaughterer (6766515)

Workbench: Slaughterer's workstation (6766615)

All items can be found in the admin menu in "building".

Itemnr.: 6766615
Name: Slaughterer's workstation
Short Description: Workstation for recipes from SvS-Ext Human Slaughterer, SvS-Ext Animal Slaughterer and SvS-Ext Skull Artist. This is also valid for the corresponding SvS2 feats.



Recipe:
 Ingredient 1: Stone (10001) 500x
 Ingredient 2: Weathered Skull (88890) 1x








Annotations:
 Workbench with 200 slots. Can be crafted within your inventory.













Itemnr.: 6765600
Name: Bone pile 01
Short Description: A pile of bones
Recipe:
 Ingredient 1: Skull (88890) 1x
 Ingredient 2: Bone (10021) 10x
























Itemnr.: 6765601
Name: Bone pile 02
Short Description: A pile of bones
Recipe:
 Ingredient 1: Skull (88890) 2x
 Ingredient 2: Bone (10021) 15x

























Itemnr.:	6765602		
Name:	Bone pile 03		
Short Description:	A pile of bones		
Recipe:			
Ingredient 1:	Bone (10021)	5x	
Itemnr.:	6765603		
Name:	Bone 01		
Short Description:	A bone		
Recipe:			
Ingredient 1:	Bone (10021)	3x	
Itemnr.:	6765604		
Name:	Bone 01 (dark)		
Short Description:	A discolored bone		
Recipe:			
Ingredient 1:	Bone (10021)	3x	
Ingredient 2:	Feral Flesh (13001)	3x	
Itemnr.:	6765605		
Name:	Bone 02		
Short Description:	A bone		
Recipe:			
Ingredient 1:	Bone (10021)	2x	
Itemnr.:	6765606		
Name:	Bone 02 (dark)		
Short Description:	A discolored bone		
Recipe:			
Ingredient 1:	Bone (10021)	2x	
Ingredient 2:	Feral Flesh (13001)	2x	
Itemnr.:	6765607		
Name:	Bone 03		
Short Description:	A bone		
Recipe:			
Ingredient 1:	Bone (10021)	1x	

Itemnr.:	6765608		
Name:	Bone 02 (dark)		
Short Description:	A discolored bone		
Recipe:			
Ingredient 1:	Bone (10021)	1x	 
Ingredient 2:	Feral Flesh (13001)	1x	
Itemnr.:	6765609		
Name:	Pelvic bone		
Short Description:	Pelvic bone		
Recipe:			
Ingredient 1:	Bone (10021)	4x	 
Itemnr.:	6765610		
Name:	Pelvic bone (dark)		
Short Description:	A discoloured pelvic bone		
Recipe:			
Ingredient 1:	Bone (10021)	4x	 
Ingredient 2:	Feral Flesh (13001)	4x	
Itemnr.:	6765611		
Name:	Ribbed arch 01		
Short Description:	Ribs		
Recipe:			
Ingredient 1:	Bone (10021)	10x	 
Itemnr.:	6765612		
Name:	Ribbed arch 01 (dark)		
Short Description:	Discolored ribs		
Recipe:			
Ingredient 1:	Bone (10021)	10x	 
Ingredient 2:	Feral Flesh (13001)	10x	
Itemnr.:	6765613		
Name:	Ribbed arch 02		
Short Description:	Ribs		
Recipe:			
Ingredient 1:	Bone (10021)	5x	 

Itemnr.:	6765614		
Name:	Ribbed arch 02 (dark)		
Short Description:	Discolored ribs		
Recipe:			
Ingredient 1:	Bone (10021)	5x	
Ingredient 2:	Feral Flesh (13001)	5x	
Itemnr.:	6765616		
Name:	Skeleton 01 (complete)		
Short Description:	A complete skeleton		
Recipe:			
Ingredient 1:	Skull (88890)	1x	
Ingredient 2:	Bone (10021)	40x	
Itemnr.:	6765617		
Name:	Skeleton pile		
Short Description:	Several skeletons, layered into a pile		
Recipe:			
Ingredient 1:	Bone (10021)	200x	
Itemnr.:	6765635		
Name:	Hanging skeleton 01		
Short Description:	A skeleton hanging from the ceiling		
Recipe:			
Ingredient 1:	Bone (10021)	20x	
Ingredient 2:	Iron Bar (11501)	2x	
Ingredient 3:	Iron Reinforcement (16002)	10x	
Itemnr.:	6765636		
Name:	Hanging skeleton 02		
Short Description:	A skeleton hanging from the ceiling		
Recipe:			
Ingredient 1:	Bone (10021)	20x	
Ingredient 2:	Iron Bar (11501)	2x	
Ingredient 3:	Iron Reinforcement (16002)	10x	
Itemnr.:	6765644		
Name:	Corpse		
Short Description:	A wrapped corpse		
Recipe:			
Ingredient 1:	Twine (14174)	200x	
Ingredient 2:	Human Flesh (13051)	15x	
Annotations:	Container with 10 slots.		

Itemnr.:	6765645		
Name:	Corpse (stand.)		
Short Description:	A wrapped corpse		
Recipe:			
Ingredient 1:	Twine (14174)	200x	
Ingredient 2:	Human Flesh (13051)	15x	
Annotations:	(stand.) is an abbreviation for "standing". Container with 10 slots.		
Itemnr.:	6765253		
Name:	Hanging corpse		
Short Description:	A corpse hanging from the ceiling		
Recipe:			
Ingredient 1:	Twine (14174)	200x	
Ingredient 2:	Human Flesh (13051)	15x	
Ingredient 3:	Iron Bar (11501)	5x	
Annotations:	Container with 10 slots.		
Itemnr.:	6765680		
Name:	Impaled corpse 01		
Short Description:	An impaled corpse		
Recipe:			
Ingredient 1:	Spike (80171)	1x	
Ingredient 2:	Skeleton 01 (complete) (6765616)	1x	
Itemnr.:	6765681		
Name:	Impaled corpse 01b		
Short Description:	An impaled corpse		
Recipe:			
Ingredient 1:	Spike (80171)	1x	
Ingredient 2:	Skeleton 01 (complete) (6765616)	1x	
Ingredient 3:	Ironhead Arrow (53612)	2x	
Itemnr.:	6765682		
Name:	Impaled corpse 02		
Short Description:	An impaled corpse		
Recipe:			
Ingredient 1:	Spike (80171)	1x	
Ingredient 2:	Skeleton 01 (complete) (6765616)	1x	

Itemnr.:	6765683		
Name:	Impaled corpse 02b		
Short Description:	An impaled corpse		
Recipe:			
Ingredient 1:	Spike (80171)	1x	
Ingredient 2:	Skeleton 01 (complete) (6765616)	1x	
Ingredient 3:	Ironhead Arrow (53612)	3x	
Itemnr.:	6765684		
Name:	Impaled corpse 03		
Short Description:	An impaled corpse		
Recipe:			
Ingredient 1:	Spike (80171)	1x	
Ingredient 2:	Skeleton 01 (complete) (6765616)	1x	
Itemnr.:	6765685		
Name:	Impaled corpse 04		
Short Description:	An impaled corpse		
Recipe:			
Ingredient 1:	Spike (80171)	1x	
Ingredient 2:	Skeleton 01 (complete) (6765616)	1x	
Itemnr.:	6765686		
Name:	Impaled corpse 04b		
Short Description:	An impaled corpse		
Recipe:			
Ingredient 1:	Spike (80171)	1x	
Ingredient 2:	Skeleton 01 (complete) (6765616)	1x	
Ingredient 3:	Ironhead Arrow (53612)	10x	
Itemnr.:	6765687		
Name:	Impaled corpse 05		
Short Description:	An impaled corpse		
Recipe:			
Ingredient 1:	Spike (80171)	1x	
Ingredient 2:	Skeleton 01 (complete) (6765616)	1x	
Itemnr.:	6765688		
Name:	Impaled corpse 06		
Short Description:	An impaled corpse		
Recipe:			
Ingredient 1:	Spike (80171)	1x	
Ingredient 2:	Skeleton 01 (complete) (6765616)	1x	

Itemnr.:	6765689		
Name:	Impaled corpse 06b		
Short Description:	An impaled corpse		
Recipe:			
Ingredient 1:	Spike (80171)	1x	
Ingredient 2:	Skeleton 01 (complete) (6765616)	1x	
Ingredient 3:	Ironhead Arrow (53612)	3x	
Itemnr.:	6765690		
Name:	Impaled corpse 07		
Short Description:	An impaled corpse		
Recipe:			
Ingredient 1:	Spike (80171)	1x	
Ingredient 2:	Skeleton 01 (complete) (6765616)	1x	
Itemnr.:	6765691		
Name:	Impaled corpse 08		
Short Description:	An impaled corpse		
Recipe:			
Ingredient 1:	Spike (80171)	1x	
Ingredient 2:	Skeleton 01 (complete) (6765616)	1x	
Itemnr.:	6765692		
Name:	Female Corpse		
Short Description:	A female corpse in light armour		
Recipe:			
Ingredient 1:	Human Flesh (13051)	10x	
Ingredient 2:	Light Chestpiece (52002)	1x	
Ingredient 3:	Light Wrap (52004)	1x	
Annotations:	Container with 10 slots.		
Itemnr.:	6765693		
Name:	Female Corpse (cursed)		
Short Description:	A female corpse in light armour		
Recipe:			
Ingredient 1:	Human Flesh (13051)	10x	
Ingredient 2:	Light Chestpiece (52002)	1x	
Ingredient 3:	Light Wrap (52004)	1x	
Ingredient 4:	Grease Orb (51972)	10x	
Annotations:	Container with 10 slots.		

Itemnr.:	6765694	
Name:	Male Corpse 01	
Short Description:	A male corpse in medium armour	
Recipe:		
Ingredient 1:	Human Flesh (13051)	10x
Ingredient 2:	Medium Harness (52012)	1x
Ingredient 3:	Medium Tasset (52014)	1x
Annotations:		
Container with 10 slots.		



Itemnr.:	6765695	
Name:	Male Corpse 01 (cursed)	
Short Description:	A male corpse in medium armour	
Recipe:		
Ingredient 1:	Human Flesh (13051)	10x
Ingredient 2:	Medium Harness (52012)	1x
Ingredient 3:	Medium Tasset (52014)	1x
Ingredient 4:	Grease Orb (51972)	10x
Annotations:		
Container with 10 slots.		



Itemnr.:	6765696	
Name:	Male Corpse 02 (cursed)	
Short Description:	A male corpse in heavy armour	
Recipe:		
Ingredient 1:	Human Flesh (13051)	10x
Ingredient 2:	Heavy Pauldron (52022)	1x
Ingredient 3:	Heavy Tasset (52024)	1x
Ingredient 4:	Grease Orb (51972)	10x
Annotations:		
Container with 10 slots.		



5.16.2) SvS2 Human Slaughterer

Name of Feat: SvS2 Human Slaughterer

Prerequisite Feat: SvS2, SvS-Ext Human Slaughterer

Learned by item: N.A.

Workbench: Slaughterer's workstation (6766615) (from SvS-Ext)



All items can be found in the admin menu in "building".

There are currently no recipes into this feat.

5.17) Jeweller

5.17.1) SvS-Ext Jeweller



Name of Feat: SvS-Ext Jeweller

Prerequisite Feat: SvS-Extended

Learned by item: Rcp. for a jeweller (6766304)

Workbench: Blacksmith's workstation (6766604)









All items can be found in the admin menu in "building".






Itemnr.:	6766306		
Name:	Snakebracelet (F)		
Short Description:	The snakebracelet		
Recipe:			
Ingredient 1:	Gold Bar (11054)	2x	
Ingredient 2:	Steel Bar (11502)	1x	
Ingredient 3:	Green Crystal (11024)	2x	
Annotations:			
	SAW item		
Itemnr.:	6766307		
Name:	Snakebracelet (M)		
Short Description:	The snakebracelet		
Recipe:			
Ingredient 1:	Gold Bar (11054)	2x	
Ingredient 2:	Steel Bar (11502)	1x	
Ingredient 3:	Green Crystal (11024)	2x	
Annotations:			
	SAW item		











5.17.1) SvS-Ext Jeweller

**Name of Feat:** SvS2 Jeweller**Prerequisite Feat:** SvS2, SvS-Ext Jeweller**Learned by item:** N.A.**Workbench:** Blacksmith's workstation (6766604)

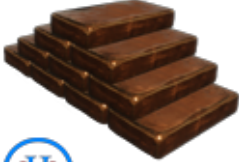









All items can be found in the admin menu in "building".

Itemnr.:	6860900		
Name:	Pile of Coins 01		
Short Description:	A pile of coins		
Recipe:			
Ingredient 1:	Silver Coin (11065)	5x	
Ingredient 2:	Gold Coin (11066)	5x	
Annotations:			
SAW item			
Itemnr.:	6860901		
Name:	Pile of Coins 02		
Short Description:	A pile of coins		
Recipe:			
Ingredient 1:	Silver Coin (11065)	5x	
Ingredient 2:	Gold Coin (11066)	5x	
Annotations:			
SAW item			
Itemnr.:	6860902		
Name:	Pile of Coins 01		
Short Description:	A pile of coins		
Recipe:			
Ingredient 1:	Silver Coin (11065)	5x	
Ingredient 2:	Gold Coin (11066)	5x	
Annotations:			
SAW item			
Itemnr.:	6860911		
Name:	Wrist Band		
Short Description:	A wrist band		
Recipe:			
Ingredient 1:	Steel Bar (11502)	2x	
Annotations:			
SAW item			

Itemnr.:	6860903		
Name:	Bangle 01		
Short Description:	A bangle		
Recipe:			
Ingredient 1:	Steel Bar (11502)	3x	
Annotations:			
	SAW item		
Itemnr.:	6860904		
Name:	Bangle 02		
Short Description:	A bangle		
Recipe:			
Ingredient 1:	Steel Bar (11502)	1x	
Annotations:			
	SAW item		
Itemnr.:	6860905		
Name:	Bangle 03		
Short Description:	A bangle		
Recipe:			
Ingredient 1:	Steel Bar (11502)	1x	
Annotations:			
	SAW item		
Itemnr.:	6860906		
Name:	Bangle 06		
Short Description:	A bangle		
Recipe:			
Ingredient 1:	Steel Bar (11502)	1x	
Annotations:			
	SAW item		
Itemnr.:	6860907		
Name:	Bangle 05		
Short Description:	A bangle		
Recipe:			
Ingredient 1:	Steel Bar (11502)	1x	
Annotations:			
	SAW item		

Itemnr.:	6860908		
Name:	Bangle 06		
Short Description:	A bangle		
Recipe:			
Ingredient 1:	Steel Bar (11502)	1x	
Annotations:			
SAW item			
Itemnr.:	6860909		
Name:	Bangle 07		
Short Description:	A bangle		
Recipe:			
Ingredient 1:	Steel Bar (11502)	1x	
Annotations:			
SAW item			
Itemnr.:	6860910		
Name:	Bangle 08		
Short Description:	A bangle		
Recipe:			
Ingredient 1:	Steel Bar (11502)	1x	
Annotations:			
SAW item			
Itemnr.:	6860912		
Name:	Decorated Bowl		
Short Description:	A decorated bowl		
Recipe:			
Ingredient 1:	Steel Bar (11502)	5x	
Annotations:			
SAW item			
Itemnr.:	6860913		
Name:	Chalice 01		
Short Description:	A chalice		
Recipe:			
Ingredient 1:	Steel Bar (11502)	4x	
Annotations:			
SAW item			

Itemnr.:	6860914		
Name:	Chalice 02		
Short Description:	A chalice		
Recipe:			
Ingredient 1:	Steel Bar (11502)	4x	
Annotations:			
SAW item			
Itemnr.:	6860942		
Name:	Gems		
Short Description:	Several gems		
Recipe:			
Ingredient 1:	Crystal (11051)	20x	
Annotations:			
SAW item			
Itemnr.:	6860941		
Name:	Ingot		
Short Description:	An ingot		
Recipe:			
Ingredient 1:	Steel Bar (11502)	4x	
Annotations:			
SAW item			
Itemnr.:	6860944		
Name:	Ingots of Gold		
Short Description:	Ingots of gold		
Recipe:			
Ingredient 1:	Steel Bar (11502)	40x	
Annotations:			
SAW item			
Itemnr.:	6860945		
Name:	Ingots of Silver		
Short Description:	Ingots of silver		
Recipe:			
Ingredient 1:	Steel Bar (11502)	40x	
Annotations:			
SAW item			

Itemnr.:	6860946		
Name:	Ingots of Copper		
Short Description:	Ingots of copper		
Recipe:			
Ingredient 1:	Steel Bar (11502)	40x	
			
Annotations:			
	SAW item		
Itemnr.:	6860950		
Name:	Ring		
Short Description:	A ring		
Recipe:			
Ingredient 1:	Gold Bar (11054)	1x	
			
Annotations:			
	SAW item		
Itemnr.:	6860951		
Name:	Necklace		
Short Description:	A necklace		
Recipe:			
Ingredient 1:	Gold Bar (11054)	1x	
Ingredients 2:	Crystal (11051)	1x	
			
Annotations:			
	SAW item		
Itemnr.:	6860953		
Name:	Precious Figurine 01		
Short Description:	A precious figurine		
Recipe:			
Ingredient 1:	Steel Bar (11502)	8x	
			
Annotations:			
	SAW item		
Itemnr.:	6860954		
Name:	Precious Figurine 02		
Short Description:	A precious figurine		
Recipe:			
Ingredient 1:	Steel Bar (11502)	8x	
			
Annotations:			
	SAW item		

Itemnr.:	6860958	
Name:	Necklace Holder	
Short Description:	A necklace holder	
Recipe:		
Ingredient 1:	Steel Bar (11502)	8x
Ingredient 2:	Pearl (92159)	10x

**Annotations:****SAW item**

Itemnr.:	6860959	
Name:	Decorated Waterpot	
Short Description:	A waterpot made of precious metal	
Recipe:		
Ingredient 1:	Steel Bar (11502)	4x

**Annotations:****SAW item**

Itemnr.:	6861302	
Name:	Water-filled Waterpot	
Short Description:	A waterpot made of precious metal	
Recipe:		
Ingredient 1:	Steel Bar (11502)	4x

**Annotations:**

SAW item You can drink from it by hitting E when focussing the pot. It does not show the nameplate but can be picked up again by holding E for a longer time. You can even fill your sealed water skin from it. The item can be used even if it belongs to another clan. Do not get irritated by the message "This does not belong to you". Your bars will nevertheless increase.

5.18) Keymaker

5.18.1) SvS-Ext Keymaker



Name of Feat: SvS-Ext Keymaker

Prerequisite Feat: SvS-Extended

Learned by item: Rcp. for a keymaker (6766505)

Workbench: Blacksmith's workstation (6766604)

All items can be found in the admin menu in "building".

The one-slot containers can be used to place somewhere and hide items usable with Pippi's Egress Doors. The container can be unlocked e.g. with "Unlock Plus" from Testerle (see <https://steamcommunity.com/sharedfiles/filedetails/?id=877108545>) for Non-Clan-Members.

Itemnr.: 6766604
Name: Blacksmith's workstation
Short Description: Workstation for recipes from SvS-Ext Armour Smith, SvS-Ext Keymaker, SvS-Ext Smith, SvS-Ext Weapon Smith. This is also valid for the corresponding SvS2 Feats.

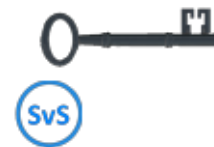


Recipe:
 Ingredient 1: Wood (10011) 40x
 Ingredient 2: Iron Bar (11501) 20x

Annotations:

Workbench with 200 slots. Can be crafted within your inventory.

Itemnr.: 6765960
Name: Iron key 01
Short Description: A simple, iron key
Recipe:
 Ingredient 1: Iron Reinforcement (16002) 1x
 Ingredient 2: Silver Dust (11067) 1x



Annotations:











Container with 1 slot.











Itemnr.: 6765967
Name: Brass key 01
Short Description: A simple, brass-coloured key
Recipe:
 Ingredient 1: Iron Reinforcement (16002) 1x
 Ingredient 2: Gold Dust (11068) 1x











Annotations:

Container with 1 slot.

Itemnr.:	6765961		
Name:	Iron key 02		
Short Description:	A small, iron key		
Recipe:			
Ingredient 1:	Iron Reinforcement (16002)	1x	
Ingredient 2:	Silver Dust (11067)	1x	
Annotations:	Container with 1 slot.		
Itemnr.:	6765968		
Name:	Brass key 02		
Short Description:	A simple, brass-coloured key		
Recipe:			
Ingredient 1:	Iron Reinforcement (16002)	1x	
Ingredient 2:	Gold Dust (11068)	1x	
Annotations:	Container with 1 slot.		
Itemnr.:	6765962		
Name:	Iron key 03		
Short Description:	A small, iron key		
Recipe:			
Ingredient 1:	Iron Reinforcement (16002)	1x	
Ingredient 2:	Silver Dust (11067)	1x	
Annotations:	Container with 1 slot.		
Itemnr.:	6765969		
Name:	Brass key 03		
Short Description:	A simple, brass-coloured key		
Recipe:			
Ingredient 1:	Iron Reinforcement (16002)	1x	
Ingredient 2:	Gold Dust (11068)	1x	
Annotations:	Container with 1 slot.		
Itemnr.:	6765963		
Name:	Iron key 04		
Short Description:	A small, iron key		
Recipe:			
Ingredient 1:	Iron Reinforcement (16002)	1x	
Ingredient 2:	Silver Dust (11067)	1x	
Annotations:	Container with 1 slot.		

Itemnr.:	6765970		
Name:	Brass key 04		
Short Description:	A simple, brass-coloured key		
Recipe:			
Ingredient 1:	Iron Reinforcement (16002)	1x	
Ingredient 2:	Gold Dust (11068)	1x	
Annotations:	Container with 1 slot.		
Itemnr.:	6765964		
Name:	Iron key 05		
Short Description:	A small, iron key		
Recipe:			
Ingredient 1:	Iron Reinforcement (16002)	1x	
Ingredient 2:	Silver Dust (11067)	1x	
Annotations:	Container with 1 slot.		
Itemnr.:	6765971		
Name:	Brass key 05		
Short Description:	A simple, brass-coloured key		
Recipe:			
Ingredient 1:	Iron Reinforcement (16002)	1x	
Ingredient 2:	Gold Dust (11068)	1x	
Annotations:	Container with 1 slot.		
Itemnr.:	6765965		
Name:	Iron key 06		
Short Description:	A small, iron key		
Recipe:			
Ingredient 1:	Iron Reinforcement (16002)	1x	
Ingredient 2:	Silver Dust (11067)	1x	
Annotations:	Container with 1 slot.		
Itemnr.:	6765972		
Name:	Brass key 06		
Short Description:	A simple, brass-coloured key		
Recipe:			
Ingredient 1:	Iron Reinforcement (16002)	1x	
Ingredient 2:	Gold Dust (11068)	1x	
Annotations:	Container with 1 slot.		

Itemnr.:	6765966		
Name:	Iron key 07		
Short Description:	A small, iron key		
Recipe:			
Ingredient 1:	Iron Reinforcement (16002)	1x	
Ingredient 2:	Silver Dust (11067)	1x	
Annotations:	Container with 1 slot.		
Itemnr.:	6765973		
Name:	Brass key 07		
Short Description:	A simple, brass-coloured key		
Recipe:			
Ingredient 1:	Iron Reinforcement (16002)	1x	
Ingredient 2:	Gold Dust (11068)	1x	
Annotations:	Container with 1 slot.		
Itemnr.:	6765980		
Name:	Key board		
Short Description:	A key board		
Recipe:			
Ingredient 1:	Iron Bars (11501)	2x	
Ingredient 2:	Wood (11108)	20x	
Annotations:	Container with 6 slots.		
Itemnr.:	6765981		
Name:	Key ring on hook		
Short Description:	A key ring with several keys, hanging on the hook.		
Recipe:			
Ingredient 1:	Iron Bar (11501)	3x	
Annotations:	Container with 7 slots.		

5.18.1) SvS2 Keymaker



Name of Feat: SvS2 Keymaker

Prerequisite Feat: SvS2, SvS-Ext Keymaker

Learned by item: N.A.

Workbench: Blacksmith's workstation (6766604) (from SvS-Ext)

All items can be found in the admin menu in "building".

There are currently no recipes into this feat.

5.19) Mage

5.19.1) SvS-Ext Mage



Name of Feat: SvS-Ext Mage

Prerequisite Feat: SvS-Extended

Learned by item: Book of Magic Circles (6766529)

Workbench: Magic station (6766625)

All items can be found in the admin menu in "building".

All the following magical items are for decoration only.

Itemnr.: 6766625
Name: Magic station
Short Description: Workstation for recipes from SvS-Ext Mage and SvS-Ext Wizard
Recipe:
 Ingredient 1: Witchfire Powder (80532) 1x
 Ingredient 2: Shaped Wood (16021) 15x
Annotations:
 Workbench with 200 slots.



Itemnr.: 6766412
Name: MC Earth
Short Description: Elementary circle >Earth<
Recipe:
 Ingredient 1: Witchfire Powder (80532) 10x
 Ingredient 2: Goldstone (11053) 20x
 Ingredient 3: Yellow Lotus Blossom (14151) 50x



Annotations:
 MC is an abbreviation for "Magic Circle". Please read further information in chapter 7.1.1) Magic circles. The **magic circle** can be switched on/off by pressing E shortly.

Itemnr.: 6766413
Name: MC Earth S
Short Description: Elementary circle >Earth<
Recipe:
 Ingredient 1: Witchfire Powder (80532) 2x
 Ingredient 2: Goldstone (11053) 5x
 Ingredient 3: Yellow Lotus Blossom (14151) 20x



Annotations:
 MC is an abbreviation for "Magic Circle". S stands for "Small". Please read further information in chapter 7.1.1) Magic circles. The **magic circle** can be switched on/off by pressing E shortly.

Itemnr.:	6766430	
Name:	MC Earth Wall	
Short Description:	Elementary circle >Earth<	
Recipe:		
Ingredient 1:	Witchfire Powder (80532)	2x
Ingredient 2:	Goldstone (11053)	5x
Ingredient 3:	Yellow Lotus Blossom (14151)	20x

**Annotations:**

MC is an abbreviation for "Magic Circle". This **magic circle** can be attached to walls. Please read further information in chapter 7.1.1) Magic circles. The **magic circle** can be switched on/off by pressing E shortly.

Itemnr.:	6766401	
Name:	MC Water	
Short Description:	Elementary circle >Water<	
Recipe:		
Ingredient 1:	Witchfire Powder (80532)	10x
Ingredient 2:	Scales of Dagon (19600)	6x
Ingredient 3:	Frost Lotus Flower (11080)	20x

**Annotations:**

MC is an abbreviation for "Magic Circle". Please read further information in chapter 7.1.1) Magic circles. The **magic circle** can be switched on/off by pressing E shortly.

Itemnr.:	6766407	
Name:	MC Water S	
Short Description:	Elementary circle >Water<	
Recipe:		
Ingredient 1:	Witchfire Powder (80532)	2x
Ingredient 2:	Scales of Dagon (19600)	2x
Ingredient 3:	Frost Lotus Flower (11080)	4x









**Annotations:**

MC is an abbreviation for "Magic Circle". S stands for "Small". Please read further information in chapter 7.1.1) Magic circles. The **magic circle** can be switched on/off by pressing E shortly.

Itemnr.:	6766433	
Name:	MC Water Wall	
Short Description:	Elementary circle >Water<	
Recipe:		
Ingredient 1:	Witchfire Powder (80532)	2x
Ingredient 2:	Scales of Dagon (19600)	2x
Ingredient 3:	Frost Lotus Flower (11080)	4x

**Annotations:**

MC is an abbreviation for "Magic Circle". This **magic circle** can be attached to walls. Please read further information in chapter 7.1.1) Magic circles. The **magic circle** can be switched on/off by pressing E shortly.

Itemnr.:	6766402		
Name:	MC Air		
Short Description:	Elementary circle >Air<		
Recipe:			
Ingredient 1:	Witchfire Powder (80532)	10x	
Ingredient 2:	Gossamer (12003)	300x	
Ingredient 3:	Alchemical Base (11070)	6x	
Annotations:	MC is an abbreviation for "Magic Circle". Please read further information in chapter 7.1.1) Magic circles. The magic circle can be switched on/off by pressing E shortly.		
Itemnr.:	6766408		
Name:	MC Air S		
Short Description:	Elementary circle >Air<		
Recipe:			
Ingredient 1:	Witchfire Powder (80532)	2x	
Ingredient 2:	Gossamer (12003)	100x	
Ingredient 3:	Alchemical Base (11070)	2x	
Annotations:	MC is an abbreviation for "Magic Circle". S stands for "Small". Please read further information in chapter 7.1.1) Magic circles. The magic circle can be switched on/off by pressing E shortly.		
Itemnr.:	6766434		
Name:	MC Air Wall		
Short Description:	Elementary circle >Air<		
Recipe:			
Ingredient 1:	Witchfire Powder (80532)	2x	
Ingredient 2:	Gossamer (12003)	100x	
Ingredient 3:	Alchemical Base (11070)	1x	
Annotations:	MC is an abbreviation for "Magic Circle". This magic circle can be attached to walls. Please read further information in chapter 7.1.1) Magic circles. The magic circle can be switched on/off by pressing E shortly.		
Itemnr.:	6766400		
Name:	MC Fire		
Short Description:	Elementary circle > Fire <		
Recipe:			
Ingredient 1:	Witchfire Powder (80532)	10x	
Ingredient 2:	Steelfire (14173)	10x	
Ingredient 3:	Golden Lotus Flower (11089)	20x	
Annotations:	MC is an abbreviation for "Magic Circle". Please read further information in chapter 7.1.1) Magic circles. The magic circle can be switched on/off by pressing E shortly.		

Itemnr.:	6766406	
Name:	MC Fire S	
Short Description:	Elementary circle > Fire <	
Recipe:		
Ingredient 1:	Witchfire Powder (80532)	2x
Ingredient 2:	Steelfire (14173)	3x
Ingredient 3:	Golden Lotus Flower (11089)	10x

**Annotations:**

MC is an abbreviation for "Magic Circle". S stands for "Small". Please read further information in chapter 7.1.1) Magic circles. The **magic circle** can be switched on/off by pressing E shortly.

Itemnr.:	6766429	
Name:	MC Fire Wall	
Short Description:	Elementary circle > Fire <	
Recipe:		
Ingredient 1:	Witchfire Powder (80532)	2x
Ingredient 2:	Steelfire (14173)	3x
Ingredient 3:	Golden Lotus Flower (11089)	10x

**Annotations:**

MC is an abbreviation for "Magic Circle". This **magic circle** Can be attached to walls. Please read further information in chapter 7.1.1) Magic circles. The **magic circle** can be switched on/off by pressing E shortly.

Itemnr.:	6766404	
Name:	MC Lightning	
Short Description:	Elementary circle > Lightning <	
Recipe:		
Ingredient 1:	Witchfire Powder (80532)	10x
Ingredient 2:	Crystal (11051)	300x
Ingredient 3:	Purple Lotus Flower (11083)	80x

**Annotations:**

MC is an abbreviation for "Magic Circle". Please read further information in chapter 7.1.1) Magic circles. The **magic circle** can be switched on/off by pressing E shortly.

Itemnr.:	6766410	
Name:	MC Lightning S	
Short Description:	Elementary circle > Lightning <	
Recipe:		
Ingredient 1:	Witchfire Powder (80532)	2x
Ingredient 2:	Crystal (11051)	100x
Ingredient 3:	Purple Lotus Flower (11083)	30x

**Annotations:**

MC is an abbreviation for "Magic Circle". S stands for "Small". Please read further information in chapter 7.1.1) Magic circles. The **magic circle** can be switched on/off by pressing E shortly.

Itemnr.:	6766431	
Name:	MC Lightning Wall	
Short Description:	Elementary circle > Lightning <	
Recipe:		
Ingredient 1:	Witchfire Powder (80532)	2x
Ingredient 2:	Crystal (11051)	100x
Ingredient 3:	Purple Lotus Flower (11083)	30x

**Annotations:**

MC is an abbreviation for "Magic Circle". This **magic circle** can be attached to walls. Please read further information in chapter 7.1.1) Magic circles. The **magic circle** can be switched on/off by pressing E shortly.

Itemnr.:	6766403	
Name:	MC Outer Dark	
Short Description:	Elementary circle > Outer Dark <	
Recipe:		
Ingredient 1:	Witchfire Powder (80532)	10x
Ingredient 2:	Star Metal Ore (18060)	12x
Ingredient 3:	Black Lotus Flower (11086)	30x

**Annotations:**

MC is an abbreviation for "Magic Circle". Please read further information in chapter 7.1.1) Magic circles. The **magic circle** can be switched on/off by pressing E shortly.

Itemnr.:	6766403	
Name:	MC Outer Dark S	
Short Description:	Elementary circle > Outer Dark <	
Recipe:		
Ingredient 1:	Witchfire Powder (80532)	2x
Ingredient 2:	Star Metal Ore (18060)	6x
Ingredient 3:	Black Lotus Flower (11086)	10x

**Annotations:**

MC is an abbreviation for "Magic Circle". S stands for "Small". Please read further information in chapter 7.1.1) Magic circles. The **magic circle** can be switched on/off by pressing E shortly.

Itemnr.:	6766435	
Name:	MC Outer Dark Wall	
Short Description:	Elementary circle > Outer Dark <	
Recipe:		
Ingredient 1:	Witchfire Powder (80532)	2x
Ingredient 2:	Star Metal Ore (18060)	6x
Ingredient 3:	Black Lotus Flower (11086)	10x

**Annotations:**

MC is an abbreviation for "Magic Circle". This **magic circle** can be attached to walls. Please read further information in chapter 7.1.1) Magic circles. The **magic circle** can be switched on/off by pressing E shortly.

Itemnr.:	6766405	
Name:	MC Soul	
Short Description:	Elementary circle > Soul <	
Recipe:		
Ingredient 1:	Witchfire Powder (80532)	10x
Ingredient 2:	Corrupted Stone (11500)	4x
Ingredient 3:	Crimson Lotus Flower (11124)	50x

**Annotations:**

MC is an abbreviation for "Magic Circle". Please read further information in chapter 7.1.1) Magic circles. The **magic circle** can be switched on/off by pressing E shortly.

Itemnr.:	6766411	
Name:	MC Soul S	
Short Description:	Elementary circle > Soul <	
Recipe:		
Ingredient 1:	Witchfire Powder (80532)	2x
Ingredient 2:	Corrupted Stone (11500)	2x
Ingredient 3:	Crimson Lotus Flower (11124)	20x

**Annotations:**

MC is an abbreviation for "Magic Circle". S stands for "Small". Please read further information in chapter 7.1.1) Magic circles. The **magic circle** can be switched on/off by pressing E shortly.

Itemnr.:	6766432	
Name:	MC Soul Wall	
Short Description:	Elementary circle > Soul <	
Recipe:		
Ingredient 1:	Witchfire Powder (80532)	2x
Ingredient 2:	Corrupted Stone (11500)	2x
Ingredient 3:	Crimson Lotus Flower (11124)	20x

**Annotations:**

MC is an abbreviation for "Magic Circle". S stands for "Small". Please read further information in chapter 7.1.1) Magic circles. The **magic circle** can be switched on/off by pressing E shortly.

Itemnr.:	6766414	
Name:	Magic circle 01	
Short Description:	A magic circle	
Recipe:		
Ingredient 1:	Witchfire Powder (80532)	10x
Ingredient 2:	Corrupted Stone (11500)	4x
Ingredient 3:	Purple Lotus Flower (11083)	80x

**Annotations:**

Please read further information in chapter 7.1.1) Magic circles. The **magic circle** can be switched on/off by pressing E shortly.

Itemnr.:	6766415	
Name:	Magic circle 02	
Short Description:	A magic circle	
Recipe:		
Ingredient 1:	Witchfire Powder (80532)	10x
Ingredient 2:	Corrupted Stone (11500)	4x
Ingredient 3:	Alchemical Base (11070)	6x

**Annotations:**

Please read further information in chapter 7.1.1) Magic circles. The **magic circle** can be switched on/off by pressing E shortly.

Itemnr.:	6766416	
Name:	Magic circle 03	
Short Description:	A magic circle	
Recipe:		
Ingredient 1:	Witchfire Powder (80532)	10x
Ingredient 2:	Corrupted Stone (11500)	4x
Ingredient 3:	Yellow Lotus Blossom (14151)	50x

**Annotations:**

Please read further information in chapter 7.1.1) Magic circles. The **magic circle** can be switched on/off by pressing E shortly.

Itemnr.:	6766417	
Name:	Magic circle 04	
Short Description:	A magic circle	
Recipe:		
Ingredient 1:	Witchfire Powder (80532)	10x
Ingredient 2:	Corrupted Stone (11500)	4x
Ingredient 3:	Alchemical Base (11070)	6x

**Annotations:**

Please read further information in chapter 7.1.1) Magic circles. The **magic circle** can be switched on/off by pressing E shortly.

Itemnr.:	6766418	
Name:	Magic circle 05	
Short Description:	A magic circle	
Recipe:		
Ingredient 1:	Witchfire Powder (80532)	10x
Ingredient 2:	Corrupted Stone (11500)	4x
Ingredient 3:	Yellow Lotus Blossom (14151)	50x

**Annotations:**

Please read further information in chapter 7.1.1) Magic circles. The **magic circle** can be switched on/off by pressing E shortly.

Itemnr.:	6766419	
Name:	Magic circle 06	
Short Description:	A magic circle	
Recipe:		
Ingredient 1:	Witchfire Powder (80532)	10x
Ingredient 2:	Corrupted Stone (11500)	4x
Ingredient 3:	Frost Lotus Flower (11080)	20x

**Annotations:**

Please read further information in chapter 7.1.1) Magic circles. The **magic circle** can be switched on/off by pressing E shortly.

Itemnr.:	6766420	
Name:	Magic circle 07	
Short Description:	A magic circle	
Recipe:		
Ingredient 1:	Witchfire Powder (80532)	10x
Ingredient 2:	Corrupted Stone (11500)	4x
Ingredient 3:	Crimson Lotus Flower (11124)	50x

**Annotations:**

Please read further information in chapter 7.1.1) Magic circles. The **magic circle** can be switched on/off by pressing E shortly.

Itemnr.:	6766421	
Name:	Magic circle 08	
Short Description:	A magic circle	
Recipe:		
Ingredient 1:	Witchfire Powder (80532)	10x
Ingredient 2:	Corrupted Stone (11500)	4x
Ingredient 3:	Yellow Lotus Blossom (14151)	50x

**Annotations:**

Please read further information in chapter 7.1.1) Magic circles. The **magic circle** can be switched on/off by pressing E shortly.

Itemnr.:	6766422	
Name:	Magic circle 09	
Short Description:	A magic circle	
Recipe:		
Ingredient 1:	Witchfire Powder (80532)	10x
Ingredient 2:	Corrupted Stone (11500)	4x
Ingredient 3:	Purple Lotus Flower (11083)	100x

**Annotations:**

Please read further information in chapter 7.1.1) Magic circles. The **magic circle** can be switched on/off by pressing E shortly.

Itemnr.:	6766423	
Name:	Magic circle 10	
Short Description:	A magic circle	
Recipe:		
Ingredient 1:	Witchfire Powder (80532)	12x
Ingredient 2:	Corrupted Stone (11500)	4x
Ingredient 3:	Frost Lotus Flower (11080)	25x

**Annotations:**

Please read further information in chapter 7.1.1) Magic circles. The **magic circle** can be switched on/off by pressing E shortly.

Itemnr.:	6766424	
Name:	Magic circle 11	
Short Description:	A magic circle	
Recipe:		
Ingredient 1:	Witchfire Powder (80532)	12x
Ingredient 2:	Corrupted Stone (11500)	4x
Ingredient 3:	Purple Lotus Flower (11083)	100x

**Annotations:**

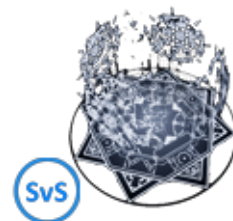
Please read further information in chapter 7.1.1) Magic circles. The **magic circle** can be switched on/off by pressing E shortly.

Itemnr.:	6766425	
Name:	Magic circle 12	
Short Description:	A magic circle	
Recipe:		
Ingredient 1:	Witchfire Powder (80532)	12x
Ingredient 2:	Corrupted Stone (11500)	4x
Ingredient 3:	Sand Reaper Toxin Gland (14102)	10x



**Annotations:**

Please read further information in chapter 7.1.1) Magic circles. The **magic circle** can be switched on/off by pressing E shortly.

Itemnr.:	6766426	
Name:	Magic circle 13	
Short Description:	A magic circle	
Recipe:		
Ingredient 1:	Witchfire Powder (80532)	12x
Ingredient 2:	Corrupted Stone (11500)	4x
Ingredient 3:	Alchemical Base (11070)	10x



**Annotations:**

Please read further information in chapter 7.1.1) Magic circles. The **magic circle** can be switched on/off by pressing E shortly.

Itemnr.:	6766427		
Name:	Magic circle 14		
Short Description:	A magic circle		
Recipe:			
Ingredient 1:	Witchfire Powder (80532)	12x	
Ingredient 2:	Corrupted Stone (11500)	4x	
Ingredient 3:	Golden Lotus Flower (11089)	15x	

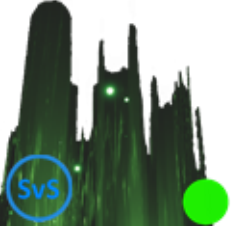

Annotations:

Please read further information in chapter 7.1.1) Magic circles. The **magic circle** can be switched on/off by pressing E shortly.

Itemnr.:	6766428		
Name:	Magic circle 15		
Short Description:	A magic circle		
Recipe:			
Ingredient 1:	Witchfire Powder (80532)	12x	
Ingredient 2:	Corrupted Stone (11500)	4x	
Ingredient 3:	Frost Lotus Flower (11080)	25x	



Annotations:

Please read further information in chapter 7.1.1) Magic circles. The **magic circle** can be switched on/off by pressing E shortly.

Itemnr.:	6766710		
Name:	Magical gate barrier (green)		
Short Description:	A magical barrier		
Recipe:			
Ingredient 1:	Witchfire Powder (80532)	3x	
Ingredient 2:	Radium Gem (80531)	1x	
Ingredient 3:	Feather (11056)	50x	
Ingredient 4:	Green Dye (17060)	1x	


Annotations:


Please read further information in chapter 7.1.1) Magic circles. The magic barrier can be switched on/off by pressing E shortly. **Tip:** You can use a Pippi Wallpaper with transparent picture and enabled collision to block the way.

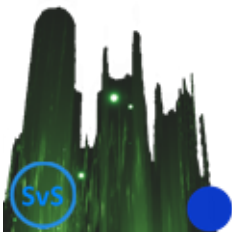
Itemnr.:	6766711		
Name:	Magical door barrier (green)		
Short Description:	A magical barrier		
Recipe:			
Ingredient 1:	Witchfire Powder (80532)	2x	
Ingredient 2:	Radium Gem (80531)	1x	
Ingredient 3:	Feather (11056)	25x	
Ingredient 4:	Green Dye (17060)	1x	

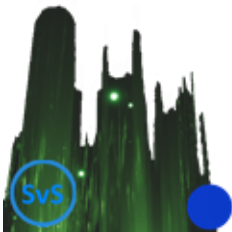
Annotations:

Please read further information in chapter 7.1.1) Magic circles. The magic barrier can be switched on/off by pressing E shortly. **Tip:** You can use a Pippi Wallpaper with transparent picture and enabled collision to block the way.

Itemnr.:	6766712		
Name:	Magical gate barrier (red)		
Short Description:	A magical barrier		
Recipe:			
Ingredient 1:	Witchfire Powder (80532)	3x	
Ingredient 2:	Radium Gem (80531)	1x	
Ingredient 3:	Feather (11056)	50x	
Ingredient 4:	Red Dye (17040)	1x	
Annotations:	Please read further information in chapter 7.1.1) Magic circles. The magic barrier can be switched on/off by pressing E shortly. Tip: You can use a Pippi Wallpaper with transparent picture and enabled collision to block the way.		

Itemnr.:	6766713		
Name:	Magical door barrier (red)		
Short Description:	A magical barrier		
Recipe:			
Ingredient 1:	Witchfire Powder (80532)	2x	
Ingredient 2:	Radium Gem (80531)	1x	
Ingredient 3:	Feather (11056)	25x	
Ingredient 4:	Red Dye (17040)	1x	
Annotations:	Please read further information in chapter 7.1.1) Magic circles. The magic barrier can be switched on/off by pressing E shortly. Tip: You can use a Pippi Wallpaper with transparent picture and enabled collision to block the way.		

Itemnr.:	6766714		
Name:	Magical gate barrier (blue)		
Short Description:	A magical barrier		
Recipe:			
Ingredient 1:	Witchfire Powder (80532)	3x	
Ingredient 2:	Radium Gem (80531)	1x	
Ingredient 3:	Feather (11056)	50x	
Ingredient 4:	Blue Dye (17050)	1x	
Annotations:	Please read further information in chapter 7.1.1) Magic circles. The magic barrier can be switched on/off by pressing E shortly. Tip: You can use a Pippi Wallpaper with transparent picture and enabled collision to block the way.		

Itemnr.:	6766715		
Name:	Magical door barrier (blue)		
Short Description:	A magical barrier		
Recipe:			
Ingredient 1:	Witchfire Powder (80532)	2x	
Ingredient 2:	Radium Gem (80531)	1x	
Ingredient 3:	Feather (11056)	25x	
Ingredient 4:	Blue Dye (17050)	1x	

Annotations:

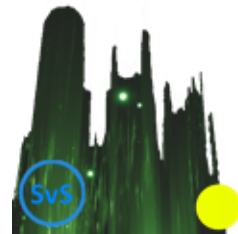
Please read further information in chapter 7.1.1) Magic circles. The magic barrier can be switched on/off by pressing E shortly. **Tip:** You can use a Pippi Wallpaper with transparent picture and enabled collision to block the way.

Itemnr.:	6766716	
Name:	Magical gate barrier (yellow)	
Short Description:	A magical barrier	
Recipe:		
Ingredient 1:	Witchfire Powder (80532)	3x
Ingredient 2:	Radium Gem (80531)	1x
Ingredient 3:	Feather (11056)	50x
Ingredient 4:	Yellow Dye (10010)	1x

**Annotations:**

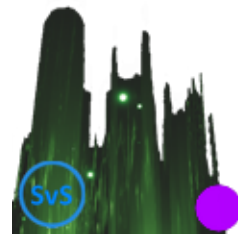
Please read further information in chapter 7.1.1) Magic circles. The magic barrier can be switched on/off by pressing E shortly. **Tip:** You can use a Pippi Wallpaper with transparent picture and enabled collision to block the way.

Itemnr.:	6766717	
Name:	Magical door barrier (yellow)	
Short Description:	A magical barrier	
Recipe:		
Ingredient 1:	Witchfire Powder (80532)	2x
Ingredient 2:	Radium Gem (80531)	1x
Ingredient 3:	Feather (11056)	25x
Ingredient 4:	Yellow Dye (10010)	1x

**Annotations:**

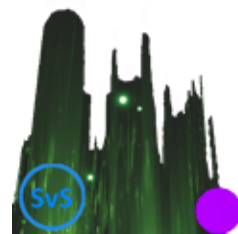
Please read further information in chapter 7.1.1) Magic circles. The magic barrier can be switched on/off by pressing E shortly. **Tip:** You can use a Pippi Wallpaper with transparent picture and enabled collision to block the way.

Itemnr.:	6766718	
Name:	Magical gate barrier (purple)	
Short Description:	A magical barrier	
Recipe:		
Ingredient 1:	Witchfire Powder (80532)	3x
Ingredient 2:	Radium Gem (80531)	1x
Ingredient 3:	Feather (11056)	50x
Ingredient 4:	Purple Dye (17080)	1x

**Annotations:**

Please read further information in chapter 7.1.1) Magic circles. The magic barrier can be switched on/off by pressing E shortly. **Tip:** You can use a Pippi Wallpaper with transparent picture and enabled collision to block the way.

Itemnr.:	6766719	
Name:	Magical door barrier (purple)	
Short Description:	A magical barrier	
Recipe:		
Ingredient 1:	Witchfire Powder (80532)	2x
Ingredient 2:	Radium Gem (80531)	1x



Ingredient 3:	Feather (11056)	25x
Ingredient 4:	Purple Dye (17080)	1x

Annotations:

Please read further information in chapter 7.1.1) Magic circles. The magic barrier can be switched on/off by pressing E shortly. **Tip:** You can use a Pippi Wallpaper with transparent picture and enabled collision to block the way.

Itemnr.:	6766720	
Name:	Magical gate barrier (white)	
Short Description:	A magical barrier	
Recipe:		
Ingredient 1:	Witchfire Powder (80532)	3x
Ingredient 2:	Radium Gem (80531)	1x
Ingredient 3:	Feather (11056)	50x
Ingredient 4:	White Dye (17115)	1x

**Annotations:**

Please read further information in chapter 7.1.1) Magic circles. The magic barrier can be switched on/off by pressing E shortly. **Tip:** You can use a Pippi Wallpaper with transparent picture and enabled collision to block the way.

Itemnr.:	6766721	
Name:	Magical door barrier (white)	
Short Description:	A magical barrier	
Recipe:		
Ingredient 1:	Witchfire Powder (80532)	2x
Ingredient 2:	Radium Gem (80531)	1x
Ingredient 3:	Feather (11056)	25x
Ingredient 4:	White Dye (17115)	1x

**Annotations:**

Please read further information in chapter 7.1.1) Magic circles. The magic barrier can be switched on/off by pressing E shortly. **Tip:** You can use a Pippi Wallpaper with transparent picture and enabled collision to block the way.

5.19.2) SvS2 Mage



Name of Feat: SvS2Mage

Prerequisite Feat: SvS2, SvS-Ext Mage

Learned by item: N.A.

Workbench: Magic station (6766625) (from SvS-Ext)

All items can be found in the admin menu in "building". Please note, the workbench is admin-spawn only!

There are currently no recipes into this feat.

5.20) Mitra

5.20.1) SvS-Ext Mitra



Name of Feat: SvS-Ext Mitra

Prerequisite Feat: SvS-Extended

Learned by item: Rcp. for pleasing Mitra (6766521)

Workbench: Tablet of Mitra (6766621)

All items can be found in the admin menu in "building".

Itemnr.:	6766621	
Name:	Tablet of Mitra (workbench)	
Short Description:	Workstation for recipes from SvS-Ext Mitra	
Recipe:		
Ingredient 1:	Brick (16011)	40x
Ingredient 2:	Lingering Essence (15003)	1x
Annotations:	Workbench with 200 slots. Can be crafted within your inventory.	



Itemnr.:	6766210	
Name:	Coal basin of Mitra	
Short Description:	A coal basin from a Mitra temple	
Recipe:		
Ingredient 1:	Stone (10001)	60x
Ingredient 2:	Lingering Essence (15003)	1x
Ingredient 3:	Coal (11011)	10x
Annotations:		



The light can be switched on/off by pressing E shortly. The item is realized with an **emitter** (see also 7.1) Emitter).

Itemnr.:	6766200	
Name:	Stone tablet of Mitra	
Short Description:	A stone tablet with the outline of Mitra	
Recipe:		
Ingredient 1:	Stone (10001)	750x
Ingredient 2:	Lingering Essence (15003)	1x
Ingredient 3:	Aloe Leaves (14001)	15x



Itemnr.:	6766215	
Name:	Stone tablet of Mitra S	
Short Description:	A stone tablet with the outline of Mitra	
Recipe:		
Ingredient 1:	Stone (10001)	500x
Ingredient 2:	Lingering Essence (15003)	1x
Ingredient 3:	Aloe Leaves (14001)	10x



Annotations:

"S" is an abbreviation for "small".

Itemnr.:	6766216	
Name:	Stone tablet of Mitra XS	
Short Description:	A stone tablet with the outline of Mitra	
Recipe:		
Ingredient 1:	Stone (10001)	100x
Ingredient 2:	Lingering Essence (15003)	1x
Ingredient 3:	Aloe Leaves (14001)	2x

**Annotations:**

"XS" is an abbreviation for "extra small".

Itemnr.:	6768000	
Name:	Statue of Mitra	
Short Description:	A Mitra statue (configurable)	
Recipe:		
Ingredient 1:	Stone (10001)	200x
Ingredient 2:	Lingering Essence (15003)	1x

**Annotations:**

SAW item. See chapter 7.6. for more information.

5.20.2) SvS2 Mitra



Name of Feat: SvS2 Mitra

Prerequisite Feat: SvS2, SvS-Ext Mitra

Learned by item: N.A.

Workbench: Tablet of Mitra (6766621) (from SvS-Ext)

All items can be found in the admin menu in "building".

There are currently no recipes into this feat.
--

5.21) Potter













5.21.1) SvS-Ext Potter























Name of Feat: SvS-Ext Potter
Prerequisite Feat: SvS-Extended
Learned by item: Rcp. for a potter (6766500)
Workbench: Pottery workstation (6766600)



All items can be found in the admin menu in "building".

Itemnr.:	6766600		
Name:	Pottery workstation		
Short Description:	Workstation for recipes from SvS-Ext Potter		
Recipe:			
Ingredient 1:	Stone (10001)	40x	
Ingredient 2:	Wood (10011)	20x	
Annotations:	Workbench with 200 slots. Can be crafted within your inventory.		
Itemnr.:	6765001		
Name:	Clay plate 01a		
Short Description:	A flat bowl or a plate of old clay		
Recipe:			
Ingredient 1:	Stone Consolidant (16001)	25x	
Itemnr.:	6765002		
Name:	Clay plate 02a		
Short Description:	A flat bowl or a plate of old clay		
Recipe:			
Ingredient 1:	Stone Consolidant (16001)	25x	
Itemnr.:	6765003		
Name:	Clay pot 01a		
Short Description:	An old clay pot		
Recipe:			
Ingredient 1:	Stone Consolidant (16001)	40x	



Itemnr.:	6765004		
Name:	Clay pot 02a		
Short Description:	An old clay pot with a simple pattern.		
Recipe:			
Ingredient 1:	Stone Consolidant (16001)	40x	
Itemnr.:	6765005		
Name:	Clay pot 03a		
Short Description:	An old, high-pitched clay pot		
Recipe:			
Ingredient 1:	Stone Consolidant (16001)	40x	
Itemnr.:	6765006		
Name:	Clay pot 04a		
Short Description:	A thick-bellied clay pot with a handle.		
Recipe:			
Ingredient 1:	Stone Consolidant (16001)	40x	
Itemnr.:	6765007		
Name:	Clay vase A		
Short Description:	An old clay vase		
Recipe:			
Ingredient 1:	Stone Consolidant (16001)	25x	
Itemnr.:	6765011		
Name:	Clay plate 01b		
Short Description:	A flat bowl or a plate of old clay		
Recipe:			
Ingredient 1:	Stone Consolidant (16001)	25x	
Itemnr.:	6765012		
Name:	Clay plate 02b		
Short Description:	A flat bowl or a plate of old clay		
Recipe:			
Ingredient 1:	Stone Consolidant (16001)	25x	

Itemnr.:	6765013		
Name:	Clay pot 01b		
Short Description:	An old clay pot		
Recipe:			
Ingredient 1:	Stone Consolidant (16001)	40x	
			
Itemnr.:	6765014		
Name:	Clay pot 02b		
Short Description:	An old clay pot with a simple pattern.		
Recipe:			
Ingredient 1:	Stone Consolidant (16001)	40x	
			
Itemnr.:	6765015		
Name:	Clay pot 03b		
Short Description:	An old, high-pitched clay pot		
Recipe:			
Ingredient 1:	Stone Consolidant (16001)	40x	
			
Itemnr.:	6765016		
Name:	Clay pot 04b		
Short Description:	A thick-bellied clay pot with a handle.		
Recipe:			
Ingredient 1:	Stone Consolidant (16001)	40x	
			
Itemnr.:	6765017		
Name:	Clay vase B		
Short Description:	An old clay vase		
Recipe:			
Ingredient 1:	Stone Consolidant (16001)	25x	
			



Itemnr.:	6765008		
Name:	Water-filled jug		
Short Description:	Water-filled jug		
Recipe:			
Ingredient 1:	Ornage Ceramic Jug (80648)	1x	
Ingredient 2:	Water-filled Glass Flask (14201)	1x	
Annotations:	<p>You can drink from it by hitting E when focussing the jug. It does not show the nameplate but can be picked up again by holding E for a longer time. You can even fill your sealed water skin from it. The item can be used even if it belongs to another clan. Do not get irritated by the message "This does not belong to you". Your bars will nevertheless increase.</p> <p>You will get an empty Glass Flask in return for each Water-filled Glass Flasks used during crafting.</p>		
Itemnr.:	6765043		
Name:	Preserving jar 01		
Short Description:	A red preserving jar		
Recipe:			
Ingredient 1:	Ceramic Jar (80644)	1x	
Ingredient 2:	Cochineal (14193)	10x	
Ingredient 3:	Papyrus Scroll (80311)	1x	
Itemnr.:	6765044		
Name:	Preserving jar 02		
Short Description:	A green preserving jar		
Recipe:			
Ingredient 1:	Ceramic Jar (80644)	1x	
Ingredient 2:	Green Dye (17060)	1x	
Ingredient 3:	Papyrus Scroll (80311)	1x	
Itemnr.:	6765018		
Name:	Chunk of Clay		
Short Description:	A simple chunk of clay		
Recipe:			
Ingredient 1:	Stone (10001)	5x	
Itemnr.:	6765052		
Name:	Small ceramic jar (green)		
Short Description:	A small green jar with unknown contents		
Recipe:			
Ingredient 1:	Glass (11551)	5x	
Ingredient 2:	Green Dye (17060)	1x	

Itemnr.:	6765550	
Name:	Water-filled clay vase A	
Short Description:	A vase with water	
Recipe:		
Ingredient 1:	Stone Consolidant (16001)	40x
Ingredient 2:	Water-filled Glass Flask (14201)	1x
Annotations:		

You can drink from it by hitting E when focussing the vase. It does not show the nameplate but can be picked up again by holding E for a longer time. You can even fill your sealed water skin from it. The item can be used even if it belongs to another clan. Do not get irritated by the message "This does not belong to you". Your bars will nevertheless increase. You will get an empty Glass Flask in return for each Water-filled Glass Flasks used during crafting.

Itemnr.:	6765551	
Name:	Water-filled clay plate 01a	
Short Description:	A flat bowl or a plate of old clay	
Recipe:		
Ingredient 1:	Stone Consolidant (16001)	25x
Ingredient 2:	Water-filled Glass Flask (14201)	1x
Annotations:		

You can drink from it by hitting E when focussing the plate. It does not show the nameplate but can be picked up again by holding E for a longer time. You can even fill your sealed water skin from it. The item can be used even if it belongs to another clan. Do not get irritated by the message "This does not belong to you". Your bars will nevertheless increase. You will get an empty Glass Flask in return for each Water-filled Glass Flasks used during crafting.

Itemnr.:	6765552	
Name:	Water-filled clay plate 02a	
Short Description:	A flat bowl or a plate of old clay	
Recipe:		
Ingredient 1:	Stone Consolidant (16001)	25x
Ingredient 2:	Water-filled Glass Flask (14201)	1x
Annotations:		

You can drink from it by hitting E when focussing the plate. It does not show the nameplate but can be picked up again by holding E for a longer time. You can even fill your sealed water skin from it. The item can be used even if it belongs to another clan. Do not get irritated by the message "This does not belong to you". Your bars will nevertheless increase. You will get an empty Glass Flask in return for each Water-filled Glass Flasks used during crafting.

Itemnr.: 6765553

Name: Water-filled clay pot 01a

Short Description: An old clay pot

Recipe:

Ingredient 1: Stone Consolidant (16001) 40x

Ingredient 2: Water-filled Glass Flask (14201) 1x



Annotations:

You can drink from it by hitting E when focussing the pot. It does not show the nameplate but can be picked up again by holding E for a longer time. You can even fill your sealed water skin from it. The item can be used even if it belongs to another clan. Do not get irritated by the message "This does not belong to you". Your bars will nevertheless increase. You will get an empty Glass Flask in return for each Water-filled Glass Flasks used during crafting.

Itemnr.: 6765554

Name: Clay pot 02b

Short Description: Water-filled clay pot 02a

Recipe:

Ingredient 1: Stone Consolidant (16001) 40x

Ingredient 2: Water-filled Glass Flask (14201) 1x



Annotations:

You can drink from it by hitting E when focussing the pot. It does not show the nameplate but can be picked up again by holding E for a longer time. You can even fill your sealed water skin from it. The item can be used even if it belongs to another clan. Do not get irritated by the message "This does not belong to you". Your bars will nevertheless increase. You will get an empty Glass Flask in return for each Water-filled Glass Flasks used during crafting.

Itemnr.: 6765555

Name: Water-filled clay pot 03a

Short Description: An old, high-pitched clay pot

Recipe:



Ingredient 1: Stone Consolidant (16001) 40x



Ingredient 2: Water-filled Glass Flask (14201) 1x







Annotations:







You can drink from it by hitting E when focussing the pot. It does not show the nameplate but can be picked up again by holding E for a longer time. You can even fill your sealed water skin from it. The item can be used even if it belongs to another clan. Do not get irritated by the message "This does not belong to you". Your bars will nevertheless increase. You will get an empty Glass Flask in return for each Water-filled Glass Flasks used during crafting.

Itemnr.:	6765556		
Name:	Water-filled clay pot 04a		
Short Description:	A thick-bellied clay pot with a handle.		
Recipe:			
Ingredient 1:	Stone Consolidant (16001)	40x	
Ingredient 2:	Water-filled Glass Flask (14201)	1x	
Annotations:	<p>You can drink from it by hitting E when focussing the pot. It does not show the nameplate but can be picked up again by holding E for a longer time. You can even fill your sealed water skin from it. The item can be used even if it belongs to another clan. Do not get irritated by the message "This does not belong to you". Your bars will nevertheless increase. You will get an empty Glass Flask in return for each Water-filled Glass Flasks used during crafting.</p>		

Itemnr.:	6765505		
Name:	Ceramic incense burner		
Short Description:	A small ceramic incense burner		
Recipe:			
Ingredient 1:	Stone Consolidant (16001)	10x	
Ingredient 2:	Candle Stub (80521)	1x	
Ingredient 3:	Yellow Lotus Blossom (14151)	3x	
Ingredient 4:	Spice (18264)	1x	

Itemnr.:	6765053		
Name:	Preserving jar 01 (icebox)		
Short Description:	A red preserving jar		
Recipe:			
Ingredient 1:	Star Metal Bar (18061)	5x	
Ingredient 2:	Cochineal (14193)	10x	
Ingredient 3:	Papyrus Scroll (80311)	1x	
Ingredient 4:	Black Ice (18041)	4x	
Annotations:	<p>Container with 5 slots. Works like the original preservation box: it stops the decay timer of each and every item completely if it is filled with at least one piece of ice.</p>		

Itemnr.:	6765054		
Name:	Preserving jar 02 (icebox)		
Short Description:	A green preserving jar		
Recipe:			
Ingredient 1:	Star Metal Bar (18061)	5x	
Ingredient 2:	Green Dye (17060)	1x	
Ingredient 3:	Papyrus Scroll (80311)	1x	
Ingredient 4:	Black Ice (18041)	4x	
Annotations:	<p>Container with 5 slots. Works like the original preservation box: it stops the decay timer of each and every item completely if it is filled with at least one piece of ice.</p>		

Itemnr.:	6765008		 
Name:	Water jug (f.o.)		
Short Description:	A ceramic water jug		
Recipe:			
Ingredient 1:	Ornage Ceramic Jug (80648)	1x	
Annotations:	"(f.o.)" is an abbreviation for "fallen over".		
Itemnr.:	6765761		 
Name:	Ceramic cooking stove		
Short Description:	A small ceramic cooking stove		
Recipe:			
Ingredient 1:	Stone Consolidant (16001)	15x	
Ingredient 2:	Iron Bar (11501)	5x	
Ingredient 3:	Bark (10005)	20x	
Annotations:	This is a workbench with 200 slots. It works like the original campfire. You cannot place a Thrall here.		
Itemnr.:	6765051		 
Name:	Small ceramic jar (red)		
Short Description:	A small red jar with unknown contents		
Recipe:			
Ingredient 1:	Glass (11551)	5x	
Ingredient 2:	Cochineal (14193)	5x	

5.21.2) SvS2 Potter





Name of Feat: SvS2 Potter











Prerequisite Feat: SvS2, SvS-Ext Potter











Learned by item: N.A.

Workbench: Pottery workstation (6766600) (from SvS-Ext)

All items can be found in the admin menu in "building".

Itemnr.:	6860192		 
Name:	Tribal Clay Cup		
Short Description:	A clay cup		
Recipe:			
Ingredient 1:	Stone Consolidant (16001)	25x	
Annotations:	SAW item		

Itemnr.:	6860193		
Name:	Tribal Clay Bowl		
Short Description:	A clay bowl		
Recipe:			
Ingredient 1:	Stone Consolidant (16001)	25x	
Annotations:			
SAW item			
Itemnr.:	6860194		
Name:	Tribal Jug 01		
Short Description:	A jug		
Recipe:			
Ingredient 1:	Stone Consolidant (16001)	50x	
Annotations:			
SAW item			
Itemnr.:	6860195		
Name:	Tribal Jug 02		
Short Description:	A jug		
Recipe:			
Ingredient 1:	Stone Consolidant (16001)	25x	
Annotations:			
SAW item			
Itemnr.:	6860196		
Name:	Tribal Jug 03		
Short Description:	A jug		
Recipe:			
Ingredient 1:	Stone Consolidant (16001)	25x	
Annotations:			
SAW item			
Itemnr.:	6860933		
Name:	Clay Pot 01		
Short Description:	A clay pot		
Recipe:			
Ingredient 1:	Stone Consolidant (16001)	20x	
Annotations:			
SAW item			

Itemnr.:	6860934		
Name:	Clay Pot 02		
Short Description:	A clay pot		
Recipe:			
Ingredient 1:	Stone Consolidant (16001)	30x	
Annotations:			
	SAW item		
Itemnr.:	6860935		
Name:	Clay Pot - broken		
Short Description:	Clay pot pieces		
Recipe:			
Ingredient 1:	Stone Consolidant (16001)	40x	
Annotations:			
	SAW item		
Itemnr.:	6860955		
Name:	Urn 01		
Short Description:	Clay pot pieces		
Recipe:			
Ingredient 1:	Stone (10001)	100x	
Annotations:			
	SAW item		
Itemnr.:	6860956		
Name:	Urn 02		
Short Description:	Clay pot pieces		
Recipe:			
Ingredient 1:	Stone (10001)	150x	
Annotations:			
	SAW item		
Itemnr.:	6860957		
Name:	Urn 03		
Short Description:	Clay pot pieces		
Recipe:			
Ingredient 1:	Stone (10001)	200x	
Annotations:			
	SAW item		



Itemnr.: 6860453
Name: Muddling
Short Description: A muddling

Recipe:

Ingredient 1: Stone (10001) 10x



Annotations:

[SAW item](#)

5.22) Savage Craft

5.22.1) SvS-Ext Savage Craft











Name of Feat: SvS-Ext Savage Craft

Prerequisite Feat: SvS-Extended

Learned by item: Rcp. for a savage crafter (6766512)


Workbench: Savage craft station (6766612)

All items can be found in the admin menu in "building".


Itemnr.:	6766612		
Name:	Savage craft station		
Short Description:	Workstation for recipes from SvS-Ext Savage Craft. This is also valid for the corresponding SvS2 feats.		
Recipe:			
Ingredient 1:	Stone (10001)	50x	
Ingredient 2:	Blood (11079)	10x	
Annotations:	Workbench with 200 slots. Can be crafted within your inventory.		
Itemnr.:	6765100		
Name:	Rabbit trap		
Short Description:	A small trap of branches and bones		
Recipe:			
Ingredient 1:	Branch (10012)	20x	
Ingredient 2:	Bone (10021)	10x	
Ingredient 3:	Vines (11101)	5x	
Itemnr.:	6765132		
Name:	Jungle throne		
Short Description:	A throne of petrified wood.		
Recipe:			
Ingredient 1:	Stone (10001)	1500x	
Ingredient 2:	Sand Reaper Toxin Gland (14102)	30x	
Annotations:	Can be used to sit down on it pressing E shortly.		
Itemnr.:	6766303		
Name:	Jungle skull throne		
Short Description:	A throne of petrified wood.		
Recipe:			
Ingredient 1:	Stone (10001)	1000x	
Ingredient 2:	Sand Reaper Toxin Gland (14102)	10x	
Ingredient 3:	Decorative Metal skull (83000)	1x	

Annotations:


Can be used to sit down on it pressing E shortly.

Itemnr.:	6765615		
Name:	Rib arches deformed		
Short Description:	Ribs		
Recipe:			
Ingredient 1:	Bone (10021)	30x	




Itemnr.:	6765643		
Name:	Unidentifiable corpse		
Short Description:	Bunch of bloody things		
Recipe:			
Ingredient 1:	Skull (88890)	1x	
Ingredient 2:	Feral Flesh (13001)	50x	
Ingredient 3:	Blood (11079)	10x	




Itemnr.:	6766220		
Name:	Statue of Hanuman		
Short Description:	Statue of Hanuman		
Recipe:			
Ingredient 1:	Stone (10001)	150x	
Ingredient 2:	Radium Gem (80531)	1x	
Ingredient 3:	Red Dye (17040)	3x	
Annotations:	SAW item. See chapter 7.6. for more information.		



















Itemnr.:	6765643		
Name:	Unidentifiable corpse		
Short Description:	Bunch of bloody things		
Recipe:			
Ingredient 1:	Skull (88890)	1x	
Ingredient 2:	Feral Flesh (13001)	50x	
Ingredient 3:	Blood (11079)	10x	





Name:	Pedestal of Jhebbal Sag		
Short Description:	Pedestal of Jhebbal Sag		
Recipe:			
Ingredient 1:	Stone (10001)	750x	
Ingredient 2:	Sacred Blood (15004)	25x	
Ingredient 3:	Radium Gem (80531)	1x	



Itemnr.:	6766201		 
Name:	Claw of Jhebbal Sag (01)		
Short Description:	A crystal claw of Jhebbal Sag on a pedestal		
Recipe:			
Ingredient 1:	Silverstone (11052)	200x	
Ingredient 2:	Sacred Blood (15004)	25x	
Ingredient 3:	Crystal (11051)	1000x	
Annotations:	SAW item. See chapter 7.6. for more information.		
Itemnr.:	6766202		 
Name:	Claw of Jhebbal Sag (02)		
Short Description:	A crystal claw of Jhebbal Sag on a pedestal		
Recipe:			
Ingredient 1:	Silverstone (11052)	200x	
Ingredient 2:	Sacred Blood (15004)	25x	
Ingredient 3:	Crystal (11051)	1500x	
Annotations:	SAW item. See chapter 7.6. for more information.		
Itemnr.:	6766236		 
Name:	Totem of Jhebbal Sag		
Short Description:	A totem of Jhebbal Sag		
Recipe:			
Ingredient 1:	Stone (10001)	200x	
Ingredient 2:	Sacred Blood (15004)	10x	
Ingredient 3:	Claws (11072)	1x	
Annotations:	SAW item. See chapter 7.6. for more information.		
Itemnr.:	6765359		 
Name:	Flesh lure		
Short Description:	Raw meat, piled up.		
Recipe:			
Ingredient 1:	Savoury Flesh (13002)	6x	
Ingredient 2:	Raw Pork (18279)	1x	



Itemnr.:	6766657		
Name:	Mossy table		
Short Description:	A mossy table		
Recipe:			
Ingredient 1:	Stone (10001)	500x	
Itemnr.:	6765557		
Name:	Blood-filled clay vase A		
Short Description:	A vase with blood		
Recipe:			
Ingredient 1:	Stone Consolidant (16001)	8x	
Ingredient 2:	Blood (11079)	3x	
Annotations:	<p>You can drink from it by hitting E when focussing the vase. It does not show the nameplate but can be picked up again by holding E for a longer time. You can even fill your sealed water skin from it. The item can be used even if it belongs to another clan. Do not get irritated by the message "This does not belong to you". Your bars will nevertheless increase, and the positive drinking effect will apply. It has no additional buff.</p>		
Itemnr.:	6765558		
Name:	Blood-filled clay plate 01a		
Short Description:	A flat bowl or a plate of old clay		
Recipe:			
Ingredient 1:	Stone Consolidant (16001)	8x	
Ingredient 2:	Blood (11079)	3x	
Annotations:	<p>You can drink from it by hitting E when focussing the plate. It does not show the nameplate but can be picked up again by holding E for a longer time. You can even fill your sealed water skin from it. The item can be used even if it belongs to another clan. Do not get irritated by the message "This does not belong to you". Your bars will nevertheless increase.</p>		
Itemnr.:	6765559		
Name:	Blood-filled clay plate 02a		
Short Description:	A flat bowl or a plate of old clay		
Recipe:			
Ingredient 1:	Stone Consolidant (16001)	5x	
Ingredient 2:	Blood (11079)	2x	
Annotations:	<p>You can drink from it by hitting E when focussing the plate. It does not show the nameplate but can be picked up again by holding E for a longer time. You can even fill your sealed water skin from it. The item can be used even if it belongs to another clan. Do not get irritated by the message "This does not belong to you". Your bars will nevertheless increase.</p>		

Itemnr.: 6765560
Name: Blood-filled clay pot 01a
Short Description: An old clay pot
Recipe:
 Ingredient 1: Stone Consolidant (16001) 20x
 Ingredient 2: Blood (11079) 5x



Annotations:
 You can drink from it by hitting E when focussing the pot. It does not show the nameplate but can be picked up again by holding E for a longer time. You can even fill your sealed water skin from it. The item can be used even if it belongs to another clan. Do not get irritated by the message "This does not belong to you". Your bars will nevertheless increase.

Itemnr.: 6765561
Name: Blood-filled clay pot 02a
Short Description: An old clay pot with a simple pattern.
Recipe:
 Ingredient 1: Stone Consolidant (16001) 40x
 Ingredient 2: Blood (11079) 12x



Annotations:
 You can drink from it by hitting E when focussing the pot. It does not show the nameplate but can be picked up again by holding E for a longer time. You can even fill your sealed water skin from it. The item can be used even if it belongs to another clan. Do not get irritated by the message "This does not belong to you". Your bars will nevertheless increase.

Itemnr.: 6765562
Name: Blood-filled clay pot 03a
Short Description: An old, high-pitched clay pot
Recipe:
 Ingredient 1: Stone Consolidant (16001) 50x
 Ingredient 2: Blood (11079) 15x






Annotations:
 You can drink from it by hitting E when focussing the pot. It does not show the nameplate but can be picked up again by holding E for a longer time. You can even fill your sealed water skin from it. The item can be used even if it belongs to another clan. Do not get irritated by the message "This does not belong to you". Your bars will nevertheless increase.













Itemnr.: 6765563
Name: Blood-filled clay pot 04a
Short Description: A thick-bellied clay pot with a handle.
Recipe:
 Ingredient 1: Stone Consolidant (16001) 50x
 Ingredient 2: Blood (11079) 15x






Annotations:

You can drink from it by hitting E when focussing the pot. It does not show the nameplate but can be picked up again by holding E for a longer time. You can even fill your sealed water skin from it. The item can be used even if it belongs to another clan. Do not get irritated by the message "This does not belong to you". Your bars will nevertheless increase.

Itemnr.:	6765428		
Name:	Torture Altar		
Short Description:	A fearsome looking altar		
Recipe:			
Ingredient 1:	Stone (10001)	500x	
<hr/>			
Itemnr.:	6766350		
Name:	Wood debris 01		
Short Description:	Some wooden debris and stones		
Recipe:			
Ingredient 1:	Stone (10001)	10x	
Ingredient 2:	Wood (10011)	10x	
<hr/>			
Itemnr.:	6766351		
Name:	Wood debris 02		
Short Description:	Some wooden debris and stones		
Recipe:			
Ingredient 1:	Stone (10001)	10x	
Ingredient 2:	Wood (10011)	10x	
<hr/>			
Itemnr.:	6766352		
Name:	Wood debris 03		
Short Description:	Some wooden debris and stones		
Recipe:			
Ingredient 1:	Stone (10001)	10x	
Ingredient 2:	Wood (10011)	10x	
<hr/>			
Itemnr.:	6766353		
Name:	Wood debris 04		
Short Description:	Some wooden debris and stones		
Recipe:			
Ingredient 1:	Stone (10001)	10x	
Ingredient 2:	Wood (10011)	10x	

Itemnr.:	6766372		
Name:	Coal rock		
Short Description:	A simple coal rock		
Recipe:			
Ingredient 1:	Ironstone (11001)	5x	
Ingredient 2:	Coal (11011)	10x	
Ingredient 3:	Stone (10001)	20x	
Itemnr.:	6766373		
Name:	Obsidian rock 01		
Short Description:	A simple obsidian rock		
Recipe:			
Ingredient 1:	Silverstone (11052)	20x	
Ingredient 2:	Stone (10001)	10x	
Itemnr.:	6766374		
Name:	Obsidian rock 02		
Short Description:	A simple obsidian rock		
Recipe:			
Ingredient 1:	Silverstone (11052)	20x	
Ingredient 2:	Stone (10001)	10x	
Itemnr.:	6766375		
Name:	Iron rock 01		
Short Description:	A simple iron rock		
Recipe:			
Ingredient 1:	Ironstone (11001)	10x	
Ingredient 2:	Stone (10001)	20x	
Itemnr.:	6766376		
Name:	Iron rock 02		
Short Description:	A simple iron rock		
Recipe:			
Ingredient 1:	Ironstone (11001)	10x	
Ingredient 2:	Stone (10001)	20x	
Itemnr.:	6766377		
Name:	Silver rock 01		
Short Description:	A simple silver rock		
Recipe:			
Ingredient 1:	Silverstone (11052)	10x	
Ingredient 2:	Stone (10001)	20x	

Itemnr.:	6766378		
Name:	Silver rock 02		
Short Description:	A simple silver rock		
Recipe:			
Ingredient 1:	Silverstone (11052)	10x	
Ingredient 2:	Stone (10001)	20x	
Itemnr.:	6767299		
Name:	Gu ts		
Short Description:	Bunch of bloody things		
Recipe:			
Ingredient 1:	Skull (88890)	1x	
Ingredient 2:	Feral Flesh (13001)	50x	
Ingredient 3:	Blood (11079)	10x	
Annotations:			
	SAW item		

5.22.1) SvS2 Savage Craft











Name of Feat: SvS2 Savage Craft

Prerequisite Feat: SvS2, SvS-Ext Savage Craft

Learned by item: N.A.

Workbench: Savage craft station (6766612) (from SvS-Ext)

All items can be found in the admin menu in "building".

Itemnr.:	6860180		
Name:	Basket 01		
Short Description:	A configurable round basket		
Recipe:			
Ingredient 1:	Plant Fibre (12001)	20x	 
Ingredient 2:	Wood (10011)	10x	
Annotations:	SAW item		
Itemnr.:	6860181		
Name:	Basket 02		
Short Description:	A configurable basket		
Recipe:			
Ingredient 1:	Plant Fibre (12001)	20x	 
Ingredient 2:	Wood (10011)	10x	
Annotations:	SAW item		
Itemnr.:	6860182		
Name:	Basket 03		
Short Description:	A configurable squared basket		
Recipe:			
Ingredient 1:	Plant Fibre (12001)	30x	 
Ingredient 2:	Wood (10011)	20x	
Ingredient 3:	Shaped Wood (16021)	8x	
Annotations:	SAW item		
Itemnr.:	6860156		
Name:	Basket 03 Lid		
Short Description:	A configurable squared basket lid		
Recipe:			
Ingredient 1:	Plant Fibre (12001)	20x	 
Ingredient 2:	Wood (10011)	10x	
Ingredient 3:	Shaped Wood (16021)	4x	
Annotations:	SAW item		

Itemnr.:	6861100	
Name:	Yog Shrine T1 a	
Short Description:	A configurable squared basket lid	
Recipe:		
Ingredient 1:	Stone (10001)	360x
Ingredient 2:	Wood (10011)	160x
Ingredient 3:	Twine (14174)	12x
Ingredient 4:	Bone (10021)	30x



Annotations:
SAW item; lights can be turned on/off by shortly pressing E. Sound can be activated / deactivated using the radial menu.

Itemnr.:	6861101	
Name:	Yog Shrine T1 b	
Short Description:	A configurable squared basket lid	
Recipe:		
Ingredient 1:	Stone (10001)	360x
Ingredient 2:	Wood (10011)	160x
Ingredient 3:	Twine (14174)	12x
Ingredient 4:	Bone (10021)	30x



Annotations:
SAW item; lights can be turned on/off by shortly pressing E. Sound can be activated / deactivated using the radial menu.

Itemnr.:	6861102	
Name:	Yog Shrine T1 c	
Short Description:	A configurable squared basket lid	
Recipe:		
Ingredient 1:	Stone (10001)	360x
Ingredient 2:	Wood (10011)	160x
Ingredient 3:	Twine (14174)	12x
Ingredient 4:	Bone (10021)	30x



Annotations:
SAW item; lights can be turned on/off by shortly pressing E. Sound can be activated / deactivated using the radial menu.

Itemnr.:	6861103	
Name:	Yog Shrine T2	
Short Description:	A configurable squared basket lid	
Recipe:		
Ingredient 1:	Brick (16011)	350x
Ingredient 2:	Shaped Wood (16021)	60x
Ingredient 3:	Bone (10021)	90x



Annotations:
SAW item; lights can be turned on/off by shortly pressing E. Sound can be activated / deactivated using the radial menu.

Itemnr.:	6861104	
Name:	Yog Shrine T3	
Short Description:	A configurable squared basket lid	
Recipe:		
Ingredient 1:	Hardened Brick (16012)	360x
Ingredient 2:	Shaped Wood (16021)	180x
Ingredient 3:	Bone (10021)	180x

**Annotations:**

SAW item; lights can be turned on/off by shortly pressing E. Sound can be activated / deactivated using the radial menu.

Itemnr.:	6860160	
Name:	Sticks Construction 01	
Short Description:	A simply, savage sticks construction	
Recipe:		
Ingredient 1:	Dry Wood (18025)	10x

**Annotations:**

SAW item

Itemnr.:	6860161	
Name:	Sticks Construction 02	
Short Description:	A simply, savage sticks construction	
Recipe:		
Ingredient 1:	Dry Wood (18025)	4x

**Annotations:**

SAW item

Itemnr.:	6860162	
Name:	Skull and Mask Display 01	
Short Description:	Works with Ritual Deer Skull, Ritual Wolf Skull, Ritual Bird Skull, Horse Skull, Whale Skull, Mask 01 - 03	
Recipe:		
Ingredient 1:	Dry Wood (18025)	20x

**Annotations:**

This item works similar as the weapon rack. Put an item inside and it will be displayed on the sticks construction. Items which can be used are: Ritual Deer Skull, Ritual Wolf Skull, Ritual Bird Skull, Horse Skull, Whale Skull, Mask 01 - 03

Itemnr.: 6860163
Name: Skull and Mask Display 02
Short Description: Works with Ritual Deer Skull, Ritual Wolf Skull, Ritual Bird Skull, Horse Skull, Whale Skull, Mask 01 - 03
Recipe:
 Ingredient 1: Dry Wood (18025) 20x

**Annotations:**

This item works similar as the weapon rack. Put one to three items inside and it will be displayed on the sticks construction. The first item (inventory slot to the left) is the first top slot, middle inventory slot is mapped to the middle slot of the sticks construction and the inventory slot to the right is mapped to the bottom slot of the sticks constructions. Items which can be used are: Ritual Deer Skull, Ritual Wolf Skull, Ritual Bird Skull, Horse Skull, Whale Skull, Mask 01 - 03

Itemnr.: 6860170
Name: Mask 01
Short Description: A tribal mask
Recipe:
 Ingredient 1: Wood (10011) 40x
 Ingredient 2: Twine (14174) 2x







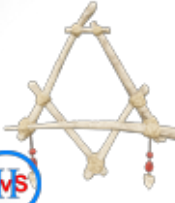

**Annotations:**[SAW item](#)

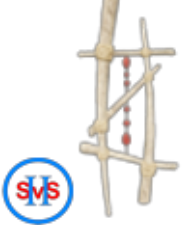







Itemnr.: 6860171
Name: Mask 02
Short Description: A tribal mask
Recipe:
 Ingredient 1: Wood (10011) 20x
 Ingredient 2: Bone (10021) 2x
 Ingredient 3: Silk (12513) 10x






**Annotations:**[SAW item](#)





Itemnr.: 6860172
Name: Mask 03
Short Description: A tribal mask
Recipe:
 Ingredient 1: Wood (10011) 20x
 Ingredient 2: Bone (10021) 10x
 Ingredient 3: Silk (12513) 2x

**Annotations:**[SAW item](#)

Itemnr.:	6860164			
Name:	Hanging Stuff 01 (Short)			
Short Description:	This is a display to show skulls, masks and tribal signs. Put them into the inventory slot to be shown. Read full description.			
Recipe:				
Ingredient 1:	Twine (14174)	25x		
Annotations:	This item works similar as the weapon rack. Put an item inside and it will be displayed on the sticks construction. Items which can be used are: Ritual Deer Skull, Ritual Wolf Skull, Ritual Bird Skull, Horse Skull, Whale Skull, Mask 01 - 03 Tribal Sign 01-03, Bone Amulet, Dream Catcher			
Itemnr.:	6860165			
Name:	Hanging Stuff 01 (Long)			
Short Description:	This is a display to show skulls, masks and tribal signs. Put them into the inventory slot to be shown. Read full description.			
Recipe:				
Ingredient 1:	Twine (14174)	50x		
Annotations:	This item works similar as the weapon rack. Put an item inside and it will be displayed on the sticks construction. Items which can be used are: Ritual Deer Skull, Ritual Wolf Skull, Ritual Bird Skull, Horse Skull, Whale Skull, Mask 01 - 03 Tribal Sign 01-03, Bone Amulet, Dream Catcher			
Itemnr.:	6860200			
Name:	Dream Catcher			
Short Description:	A dream catcher			
Recipe:				
Ingredient 1:	Twine (14174)	25x		
Ingredient 2:	Bone (10021)	5x		
Ingredient 3:	Wood (10011)	5x		
Annotations:	SAW item			
Itemnr.:	6860201			
Name:	Tribal Sign 01			
Short Description:	A tribal sign			
Recipe:				
Ingredient 1:	Bone (10021)	5x		
Ingredient 2:	Wood (10011)	5x		
Ingredient 3:	Twine (14174)	5x		
Annotations:	SAW item			

Itemnr.:	6860202		
Name:	Tribal Sign 02		
Short Description:	A tribal sign		
Recipe:			
Ingredient 1:	Bone (10021)	5x	
Ingredient 2:	Wood (10011)	5x	
Ingredient 3:	Twine (14174)	5x	
Annotations:	SAW item		
Itemnr.:	6860203		
Name:	Tribal Sign 03		
Short Description:	A tribal sign		
Recipe:			
Ingredient 1:	Bone (10021)	5x	
Ingredient 2:	Wood (10011)	5x	
Ingredient 3:	Twine (14174)	5x	
Annotations:	SAW item		
Itemnr.:	6860204		
Name:	Hanging Stuff 02 (Short)		
Short Description:	This is a display to show skulls, masks and tribal signs. Put them into the inventory slot to be shown. Read full description.		
Recipe:			
Ingredient 1:	Twine (14174)	40x	
Ingredient 2:	Stone (10001)	75x	
Annotations:	This item works similar as the weapon rack. Put an item inside and it will be displayed on the sticks construction. Items which can be used are: Ritual Deer Skull, Ritual Wolf Skull, Ritual Bird Skull, Horse Skull, Whale Skull, Mask 01 - 03 Tribal Sign 01-03, Bone Amulet, Dream Catcher		
Itemnr.:	6860205		
Name:	Hanging Stuff 02 (Long)		
Short Description:	This is a display to show skulls, masks and tribal signs. Put them into the inventory slot to be shown. Read full description.		
Recipe:			
Ingredient 1:	Twine (14174)	50x	
Ingredient 2:	Stone (10001)	100x	
Annotations:	This item works similar as the weapon rack. Put an item inside and it will be displayed on the sticks construction. Items which can be used are: Ritual Deer Skull, Ritual Wolf Skull, Ritual Bird Skull, Horse Skull, Whale Skull, Mask 01 - 03 Tribal Sign 01-03, Bone Amulet, Dream Catcher		

Itemnr.:	6860209		
Name:	Camp Fire with boiler		
Short Description:	A camp fire with metal boiler		
Recipe:			
Ingredient 1:	Dry Wood (18025)	12x	
Ingredient 2:	Stone (10001)	10x	
Ingredient 3:	Iron Bar (11501)	5x	
Annotations:	SAW item ; Coals will glow in the night if fire is turned off. Fire can be turned on/off by shortly pressing E. Sound can be turned on/off via radial menu. It is off by default.		
Itemnr.:	6860210		
Name:	Camp Fire 01		
Short Description:	A camp fire		
Recipe:			
Ingredient 1:	Dry Wood (18025)	12x	
Ingredient 2:	Stone (10001)	10x	
Annotations:	SAW item ; Coals will glow in the night if fire is turned off. Fire can be turned on/off by shortly pressing E. Sound can be turned on/off via radial menu. It is off by default.		
Itemnr.:	6860212		
Name:	Bone Amulet		
Short Description:	A bone amulet		
Recipe:			
Ingredient 1:	Bone (10021)	5x	
Ingredient 2:	Wood (10011)	5x	
Ingredient 3:	Twine (14174)	5x	
Annotations:	SAW item		
Itemnr.:	6860213		
Name:	Straw Bed (deco)		
Short Description:	A straw bed		
Recipe:			
Ingredient 1:	Plant Fiber (10021)	50x	
Ingredient 2:	Leather (12511)	1x	
Annotations:	SAW item		
Itemnr.:	6860352		
Name:	Stone Circle		
Short Description:	Several stones		
Recipe:			
Ingredient 1:	Stone (10001)	9x	
Annotations:	SAW item		

Itemnr.:	6860370		 
Name:	Camp Fire 02		
Short Description:	A camp fire		
Recipe:			
Ingredient 1:	Dry Wood (18025)	12x	
Ingredient 2:	Stone (10001)	10x	
Annotations:	SAW item. Fire can be turned on/off by shortly pressing E. Sound can be turned on/off via radial menu. It is off by default.		
Itemnr.:	6860376		 
Name:	Shelter 01		
Short Description:	A simple shelter		
Recipe:			
Ingredient 1:	Wood (10011)	50x	
Annotations:	SAW item		
Itemnr.:	6860377		 
Name:	Shelter 02		
Short Description:	A simple shelter		
Recipe:			
Ingredient 1:	Wood (10011)	50x	
Annotations:	SAW item		
Itemnr.:	6860378		 
Name:	Shelter (broken)		
Short Description:	A simple shelter		
Recipe:			
Ingredient 1:	Wood (10011)	50x	
Annotations:	SAW item		
Itemnr.:	6860488		 
Name:	Willow Box		
Short Description:	A box made of willow branches		
Recipe:			
Ingredient 1:	Branch (10012)	50x	
Annotations:	SAW item		

Itemnr.: 6860489
Name: Willow Basket 01
Short Description: A basket made of willow branches
Recipe:
Ingredient 1: Branch (10012) 25x



Annotations:
[SAW item](#)

Itemnr.: 6860490
Name: Willow Basket 02
Short Description: A basket made of willow branches
Recipe:
Ingredient 1: Branch (10012) 50x



Annotations:
[SAW item](#)

5.23) Scribe

5.23.1) SvS-Ext Scribe



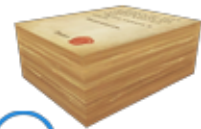
Name of Feat: SvS-Ext Scribe
Prerequisite Feat: SvS-Extended
Learned by item: Rcp. for a scribe (6766511)
Workbench: Scribe's workstation (6766611)

All items can be found in the admin menu in "building".

Itemnr.: 6766611
Name: Scribe's workstation
Short Description: Workstation for recipes from SvS-Ext Scribe
Recipe:
 Ingredient 1: Wood (10011) 40x
 Ingredient 2: Feather (11056) 20x
Annotations:
 Workbench with 200 slots. Can be crafted within your inventory.







Itemnr.: 6765072
Name: Stack of Papers 01
Short Description: A stack of papers
Recipe:
 Ingredient 1: Leather (12511) 100x
 Ingredient 2: Ichor (12514) 10x







Itemnr.: 6765073
Name: Stack of Papers 02
Short Description: A stack of papers
Recipe:
 Ingredient 1: Leather (12511) 100x
 Ingredient 2: Ichor (12514) 10x





Itemnr.:	6765074		
Name:	Paper 01		
Short Description:	A blank sheet of paper		
Recipe:			
Ingredient 1:	Leather (12511)	10x	
Ingredient 2:	Ichor (12514)	1x	

Itemnr.:	6765075		
Name:	Paper 02		
Short Description:	A written sheet of paper		
Recipe:			
Ingredient 1:	Leather (12511)	10x	
Ingredient 2:	Ichor (12514)	1x	

Itemnr.:	6765076		
Name:	Paper 03		
Short Description:	A written sheet of paper		
Recipe:			
Ingredient 1:	Leather (12511)	10x	
Ingredient 2:	Ichor (12514)	1x	

Itemnr.:	6765077		
Name:	Paper 04		
Short Description:	A written sheet of paper		
Recipe:			
Ingredient 1:	Leather (12511)	10x	
Ingredient 2:	Ichor (12514)	1x	

Itemnr.:	6765170		
Name:	Book 01 (lying)		
Short Description:	A book		
Recipe:			
Ingredient 1:	Note (80313)	30x	
Ingredient 2:	Leather (12511)	2x	
Ingredient 3:	Resin (18030)	1x	

Itemnr.: 6765171
Name: Book 02 (lying)
Short Description: A book
Recipe:
 Ingredient 1: Note (80313) 30x
 Ingredient 2: Leather (12511) 2x
 Ingredient 3: Resin (18030) 1x



Itemnr.: 6765172
Name: Book 03 (lying)
Short Description: A book
Recipe:
 Ingredient 1: Note (80313) 30x
 Ingredient 2: Leather (12511) 2x
 Ingredient 3: Resin (18030) 1x



Itemnr.: 6765173
Name: Book 04 (lying)
Short Description: A book
Recipe:
 Ingredient 1: Note (80313) 30x
 Ingredient 2: Leather (12511) 2x
 Ingredient 3: Resin (18030) 1x



Itemnr.: 6765174
Name: Book 05 (lying)
Short Description: A book
Recipe:
 Ingredient 1: Note (80313) 30x
 Ingredient 2: Leather (12511) 2x
 Ingredient 3: Resin (18030) 1x



Itemnr.: 6765175
Name: Book 06 (lying)
Short Description: An open book
Recipe:
 Ingredient 1: Note (80313) 30x
 Ingredient 2: Leather (12511) 2x
 Ingredient 3: Resin (18030) 1x



Itemnr.: 6765190
Name: Book set 01
Short Description: Several books
Recipe:
 Ingredient 1: Note (80313) 50x
 Ingredient 2: Journal (80314) 1x
Annotations:
 Container with 200 slots.



Itemnr.: 6765191
Name: Book set 02
Short Description: Several books
Recipe:
 Ingredient 1: Note (80313) 50x
 Ingredient 2: Journal (80314) 1x
Annotations:
 Container with 200 slots.



Itemnr.: 6765192
Name: Book set 03
Short Description: Several books
Recipe:
 Ingredient 1: Note (80313) 50x
 Ingredient 2: Journal (80314) 1x
Annotations:
 Container with 200 slots.



Itemnr.: 6765193
Name: Book set 04
Short Description: Several books
Recipe:
 Ingredient 1: Note (80313) 50x
 Ingredient 2: Journal (80314) 1x
Annotations:
 Container with 200 slots.



Itemnr.: 6765194
Name: Book set 05
Short Description: Several books
Recipe:
 Ingredient 1: Note (80313) 50x
 Ingredient 2: Journal (80314) 1x
Annotations:
 Container with 200 slots.



Itemnr.: 6765195
Name: Book set 06
Short Description: Several books
Recipe:
 Ingredient 1: Note (80313) 50x
 Ingredient 2: Journal (80314) 1x
Annotations:



Annotations:

Container with 200 slots.

Itemnr.: 6765176**Name:** Book 01 (stand.)**Short Description:** A book**Recipe:**

Ingredient 1: Notes (80313) 30x

Ingredient 2: Leather (12511) 2x

Ingredient 3: Resin (18030) 1x

**Annotations:**

Container with 200 slots. "(stand.)" is an abbreviation for "standing".

Itemnr.: 6765177**Name:** Book 02 (stand.)**Short Description:** A book**Recipe:**

Ingredient 1: Notes (80313) 30x

Ingredient 2: Leather (12511) 2x

Ingredient 3: Resin (18030) 1x

**Annotations:**

Container with 200 slots. "(stand.)" is an abbreviation for "standing".

Itemnr.: 6765178**Name:** Book 03 (stand.)**Short Description:** A book**Recipe:**

Ingredient 1: Notes (80313) 30x

Ingredient 2: Leather (12511) 2x

Ingredient 3: Resin (18030) 1x

**Annotations:**

Container with 200 slots. "(stand.)" is an abbreviation for "standing".

Itemnr.: 6765179**Name:** Book 05 (stand.)**Short Description:** A book**Recipe:**

Ingredient 1: Notes (80313) 30x

Ingredient 2: Leather (12511) 2x

Ingredient 3: Resin (18030) 1x

**Annotations:**

Container with 200 slots. "(stand.)" is an abbreviation for "standing".

Itemnr.: 6765196**Name:** Book set 07**Short Description:** A set of books, standing.**Recipe:**

Ingredient 1: Notes (80313) 50x

Ingredient 2: Leather (12511) 2x

Ingredient 3: Resin (18030) 1x



Annotations:

"(stand.)" is an abbreviation for "standing".

Itemnr.:	6765197	
Name:	Book set 08	
Short Description:	A set of books, standing.	
Recipe:		
Ingredient 1:	Notes (80313)	50x
Ingredient 2:	Leather (12511)	2x
Ingredient 3:	Resin (18030)	1x

**Annotations:**

"(stand.)" is an abbreviation for "standing".

Itemnr.:	6765198	
Name:	Book set 09	
Short Description:	A set of books, standing.	
Recipe:		
Ingredient 1:	Notes (80313)	50x
Ingredient 2:	Leather (12511)	2x
Ingredient 3:	Resin (18030)	1x

**Annotations:**

"(stand.)" is an abbreviation for "standing".

Itemnr.:	6765199	
Name:	Book set 10	
Short Description:	A set of books, standing.	
Recipe:		
Ingredient 1:	Notes (80313)	50x
Ingredient 2:	Leather (12511)	2x
Ingredient 3:	Resin (18030)	1x

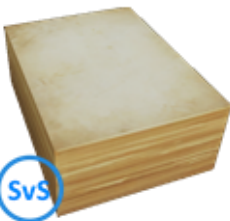
**Annotations:**

"(stand.)" is an abbreviation for "standing".

Itemnr.:	6765071	
Name:	Writing Set	
Short Description:	A writing set consisting of quill pen and ink.	
Recipe:		
Ingredient 1:	Glass Flask (14200)	1x
Ingredient 2:	Feather (11056)	1x
Ingredient 3:	Dark Grey Dye (17022)	1x



Itemnr.:	6765078	
Name:	Stack of Papers 03	
Short Description:	An empty stack of papers	
Recipe:		
Ingredient 1:	Leather (12511)	100x
Ingredient 2:	Ichor (12514)	10x

**Annotations:**

[Saw item](#)

Itemnr.:	6765079	
Name:	Stack of Papers 03 (Stor)	
Short Description:	An empty stack of papers	
Recipe:		
Ingredient 1:	Leather (12511)	100x
Ingredient 2:	Ichor (12514)	10x

**Annotations:**

Saw item. Stor is an abbreviation and stands for "storage". Container with 200 slots.

5.23.2) SvS2 Scribe



Name of Feat: SvS2 Scribe

Prerequisite Feat: SvS2, SvS-Ext. Scribe

Learned by item: N.A.

Workbench: Scribe's workstation (6766611) (from SvS-Ext)

All items can be found in the admin menu in "building".

Itemnr.: 6860949

Name: Map (rolled)

Short Description: A map

Recipe:

Ingredient 1: Papyrus Scroll (80311) 1x

Ingredient 2: Midnight Blue Dye (17112) 1x

Ingredient 3: Feather (11056) 10x

Annotations:

[Saw item](#)



5.24) Set

5.24.1) SvS-Ext Set






Name of Feat: SvS-Ext Set

Prerequisite Feat: SvS-Extended

Learned by item: Rcp. for pleasing Set (6766519)

Workbench: Altar of Set (workbench) (6766620)

All items can be found in the admin menu in "building".

Itemnr.:	6766619		
Name:	Altar of Set (workbench)		
Short Description:	Workstation for recipes from SvS-Ext Set		
Recipe:			
Ingredient 1:	Brick (16011)	40x	
Ingredient 2:	Human Heart (15001)	10x	
Annotations:	Workbench with 200 slots. Can be crafted within your inventory.		
			
Itemnr.:	6765020		
Name:	Snake pillar		
Short Description:	A pillar decorated with snakes		
Recipe:			
Ingredient 1:	Stone (10001)	1000x	
Ingredient 2:	Brick (16011)	10x	
Ingredient 3:	Gold Bar (11054)	10x	
Annotations:	Placeable.		
			
Itemnr.:	6765021		
Name:	Snake obelisk		
Short Description:	An obelisk decorated with snakes		
Recipe:			
Ingredient 1:	Stone (10001)	1000x	
Ingredient 2:	Brick (16011)	5x	
Annotations:	Placeable.		
			
Itemnr.:	6765029		
Name:	Pillar of Set		
Short Description:	A pillar from a set temple		
Recipe:			
Ingredient 1:	Stone (10001)	1000x	
Ingredient 2:	Brick (16011)	5x	
Ingredient 3:	Gold Bar (11054)	2x	
Ingredient 4:	Silver Bar (11055)	2x	
			

Annotations:

Placeable. It has no bottom textures.

Itemnr.: 6765423

Name: Altar of Set (deco)

Short Description: Altar of Set

Recipe:

Ingredient 1: Stone (10001) 500x

Ingredient 2: Human Heart (15001) 10x

**Annotations:**

Placeable.

Itemnr.: 6766250

Name: Snakes of Set

Short Description: A snake statue

Recipe:

Ingredient 1: Stone (10001) 250x

Ingredient 2: Human Heart (15001) 10x

Ingredient 3: Serpent Venom Gland (14101) 3x

**Annotations:**

SAW item. See chapter 7.6. for more information.

Itemnr.: 6766800

Name: Snake pillar (build 1F)

Short Description: A pillar decorated with snakes

Recipe:

Ingredient 1: Stone (10001) 300x

Ingredient 2: Brick (16011) 5x

Ingredient 3: Gold Bar (11054) 2x

**Annotations:**

Snappable pillar. "1F" is an abbreviation for "1 floor", means it is one floor high.

Please note: It has additional snapping sockets, so you are able to place it that way that the snake heads fits to the ceiling. Be aware: stacking it this way the heights are not completely compatible with the original game heights. Make sure to stack it with the outer snapping sockets to maintain the original height.

Itemnr.: 6766801

Name: Snake pillar (build 2F)

Short Description: A pillar decorated with snakes

Recipe:

Ingredient 1: Stone (10001) 600x










Ingredient 2: Brick (16011) 10x









Ingredient 3: Gold Bar (11054) 4x






**Annotations:**





Snappable pillar. "2F" is an abbreviation for "2 floors", means it is two floors high.

Please note: It has additional snapping sockets, so you are able to place it that way that the snake heads fits to the ceiling. Be aware: stacking it this way the heights are not completely compatible with the original game heights. Make sure to stack it with the outer snapping sockets to maintain the original height.

Itemnr.:	6766808		
Name:	Pillar of Set (build 1F)		
Short Description:	A pillar from a set temple		
Recipe:			
Ingredient 1:	Stone (10001)	300x	
Ingredient 2:	Brick (16011)	2x	
Ingredient 3:	Gold Bar (11054)	1x	
Ingredient 4:	Silver Bar (11055)	1x	
Annotations:	Snappable pillar. "1F" is an abbreviation for "1 floor", means it is one floor high.		
Itemnr.:	6766809		
Name:	Pillar of Set (build 2F)		
Short Description:	A pillar from a set temple		
Recipe:			
Ingredient 1:	Stone (10001)	600x	
Ingredient 2:	Brick (16011)	5x	
Ingredient 3:	Gold Bar (11054)	2x	
Ingredient 4:	Silver Bar (11055)	2x	
Annotations:	Snappable pillar. "2F" is an abbreviation for "2 floors", means it is two floors high.		
Itemnr.:	6766251		
Name:	Snakehead 1 (floor)		
Short Description:	A snakehead rising off the floor		
Recipe:			
Ingredient 1:	Stone (10001)	300x	
Annotations:			
Itemnr.:	6766252		
Name:	Snakehead 2 (wall)		
Short Description:	A snakehead on the wall		
Recipe:			
Ingredient 1:	Stone (10001)	300x	
Annotations:	Can be attached to walls.		
Itemnr.:	6766253		
Name:	Pedestal figure of a snake		
Short Description:	A pedestal figure of a snake		
Recipe:			
Ingredient 1:	Stone (10001)	200x	
Ingredient 2:	Green Dye (17060)	5x	
Annotations:			

Itemnr.:	6766810		
Name:	Half snake archway		
Short Description:	Configurable		
Recipe:			
Ingredient 1:	Stone (10001)	600x	
Ingredient 2:	Brick (16011)	5x	
Ingredient 3:	Gold Bar (11054)	2x	
Ingredient 4:	Silver Bar (11055)	2x	
Annotations:	SAW item		
Itemnr.:	6766811		
Name:	Pillar of Set br (build 1F)		
Short Description:	A pillar from a set temple		
Recipe:			
Ingredient 1:	Stone (10001)	300x	
Ingredient 2:	Brick (16011)	2x	
Ingredient 3:	Gold Bar (11054)	1x	
Ingredient 4:	Silver Bar (11055)	1x	
Annotations:	Snappable pillar. "1F" is an abbreviation for "1 floor", means it is one floor high. Br is an abbreviation for "brown".		
Itemnr.:	6766812		
Name:	Pillar of Set (build 2F)		
Short Description:	A pillar from a set temple		
Recipe:			
Ingredient 1:	Stone (10001)	600x	
Ingredient 2:	Brick (16011)	5x	
Ingredient 3:	Gold Bar (11054)	2x	
Ingredient 4:	Silver Bar (11055)	2x	
Annotations:	Snappable pillar. "2F" is an abbreviation for "2 floors", means it is two floors high. Br is an abbreviation for "brown".		
Itemnr.:	6767282		
Name:	King Cobra		
Short Description:	A king cobra		
Recipe:			
Ingredient 1:	Fat Grub (13012)	15x	
Ingredient 2:	Black Lotus Powder (11087)	1x	
Ingredient 3:	Egg (13011)	1x	
Annotations:	SAW item. Placeable animal (will stay where it's placed) with idle animation.		

Itemnr.:	6767283		
Name:	Child of Set		
Short Description:	An anaconda		
Recipe:			
Ingredient 1:	Fat Grub (13012)	20x	
Ingredient 2:	Black Lotus Powder (11087)	1x	
Ingredient 3:	Egg (13011)	1x	
Annotations:	SAW item. Placeable animal (will stay where it's placed) with idle animation.		
Itemnr.:	6767284		
Name:	Anaconda 01 Static		
Short Description:	An anaconda		
Recipe:			
Ingredient 1:	Fat Grub (13012)	20x	
Ingredient 2:	Black Lotus Powder (11087)	1x	
Ingredient 3:	Egg (13011)	1x	
Annotations:	SAW item. Static animal.		
Itemnr.:	6767285		
Name:	Anaconda 02 Static		
Short Description:	An anaconda		
Recipe:			
Ingredient 1:	Fat Grub (13012)	20x	
Ingredient 2:	Black Lotus Powder (11087)	1x	
Ingredient 3:	Egg (13011)	1x	
Annotations:	SAW item. Static animal.		
Itemnr.:	6767286		
Name:	Anaconda 03 Static		
Short Description:	An anaconda		
Recipe:			
Ingredient 1:	Fat Grub (13012)	20x	
Ingredient 2:	Black Lotus Powder (11087)	1x	
Ingredient 3:	Egg (13011)	1x	
Annotations:	SAW item. Static animal.		
Itemnr.:	6767287		
Name:	Anaconda 04 Static		
Short Description:	An anaconda		
Recipe:			
Ingredient 1:	Fat Grub (13012)	20x	
Ingredient 2:	Black Lotus Powder (11087)	1x	
Ingredient 3:	Egg (13011)	1x	
Annotations:	SAW item. Static animal.		

Itemnr.:	6767288		
Name:	Anaconda 05 Static		
Short Description:	An anaconda		
Recipe:			
Ingredient 1:	Fat Grub (13012)	20x	
Ingredient 2:	Black Lotus Powder (11087)	1x	
Ingredient 3:	Egg (13011)	1x	
Annotations:	SAW item. Static animal.		
Itemnr.:	6767289		
Name:	Snake (Static)		
Short Description:	A snake		
Recipe:			
Ingredient 1:	Fat Grub (13012)	10x	
Ingredient 2:	Black Lotus Powder (11087)	1x	
Ingredient 3:	Egg (13011)	1x	
Annotations:	SAW item. Static animal.		
Itemnr.:	6767290		
Name:	Boa (Static)		
Short Description:	A boa		
Recipe:			
Ingredient 1:	Fat Grub (13012)	20x	
Ingredient 2:	Black Lotus Powder (11087)	1x	
Ingredient 3:	Egg (13011)	1x	
Annotations:	SAW item. Static animal.		
Itemnr.:	6767298		
Name:	Viper		
Short Description:	A viper		
Recipe:			
Ingredient 1:	Fat Grub (13012)	10x	
Ingredient 2:	Black Lotus Powder (11087)	1x	
Ingredient 3:	Egg (13011)	1x	
Annotations:	SAW item. Placeable animal (will stay where it's placed) with idle animation.		

5.24.2) Sv2 Set



Name of Feat: SvS-Ext Set

Prerequisite Feat: SvS2, SvS-Ext Set

Learned by item: N.A.

Workbench: Altar of Set (workbench) (6766620) (for SvS-Ext)

All items can be found in the admin menu in "building".

There are currently no recipes into this feat.

5.25) Skull Artist

5.25.1) SvS-Ext Skull Artist



Name of Feat: SvS-Ext Skull Artist

Prerequisite Feat: SvS-Extended

Learned by item: Rcp. for a skull artist (6766516)

Workbench: Slaughterer's workstation (6766615)

All items can be found in the admin menu in "building".

Itemnr.: 6766615
Name: Slaughterer's workstation
Short Description: Workstation for recipes from SvS-Ext Human Slaughterer, SvS-Ext Animal Slaughterer and SvS-Ext Skull Artist. This is also valid for the corresponding SvS2 feats.



Recipe:
 Ingredient 1: Stone (10001) 500x
 Ingredient 2: Weathered Skull (88890) 1x

Annotations:
 Workbench with 200 slots. Can be crafted within your inventory.

Itemnr.: 6765620
Name: Skull 01
Short Description: A skull
Recipe:
 Ingredient 1: Weathered Skull (88890) 1x




















Itemnr.: 6765621
Name: Skull 02
Short Description: A skull
Recipe:
 Ingredient 1: Weathered Skull (88890) 1x








Itemnr.: 6765622
Name: Skull 03
Short Description: A skull
Recipe:
 Ingredient 1: Weathered Skull (88890) 1x



Itemnr.:	6765623		
Name:	Skull 04		
Short Description:	A yellowish skull		
Recipe:			
Ingredient 1:	Weathered Skull (88890)	1x	
Ingredient 2:	Savoury Flesh (13002)	1x	
Itemnr.:	6765630		
Name:	Skull pile L		
Short Description:	A bunch of skulls		
Recipe:			
Ingredient 1:	Skull (88890)	1x	
Annotations:	"L" is an abbreviation for "large".		
Itemnr.:	6765631		
Name:	Skull pile S		
Short Description:	A small bunch of skulls		
Recipe:			
Ingredient 1:	Skull (88890)	6x	
Annotations:	"S" is an abbreviation for "small".		
Itemnr.:	6765632		
Name:	Hanging skull 01		
Short Description:	A skull hanging from the ceiling		
Recipe:			
Ingredient 1:	Skull (88890)	1x	
Ingredient 2:	Twine (14174)	5x	
Annotations:	Can be attached to ceilings.		
Itemnr.:	6765633		
Name:	Hanging skull 02		
Short Description:	A skull hanging from the ceiling		
Recipe:			
Ingredient 1:	Skull (88890)	1x	
Ingredient 2:	Twine (14174)	5x	
Annotations:	Can be attached to ceilings.		
Itemnr.:	6765657		
Name:	Mammoth Skull		
Short Description:	A big mammoth skull		
Recipe:			
Ingredient 1:	Ivory (11071)	4x	
Ingredient 2:	Bone (10021)	20x	

Itemnr.:	6765660		
Name:	Mammoth bone table		
Short Description:	A... Table?		
Recipe:			
Ingredient 1:	Bone (10021)	150x	
Ingredient 3:	White candle (80522)	2x	
Itemnr.:	6765670		
Name:	Elephant skull (weathered)		
Short Description:	A weathered elephant skull		
Recipe:			
Ingredient 1:	Tusks (18053)	2x	
Ingredient 2:	Bone (10021)	20x	
Itemnr.:	6765700		
Name:	Skull 01 (Wall deco)		
Short Description:	A deformed skull suspended on a nail		
Recipe:			
Ingredient 1:	Gazelle Head (82005)	1x	
Ingredient 2:	Black Lotus Powder (11087)	1x	
Ingredient 3:	Ichor (12514)	1x	
Annotations:	Can be attached to walls.		
Itemnr.:	6765701		
Name:	Skull 02 (Wall deco)		
Short Description:	A deformed skull suspended on a nail		
Recipe:			
Ingredient 1:	Gazelle Head (82005)	1x	
Ingredient 2:	Black Lotus Powder (11087)	1x	
Ingredient 3:	Ichor (12514)	1x	
Annotations:	Can be attached to walls.		
Itemnr.:	6765702		
Name:	Skull 03 (Wall deco)		
Short Description:	A deformed skull suspended on a nail		
Recipe:			
Ingredient 1:	Gazelle Head (82005)	1x	
Ingredient 2:	Black Lotus Powder (11087)	1x	
Ingredient 3:	Ichor (12514)	1x	
Annotations:	Can be attached to walls.		

Itemnr.:	6765703		
Name:	Skull 04 (Wall deco)		
Short Description:	A deformed skull suspended on a nail		
Recipe:			
Ingredient 1:	Gazelle Head (82005)	1x	
Ingredient 2:	Black Lotus Powder (11087)	1x	
Ingredient 3:	Ichor (12514)	1x	
Annotations:	Can be attached to walls.		
Itemnr.:	6765704		
Name:	Skull 05 (Wall deco)		
Short Description:	A deformed skull suspended on a nail		
Recipe:			
Ingredient 1:	Gazelle Head (82005)	1x	
Ingredient 2:	Black Lotus Powder (11087)	1x	
Ingredient 3:	Ichor (12514)	1x	
Annotations:	Can be attached to walls.		
Itemnr.:	6765705		
Name:	Skull 06 (Wall deco)		
Short Description:	A deformed skull suspended on a nail		
Recipe:			
Ingredient 1:	Gazelle Head (82005)	1x	
Ingredient 2:	Black Lotus Powder (11087)	1x	
Ingredient 3:	Ichor (12514)	1x	
Annotations:	Can be attached to walls.		
Itemnr.:	6765675		
Name:	Mammoth Skull (wall)		
Short Description:	A big mammoth skull		
Recipe:			
Ingredient 1:	Bone (10021)	75x	
Ingredient 2:	Iron Bar (11501)	1x	
Annotations:	Can be attached to walls.		
Itemnr.:	6765676		
Name:	Elephant skull (weath., wall)		
Short Description:	A weathered elephant skull		
Recipe:			
Ingredient 1:	Bone (10021)	75x	
Ingredient 2:	Iron Bar (11501)	1x	
Annotations:	Can be attached to walls. "Weath." is an abbreviation for "weathered".		

5.25.2) SvS2 Skull Artist











Name of Feat: SvS2 Skull Artist

Prerequisite Feat: SvS2, SvS-Ext Skull Artist

Learned by item: N.A.

Workbench: Slaughterer's workstation (6766615) (from SvS-Ext)

All items can be found in the admin menu in "building".

Itemnr.:	6860150		
Name:	Ritual Deer Skull		
Short Description:	A ritually painted deer skull		
Recipe:			
Ingredient 1:	Bone (10021)	20x	
			
Annotations:	SAW item		
Itemnr.:	6860151		
Name:	Ritual Wolf Skull		
Short Description:	A ritually painted wolf skull		
Recipe:			
Ingredient 1:	Bone (10021)	20x	
			
Annotations:	SAW item		
Itemnr.:	6860152		
Name:	Ritual Bird Skull		
Short Description:	A ritually painted bird skull		
Recipe:			
Ingredient 1:	Bone (10021)	10x	
			
Annotations:	SAW item		
Itemnr.:	6860153		
Name:	Horse Skull		
Short Description:	A horse skull		
Recipe:			
Ingredient 1:	Bone (10021)	20x	
			
Annotations:	SAW item		

Itemnr.: 6860154
Name: Whale Skull
Short Description: A whale skull
Recipe:
Ingredient 1: Bone (10021) 30x



Annotations:
[SAW item](#)

5.26) Smith

5.26.1) SvS-Ext Smith



Name of Feat: SvS-Ext Smith

Prerequisite Feat: SvS-Extended

Learned by item: Rcp. for a smith (6766504)

Workbench: Blacksmith's workstation (6766604)

All items can be found in the admin menu in "building".

Itemnr.:	6766604	
Name:	Blacksmith's workstation	
Short Description:	Workstation for recipes from SvS-Ext Armour Smith, SvS-Ext Keymaker, SvS-Ext Smith, SvS-Ext Weapon Smith. This is also valid for the corresponding SvS2 Feats.	
Recipe:		
Ingredient 1:	Wood (10011)	40x
Ingredient 2:	Iron Bar (11501)	20x
Annotations:	Workbench with 200 slots. Can be crafted within your inventory.	













Itemnr.:	6765009	
Name:	Wine-filled jug	
Short Description:	A filled wine jug	
Recipe:		
Ingredient 1:	Iron Jug (80650)	1x
Ingredient 2:	Water-filled Glass Flask (14201)	1x
Ingredient 3:	Highland Berry Pulp (18032)	5x

























Annotations:
 You can drink from it by hitting E when focussing the jug. It does not show the nameplate but can be picked up again by holding E for a longer time. You can even fill your sealed water skin from it. The item can be used even if it belongs to another clan. Do not get irritated by the message "This does not belong to you". Your bars will nevertheless increase, and the positive drinking effect will apply. - Cooling effect.
 You will get an empty Glass Flask in return for each Water-filled Glass Flasks used during crafting.

Itemnr.:	6765101	
Name:	Bear trap	
Short Description:	A large metal trap	
Recipe:		
Ingredient 1:	Iron Bar (11501)	25x



Itemnr.:	6765252		
Name:	Ceiling chain 01		
Short Description:	An iron chain attached to the ceiling		
Recipe:			
Ingredient 1:	Iron Bar (11501)	5x	
Ingredient 2:	Iron Reinforcement (16002)	3x	
Annotations:	Can be attached to ceilings.		
Itemnr.:	6765258		
Name:	Ceiling chain 02		
Short Description:	An iron chain attached to the ceiling		
Recipe:			
Ingredient 1:	Iron Bar (11501)	25x	
Ingredient 2:	Iron Reinforcement (16002)	10x	
Annotations:	Can be attached to ceilings.		
Itemnr.:	6765259		
Name:	Ceiling chain 03		
Short Description:	An iron chain attached to the ceiling		
Recipe:			
Ingredient 1:	Iron Bar (11501)	25x	
Ingredient 2:	Iron Reinforcement (16002)	10x	
Annotations:	Can be attached to ceilings.		
Itemnr.:	6765260		
Name:	Ceiling chain 04		
Short Description:	An iron chain attached to the ceiling		
Recipe:			
Ingredient 1:	Iron Bar (11501)	100x	
Ingredient 2:	Iron Reinforcement (16002)	25x	
Annotations:	Can be attached to ceilings.		
Itemnr.:	6765261		
Name:	Ceiling chain 05		
Short Description:	An iron chain attached to the ceiling		
Recipe:			
Ingredient 1:	Iron Bar (11501)	100x	
Ingredient 2:	Iron Reinforcement (16002)	25x	
Annotations:	Can be attached to ceilings.		

Itemnr.:	6765264		
Name:	Ceiling chain 06 S		
Short Description:	An iron chain attached to the ceiling		
Recipe:			
Ingredient 1:	Iron Bar (11501)	15x	
Ingredient 2:	Iron Reinforcement (16002)	5x	
Annotations:	Can be attached to ceilings. "S" is an abbreviation for "Small".		
Itemnr.:	6765263		
Name:	Ceiling chain 06 M		
Short Description:	An iron chain attached to the ceiling		
Recipe:			
Ingredient 1:	Iron Bar (11501)	50x	
Ingredient 2:	Iron Reinforcement (16002)	15x	
Annotations:	Can be attached to ceilings. "M" is an abbreviation for "Medium".		
Itemnr.:	6765262		
Name:	Ceiling chain 06 L		
Short Description:	An iron chain attached to the ceiling		
Recipe:			
Ingredient 1:	Iron Bar (11501)	75x	
Ingredient 2:	Iron Reinforcement (16002)	20x	
Annotations:	Can be attached to ceilings. "L" is an abbreviation for "Large".		
Itemnr.:	6765251		
Name:	Wall chain (hand)		
Short Description:	A metal chain		
Recipe:			
Ingredient 1:	Steel Bar (11502)	5x	
Ingredient 2:	Steel Reinforcement (16003)	5x	
Annotations:	Can be attached to walls.		
Itemnr.:	6765250		
Name:	Wall chain (foot)		
Short Description:	A metal chain		
Recipe:			
Ingredient 1:	Steel Bar (11502)	5x	
Ingredient 2:	Steel Reinforcement (16003)	10x	
Annotations:	Can be attached to walls.		

Itemnr.:	6765254		
Name:	Wall chain 01		
Short Description:	An iron chain attached to the wall		
Recipe:			
Ingredient 1:	Iron Bar (11501)	50x	
Ingredient 2:	Iron Reinforcement (16002)	15x	
Annotations:	Can be attached to walls.		
Itemnr.:	6765255		
Name:	Wall chain 02		
Short Description:	An iron chain attached to the wall		
Recipe:			
Ingredient 1:	Iron Bar (11501)	75x	
Ingredient 2:	Iron Reinforcement (16002)	15x	
Annotations:	Can be attached to walls.		
Itemnr.:	6765256		
Name:	Wall chain 03		
Short Description:	An iron chain attached to the wall		
Recipe:			
Ingredient 1:	Iron Bar (11501)	75x	
Ingredient 2:	Iron Reinforcement (16002)	15x	
Annotations:	Can be attached to walls.		
Itemnr.:	6765257		
Name:	Wall chain 04		
Short Description:	An iron chain attached to the wall		
Recipe:			
Ingredient 1:	Iron Bar (11501)	15x	
Ingredient 2:	Iron Reinforcement (16002)	5x	
Annotations:	Can be attached to walls.		
Itemnr.:	6765283		
Name:	Iron thorn (Wall deco) S		
Short Description:	An iron thorn		
Recipe:			
Ingredient 1:	Iron Bar (11501)	10x	
Annotations:	Can be attached to walls. "S" is an abbreviation for "Small".		
Itemnr.:	6765280		
Name:	Iron thorn (Wall deco)		
Short Description:	An iron thorn		
Recipe:			
Ingredient 1:	Iron Bar (11501)	50x	

Annotations:

Can be attached to walls.

Itemnr.: 6765282**Name:** Iron thorns (Wall deco) S**Short Description:** Several iron thorns**Recipe:**

Ingredient 1: Iron Bar (11501) 30x

Annotations:

Can be attached to walls. "S" is an abbreviation for "Small".

**Itemnr.:** 6765281**Name:** Iron thorns (Wall deco)**Short Description:** Several iron thorns**Recipe:**

Ingredient 1: Iron Bar (11501) 150x

Annotations:

Can be attached to walls.

**Itemnr.:** 6765731**Name:** Metal spoon**Short Description:** A metal spoon**Recipe:**

Ingredient 1: Iron Bar (11501) 1x

**Itemnr.:** 6766628**Name:** Scrape**Short Description:** A scrape**Recipe:**

Ingredient 1: Iron Bar (11501) 2x

**Itemnr.:** 6766660**Name:** Forge 01 (deco)**Short Description:** A forge**Recipe:**

Ingredient 1: Brick (16011) 50x

Ingredient 2: Iron Bar (11501) 40x









**Itemnr.:** 6766662**Name:** Anvil (Deco)**Short Description:** An anvil**Recipe:**

Ingredient 1: Insulated Wood (11108) 20x

Ingredient 2: Iron Bar (11501) 40x

Ingredient 3: Iron Reinforcement (16002) 10x



Itemnr.:	6765734		
Name:	Wine jug (f.o.)		
Short Description:	A metallic wine jug		
Recipe:			
Ingredient 1:	Iron Jug (80650)	1x	
Annotations:	"f.o." is an abbreviation for "fallen over".		
Itemnr.:	6765990		
Name:	Tower Bell (S, Ceiling)		
Short Description:	A small tower bell with sound, can be placed on ceilings.		
Recipe:			
Ingredient 1:	Rawhide Bindings (51962)	1x	
Ingredient 2:	Iron Bar (11501)	30x	
Ingredient 3:	Insulated Wood (11108)	1x	
Annotations:	Once placed you can trigger the included bell-sound with focussing the item and hitting E shortly. The sound will start to play. It has a huge radius. After approx. 1 minute it will end. No action needed. The sound will also fade at distance.		
Itemnr.:	6765991		
Name:	Tower Bell (S, Wall)		
Short Description:	A small tower bell with sound, can be placed on walls.		
Recipe:			
Ingredient 1:	Rawhide Bindings (51962)	1x	
Ingredient 2:	Iron Bar (11501)	30x	
Ingredient 3:	Insulated Wood (11108)	1x	
Annotations:	Once placed you can trigger the included bell-sound with focussing the item and hitting E shortly. The sound will start to play. It has a huge radius. After approx. 1 minute it will end. No action needed. The sound will also fade at distance.		
Itemnr.:	6765992		
Name:	Tower Bell (L, Ceiling)		
Short Description:	A small tower bell with sound, can be placed on ceilings.		
Recipe:			
Ingredient 1:	Rawhide Bindings (51962)	5x	
Ingredient 2:	Iron Bar (11501)	60x	
Ingredient 3:	Insulated Wood (11108)	5x	
Annotations:	Once placed you can trigger the included bell-sound with focussing the item and hitting E shortly. The sound will start to play. It has a huge radius. After approx. 1 minute it will end. No action needed. The sound will also fade at distance.		

Itemnr.:	6765993	
Name:	Tower Bell (L, Wall)	
Short Description:	A small tower bell with sound, can be placed on walls.	
Recipe:		
Ingredient 1:	Rawhide Bindings (51962)	5x
Ingredient 2:	Iron Bar (11501)	60x
Ingredient 3:	Insulated Wood (11108)	5x

**Annotations:**

Once placed you can trigger the included bell-sound with focussing the item and hitting E shortly. The sound will start to play. It has a huge radius. After approx. 1 minute it will end. No action needed. The sound will also fade at distance.

5.26.2) SvS2 Smith

**Name of Feat:** SvS-Ext Smith**Prerequisite Feat:** SvS2, SvS-Ext Smith**Learned by item:** N.A.**Workbench:** Blacksmith's workstation (6766604) (from SvS-Ext)

All items can be found in the admin menu in "building".

Itemnr.:	6860135	
Name:	Brazier 01	
Short Description:	A brazier	
Recipe:		
Ingredient 1:	Iron Bar (11501)	20x
Ingredient 2:	Coal (11011)	10x






**Annotations:**

SAW item; Coals will glow in the night if fire is turned off. Fire can be turned on/off by shortly pressing E. Sound can be turned on/off via radial menu. It is off by default.

Itemnr.:	6860936	
Name:	Brazier 02	
Short Description:	A coalstand	
Recipe:		
Ingredient 1:	Steel Bar (11502)	10x

**Annotations:**

SAW item; Fire can be turned on/off by shortly pressing E. Sound can be turned on/off via radial menu. It is off by default.

Itemnr.:	6860450		
Name:	Metallic Bowl		
Short Description:	A metallic bowl		
Recipe:			
Ingredient 1:	Iron Bar (11501)	2x	
Itemnr.:	6860451		
Name:	Fork		
Short Description:	A fork		
Recipe:			
Ingredient 1:	Iron Bar (11501)	1x	
Ingredient 2:	Wood (10011)	1x	
Annotations:	SAW item		
Itemnr.:	6860452		
Name:	Knife		
Short Description:	A knife		
Recipe:			
Ingredient 1:	Iron Bar (11501)	1x	
Ingredient 2:	Wood (10011)	1x	
Annotations:	SAW item		
Itemnr.:	6860466		
Name:	Bowl Brazier (deco)		
Short Description:	A bowl brazier		
Recipe:			
Ingredient 1:	Iron Bar (11501)	20x	
Itemnr.:	6860467		
Name:	Brazier 03 (deco)		
Short Description:	A brazier		
Recipe:			
Ingredient 1:	Iron Bar (11501)	10x	
Annotations:	SAW item		

Itemnr.: 6860486
Name: Bowl Brazier (fire)
Short Description: A bowl brazier
Recipe:
Ingredient 1: Iron Bar (11501) 20x



Annotations:
[SAW item](#)

Itemnr.: 6860487
Name: Brazier 03 (fire)
Short Description: A brazier
Recipe:
Ingredient 1: Iron Bar (11501) 10x



Annotations:
[SAW item](#)

Itemnr.: 6860480

Name: Spoon

Short Description: A spoon

Recipe:

Ingredient 1: Wood (10011) 1x

Ingredient 2: Iron Bar (11501) 1x

Annotations:

[SAW item](#)



Itemnr.: 6860482

Name: Tools (in a bucket)

Short Description: A bucket full of tools

Recipe:

Ingredient 1: Iron Bar (11501) 20x

Annotations:

[SAW item](#)











5.27) Statuemaker













5.27.1) SvS-Ext Statuemaker



Name of Feat: SvS-Ext Statuemaker
Prerequisite Feat: SvS-Extended
Learned by item: Rcp. for a statuemaker (6766502)
Workbench: Stonemason's workstation (6766601)













All items can be found in the admin menu in "building".







Itemnr.:	6766601		
Name:	Stonemason's workstation		
Short Description:	Workstation for recipes from SvS-Ext Stonemason, SvS-Ext Gravedigger, SvS-Ext Statuemaker and SvS-Ext Fountain Creator. This is also valid for the corresponding SvS2 feat.		
Recipe:			
Ingredient 1:	Wood (10011)	40x	
Ingredient 2:	Brick (16011)	20x	
Annotations:	Workbench with 200 slots. Can be crafted within your inventory.		
Itemnr.:	6765110		
Name:	Statue Styg. Baboon		
Short Description:	A stone statue of a baboon.		
Recipe:			
Ingredient 1:	Stone (10001)	500x	
Annotations:	"Styg" is an abbreviation for "Stygian".		
Itemnr.:	6766227		
Name:	Statue Styg. Baboon XS		
Short Description:	A stone statue of a baboon.		
Recipe:			
Ingredient 1:	Stone (10001)	10x	
Annotations:	"Styg" is an abbreviation for "Stygian". "XS" is an abbreviation for "extra small".		
Itemnr.:	6765111		
Name:	Statue Death		
Short Description:	A stone statue depicting death		
Recipe:			
Ingredient 1:	Stone (10001)	750x	
Ingredient 2:	Raw Ash (11102)	10x	

Itemnr.:	6766231		
Name:	Statue Death XS		
Short Description:	A stone statue depicting death		
Recipe:			
Ingredient 1:	Stone (10001)	10x	
Ingredient 2:	Raw Ash (11102)	2x	
Annotations:	"XS" is an abbreviation for "extra small".		
Itemnr.:	6765115		
Name:	Statue Death w. pedestal		
Short Description:	A stone statue depicting death		
Recipe:			
Ingredient 1:	Stone (10001)	1000x	
Ingredient 2:	Raw Ash (11102)	12x	
Annotations:	"w" is an abbreviation for "with".		
Itemnr.:	6765112		
Name:	Statue Horned Man		
Short Description:	A stone statue of a horned man.		
Recipe:			
Ingredient 1:	Stone (10001)	1500x	
Ingredient 2:	Light Dye Colorant (17002)	15x	
Itemnr.:	6766228		
Name:	Statue Horned Man XS		
Short Description:	A stone statue of a horned man.		
Recipe:			
Ingredient 1:	Stone (10001)	10x	
Ingredient 2:	Light Dye Colorant (17002)	2x	
Annotations:	"XS" is an abbreviation for "extra small".		
Itemnr.:	6765113		
Name:	Statue Praying Girl		
Short Description:	Statue of a praying girl		
Recipe:			
Ingredient 1:	Stone (10001)	300x	
Ingredient 2:	Light Ash Dye (17100)	3x	
Itemnr.:	6766230		
Name:	Statue Praying Girl XS		
Short Description:	Statue of a praying girl		
Recipe:			
Ingredient 1:	Stone (10001)	10x	
Ingredient 2:	Light Ash Dye (17100)	1x	

Annotations:

"XS" is an abbreviation for "extra small".

Itemnr.:	6765114		
Name:	Statue Gargoyle		
Short Description:	Little gargoyle		
Recipe:			
Ingredient 1:	Stone (10001)	200x	
Ingredient 2:	Raw Ash (11102)	2x	
Itemnr.:	6765121		
Name:	Bust Nemedic Woman		
Short Description:	Marble bust of a woman		
Recipe:			
Ingredient 1:	Stone (10001)	150x	
Ingredient 2:	Light Dye Colorant (17002)	1x	
Itemnr.:	6765117		
Name:	Bust Acheronian		
Short Description:	Bust of an acheronian		
Recipe:			
Ingredient 1:	Stone (10001)	750x	
Ingredient 2:	Brimstone (14171)	30x	
Itemnr.:	6766223		
Name:	Bust Acheronian XS		
Short Description:	Bust of an acheronian		
Recipe:			
Ingredient 1:	Stone (10001)	20x	
Ingredient 2:	Brimstone (14171)	10x	
Annotations:			
	"XS" is an abbreviation for "extra small".		
Itemnr.:	6766226		
Name:	Statue Ach. Guardian		
Short Description:	Statue of an acheronian guardian		
Recipe:			
Ingredient 1:	Stone (10001)	10x	
Ingredient 2:	Golden Lotus Powder (11123)	1x	
Annotations:			
	"Ach." is an abbreviation for "Acheronian". SAW		
Itemnr.:	6765118		
Name:	Statue Acheronian		
Short Description:	Statue of a sitting acheronian		
Recipe:			
Ingredient 1:	Stone (10001)	1500x	
Ingredient 2:	Black Lotus Powder (11087)	10x	









Itemnr.:	6766224			
Name:	Statue Acheronian XS			
Short Description:	Statue of a sitting acheronian			
Recipe:				
Ingredient 1:	Stone (10001)	200x		
Ingredient 2:	Black Lotus Powder (11087)	1x		
Annotations:	"XS" is an abbreviation for "extra small".			
Itemnr.:	6765120			
Name:	Statue Grimm			
Short Description:	A sitting statue with fire bowl			
Recipe:				
Ingredient 1:	Stone (10001)	2000x		
Ingredient 2:	Gold Dust (11068)	3x		
Ingredient 3:	Coal (11011)	10x		
Annotations:	Light can be switched on/off by pressing E shortly. The item is realized with an emitter (see also 7.1) Emitter).			
Itemnr.:	6766229			
Name:	Statue Grimm XS			
Short Description:	A sitting statue with fire bowl			
Recipe:				
Ingredient 1:	Stone (10001)	150x		
Ingredient 2:	Gold Dust (11068)	1x		
Ingredient 3:	Coal (11011)	2x		
Annotations:	"XS" is an abbreviation for "extra small". Light can be switched on/off by pressing E shortly. The item is realized with an emitter (see also 7.1) Emitter).			
Itemnr.:	6766240			
Name:	Lemurian Lion			
Short Description:	Statue of a lemurian lion			
Recipe:				
Ingredient 1:	Stone (10001)	200x		
Ingredient 2:	Brimstone (14171)	10x		
Annotations:	SAW item. See chapter 7.6. for more information.			
Itemnr.:	6766238			
Name:	Lemurian Lion (pdst.)			
Short Description:	Statue of a lemurian lion			
Recipe:				
Ingredient 1:	Stone (10001)	300x		
Ingredient 2:	Brimstone (14171)	15x		
Annotations:	"pdst" is an abbreviation for "pedestal". SAW item. See chapter 7.6. for more information.			

5.27.2) SvS2 Statuemaker



Name of Feat: SvS2 Statuemaker
Prerequisite Feat: SvS2, SvS-Ext Statuemaker
Learned by item: N.A.
Workbench: Stonemason's workstation (6766601) (from SvS-Ext)

All items can be found in the admin menu in "building".

Itemnr.:	6860218		
Name:	Horror Bust 1		
Short Description:	A horrific statue		
Recipe:			
Ingredient 1:	Stone (10001)	400x	
Ingredient 2:	Savoury Flesh (13002)	100x	
Annotations:			
SAW item			
Itemnr.:	6860219		
Name:	Horror Bust 2		
Short Description:	A horrific statue		
Recipe:			
Ingredient 1:	Stone (10001)	400x	
Ingredient 2:	Savoury Flesh (13002)	100x	
Annotations:			
SAW item			
Itemnr.:	6860220		
Name:	Horror Bust 3		
Short Description:	A horrific statue		
Recipe:			
Ingredient 1:	Stone (10001)	400x	
Ingredient 2:	Savoury Flesh (13002)	100x	
Annotations:			
SAW item			
Itemnr.:	6860221		
Name:	Horror Bust 4		
Short Description:	A horrific statue		
Recipe:			
Ingredient 1:	Stone (10001)	400x	
Ingredient 2:	Savoury Flesh (13002)	100x	
Annotations:			
SAW item			

Itemnr.: 6860222
Name: Horror Bust 5
Short Description: A horrific statue
Recipe:
 Ingredient 1: Stone (10001) 400x
 Ingredient 2: Savoury Flesh (13002) 100x



Annotations:
[SAW item](#)

Itemnr.: 6860223
Name: Horror Bust 6
Short Description: A horrific statue
Recipe:
 Ingredient 1: Stone (10001) 400x
 Ingredient 2: Savoury Flesh (13002) 100x



Annotations:
[SAW item](#)

5.28) Stonemason











5.28.1) SvS-Ext Stonemason



Name of Feat: SvS-Ext Stonemason
Prerequisite Feat: SvS-Extended
Learned by item: Rcp. for a stonemason (6766501)
Workbench: Stonemason's workstation (6766601)











All items can be found in the admin menu in "building".







Itemnr.:	6766601		
Name:	Stonemason's workstation		
Short Description:	Workstation for recipes from SvS-Ext Stonemason, SvS-Ext Gravedigger, SvS-Ext Statuemaker and SvS-Ext Fountain Creator. This is also valid for the corresponding SvS2 feat.		
Recipe:			
Ingredient 1:	Wood (10011)	40x	
Ingredient 2:	Brick (16011)	20x	
Annotations:	Workbench with 200 slots. Can be crafted within your inventory.		
Itemnr.:	6765781		
Name:	Stone bowl		
Short Description:	A stone bowl		
Recipe:			
Ingredient 1:	Stone (10001)	30x	
Itemnr.:	6765026		
Name:	Stygian pillar 01		
Short Description:	A pillar decorated with snakes		
Recipe:			
Ingredient 1:	Stone (10001)	1000x	
Ingredient 2:	Brick (16011)	5x	
Ingredient 3:	Gold Bar (11054)	2x	
Ingredient 4:	Silver Bar (11055)	2x	
Annotations:	Placeable.		









Itemnr.:	6765027			
Name:	Stygian pillar 02			
Short Description:	A nobly decorated, stygian pillar			
Recipe:				
Ingredient 1:	Stone (10001)	1000x		
Ingredient 2:	Brick (16011)	5x		
Ingredient 3:	Gold Bar (11054)	2x		
Ingredient 4:	Silver Bar (11055)	2x		
Annotations:	Placeable.			
Itemnr.:	6765028			
Name:	Stygian pillar 03			
Short Description:	A nobly decorated, stygian pillar			
Recipe:				
Ingredient 1:	Stone (10001)	1000x		
Ingredient 2:	Brick (16011)	5x		
Ingredient 3:	Gold Bar (11054)	2x		
Ingredient 4:	Silver Bar (11055)	2x		
Annotations:	Placeable. Has no bottom/top textures and is looking like a metallic tube.			
Itemnr.:	6765022			
Name:	Grave column 01			
Short Description:	A half-height grave column			
Recipe:				
Ingredient 1:	Stone (10001)	300x		
Ingredient 2:	Brick (16011)	5x		
Itemnr.:	6765023			
Name:	Grave column 01 w. Bowl			
Short Description:	A half-height grave column with bowl			
Recipe:				
Ingredient 1:	Stone (10001)	400x		
Ingredient 2:	Brick (16011)	5x		
Annotations:	"w." is an abbreviation for "with".			
Itemnr.:	6765024			
Name:	Grave column 01 Fire Bowl			
Short Description:	A half-height grave column with bowl			
Recipe:				
Ingredient 1:	Stone (10001)	400x		
Ingredient 2:	Brick (16011)	5x		
Ingredient 3:	Bark (10005)	5x		










Annotations:

The light can be switched on/off by pressing E shortly. The item is realized with an **emitter** (see also 7.1) Emitter).

Itemnr.:	6765025		
Name:	Grave column 02		
Short Description:	A half-height grave column		
Recipe:			
Ingredient 1:	Stone (10001)	300x	
Ingredient 2:	Brick (16011)	5x	
Itemnr.:	6765483		
Name:	Grave column with gargoyle		
Short Description:	A half-height grave column with a figure on it		
Recipe:			
Ingredient 1:	Stone (10001)	400x	
Ingredient 2:	Brick (16011)	5x	
Itemnr.:	6766302		
Name:	Acheronian Throne		
Short Description:	Acheronian Throne		
Recipe:			
Ingredient 1:	Stone (10001)	1500x	
Ingredient 2:	Demon Blood (14182)	1x	
Annotations:	Can be used to sit down on it pressing E shortly.		
Itemnr.:	6765743		
Name:	Round marbletable		
Short Description:	A round table made of white marble		
Recipe:			
Ingredient 1:	Stone (10001)	500x	
Ingredient 2:	Light Grey Dye (17021)	5x	
Annotations:	SAW item. See chapter 7.6. for more information.		
Itemnr.:	6766301		
Name:	Acheronian bed (deco)		
Short Description:	An acheronian bed		
Recipe:			
Ingredient 1:	Stone (10001)	2000x	
Ingredient 2:	Demon Blood (14182)	2x	
Ingredient 3:	Silk (12513)	20x	

Itemnr.:	6765403		 
Name:	Stone fire bowl		
Short Description:	A stone fire bowl		
Recipe:			
Ingredient 1:	Stone (10001)	20x	
Ingredient 2:	Coal (11011)	25x	
Annotations:	The light can be switched on/off by pressing E shortly. The item is realized with an emitter (see also 7.1) Emitter).		
Itemnr.:	6765420		 
Name:	Stone altar 01		
Short Description:	A stone altar with ornaments		
Recipe:			
Ingredient 1:	Stone (10001)	1500x	
Itemnr.:	6765421		 
Name:	Stone altar 02		
Short Description:	A stone altar with ornaments		
Recipe:			
Ingredient 1:	Stone (10001)	2000x	
Ingredient 2:	Longsword (51831)	2	
Itemnr.:	6766247		 
Name:	Altar from Chaosmouth		
Short Description:	An artistic altar		
Recipe:			
Ingredient 1:	Stone (10001)	1000x	
Ingredient 2:	Black Lotus Powder (11087)	10x	
Ingredient 3:	Gold Dust (11068)	10x	
Itemnr.:	6766802		 
Name:	Stygian pillar 01 (build 1F)		
Short Description:	A pillar decorated with snakes		
Recipe:			
Ingredient 1:	Stone (10001)	300x	
Ingredient 2:	Brick (16011)	2x	
Ingredient 3:	Gold Bar (11054)	1x	
Ingredient 4:	Silver Bar (11055)	1x	
Annotations:	Snappable pillar. "1F" is an abbreviation for "1 floor", means it is one floor high.		

Itemnr.:	6766803		
Name:	Stygian pillar 01 (build 2F)		
Short Description:	A pillar decorated with snakes		
Recipe:			
Ingredient 1:	Stone (10001)	600x	
Ingredient 2:	Brick (16011)	5x	
Ingredient 3:	Gold Bar (11054)	2x	
Ingredient 4:	Silver Bar (11055)	2x	
Annotations:	Snappable pillar. "2F" is an abbreviation for "2 floors", means it is two floors high.		
Itemnr.:	6766804		
Name:	Stygian pillar 02 (build 1F)		
Short Description:	A nobly decorated, stygian pillar		
Recipe:			
Ingredient 1:	Stone (10001)	300x	
Ingredient 2:	Brick (16011)	2x	
Ingredient 3:	Gold Bar (11054)	1x	
Ingredient 4:	Silver Bar (11055)	1x	
Annotations:	Snappable pillar. "1F" is an abbreviation for "1 floor", means it is one floor high.		
Itemnr.:	6766805		
Name:	Stygian pillar 02 (build 2F)		
Short Description:	A nobly decorated, stygian pillar		
Recipe:			
Ingredient 1:	Stone (10001)	600x	
Ingredient 2:	Brick (16011)	5x	
Ingredient 3:	Gold Bar (11054)	2x	
Ingredient 4:	Silver Bar (11055)	2x	
Annotations:	Snappable pillar. "2F" is an abbreviation for "2 floors", means it is two floors high.		
Itemnr.:	6766806		
Name:	Stygian pillar 03 (build 1F)		
Short Description:	A nobly decorated, stygian pillar		
Recipe:			
Ingredient 1:	Stone (10001)	300x	
Ingredient 2:	Brick (16011)	2x	
Ingredient 3:	Gold Bar (11054)	1x	
Ingredient 4:	Silver Bar (11055)	1x	
Annotations:	Snappable pillar. "1F" is an abbreviation for "1 floor", means it is one floor high.		

Itemnr.:	6766807			
Name:	Stygian pillar 03 (build 2F)			
Short Description:	A nobly decorated, stygian pillar			
Recipe:				
Ingredient 1:	Stone (10001)	600x		
Ingredient 2:	Brick (16011)	5x		
Ingredient 3:	Gold Bar (11054)	2x		
Ingredient 4:	Silver Bar (11055)	2x		
Annotations:	Snappable pillar. "2F" is an abbreviation for "2 floors", means it is two floors high.			
Itemnr.:	6765405			
Name:	Fireplace and Hearth			
Short Description:	A crackling place of warmth and welcoming			
Recipe:				
Ingredient 1:	Hardened Brick (16012)	23x		
Ingredient 2:	Steel Bar (11502)	20x		
Annotations:	For this placeable the "heating" effect was removed to use it in hot areas during the night.			
Itemnr.:	6766370			
Name:	Maproom Obelisk			
Short Description:	One of the obelisks seen on the maproom.			
Recipe:				
Ingredient 1:	Stone (10001)	200x		
Itemnr.:	6766311			
Name:	Ancient bed			
Short Description:	Shu-Pah-Het's ancient stoneframed bed (configurable)			
Recipe:				
Ingredient 1:	Stone (10001)	1500x		
Ingredient 2:	Silk (12513)	20x		
Annotations:	SAW item. See chapter 7.6. for more information.			
Itemnr.:	6766380			
Name:	Pile of rocks 01 (huge)			
Short Description:	A simple pile of rocks			
Recipe:				
Ingredient 1:	Stone (10001)	100x		
				

Itemnr.: 6766381
Name: Pile of rocks 01
Short Description: A simple pile of rocks
Recipe:
 Ingredient 1: Stone (10001) 50x



Itemnr.: 6766382
Name: Pile of bricks 01
Short Description: A pile of bricks
Recipe:
 Ingredient 1: Stone (10001) 25x



Itemnr.: 6766383
Name: Pile of bricks 02
Short Description: A pile of bricks
Recipe:
 Ingredient 1: Stone (10001) 25x

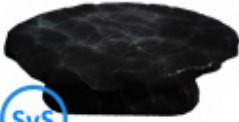






Itemnr.: 6766384
Name: Pile of bricks 03
Short Description: A pile of bricks
Recipe:
 Ingredient 1: Stone (10001) 25x



Itemnr.: 6766385
Name: Pile of bricks 04
Short Description: A pile of bricks
Recipe:
 Ingredient 1: Stone (10001) 25x





















Itemnr.:	6765429		
Name:	Obsidian altar		
Short Description:	An obsidian (or jade) altar. Configurable		
Recipe:			
Ingredient 1:	Stone (10001)	500x	
Ingredient 2:	Silverstone (11052)	50x	
Annotations:	SAW item. See chapter 7.6. for more information.		
Itemnr.:	6767229		
Name:	Catapult Rock A		
Short Description:	A rock		
Recipe:			
Ingredient 1:	Stone (10001)	1x	
Annotations:	SAW item		
Itemnr.:	6767230		
Name:	Catapult Rock B		
Short Description:	A rock		
Recipe:			
Ingredient 1:	Stone (10001)	1x	
Annotations:	SAW item		
Itemnr.:	6767231		
Name:	Catapult Rock C		
Short Description:	A rock		
Recipe:			
Ingredient 1:	Stone (10001)	1x	
Annotations:	SAW item		
Itemnr.:	6767232		
Name:	Catapult Rock D		
Short Description:	A rock		
Recipe:			
Ingredient 1:	Stone (10001)	1x	
Annotations:	SAW item		











5.28.2) SvS2 Stonemason











**Name of Feat:** SvS2 Stonemason**Prerequisite Feat:** SvS2, SvS-Ext Stonemason**Learned by item:** N.A.**Workbench:** Stonemason's workstation (6766601) (from SvS-Ext)








All items can be found in the admin menu in "building".

Itemnr.:	6860206		
Name:	Stone 01 (chair)		
Short Description:	A huge stone which can be used as sitting ground.		
Recipe:			
Ingredient 1:	Stone (10001)	200x	
Annotations:	This item is a chair. Sit down by pressing E shortly.		
Itemnr.:	6860207		
Name:	Stone 02 (chair)		
Short Description:	A huge stone which can be used as sitting ground.		
Recipe:			
Ingredient 1:	Stone (10001)	200x	
Annotations:	This item is a chair. Sit down by pressing E shortly.		
Itemnr.:	6860208		
Name:	Stone (table)		
Short Description:	A huge stone which can be used as table.		
Recipe:			
Ingredient 1:	Stone (10001)	400x	
Annotations:	SAW item		
Itemnr.:	6860215		
Name:	Rune Rock		
Short Description:	A rock with carved runes on it		
Recipe:			
Ingredient 1:	Stone (10001)	500x	
Annotations:	SAW item		

Itemnr.:	6860216		
Name:	Boat Rock		
Short Description:	A rock depicting a nordic boat.		
Recipe:			
Ingredient 1:	Stone (10001)	600x	
			
Annotations:	SAW item		
Itemnr.:	6860224		S
Name:	Pedestal 01 S Bottom		
Short Description:	A piece of a statue pedestal		
Recipe:			
Ingredient 1:	Stone (10001)	10x	
Annotations:	SAW item ; S is an abbreviation for "small".		
Itemnr.:	6860225		S
Name:	Pedestal 02 S Top		
Short Description:	A piece of a statue pedestal		
Recipe:			
Ingredient 1:	Stone (10001)	10x	
Annotations:	SAW item ; S is an abbreviation for "small".		
Itemnr.:	6860226		S
Name:	Pedestal 03 S Middle		
Short Description:	A piece of a statue pedestal		
Recipe:			
Ingredient 1:	Stone (10001)	40x	
Annotations:	SAW item ; S is an abbreviation for "small".		
Itemnr.:	6860226		S
Name:	Pedestal 04 S Complete		
Short Description:	A statue pedestal		
Recipe:			
Ingredient 1:	Stone (10001)	60x	
Annotations:	SAW item ; S is an abbreviation for "small".		

Itemnr.:	6860229		M
Name:	Pedestal 01 M Bottom		
Short Description:	A piece of a statue pedestal		
Recipe:			
Ingredient 1:	Stone (10001)	30x	
Annotations:	SAW item , M is an abbreviation for "medium size".		
Itemnr.:	6860230		L
Name:	Pedestal 01 L Bottom		
Short Description:	A piece of a statue pedestal		
Recipe:			
Ingredient 1:	Stone (10001)	40x	
Annotations:	SAW item , L is an abbreviation for "large".		
Itemnr.:	6860231		XL
Name:	Pedestal 01 XL Bottom		
Short Description:	A piece of a statue pedestal		
Recipe:			
Ingredient 1:	Stone (10001)	50x	
Annotations:	SAW item , XL is an abbreviation for "extra-large".		
Itemnr.:	6860232		M
Name:	Pedestal 02 M Top		
Short Description:	A piece of a statue pedestal		
Recipe:			
Ingredient 1:	Stone (10001)	30x	
Annotations:	SAW item ; M is an abbreviation for "medium size".		
Itemnr.:	6860233		L
Name:	Pedestal 02 L Top		
Short Description:	A piece of a statue pedestal		
Recipe:			
Ingredient 1:	Stone (10001)	40x	
Annotations:	SAW item ; L is an abbreviation for "large".		

Itemnr.:	6860234		XL
Name:	Pedestal 02 XL Top		
Short Description:	A piece of a statue pedestal		
Recipe:			
Ingredient 1:	Stone (10001)	50x	
Annotations:	SAW item ; XL is an abbreviation for "extra-large".		
Itemnr.:	6860235		M
Name:	Pedestal 03 M Middle		
Short Description:	A piece of a statue pedestal		
Recipe:			
Ingredient 1:	Stone (10001)	120x	
Annotations:	SAW item ; M is an abbreviation for "medium size".		
Itemnr.:	6860236		L
Name:	Pedestal 03 L Middle		
Short Description:	A piece of a statue pedestal		
Recipe:			
Ingredient 1:	Stone (10001)	160x	
Annotations:	SAW item ; L is an abbreviation for "large".		
Itemnr.:	6860280		XL
Name:	Pedestal 03 XL Middle		
Short Description:	A piece of a statue pedestal		
Recipe:			
Ingredient 1:	Stone (10001)	200x	
Annotations:	SAW item ; XL is an abbreviation for "extra-large".		
Itemnr.:	6860281		M
Name:	Pedestal 04 M Complete		
Short Description:	A statue pedestal		
Recipe:			
Ingredient 1:	Stone (10001)	180x	
Annotations:	SAW item ; M is an abbreviation for "medium size".		

Itemnr.:	6860282		L	
Name:	Pedestal 04 L Complete			
Short Description:	A statue pedestal			
Recipe:				
Ingredient 1:	Stone (10001)	240x		
Annotations:	SAW item ; L is an abbreviation for "large".			
Itemnr.:	6860283		XL	
Name:	Pedestal 04 XL Complete			
Short Description:	A statue pedestal			
Recipe:				
Ingredient 1:	Stone (10001)	300x		
Annotations:	SAW item ; XL is an abbreviation for "extra-large".			
Itemnr.:	6860942			
Name:	Gems			
Short Description:	Several gems			
Recipe:				
Ingredient 1:	Crystal (11051)	20x		
Annotations:	SAW item			
Itemnr.:	6860483			
Name:	Stone 01 (Sand, chair)			
Short Description:	A huge stone which can be used as sitting ground.			
Recipe:				
Ingredient 1:	Stone (10001)	200x		
Annotations:	This item is a chair. Sit down by pressing E shortly.			
Itemnr.:	6860484			
Name:	Stone 02 (Sand, chair)			
Short Description:	A huge stone which can be used as sitting ground.			
Recipe:				
Ingredient 1:	Stone (10001)	200x		
Annotations:	This item is a chair. Sit down by pressing E shortly.			

Itemnr.: 6860485
Name: Stone (Sand, table)
Short Description: A huge stone which can be used as table.
Recipe:
Ingredient 1: Stone (10001) 400x



5.29) Tailor

5.29.1) SvS-Ext Tailor



Name of Feat: SvS-Ext Tailor

Prerequisite Feat: SvS-Extended

Learned by item: Rcp. for a tailor (6766513)

Workbench: Tailor's station (6766613)

All items can be found in the admin menu in "building".

Itemnr.: 6766613
Name: Tailor's station
Short Description: Workstation for recipes from SvS-Ext Tailor and SvS-Ext Tentmaker. This is also valid for the corresponding SvS2 feats.



Recipe:
 Ingredient 1: Wood (10011) 40x
 Ingredient 2: Silk (12513) 25x

Annotations:
 Workbench with 200 slots. Can be crafted within your inventory.

Itemnr.: 6765161
Name: Stygian storage bag 01
Short Description: A sack of supplies
Recipe:
 Ingredient 1: Thick Leather (12512) 10x
 Ingredient 2: Plant Fibre (12001) 50x
 Ingredient 3: 0 0
 Ingredient 4: 0 0
























Annotations:
 Container with 200 slots.















Itemnr.: 6765162
Name: Stygian storage bag 02
Short Description: A sack of supplies
Recipe:
 Ingredient 1: Thick Leather (12512) 10x
 Ingredient 2: Seeds (13015) 20x








Annotations:
 Container with 200 slots.

Itemnr.:	6765163		
Name:	Stygian storage bag 03		
Short Description:	A sack of supplies		
Recipe:			
Ingredient 1:	Thick Leather (12512)	10x	
Ingredient 2:	Orange Phykos Cutting (11100)	2x	
Annotations:	Container with 200 slots.		
Itemnr.:	6765164		
Name:	Stygian storage bag 04		
Short Description:	A sack of supplies		
Recipe:			
Ingredient 1:	Thick Leather (12512)	10x	
Ingredient 2:	Compost (11076)	1x	
Annotations:	Container with 200 slots.		
Itemnr.:	6765165		
Name:	Storage bag 01		
Short Description:	Two bags leaning against each other		
Recipe:			
Ingredient 1:	Leather (12511)	20x	
Ingredient 2:	Twine (14174)	10x	
Annotations:	Container with 200 slots.		
Itemnr.:	6765166		
Name:	Storage bag 02		
Short Description:	A smaller storage bag		
Recipe:			
Ingredient 1:	Leather (12511)	10x	
Ingredient 2:	Twine (14174)	5x	
Annotations:	Container with 200 slots.		
Itemnr.:	6765167		
Name:	Hanging storage bag 01		
Short Description:	A hanging storage bag		
Recipe:			
Ingredient 1:	Thick Leather (12512)	10x	
Ingredient 2:	Twine (14174)	2x	
Ingredient 3:	Iron Reinforcement (16002)	2x	
Annotations:	Container with 200 slots.		

Itemnr.:	6765168		
Name:	Hanging storage bag 02		
Short Description:	A hanging storage bag		
Recipe:			
Ingredient 1:	Leather (12511)	20x	
Ingredient 2:	Twine (14174)	2x	
Ingredient 3:	Iron Reinforcement (16002)	2x	
Annotations:	Container with 200 slots.		
Itemnr.:	6765169		
Name:	Hanging storage bag 03		
Short Description:	A hanging storage bag		
Recipe:			
Ingredient 1:	Leather (12511)	20x	
Ingredient 2:	Twine (14174)	2x	
Ingredient 3:	Iron Reinforcement (16002)	2x	
Annotations:	Container with 200 slots.		
Itemnr.:	6765720		
Name:	Dirty cloth		
Short Description:	A dirty cloth		
Recipe:			
Ingredient 1:	Twine (14174)	20x	
Itemnr.:	6765721		
Name:	Dirty cloth on a nail		
Short Description:	A dirty cloth on a nail		
Recipe:			
Ingredient 1:	Twine (14174)	20x	
Ingredient 2:	Iron Reinforcement (16002)	1x	
Itemnr.:	6766305		
Name:	Pillow		
Short Description:	A pillow (configurable)		
Recipe:			
Ingredient 1:	Silk (12513)	4x	
Ingredient 2:	Feather (11056)	10x	
Annotations:	SAW item . See chapter 7.6. for more information.		
Itemnr.:	6766309		
Name:	Folded cloth		
Short Description:	Folded cloth		
Recipe:			
Ingredient 1:	Twine (14174)	40x	

Itemnr.:	6766310		
Name:	Folded cloth XL		
Short Description:	Folded cloth		
Recipe:			
Ingredient 1:	Twine (14174)	80x	
Annotations:	"XL" is an abbreviation for "extra large".		
Itemnr.:	6766630		
Name:	Cloth Pile 01		
Short Description:	A cloth pile (configurable)		
Recipe:			
Ingredient 1:	Twine (14174)	20x	
Ingredient 2:	Light Dye Colorant (17002)	1x	
Annotations:	SAW item. See chapter 7.6. for more information.		
Itemnr.:	6766635		
Name:	Cloth Pile 02		
Short Description:	A cloth pile (configurable)		
Recipe:			
Ingredient 1:	Twine (14174)	40x	
Ingredient 2:	Light Dye Colorant (17002)	1x	
Ingredient 3:	Blue Dye (17050)	1x	
Annotations:	SAW item. See chapter 7.6. for more information.		
Itemnr.:	6766640		
Name:	Cloth Pile 03		
Short Description:	A cloth pile (configurable)		
Recipe:			
Ingredient 1:	Twine (14174)	60x	
Ingredient 2:	Light Dye Colorant (17002)	1x	
Ingredient 3:	Blue Dye (17050)	1x	
Annotations:	SAW item. See chapter 7.6. for more information.		
Itemnr.:	6766644		
Name:	Fabric bales (red)		
Short Description:	Fabric bales		
Recipe:			
Ingredient 1:	Silk (12513)	40x	
Ingredient 2:	Twine (14174)	20	
Ingredient 3:	Red Dye (17040)	4x	

Itemnr.:	6766645		
Name:	Fabric bales (blue)		
Short Description:	Fabric bales		
Recipe:			
Ingredient 1:	Silk (12513)	40x	
Ingredient 2:	Twine (14174)	20	
Ingredient 3:	Blue Dye (17050)	4x	
Itemnr.:	6766646		
Name:	Fabric bales (green)		
Short Description:	Fabric bales		
Recipe:			
Ingredient 1:	Silk (12513)	40x	
Ingredient 2:	Twine (14174)	20	
Ingredient 3:	Green Dye (17060)	4x	
Itemnr.:	6766647		
Name:	Fabric bales (brown)		
Short Description:	Fabric bales		
Recipe:			
Ingredient 1:	Silk (12513)	40x	
Ingredient 2:	Twine (14174)	20	
Ingredient 3:	Brown Dye (17010)	4x	
Itemnr.:	6766648		
Name:	Fabric bales (sand)		
Short Description:	Fabric bales		
Recipe:			
Ingredient 1:	Silk (12513)	40x	
Ingredient 2:	Twine (14174)	20	
Ingredient 3:	Ash Dye (17099)	4x	
Itemnr.:	6766649		
Name:	Fabric bales (red) XS		
Short Description:	Fabric bales		
Recipe:			
Ingredient 1:	Silk (12513)	10x	
Ingredient 2:	Twine (14174)	20	
Ingredient 3:	Red Dye (17040)	4x	
Annotations:	"XS" is an abbreviation for "extra small".		







Itemnr.:	6766650		
Name:	Fabric bales (blue) XS		
Short Description:	Fabric bales		
Recipe:			
Ingredient 1:	Silk (12513)	10x	
Ingredient 2:	Twine (14174)	20	
Ingredient 3:	Blue Dye (17050)	4x	
Annotations:	"XS" is an abbreviation for "extra small".		
Itemnr.:	6766651		
Name:	Fabric bales (green) XS		
Short Description:	Fabric bales		
Recipe:			
Ingredient 1:	Silk (12513)	10x	
Ingredient 2:	Twine (14174)	20	
Ingredient 3:	Green Dye (17060)	4x	
Annotations:	"XS" is an abbreviation for "extra small".		
Itemnr.:	6766652		
Name:	Fabric bales (brown) XS		
Short Description:	Fabric bales		
Recipe:			
Ingredient 1:	Silk (12513)	10x	
Ingredient 2:	Twine (14174)	20	
Ingredient 3:	Brown Dye (17010)	4x	
Annotations:	"XS" is an abbreviation for "extra small".		
Itemnr.:	6766653		
Name:	Fabric bales (sand) XS		
Short Description:	Fabric bales		
Recipe:			
Ingredient 1:	Silk (12513)	40x	
Ingredient 2:	Twine (14174)	20	
Ingredient 3:	Ash Dye (17099)	4x	
Annotations:	"XS" is an abbreviation for "extra small".		
Itemnr.:	6765722		
Name:	Red cloth on a nail		
Short Description:	Red cloth on a nail		
Recipe:			
Ingredient 1:	Twine (14174)	20x	
Ingredient 2:	Red Dye (17040)	1x	
Ingredient 3:	Iron Reinforcement (16002)	1x	











Itemnr.:	6765723		
Name:	Blue cloth on a nail		
Short Description:	Blue cloth on a nail		
Recipe:			
Ingredient 1:	Twine (14174)	20x	
Ingredient 2:	Blue Dye (17050)	1x	
Ingredient 3:	Iron Reinforcement (16002)	1x	
Itemnr.:	6765724		
Name:	Green cloth on a nail		
Short Description:	Green cloth on a nail		
Recipe:			
Ingredient 1:	Twine (14174)	20x	
Ingredient 2:	Green Dye (17060)	1x	
Ingredient 3:	Iron Reinforcement (16002)	1x	
Itemnr.:	6765725		
Name:	Brown cloth on a nail		
Short Description:	Brown cloth on a nail		
Recipe:			
Ingredient 1:	Twine (14174)	20x	
Ingredient 2:	Brown Dye (17010)	1x	
Ingredient 3:	Iron Reinforcement (16002)	1x	
Itemnr.:	6765726		
Name:	Sand cloth on a nail		
Short Description:	Sand cloth on a nail		
Recipe:			
Ingredient 1:	Twine (14174)	20x	
Ingredient 2:	Ash Dye (17099)	1x	
Ingredient 3:	Iron Reinforcement (16002)	1x	
Itemnr.:	6766313		
Name:	Floor cushion		
Short Description:	A floor cushion (configurable)		
Recipe:			
Ingredient 1:	Silk (12513)	8x	
Ingredient 2:	Feather (11056)	15x	
Annotations:	SAW item. See chapter 7.6. for more information.		











5.29.2) SvS2 Tailor








Name of Feat: SvS2 Tailor**Prerequisite Feat:** Sv2, SvS-Ext Tailor**Learned by item:** N.A.**Workbench:** Tailor's station (6766613) (from SvS-Ext)




All items can be found in the admin menu in "building".

Itemnr.:	6860620		
Name:	Supply sack 01		
Short Description:	A supply sack; configurable		
Recipe:			
Ingredient 1:	Plant Fibre (12001)	50x	
Ingredient 2:	Twine (14174)	10x	
Ingredient 3:	Leather (12511)	10x	
Annotations:	SAW item		
Itemnr.:	6860621		
Name:	Supply sack 02		
Short Description:	A supply sack; configurable		
Recipe:			
Ingredient 1:	Plant Fibre (12001)	150x	
Ingredient 2:	Twine (14174)	30x	
Ingredient 3:	Leather (12511)	10x	
Annotations:	SAW item		
Itemnr.:	6860622		
Name:	Supply sack 03		
Short Description:	A supply sack; configurable		
Recipe:			
Ingredient 1:	Plant Fibre (12001)	50x	
Ingredient 2:	Twine (14174)	10x	
Ingredient 3:	Leather (12511)	10x	
Annotations:	SAW item		

Itemnr.:	6860623		
Name:	Supply sack 04		
Short Description:	A supply sack; configurable		
Recipe:			
Ingredient 1:	Plant Fibre (12001)	50x	
Ingredient 2:	Twine (14174)	10x	
Ingredient 3:	Leather (12511)	10x	
Annotations:			
	SAW item		
Itemnr.:	6860624		
Name:	Supply sack 05		
Short Description:	A supply sack; configurable		
Recipe:			
Ingredient 1:	Plant Fibre (12001)	50x	
Ingredient 2:	Twine (14174)	10x	
Ingredient 3:	Leather (12511)	10x	
Annotations:			
	SAW item		
Itemnr.:	6860625		
Name:	Supply sack 06		
Short Description:	A supply sack; configurable		
Recipe:			
Ingredient 1:	Plant Fibre (12001)	50x	
Ingredient 2:	Twine (14174)	10x	
Ingredient 3:	Leather (12511)	10x	
Annotations:			
	SAW item		
Itemnr.:	6860626		
Name:	Supply sack 07		
Short Description:	A supply sack; configurable		
Recipe:			
Ingredient 1:	Plant Fibre (12001)	50x	
Ingredient 2:	Twine (14174)	10x	
Ingredient 3:	Leather (12511)	10x	
Annotations:			
	SAW item		
Itemnr.:	6860627		
Name:	Supply sack 08		
Short Description:	A supply sack; configurable		
Recipe:			
Ingredient 1:	Plant Fibre (12001)	50x	
Ingredient 2:	Twine (14174)	10x	
Ingredient 3:	Leather (12511)	10x	
Annotations:			
	SAW item		

Itemnr.:	6860628		
Name:	Supply sack 09		
Short Description:	A supply sack; configurable		
Recipe:			
Ingredient 1:	Plant Fibre (12001)	50x	
Ingredient 2:	Twine (14174)	10x	
Ingredient 3:	Leather (12511)	10x	
Annotations:	SAW item		
Itemnr.:	6860108		01C R01
Name:	Hang. Sack 01 R01		
Short Description:	A hanging sack; configurable		
Recipe:			
Ingredient 1:	Layered Silk (12515)	2x	
Ingredient 2:	Iron Reinforcement (16002)	2x	
Ingredient 3:	Twine (14174)	10x	
Annotations:	"Hang." is an abbreviation for "hanging", "R" for "rope". SAW item		
Itemnr.:	6860109		02C R01
Name:	Hang. Sack 02 R01		
Short Description:	A hanging sack; configurable		
Recipe:			
Ingredient 1:	Layered Silk (12515)	2x	
Ingredient 2:	Iron Reinforcement (16002)	2x	
Ingredient 3:	Twine (14174)	10x	
Annotations:	"Hang." is an abbreviation for "hanging", "R" for "rope". SAW item		
Itemnr.:	6860110		03C R01
Name:	Hang. Sack 03 R01		
Short Description:	A hanging sack; configurable		
Recipe:			
Ingredient 1:	Layered Silk (12515)	2x	
Ingredient 2:	Iron Reinforcement (16002)	2x	
Ingredient 3:	Twine (14174)	10x	
Annotations:	"Hang." is an abbreviation for "hanging", "R" for "rope". SAW item		
Itemnr.:	6860114		01C R02
Name:	Hang. Sack 01 R02		
Short Description:	A hanging sack; configurable		
Recipe:			
Ingredient 1:	Layered Silk (12515)	2x	
Ingredient 2:	Iron Reinforcement (16002)	2x	
Ingredient 3:	Twine (14174)	7x	
Annotations:	"Hang." is an abbreviation for "hanging", "R" for "rope". SAW item		

Itemnr.:	6860115		02 C	
Name:	Hang. Sack 02 R02		R02	
Short Description:	A hanging sack; configurable			
Recipe:				
Ingredient 1:	Layered Silk (12515)	2x		
Ingredient 2:	Iron Reinforcement (16002)	2x		
Ingredient 3:	Twine (14174)	7x		
Annotations:	"Hang." is an abbreviation for "hanging", "R" for "rope". SAW item			
Itemnr.:	6860116		03 C	
Name:	Hang. Sack 03 R02		R02	
Short Description:	A hanging sack; configurable			
Recipe:				
Ingredient 1:	Layered Silk (12515)	2x		
Ingredient 2:	Iron Reinforcement (16002)	2x		
Ingredient 3:	Twine (14174)	7x		
Annotations:	"Hang." is an abbreviation for "hanging", "R" for "rope". SAW item			
Itemnr.:	6860120		01 C	
Name:	Hang. Sack 01 R03 (cloth)		R03	
Short Description:	A hanging sack; configurable			
Recipe:				
Ingredient 1:	Layered Silk (12515)	2x		
Ingredient 2:	Iron Reinforcement (16002)	2x		
Ingredient 3:	Twine (14174)	5x		
Annotations:	"Hang." is an abbreviation for "hanging", "R" for "rope". SAW item			
Itemnr.:	6860121		02 C	
Name:	Hang. Sack 02 R03 (cloth)		R03	
Short Description:	A hanging sack; configurable			
Recipe:				
Ingredient 1:	Layered Silk (12515)	2x		
Ingredient 2:	Iron Reinforcement (16002)	2x		
Ingredient 3:	Twine (14174)	5x		
Annotations:	"Hang." is an abbreviation for "hanging", "R" for "rope". SAW item			
Itemnr.:	6860122		03 C	
Name:	Hang. Sack 03 R03 (cloth)		R03	
Short Description:	A hanging sack; configurable			
Recipe:				
Ingredient 1:	Layered Silk (12515)	2x		
Ingredient 2:	Iron Reinforcement (16002)	2x		
Ingredient 3:	Twine (14174)	5x		
Annotations:	"Hang." is an abbreviation for "hanging", "R" for "rope". SAW item			

Itemnr.:	6860340			
Name:	Banner 01			
Short Description:	A banner			
Recipe:				
Ingredient 1:	Hide (12011)	5x		
Ingredient 2:	Iron Bar (11501)	3x		
Annotations:				
SAW item				
Itemnr.:	6860342			
Name:	Bed 01			
Short Description:	A banner			
Recipe:				
Ingredient 1:	Hide (12011)	15x		
Ingredient 2:	Twine (14174)	25x		
Ingredient 3:	Plant Fibre (12001)	75x		
Annotations:				
SAW item				
Itemnr.:	6860343			
Name:	Bed 02			
Short Description:	A bed (deco)			
Recipe:				
Ingredient 1:	Hide (12011)	25x		
Ingredient 2:	Twine (14174)	45x		
Ingredient 3:	Plant Fibre (12001)	125x		
Annotations:				
SAW item				
Itemnr.:	6860344			
Name:	Bed 03			
Short Description:	A bed (deco)			
Recipe:				
Ingredient 1:	Hide (12011)	20x		
Ingredient 2:	Twine (14174)	40x		
Ingredient 3:	Plant Fibre (12001)	100x		
Annotations:				
SAW item				
Itemnr.:	6860345			
Name:	Bed (rolled)			
Short Description:	A bed (deco)			
Recipe:				
Ingredient 1:	Hide (12011)	10x		
Ingredient 2:	Twine (14174)	20x		
Ingredient 3:	Plant Fibre (12001)	50x		
Annotations:				
SAW item				

Itemnr.:	6860346		
Name:	Pile of rolled up Beds		
Short Description:	Several bed (deco)		
Recipe:			
Ingredient 1:	Hide (12011)	30x	
Ingredient 2:	Twine (14174)	60x	
Ingredient 3:	Plant Fibre (12001)	150x	
Annotations:			
SAW item			
Itemnr.:	6860350		
Name:	Sleeping Pillow		
Short Description:	A pillow		
Recipe:			
Ingredient 1:	Hide (12011)	5x	
Ingredient 2:	Twine (14174)	5x	
Ingredient 3:	Plant Fibre (12001)	250x	
Annotations:			
SAW item			
Itemnr.:	6860353		
Name:	Sleeping Mat 01		
Short Description:	A sleeping mat		
Recipe:			
Ingredient 1:	Hide (12011)	10x	
Ingredient 2:	Twine (14174)	20x	
Ingredient 3:	Plant Fibre (12001)	50x	
Annotations:			
SAW item			
Itemnr.:	6860354		
Name:	Sleeping Mat 02		
Short Description:	A sleeping mat		
Recipe:			
Ingredient 1:	Hide (12011)	10x	
Ingredient 2:	Twine (14174)	20x	
Ingredient 3:	Plant Fibre (12001)	50x	
Annotations:			
SAW item			
Itemnr.:	6860358		
Name:	Polebanner 01		
Short Description:	A polebanner		
Recipe:			
Ingredient 1:	Spike (80171)	1x	
Ingredient 2:	Hide (12011)	10x	
Ingredient 2:	Twine (14174)	2x	
Annotations:			
SAW item			

Itemnr.: 6860359
Name: Polebanner 02
Short Description: A polebanner
Recipe:
 Ingredient 1: Spike (80171) 1x
 Ingredient 2: Hide (12011) 10x
 Ingredient 2: Twine (14174) 2x
Annotations:
[SAW item](#)



Itemnr.: 6860360
Name: Polebanner 03
Short Description: A polebanner
Recipe:
 Ingredient 1: Spike (80171) 1x
 Ingredient 2: Hide (12011) 10x
 Ingredient 2: Twine (14174) 2x
Annotations:
[SAW item](#)



Itemnr.: 6860361
Name: Polebanner 04
Short Description: A polebanner
Recipe:
 Ingredient 1: Spike (80171) 1x
 Ingredient 2: Hide (12011) 10x
 Ingredient 2: Twine (14174) 2x
Annotations:
[SAW item](#)













Itemnr.: 6860362
Name: Polebanner 04 small
Short Description: A polebanner
Recipe:
 Ingredient 1: Spike (80171) 1x
 Ingredient 2: Hide (12011) 5x
 Ingredient 2: Twine (14174) 2x
Annotations:
[SAW item](#)



Itemnr.: 6860363
Name: Polebanner 05
Short Description: A polebanner
Recipe:
 Ingredient 1: Spike (80171) 1x
 Ingredient 2: Hide (12011) 10x
 Ingredient 2: Twine (14174) 2x
Annotations:
[SAW item](#)



Itemnr.:	6860364		
Name:	Curtain 01		
Short Description:	A curtain		
Recipe:			
Ingredient 1:	Hide (12011)	10x	
Ingredient 2:	Twine (14174)	2x	
Annotations:			
SAW item			
Itemnr.:	6860365		
Name:	Curtain 02		
Short Description:	A curtain		
Recipe:			
Ingredient 1:	Hide (12011)	10x	
Ingredient 2:	Twine (14174)	2x	
Annotations:			
SAW item			
Itemnr.:	6860366		
Name:	Curtain 03		
Short Description:	A curtain		
Recipe:			
Ingredient 1:	Hide (12011)	10x	
Ingredient 2:	Twine (14174)	2x	
Annotations:			
SAW item			
Itemnr.:	6860367		
Name:	Curtain 04		
Short Description:	A curtain		
Recipe:			
Ingredient 1:	Hide (12011)	10x	
Ingredient 2:	Twine (14174)	2x	
Annotations:			
SAW item			
Itemnr.:	6860368		
Name:	Curtain 05		
Short Description:	A curtain		
Recipe:			
Ingredient 1:	Hide (12011)	10x	
Ingredient 2:	Twine (14174)	2x	
Annotations:			
SAW item			

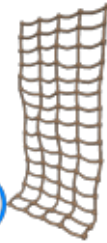
Itemnr.: 6860369
Name: Curtain 06
Short Description: A curtain
Recipe:
Ingredient 1: Hide (12011) 10x
Ingredient 2: Twine (14174) 2x



Annotations:

[SAW item](#)

Itemnr.: 6860498
Name: Hanging Ropes
Short Description: Hanging Ropes
Recipe:
Ingredient 1: Twine (14174) 50x



Annotations:

[SAW item](#)

5.30) Tent Maker

5.30.1) SvS-Ext Tent Maker



Name of Feat: SvS-Ext Tent Maker

Prerequisite Feat: SvS-Extended

Learned by item: Rcp. for a tent maker (6766514)

Workbench: Tailor's station (6766613)

All items can be found in the admin menu in "building".

Itemnr.:	6766613	
Name:	Tailor's station	
Short Description:	Workstation for recipes from SvS-Ext Tailor and SvS-Ext Tentmaker. This is also valid for the corresponding SvS2 feats.	
Recipe:		
Ingredient 1:	Wood (10011)	40x
Ingredient 2:	Silk (12513)	25x
Annotations:	Workbench with 200 slots. Can be crafted within your inventory.	



Itemnr.:	6765144	
Name:	Nomad tent	
Short Description:	Nomad tent (configurable)	
Recipe:		
Ingredient 1:	Silk (12513)	100x
Ingredient 2:	Spike (80171)	5x
Ingredient 3:	Brown Dye (17010)	2x
Annotations:	SAW item . See chapter 7.6. for more information.	





















5.30.2) SvS2 Tent Maker











Name of Feat: SvS2 Tent Maker**Prerequisite Feat:** Sv2, SvS-Ext Tent Maker**Learned by item:** N.A.**Workbench:** Tailor's station (6766613) (from SvS-Ext)







All items can be found in the admin menu in "building".

Itemnr.:	6860320		
Name:	Big Tent 01		
Short Description:	A big tent		
Recipe:			
Ingredient 1:	Hide (12011)	80x	
Ingredient 2:	Spike (80171)	8x	
Ingredient 3:	Twine (14174)	20x	
Annotations:	SAW item		
Itemnr.:	6860321		
Name:	Big Tent 01 - closed		
Short Description:	A big tent		
Recipe:			
Ingredient 1:	Hide (12011)	80x	
Ingredient 2:	Spike (80171)	8x	
Ingredient 3:	Twine (14174)	20x	
Annotations:	SAW item. The side facing you while placing has no collisions, so you can walk into the tent.		
Itemnr.:	6860322		
Name:	Big Tent 01 - Deco 01		
Short Description:	A big tent		
Recipe:			
Ingredient 1:	Hide (12011)	80x	
Ingredient 2:	Spike (80171)	8x	
Ingredient 3:	Twine (14174)	20x	
Annotations:	SAW item. The side facing you while placing has no collisions, so you can walk into the tent.		

Itemnr.:	6860323		
Name:	Big Tent 01 - Deco 02		
Short Description:	A big tent		
Recipe:			
Ingredient 1:	Hide (12011)	80x	
Ingredient 2:	Spike (80171)	8x	
Ingredient 3:	Twine (14174)	20x	
Annotations:	SAW item. The side facing you while placing has no collisions, so you can walk into the tent.		
			
Itemnr.:	6860324		
Name:	Big Tent 01 - Deco 03		
Short Description:	A big tent		
Recipe:			
Ingredient 1:	Hide (12011)	80x	
Ingredient 2:	Spike (80171)	8x	
Ingredient 3:	Twine (14174)	20x	
Annotations:	SAW item. The side facing you while placing has no collisions, so you can walk into the tent.		
			
Itemnr.:	6860325		
Name:	Big Tent 01 - Deco 04		
Short Description:	A big tent		
Recipe:			
Ingredient 1:	Hide (12011)	80x	
Ingredient 2:	Spike (80171)	8x	
Ingredient 3:	Twine (14174)	20x	
Annotations:	SAW item. The side facing you while placing has no collisions, so you can walk into the tent.		
			
Itemnr.:	6860326		
Name:	Hanging Tent 01		
Short Description:	A hanging tent		
Recipe:			
Ingredient 1:	Hide (12011)	50x	
Ingredient 2:	Spike (80171)	5x	
Ingredient 3:	Twine (14174)	20x	
Annotations:	SAW item		
			
Itemnr.:	6860327		
Name:	Hanging Tent 02		
Short Description:	A hanging tent		
Recipe:			
Ingredient 1:	Hide (12011)	45x	
Ingredient 2:	Spike (80171)	5x	
Ingredient 3:	Twine (14174)	20x	
Annotations:	SAW item		
			

Itemnr.:	6860328		
Name:	Long Tent 01		
Short Description:	A long tent		
Recipe:			
Ingredient 1:	Hide (12011)	80x	
Ingredient 2:	Spike (80171)	6x	
Ingredient 3:	Twine (14174)	20x	
Annotations:	SAW item		
campoltemnr.:	6860329		
Name:	Long Tent 02		
Short Description:	A long tent		
Recipe:			
Ingredient 1:	Hide (12011)	80x	
Ingredient 2:	Spike (80171)	4x	
Ingredient 3:	Twine (14174)	20x	
Annotations:	SAW item		
Itemnr.:	6860330		
Name:	Camp Tent 01		
Short Description:	A tent		
Recipe:			
Ingredient 1:	Hide (12011)	80x	
Ingredient 2:	Spike (80171)	7x	
Ingredient 3:	Twine (14174)	20x	
Annotations:	SAW item		
Itemnr.:	6860331		
Name:	Camp Tent 02		
Short Description:	A tent		
Recipe:			
Ingredient 1:	Hide (12011)	80x	
Ingredient 2:	Spike (80171)	5x	
Ingredient 3:	Twine (14174)	20x	
Annotations:	SAW item		

Itemnr.:	6860332		
Name:	Shading Tent 01		
Short Description:	A shading tent		
Recipe:			
Ingredient 1:	Hide (12011)	70x	
Ingredient 2:	Spike (80171)	8x	
Ingredient 3:	Twine (14174)	20x	
Annotations:	SAW item		
Itemnr.:	6860333		
Name:	Shading Tent 02		
Short Description:	A shading tent		
Recipe:			
Ingredient 1:	Hide (12011)	70x	
Ingredient 2:	Spike (80171)	9x	
Ingredient 3:	Twine (14174)	20x	
Annotations:	SAW item		
Itemnr.:	6860334		
Name:	Shading Tent 03		
Short Description:	A shading tent		
Recipe:			
Ingredient 1:	Hide (12011)	70x	
Ingredient 2:	Spike (80171)	8x	
Ingredient 3:	Twine (14174)	20x	
Annotations:	SAW item		
Itemnr.:	6860335		
Name:	Small Tent 01		
Short Description:	A small tent		
Recipe:			
Ingredient 1:	Hide (12011)	30x	
Ingredient 2:	Spike (80171)	7x	
Ingredient 3:	Twine (14174)	20x	
Annotations:	SAW item		
Itemnr.:	6860336		
Name:	Small Tent 02		
Short Description:	A small tent		
Recipe:			
Ingredient 1:	Hide (12011)	30x	
Ingredient 2:	Spike (80171)	7x	
Ingredient 3:	Twine (14174)	20x	
Annotations:	SAW item		

Itemnr.:	6860337		
Name:	Small Tent 03		
Short Description:	A small tent		
Recipe:			
Ingredient 1:	Hide (12011)	30x	
Ingredient 2:	Spike (80171)	7x	
Ingredient 3:	Twine (14174)	20x	
Annotations:	SAW item		
Itemnr.:	6860338		
Name:	Wide Tent 01		
Short Description:	A tent		
Recipe:			
Ingredient 1:	Hide (12011)	80x	
Ingredient 2:	Spike (80171)	12x	
Ingredient 3:	Twine (14174)	20x	
Annotations:	SAW item		
Itemnr.:	6860339		
Name:	Wide Tent 02		
Short Description:	A tent		
Recipe:			
Ingredient 1:	Hide (12011)	80x	
Ingredient 2:	Spike (80171)	12x	
Ingredient 3:	Twine (14174)	20x	
Annotations:	SAW item		

5.31) Things of the Sea

5.31.1) SvS-Ext Things of the Sea



Name of Feat: SvS-Ext Things of the Sea

Prerequisite Feat: SvS-Extended

Learned by item: Rcp. for pleasing Dagon (6766300)

Workbench: Clam (Workstation) (6766258)

All items can be found in the admin menu in "building".

Itemnr.:	6766258	
Name:	Clam (Workstation)	
Short Description:	Craftingstation for SvS-Ext Things of the Sea	
Recipe:		
Ingredient 1:	Corrupted Bone (10010)	20x
Ingredient 2:	Alchemical Base (11070)	3x
Ingredient 3:	Breathing Potion (53102)	1x



Annotations:

Container with 200 slots. It can be crafted in your inventory.

Itemnr.:	6766259	
Name:	Clam (Deco)	
Short Description:	A clam	
Recipe:		
Ingredient 1:	Corrupted Bone (10010)	5x
Ingredient 2:	Breathing Potion (53102)	1x























Itemnr.:	6766260	
Name:	Deep One 1 Granite	
Short Description:	A statue of a Deep One made of black rose granite.	
Recipe:		
Ingredient 1:	Stone (10001)	100x
Ingredient 2:	Breathing Potion (53102)	3x
Ingredient 3:	Black Dye (17116)	1x


















Itemnr.:	6766261	
Name:	Deep One 2 Idle Granite	
Short Description:	A statue of a Deep One made of black rose granite.	
Recipe:		
Ingredient 1:	Stone (10001)	100x
Ingredient 2:	Breathing Potion (53102)	3x
Ingredient 3:	Black Dye (17116)	1x



























Itemnr.:	6766262		
Name:	Deep One 2 Kneel Granite		
Short Description:	A statue of a Deep One made of black rose granite.		
Recipe:			
Ingredient 1:	Stone (10001)	100x	
Ingredient 2:	Breathing Potion (53102)	3x	
Ingredient 3:	Black Dye (17116)	1x	
Itemnr.:	6766263		
Name:	Deep One 3 Pray 1 Granite		
Short Description:	A statue of a Deep One made of black rose granite.		
Recipe:			
Ingredient 1:	Stone (10001)	100x	
Ingredient 2:	Breathing Potion (53102)	3x	
Ingredient 3:	Black Dye (17116)	1x	
Itemnr.:	6766264		
Name:	Deep One 3 Pray 2 Granite		
Short Description:	A statue of a Deep One made of black rose granite.		
Recipe:			
Ingredient 1:	Stone (10001)	100x	
Ingredient 2:	Breathing Potion (53102)	3x	
Ingredient 3:	Black Dye (17116)	1x	
Itemnr.:	6766265		
Name:	Deep One 3 Pray 3 Granite		
Short Description:	A statue of a Deep One made of black rose granite.		
Recipe:			
Ingredient 1:	Stone (10001)	100x	
Ingredient 2:	Breathing Potion (53102)	3x	
Ingredient 3:	Black Dye (17116)	1x	
Itemnr.:	6766266		
Name:	Deep One 3 Guard Granite		
Short Description:	A statue of a Deep One made of black rose granite.		
Recipe:			
Ingredient 1:	Stone (10001)	100x	
Ingredient 2:	Breathing Potion (53102)	3x	
Ingredient 3:	Black Dye (17116)	1x	













Itemnr.:	6766267		 
Name:	Deep One 4 Idle Granite		
Short Description:	A statue of a Deep One made of black rose granite.		
Recipe:			
Ingredient 1:	Stone (10001)	100x	
Ingredient 2:	Breathing Potion (53102)	3x	
Ingredient 3:	Black Dye (17116)	1x	
Itemnr.:	6766268		 
Name:	Deep One 4 Guard Granite		
Short Description:	A statue of a Deep One made of black rose granite.		
Recipe:			
Ingredient 1:	Stone (10001)	100x	
Ingredient 2:	Breathing Potion (53102)	3x	
Ingredient 3:	Black Dye (17116)	1x	
Itemnr.:	6766269		 
Name:	Deep One 4 Attack Granite		
Short Description:	A statue of a Deep One made of black rose granite.		
Recipe:			
Ingredient 1:	Stone (10001)	100x	
Ingredient 2:	Breathing Potion (53102)	3x	
Ingredient 3:	Black Dye (17116)	1x	
Itemnr.:	6766270		 
Name:	Deep One 1 Granite XS		
Short Description:	A statue of a Deep One made of black rose granite.		
Recipe:			
Ingredient 1:	Stone (10001)	50x	
Ingredient 2:	Breathing Potion (53102)	1x	
Ingredient 3:	Black Dye (17116)	1x	
Itemnr.:	6766271		 
Name:	Deep One 2 Idle Granite XS		
Short Description:	A statue of a Deep One made of black rose granite.		
Recipe:			
Ingredient 1:	Stone (10001)	50x	
Ingredient 2:	Breathing Potion (53102)	1x	
Ingredient 3:	Black Dye (17116)	1x	

Itemnr.:	6766272		
Name:	Deep One 2 Kneel Granite XS		
Short Description:	A statue of a Deep One made of black rose granite.		
Recipe:			
Ingredient 1:	Stone (10001)	50x	
Ingredient 2:	Breathing Potion (53102)	1x	
Ingredient 3:	Black Dye (17116)	1x	
Itemnr.:	6766273		
Name:	Deep One 3 Pray 1 Granite XS		
Short Description:	A statue of a Deep One made of black rose granite.		
Recipe:			
Ingredient 1:	Stone (10001)	50x	
Ingredient 2:	Breathing Potion (53102)	1x	
Ingredient 3:	Black Dye (17116)	1x	
Itemnr.:	6766274		
Name:	Deep One 3 Pray 2 Granite XS		
Short Description:	A statue of a Deep One made of black rose granite.		
Recipe:			
Ingredient 1:	Stone (10001)	50x	
Ingredient 2:	Breathing Potion (53102)	1x	
Ingredient 3:	Black Dye (17116)	1x	
Itemnr.:	6766275		
Name:	Deep One 3 Pray 3 Granite XS		
Short Description:	A statue of a Deep One made of black rose granite.		
Recipe:			
Ingredient 1:	Stone (10001)	50x	
Ingredient 2:	Breathing Potion (53102)	1x	
Ingredient 3:	Black Dye (17116)	1x	
Itemnr.:	6766276		
Name:	Deep One 3 Guard Granite XS		
Short Description:	A statue of a Deep One made of black rose granite.		
Recipe:			
Ingredient 1:	Stone (10001)	50x	
Ingredient 2:	Breathing Potion (53102)	1x	
Ingredient 3:	Black Dye (17116)	1x	

Itemnr.:	6766277		 
Name:	Deep One 4 Idle Granite XS		
Short Description:	A statue of a Deep One made of black rose granite.		
Recipe:			
Ingredient 1:	Stone (10001)	50x	
Ingredient 2:	Breathing Potion (53102)	1x	
Ingredient 3:	Black Dye (17116)	1x	
Itemnr.:	6766278		 
Name:	Deep One 4 Guard Granite XS		
Short Description:	A statue of a Deep One made of black rose granite.		
Recipe:			
Ingredient 1:	Stone (10001)	50x	
Ingredient 2:	Breathing Potion (53102)	1x	
Ingredient 3:	Black Dye (17116)	1x	
Itemnr.:	6766279		 
Name:	Deep One 4 Attack Granite XS		
Short Description:	A statue of a Deep One made of black rose granite.		
Recipe:			
Ingredient 1:	Stone (10001)	50x	
Ingredient 2:	Breathing Potion (53102)	1x	
Ingredient 3:	Black Dye (17116)	1x	
Itemnr.:	6766280		 
Name:	Deep One 1 Rock		
Short Description:	A rock statue of a Deep One with moss on it.		
Recipe:			
Ingredient 1:	Stone (10001)	100x	
Ingredient 2:	Breathing Potion (53102)	3x	
Ingredient 3:	Leavening Agent (18001)	5x	
Itemnr.:	6766281		 
Name:	Deep One 2 Idle Rock		
Short Description:	A rock statue of a Deep One with moss on it.		
Recipe:			
Ingredient 1:	Stone (10001)	100x	
Ingredient 2:	Breathing Potion (53102)	3x	
Ingredient 3:	Leavening Agent (18001)	5x	

Itemnr.:	6766282		
Name:	Deep One 2 Kneel Rock		
Short Description:	A rock statue of a Deep One with moss on it.		
Recipe:			
Ingredient 1:	Stone (10001)	100x	
Ingredient 2:	Breathing Potion (53102)	3x	
Ingredient 3:	Leavening Agent (18001)	5x	
Itemnr.:	6766283		
Name:	Deep One 3 Pray 1 Rock		
Short Description:	A rock statue of a Deep One with moss on it.		
Recipe:			
Ingredient 1:	Stone (10001)	100x	
Ingredient 2:	Breathing Potion (53102)	3x	
Ingredient 3:	Leavening Agent (18001)	5x	
Itemnr.:	6766284		
Name:	Deep One 3 Pray 2 Rock		
Short Description:	A rock statue of a Deep One with moss on it.		
Recipe:			
Ingredient 1:	Stone (10001)	100x	
Ingredient 2:	Breathing Potion (53102)	3x	
Ingredient 3:	Leavening Agent (18001)	5x	
Itemnr.:	6766285		
Name:	Deep One 3 Pray 3 Rock		
Short Description:	A rock statue of a Deep One with moss on it.		
Recipe:			
Ingredient 1:	Stone (10001)	100x	
Ingredient 2:	Breathing Potion (53102)	3x	
Ingredient 3:	Leavening Agent (18001)	5x	
Itemnr.:	6766286		
Name:	Deep One 3 Guard Rock		
Short Description:	A rock statue of a Deep One with moss on it.		
Recipe:			
Ingredient 1:	Stone (10001)	100x	
Ingredient 2:	Breathing Potion (53102)	3x	
Ingredient 3:	Leavening Agent (18001)	5x	
Itemnr.:	6766287		
Name:	Deep One 4 Idle Rock		
Short Description:	A rock statue of a Deep One with moss on it.		
Recipe:			
Ingredient 1:	Stone (10001)	100x	
Ingredient 2:	Breathing Potion (53102)	3x	
Ingredient 3:	Leavening Agent (18001)	5x	

Itemnr.:	6766288		
Name:	Deep One 4 Guard Rock		
Short Description:	A rock statue of a Deep One with moss on it.		
Recipe:			
Ingredient 1:	Stone (10001)	100x	
Ingredient 2:	Breathing Potion (53102)	3x	
Ingredient 3:	Leavening Agent (18001)	5x	
Itemnr.:	6766289		
Name:	Deep One 4 Attack Rock		
Short Description:	A rock statue of a Deep One with moss on it.		
Recipe:			
Ingredient 1:	Stone (10001)	100x	
Ingredient 2:	Breathing Potion (53102)	3x	
Ingredient 3:	Leavening Agent (18001)	5x	
Itemnr.:	6766290		
Name:	Deep One 1 Rock XS		
Short Description:	A rock statue of a Deep One with moss on it.		
Recipe:			
Ingredient 1:	Stone (10001)	50x	
Ingredient 2:	Breathing Potion (53102)	1x	
Ingredient 3:	Leavening Agent (18001)	2x	
Itemnr.:	6766291		
Name:	Deep One 2 Idle Rock XS		
Short Description:	A rock statue of a Deep One with moss on it.		
Recipe:			
Ingredient 1:	Stone (10001)	50x	
Ingredient 2:	Breathing Potion (53102)	1x	
Ingredient 3:	Leavening Agent (18001)	2x	
Itemnr.:	6766292		
Name:	Deep One 2 Kneel Rock XS		
Short Description:	A rock statue of a Deep One with moss on it.		
Recipe:			
Ingredient 1:	Stone (10001)	50x	
Ingredient 2:	Breathing Potion (53102)	1x	
Ingredient 3:	Leavening Agent (18001)	2x	
Itemnr.:	6766293		
Name:	Deep One 3 Pray 1 Rock XS		
Short Description:	A rock statue of a Deep One with moss on it.		
Recipe:			
Ingredient 1:	Stone (10001)	50x	
Ingredient 2:	Breathing Potion (53102)	1x	
Ingredient 3:	Leavening Agent (18001)	2x	

Itemnr.:	6766294			
Name:	Deep One 3 Pray 2 Rock XS			
Short Description:	A rock statue of a Deep One with moss on it.			
Recipe:				
Ingredient 1:	Stone (10001)	50x		
Ingredient 2:	Breathing Potion (53102)	1x		
Ingredient 3:	Leavening Agent (18001)	2x		
Itemnr.:	6766295			
Name:	Deep One 3 Pray 3 Rock XS			
Short Description:	A rock statue of a Deep One with moss on it.			
Recipe:				
Ingredient 1:	Stone (10001)	50x		
Ingredient 2:	Breathing Potion (53102)	1x		
Ingredient 3:	Leavening Agent (18001)	2x		
Itemnr.:	6766296			
Name:	Deep One 3 Guard Rock XS			
Short Description:	A rock statue of a Deep One with moss on it.			
Recipe:				
Ingredient 1:	Stone (10001)	50x		
Ingredient 2:	Breathing Potion (53102)	1x		
Ingredient 3:	Leavening Agent (18001)	2x		
Itemnr.:	6766297			
Name:	Deep One 4 Idle Rock XS			
Short Description:	A rock statue of a Deep One with moss on it.			
Recipe:				
Ingredient 1:	Stone (10001)	50x		
Ingredient 2:	Breathing Potion (53102)	1x		
Ingredient 3:	Leavening Agent (18001)	2x		
Itemnr.:	6766298			
Name:	Deep One 4 Guard Rock XS			
Short Description:	A rock statue of a Deep One with moss on it.			
Recipe:				
Ingredient 1:	Stone (10001)	50x		
Ingredient 2:	Breathing Potion (53102)	1x		
Ingredient 3:	Leavening Agent (18001)	2x		
Itemnr.:	6766299			
Name:	Deep One 4 Attack Rock XS			
Short Description:	A rock statue of a Deep One with moss on it.			
Recipe:				
Ingredient 1:	Stone (10001)	50x		
Ingredient 2:	Breathing Potion (53102)	1x		
Ingredient 3:	Leavening Agent (18001)	2x		

5.31.2) SvS2 Things of the Sea



Name of Feat: SvS-Ext Things of the Sea

Prerequisite Feat: SvS2, SvS-Ext Things of the Sea

Learned by item: N.A.

Workbench: Clam (Workstation) (6766258) (From SvS-Ext)

All items can be found in the admin menu in "building".

Itemnr.:	6861200	
Name:	Nordic Big Ship	
Short Description:	A nordic big ship with closed sails	
Recipe:		
Ingredient 1:	Wood (10011)	1000x
Ingredient 2:	Dry Wood (18025)	500x
Ingredient 3:	Shaped Wood (16021)	50x
Ingredient 4:	Layered Silk (12515)	10x



Annotations:

SAW item; Swimming item

Itemnr.:	6861201	
Name:	Nordic Big Ship Sail	
Short Description:	A nordic big ship with open sails	
Recipe:		
Ingredient 1:	Wood (10011)	1000x
Ingredient 2:	Dry Wood (18025)	500x
Ingredient 3:	Shaped Wood (16021)	50x
Ingredient 4:	Layered Silk (12515)	50x



Annotations:

SAW item; Swimming item

Itemnr.:	6861202	
Name:	Nordic Boat (swim)	
Short Description:	A small nordic ship	
Recipe:		
Ingredient 1:	Wood (10011)	200x
Ingredient 2:	Dry Wood (18025)	200x
Ingredient 3:	Shaped Wood (16021)	10x



Annotations:











SAW item; Swimming item



Itemnr.:	6861204	
Name:	Barrel 01 (swim)	
Short Description:	An empty barrel	
Recipe:		
Ingredient 1:	Shaped Wood (16021)	6x



Annotations:



SAW item; Swimming item

Itemnr.:	6861205		
Name:	Barrel 02 (swim)		
Short Description:	A wooden barrel		
Recipe:			
Ingredient 1:	Shaped Wood (16021)	2x	
Annotations:	SAW item; Swimming item		
Itemnr.:	6861206		
Name:	Barrel 03 (swim)		
Short Description:	A wooden barrel		
Recipe:			
Ingredient 1:	Shaped Wood (16021)	5x	
Annotations:	SAW item; Swimming item		
Itemnr.:	6861207		
Name:	Wooden Box 01 (swim)		
Short Description:	A closed wooden box		
Recipe:			
Ingredient 1:	Shaped Wood (16021)	4x	
Annotations:	SAW item; Swimming item		
Itemnr.:	6861208		
Name:	Wooden Box 02 (swim)		
Short Description:	A closed wooden box		
Recipe:			
Ingredient 1:	Shaped Wood (16021)	4x	
Annotations:	SAW item; Swimming item		
Itemnr.:	6861209		
Name:	Wooden Box 03 (swim)		
Short Description:	A closed wooden box		
Recipe:			
Ingredient 1:	Shaped Wood (16021)	4x	
Annotations:	SAW item; Swimming item		

Itemnr.:	6861210		
Name:	Wooden Box 04 (swim)		
Short Description:	A closed wooden box		
Recipe:			
Ingredient 1:	Shaped Wood (16021)	4x	



Annotations:

SAW item; Swimming item

Itemnr.:	6861213		
Name:	Oar (swim)		
Short Description:	A wooden oar		
Recipe:			
Ingredient 1:	Shaped Wood (16021)	2x	



Annotations:

SAW item; Swimming item

Itemnr.:	6860952		
Name:	Necklace (pearls)		
Short Description:	A necklace		
Recipe:			
Ingredient 1:	Pearl (92159)	1x	



Annotations:

SAW item

Itemnr.:	6861218		
Name:	Medieval Ship Big (swim)		
Short Description:	A medieval big ship		
Recipe:			
Ingredient 1:	Wood (10011)	800x	
Ingredient 2:	Dry Wood (18025)	300x	
Ingredient 3:	Shaped Wood (16021)	50x	
Ingredient 4:	Layered Silk (12515)	10x	

Annotations:

SAW item; Swimming item

Itemnr.:	6861219		
Name:	Medieval Ship Small (swim)		
Short Description:	A medieval small ship		
Recipe:			
Ingredient 1:	Wood (10011)	200x	
Ingredient 2:	Dry Wood (18025)	100x	
Ingredient 3:	Shaped Wood (16021)	20x	
Ingredient 4:	Layered Silk (12515)	2x	

Annotations:

SAW item; Swimming item



5.32) Weapon Smith

5.32.1) SvS-Ext Weapon Smith







Name of Feat: SvS-Ext Weapon Smith

Prerequisite Feat: SvS-Extended

Learned by item: Rcp. for a weapon smith (6766506)

Workbench: Blacksmith's workstation (6766604)

All items can be found in the admin menu in "building".

Itemnr.:	6766604		
Name:	Blacksmith's workstation		
Short Description:	Workstation for recipes from SvS-Ext Armour Smith, SvS-Ext Keymaker, SvS-Ext Smith, SvS-Ext Weapon Smith. This is also valid for the corresponding SvS2 Feats.		
Recipe:			
Ingredient 1:	Wood (10011)	40x	
Ingredient 2:		20x	
Annotations:	Workbench with 200 slots. Can be crafted within your inventory.		
Itemnr.:	6765800		
Name:	Nordheimr dbl. axe		
Short Description:	A Nordheimr double axe		
Recipe:			
Ingredient 1:	Shaped Wood (16021)	1x	
Ingredient 2:	Steel Bar (11502)	5x	
Annotations:	Placeable weapon. "dbl." is an abbreviation for "double".		
Itemnr.:	6765801		
Name:	Simple dbl. axe		
Short Description:	A simple double axe		
Recipe:			
Ingredient 1:	Shaped Wood (16021)	1x	
Ingredient 2:	Iron Bar (11501)	5x	
Annotations:	Placeable weapon. "dbl." is an abbreviation for "double".		
Itemnr.:	6765820		
Name:	Sponton		
Short Description:	A halfpike		
Recipe:			
Ingredient 1:	Shaped Wood (16021)	3x	
Ingredient 2:	Iron Bar (11501)	10x	

Annotations:

Placeable weapon.

Itemnr.: 6765821**Name:** Halberd**Short Description:** A simple halberd**Recipe:**

Ingredient 1: Shaped Wood (16021) 3x

Ingredient 2: Steel Bar (11502) 10x

**Annotations:**

Placeable weapon.

Itemnr.: 6765822**Name:** Halberd (bent)**Short Description:** A bent halberd**Recipe:**

Ingredient 1: Shaped Wood (16021) 3x

Ingredient 2: Steel Bar (11502) 10x

**Annotations:**

Placeable weapon.

Itemnr.: 6765840**Name:** Morning star**Short Description:** A simple morning star**Recipe:**

Ingredient 1: Shaped Wood (16021) 1x

Ingredient 2: Iron Bar (11501) 5x

**Annotations:**

Placeable weapon.

Itemnr.: 6765860**Name:** Cimmerian sword**Short Description:** A Cimmerian sword**Recipe:**

Ingredient 1: Shaped Wood (16021) 1x

Ingredient 2: Iron Bar (11501) 5x

**Annotations:**

Placeable weapon.











Itemnr.: 6765861**Name:** Aquilonic sword**Short Description:** An Aquilonic sword**Recipe:**











Ingredient 1: Shaped Wood (16021) 1x

Ingredient 2: Iron Bar (11501) 5x

**Annotations:**

Placeable weapon.

Itemnr.:	6765880		
Name:	Metal spear		
Short Description:	A simple spear with a metal tip		
Recipe:			
Ingredient 1:	Shaped Wood (16021)	3x	
Ingredient 2:	Iron Bar (11501)	3x	
Annotations:	Placeable weapon.		
Itemnr.:	6766656		
Name:	Skinning dagger T2 (deco)		
Short Description:	A sharp knife		
Recipe:			
Ingredient 1:	Steel Bar (11502)	2x	
Annotations:	Placeable weapon.		
Itemnr.:	6765802		
Name:	Nordheimr dbl. axe (stand.)		
Short Description:	A Nordheimr double axe		
Recipe:			
Ingredient 1:	Shaped Wood (16021)	1x	
Ingredient 2:	Steel Bar (11502)	5x	
Annotations:	Placeable weapon. "dbl." is an abbreviation for "double". "(stand.)" is an abbreviation for "standing".		
Itemnr.:	6765803		
Name:	Simple dbl. axe (stand.)		
Short Description:	A simple double axe		
Recipe:			
Ingredient 1:	Shaped Wood (16021)	1x	
Ingredient 2:	Iron Bar (11501)	5x	
Annotations:	Placeable weapon. "dbl." is an abbreviation for "double". "(stand.)" is an abbreviation for "standing".		
Itemnr.:	6765823		
Name:	Sponton (stand.)		
Short Description:	A halfpike		
Recipe:			
Ingredient 1:	Shaped Wood (16021)	3x	
Ingredient 2:	Iron Bar (11501)	10x	
Annotations:	Placeable weapon. "(stand.)" is an abbreviation for "standing".		

Itemnr.:	6765824		
Name:	Halberd (stand.)		
Short Description:	A simple halberd		
Recipe:			
Ingredient 1:	Shaped Wood (16021)	3x	
Ingredient 2:	Steel Bar (11502)	10x	
Annotations:	Placeable weapon. "(stand.)" is an abbreviation for "standing".		
Itemnr.:	6765825		
Name:	Halberd (bent, stand.)		
Short Description:	A bent halberd		
Recipe:			
Ingredient 1:	Shaped Wood (16021)	3x	
Ingredient 2:	Steel Bar (11502)	10x	
Annotations:	Placeable weapon. "(stand.)" is an abbreviation for "standing".		
Itemnr.:	6765841		
Name:	Morning star (stand.)		
Short Description:	A simple morning star		
Recipe:			
Ingredient 1:	Shaped Wood (16021)	1x	
Ingredient 2:	Iron Bar (11501)	5x	
Annotations:	Placeable weapon. "(stand.)" is an abbreviation for "standing".		
Itemnr.:	6765862		
Name:	Cimmerian sword (stand.)		
Short Description:	A Cimmerian sword		
Recipe:			
Ingredient 1:	Shaped Wood (16021)	1x	
Ingredient 2:	Iron Bar (11501)	5x	
Annotations:	Placeable weapon. "(stand.)" is an abbreviation for "standing".		
Itemnr.:	6765863		
Name:	Aquilonic sword (stand.)		
Short Description:	An Aquilonic sword		
Recipe:			
Ingredient 1:	Shaped Wood (16021)	1x	
Ingredient 2:	Iron Bar (11501)	5x	
Annotations:	Placeable weapon. "(stand.)" is an abbreviation for "standing".		

Itemnr.:	6765881	
Name:	Metal spear (stand.)	
Short Description:	A simple spear with a metal tip	
Recipe:		
Ingredient 1:	Shaped Wood (16021)	3x
Ingredient 2:	Iron Bar (11501)	3x
Annotations:	Placeable weapon. "(stand.)" is an abbreviation for "standing".	



5.32.2) SvS2 Weapon Smith



Name of Feat: SvS2 Weapon Smith
Prerequisite Feat: SvS2, SvS-Ext Weapon Smith
Learned by item: N.A.
Workbench: Blacksmith's workstation (6766604) (from SvS-Ext)

All items can be found in the admin menu in "building".

Itemnr.:	6860937	
Name:	Precious Dagger 01	
Short Description:	A precious dagger	
Recipe:		
Ingredient 1:	Steel Bar (11502)	4x



Annotations:
SAW item

Itemnr.:	6860938	
Name:	Precious Dagger 02	
Short Description:	A precious dagger	
Recipe:		
Ingredient 1:	Steel Bar (11502)	4x




Annotations:
SAW item

Itemnr.:	6860939	
Name:	Dagger Sheath	
Short Description:	A precious dagger sheath	
Recipe:		
Ingredient 1:	Steel Bar (11502)	3x



Annotations:
SAW item

Itemnr.:	6860940		
Name:	Precious Sword		
Short Description:	A precious sword		
Recipe:			
Ingredient 1:	Steel Bar (11502)	8x	
Annotations:	SAW item		
Itemnr.:	6860460		
Name:	Axe		
Short Description:	An axe		
Recipe:			
Ingredient 1:	Weapon Handle (11114)	1x	
Ingredient 2:	Iron Bar (11501)	2x	
Annotations:	SAW item		
Itemnr.:	6860461		
Name:	Warhammer		
Short Description:	A warhammer		
Recipe:			
Ingredient 1:	Weapon Handle (11114)	1x	
Ingredient 2:	Iron Bar (11501)	3x	
Annotations:	SAW item		
Itemnr.:	6861300		
Name:	Seax		
Short Description:	A seax		
Recipe:			
Ingredient 1:	Iron Bar (11501)	10x	
Annotations:	SAW item		
Itemnr.:	6861301		
Name:	Seax (sheathed)		
Short Description:	A sheathed seax		
Recipe:			
Ingredient 1:	Iron Bar (11501)	10x	
Annotations:	SAW item		

5.33) Wizard

5.33.1) SvS-Ext Wizard



Name of Feat: SvS-Ext Wizard

Prerequisite Feat: SvS-Extended

Learned by item: Book of Meditation Circles (6766530)

Workbench: Magic station (6766625)

All items can be found in the admin menu in "building".

All the following magical items are for decoration only.

Itemnr.: 6766625

Name: Magic station

Short Description: Workstation for recipes from SvS-Ext Mage and SvS-Ext Wizard

Recipe:

Ingredient 1:	Witchfire Powder (80532)	1x
Ingredient 2:	Shaped Wood (16021)	15x

Annotations:

Workbench with 200 slots.



Itemnr.: 6766440

Name: Magic circle LF 01 3F

Short Description: A magic circle

Recipe:

Ingredient 1:	Witchfire Powder (80532)	9x
Ingredient 2:	Corrupted Stone (11500)	3x
Ingredient 3:	Purple Lotus Flower (11083)	60x

Annotations:

"LF" is an abbreviation for "Less Flashy". "3F" is an abbreviation for "3 floor tiles in diameter". Please read further information in chapter 7.1.1) Magic circles. The **magic circle** can be switched on/off by pressing E shortly.



Itemnr.: 6766441

Name: Magic circle LF 01 2F

Short Description: A magic circle


Recipe:


Ingredient 1:	Witchfire Powder (80532)	6x
Ingredient 2:	Corrupted Stone (11500)	2x
Ingredient 3:	Purple Lotus Flower (11083)	40x


Annotations:


"LF" is an abbreviation for "Less Flashy". "2F" is an abbreviation for "2 floor tiles in diameter". Please read further information in chapter 7.1.1) Magic circles. The **magic circle** can be switched on/off by pressing E shortly.



Itemnr.:	6766442		
Name:	Magic circle LF 01 1F		
Short Description:	A magic circle		
Recipe:			
Ingredient 1:	Witchfire Powder (80532)	3x	
Ingredient 2:	Corrupted Stone (11500)	1x	
Ingredient 3:	Purple Lotus Flower (11083)	20x	
Annotations:	<p>"LF" is an abbreviation for "Less Flashy". "1F" is an abbreviation for "1 floor tile in diameter". Please read further information in chapter 7.1.1) Magic circles. The magic circle can be switched on/off by pressing E shortly.</p>		

Itemnr.:	6766443		
Name:	Magic circle LF 02 3F		
Short Description:	A magic circle		
Recipe:			
Ingredient 1:	Witchfire Powder (80532)	9x	
Ingredient 2:	Corrupted Stone (11500)	3x	
Ingredient 3:	Alchemical Base (11070)	6x	
Annotations:	<p>"LF" is an abbreviation for "Less Flashy". "3F" is an abbreviation for "3 floor tiles in diameter". Please read further information in chapter 7.1.1) Magic circles. The magic circle can be switched on/off by pressing E shortly.</p>		

Itemnr.:	6766444		
Name:	Magic circle LF 02 2F		
Short Description:	A magic circle		
Recipe:			
Ingredient 1:	Witchfire Powder (80532)	6x	
Ingredient 2:	Corrupted Stone (11500)	2x	
Ingredient 3:	Alchemical Base (11070)	4x	
Annotations:	<p>"LF" is an abbreviation for "Less Flashy". "2F" is an abbreviation for "2 floor tiles in diameter". Please read further information in chapter 7.1.1) Magic circles. The magic circle can be switched on/off by pressing E shortly.</p>		

Itemnr.:	6766445		
Name:	Magic circle LF 02 1F		
Short Description:	A magic circle		
Recipe:			
Ingredient 1:	Witchfire Powder (80532)	3x	
Ingredient 2:	Corrupted Stone (11500)	1x	
Ingredient 3:	Alchemical Base (11070)	2x	
Annotations:	<p>"LF" is an abbreviation for "Less Flashy". "1F" is an abbreviation for "1 floor tile in diameter". Please read further information in chapter 7.1.1) Magic circles. The magic circle can be switched on/off by pressing E shortly.</p>		

Itemnr.:	6766446	
Name:	Magic circle LF 03 3F	
Short Description:	A magic circle	
Recipe:		
Ingredient 1:	Witchfire Powder (80532)	9x
Ingredient 2:	Corrupted Stone (11500)	3x
Ingredient 3:	Yellow Lotus Blossom (14151)	30x

**Annotations:**

"LF" is an abbreviation for "Less Flashy". "3F" is an abbreviation for "3 floor tiles in diameter". Please read further information in chapter 7.1.1) Magic circles. The [magic circle](#) can be switched on/off by pressing E shortly.

Itemnr.:	6766447	
Name:	Magic circle LF 03 2F	
Short Description:	A magic circle	
Recipe:		
Ingredient 1:	Witchfire Powder (80532)	6x
Ingredient 2:	Corrupted Stone (11500)	2x
Ingredient 3:	Yellow Lotus Blossom (14151)	20x

**Annotations:**

"LF" is an abbreviation for "Less Flashy". "2F" is an abbreviation for "2 floor tiles in diameter". Please read further information in chapter 7.1.1) Magic circles. The [magic circle](#) can be switched on/off by pressing E shortly.

Itemnr.:	6766448	
Name:	Magic circle LF 03 1F	
Short Description:	A magic circle	
Recipe:		
Ingredient 1:	Witchfire Powder (80532)	3x
Ingredient 2:	Corrupted Stone (11500)	1x
Ingredient 3:	Yellow Lotus Blossom (14151)	10x


**Annotations:**


"LF" is an abbreviation for "Less Flashy". "1F" is an abbreviation for "1 floor tile in diameter". Please read further information in chapter 7.1.1) Magic circles. The [magic circle](#) can be switched on/off by pressing E shortly.


Itemnr.:	6766449	
Name:	Magic circle LF 04 3F	
Short Description:	A magic circle	
Recipe:		
Ingredient 1:	Witchfire Powder (80532)	9x
Ingredient 2:	Corrupted Stone (11500)	3x
Ingredient 3:	Alchemical Base (11070)	6x


**Annotations:**

"LF" is an abbreviation for "Less Flashy". "3F" is an abbreviation for "3 floor tiles in diameter". Please read further information in chapter 7.1.1) Magic circles. The [magic circle](#) can be switched on/off by pressing E shortly.

Itemnr.:	6766449		
Name:	Magic circle LF 04 3F		
Short Description:	A magic circle		
Recipe:			
Ingredient 1:	Witchfire Powder (80532)	9x	
Ingredient 2:	Corrupted Stone (11500)	3x	
Ingredient 3:	Alchemical Base (11070)	6x	
Annotations:	<p>"LF" is an abbreviation for "Less Flashy". "3F" is an abbreviation for "3 floor tiles in diameter". Please read further information in chapter 7.1.1) Magic circles. The magic circle can be switched on/off by pressing E shortly.</p>		

Itemnr.:	6766450		
Name:	Magic circle LF 04 2F		
Short Description:	A magic circle		
Recipe:			
Ingredient 1:	Witchfire Powder (80532)	6x	
Ingredient 2:	Corrupted Stone (11500)	2x	
Ingredient 3:	Alchemical Base (11070)	4x	
Annotations:	<p>"LF" is an abbreviation for "Less Flashy". "2F" is an abbreviation for "2 floor tiles in diameter". Please read further information in chapter 7.1.1) Magic circles. The magic circle can be switched on/off by pressing E shortly.</p>		

Itemnr.:	6766451		
Name:	Magic circle LF 04 1F		
Short Description:	A magic circle		
Recipe:			
Ingredient 1:	Witchfire Powder (80532)	3x	
Ingredient 2:	Corrupted Stone (11500)	1x	
Ingredient 3:	Alchemical Base (11070)	2x	
Annotations:	<p>"LF" is an abbreviation for "Less Flashy". "1F" is an abbreviation for "1 floor tile in diameter". Please read further information in chapter 7.1.1) Magic circles. The magic circle can be switched on/off by pressing E shortly.</p>		

Itemnr.:	6766452		
Name:	Magic circle LF 05 3F		
Short Description:	A magic circle		
Recipe:			
Ingredient 1:	Witchfire Powder (80532)	9x	
Ingredient 2:	Corrupted Stone (11500)	3x	
Ingredient 3:	Yellow Lotus Blossom (14151)	30x	
Annotations:	<p>"LF" is an abbreviation for "Less Flashy". "3F" is an abbreviation for "3 floor tiles in diameter". Please read further information in chapter 7.1.1) Magic circles. The magic circle can be switched on/off by pressing E shortly.</p>		

Itemnr.:	6766453	
Name:	Magic circle LF 05 2F	
Short Description:	A magic circle	
Recipe:		
Ingredient 1:	Witchfire Powder (80532)	6x
Ingredient 2:	Corrupted Stone (11500)	2x
Ingredient 3:	Yellow Lotus Blossom (14151)	20x

**Annotations:**

"LF" is an abbreviation for "Less Flashy". "2F" is an abbreviation for "2 floor tiles in diameter". Please read further information in chapter 7.1.1) Magic circles. The [magic circle](#) can be switched on/off by pressing E shortly.

Itemnr.:	6766454	
Name:	Magic circle LF 05 1F	
Short Description:	A magic circle	
Recipe:		
Ingredient 1:	Witchfire Powder (80532)	3x
Ingredient 2:	Corrupted Stone (11500)	1x
Ingredient 3:	Yellow Lotus Blossom (14151)	10x

**Annotations:**

"LF" is an abbreviation for "Less Flashy". "1F" is an abbreviation for "1 floor tile in diameter". Please read further information in chapter 7.1.1) Magic circles. The [magic circle](#) can be switched on/off by pressing E shortly.

Itemnr.:	6766455	
Name:	Magic circle LF 06 3F	
Short Description:	A magic circle	
Recipe:		
Ingredient 1:	Witchfire Powder (80532)	9x
Ingredient 2:	Corrupted Stone (11500)	3x
Ingredient 3:	Frost Lotus Flower (11080)	18x

**Annotations:**

"LF" is an abbreviation for "Less Flashy". "3F" is an abbreviation for "3 floor tiles in diameter". Please read further information in chapter 7.1.1) Magic circles. The [magic circle](#) can be switched on/off by pressing E shortly.

Itemnr.:	6766456	
Name:	Magic circle LF 06 2F	
Short Description:	A magic circle	
Recipe:		
Ingredient 1:	Witchfire Powder (80532)	6x
Ingredient 2:	Corrupted Stone (11500)	2x
Ingredient 3:	Frost Lotus Flower (11080)	12x

**Annotations:**

"LF" is an abbreviation for "Less Flashy". "2F" is an abbreviation for "2 floor tiles in diameter". Please read further information in chapter 7.1.1) Magic circles. The [magic circle](#) can be switched on/off by pressing E shortly.

Itemnr.:	6766457	
Name:	Magic circle LF 06 1F	
Short Description:	A magic circle	
Recipe:		
Ingredient 1:	Witchfire Powder (80532)	3x
Ingredient 2:	Corrupted Stone (11500)	1x
Ingredient 3:	Frost Lotus Flower (11080)	6x

**Annotations:**

"LF" is an abbreviation for "Less Flashy". "1F" is an abbreviation for "1 floor tile in diameter". Please read further information in chapter 7.1.1) Magic circles. The **magic circle** can be switched on/off by pressing E shortly.

Itemnr.:	6766458	
Name:	Magic circle LF 07 3F	
Short Description:	A magic circle	
Recipe:		
Ingredient 1:	Witchfire Powder (80532)	9x
Ingredient 2:	Corrupted Stone (11500)	3x
Ingredient 3:	Crimson Lotus Flower (11124)	30x

**Annotations:**

"LF" is an abbreviation for "Less Flashy". "3F" is an abbreviation for "3 floor tiles in diameter". Please read further information in chapter 7.1.1) Magic circles. The **magic circle** can be switched on/off by pressing E shortly.

Itemnr.:	6766459	
Name:	Magic circle LF 07 2F	
Short Description:	A magic circle	
Recipe:		
Ingredient 1:	Witchfire Powder (80532)	6x
Ingredient 2:	Corrupted Stone (11500)	2x
Ingredient 3:	Crimson Lotus Flower (11124)	20x

**Annotations:**

"LF" is an abbreviation for "Less Flashy". "2F" is an abbreviation for "2 floor tiles in diameter". Please read further information in chapter 7.1.1) Magic circles. The **magic circle** can be switched on/off by pressing E shortly.

Itemnr.:	6766460	
Name:	Magic circle LF 07 1F	
Short Description:	A magic circle	
Recipe:		
Ingredient 1:	Witchfire Powder (80532)	3x
Ingredient 2:	Corrupted Stone (11500)	1x
Ingredient 3:	Crimson Lotus Flower (11124)	10x

**Annotations:**

"LF" is an abbreviation for "Less Flashy". "1F" is an abbreviation for "1 floor tile in diameter". Please read further information in chapter 7.1.1) Magic circles. The **magic circle** can be switched on/off by pressing E shortly.

Itemnr.:	6766461	
Name:	Magic circle LF 08 3F	
Short Description:	A magic circle	
Recipe:		
Ingredient 1:	Witchfire Powder (80532)	9x
Ingredient 2:	Corrupted Stone (11500)	3x
Ingredient 3:	Yellow Lotus Blossom (14151)	30x

**Annotations:**

"LF" is an abbreviation for "Less Flashy". "3F" is an abbreviation for "3 floor tiles in diameter". Please read further information in chapter 7.1.1) Magic circles. The [magic circle](#) can be switched on/off by pressing E shortly.

Itemnr.:	6766462	
Name:	Magic circle LF 08 2F	
Short Description:	A magic circle	
Recipe:		
Ingredient 1:	Witchfire Powder (80532)	6x
Ingredient 2:	Corrupted Stone (11500)	2x
Ingredient 3:	Yellow Lotus Blossom (14151)	20x

**Annotations:**

"LF" is an abbreviation for "Less Flashy". "2F" is an abbreviation for "2 floor tiles in diameter". Please read further information in chapter 7.1.1) Magic circles. The [magic circle](#) can be switched on/off by pressing E shortly.

Itemnr.:	6766463	
Name:	Magic circle LF 08 1F	
Short Description:	A magic circle	
Recipe:		
Ingredient 1:	Witchfire Powder (80532)	3x
Ingredient 2:	Corrupted Stone (11500)	1x
Ingredient 3:	Yellow Lotus Blossom (14151)	10x

**Annotations:**

"LF" is an abbreviation for "Less Flashy". "1F" is an abbreviation for "1 floor tile in diameter". Please read further information in chapter 7.1.1) Magic circles. The [magic circle](#) can be switched on/off by pressing E shortly.

Itemnr.:	6766464	
Name:	Magic circle LF 09 3F	
Short Description:	A magic circle	
Recipe:		
Ingredient 1:	Witchfire Powder (80532)	12x
Ingredient 2:	Corrupted Stone (11500)	3x
Ingredient 3:	Purple Lotus Flower (11083)	90x

**Annotations:**

"LF" is an abbreviation for "Less Flashy". "3F" is an abbreviation for "3 floor tiles in diameter". Please read further information in chapter 7.1.1) Magic circles. The [magic circle](#) can be switched on/off by pressing E shortly.

Itemnr.:	6766465	
Name:	Magic circle LF 09 2F	
Short Description:	A magic circle	
Recipe:		
Ingredient 1:	Witchfire Powder (80532)	8x
Ingredient 2:	Corrupted Stone (11500)	2x
Ingredient 3:	Purple Lotus Flower (11083)	60x

**Annotations:**

"LF" is an abbreviation for "Less Flashy". "2F" is an abbreviation for "2 floor tiles in diameter". Please read further information in chapter 7.1.1) Magic circles. The [magic circle](#) can be switched on/off by pressing E shortly.

Itemnr.:	6766466	
Name:	Magic circle LF 09 1F	
Short Description:	A magic circle	
Recipe:		
Ingredient 1:	Witchfire Powder (80532)	4x
Ingredient 2:	Corrupted Stone (11500)	1x
Ingredient 3:	Purple Lotus Flower (11083)	30x

**Annotations:**

"LF" is an abbreviation for "Less Flashy". "1F" is an abbreviation for "1 floor tile in diameter". Please read further information in chapter 7.1.1) Magic circles. The [magic circle](#) can be switched on/off by pressing E shortly.

Itemnr.:	6766467	
Name:	Magic circle LF 10 3F	
Short Description:	A magic circle	
Recipe:		
Ingredient 1:	Witchfire Powder (80532)	12x
Ingredient 2:	Corrupted Stone (11500)	3x
Ingredient 3:	Frost Lotus Flower (11080)	21x

**Annotations:**

"LF" is an abbreviation for "Less Flashy". "3F" is an abbreviation for "3 floor tiles in diameter". Please read further information in chapter 7.1.1) Magic circles. The [magic circle](#) can be switched on/off by pressing E shortly.

Itemnr.:	6766468	
Name:	Magic circle LF 10 2F	
Short Description:	A magic circle	
Recipe:		
Ingredient 1:	Witchfire Powder (80532)	8x
Ingredient 2:	Corrupted Stone (11500)	2x
Ingredient 3:	Frost Lotus Flower (11080)	14x

**Annotations:**

"LF" is an abbreviation for "Less Flashy". "2F" is an abbreviation for "2 floor tiles in diameter". Please read further information in chapter 7.1.1) Magic circles. The [magic circle](#) can be switched on/off by pressing E shortly.

Itemnr.:	6766469	
Name:	Magic circle LF 10 1F	
Short Description:	A magic circle	
Recipe:		
Ingredient 1:	Witchfire Powder (80532)	4x
Ingredient 2:	Corrupted Stone (11500)	1x
Ingredient 3:	Frost Lotus Flower (11080)	7x

**Annotations:**

"LF" is an abbreviation for "Less Flashy". "1F" is an abbreviation for "1 floor tile in diameter". Please read further information in chapter 7.1.1) Magic circles. The **magic circle** can be switched on/off by pressing E shortly.

Itemnr.:	6766470	
Name:	Magic circle LF 11 3F	
Short Description:	A magic circle	
Recipe:		
Ingredient 1:	Witchfire Powder (80532)	12x
Ingredient 2:	Corrupted Stone (11500)	3x
Ingredient 3:	Purple Lotus Flower (11083)	90x

**Annotations:**

"LF" is an abbreviation for "Less Flashy". "3F" is an abbreviation for "3 floor tiles in diameter". Please read further information in chapter 7.1.1) Magic circles. The **magic circle** can be switched on/off by pressing E shortly.

Itemnr.:	6766471	
Name:	Magic circle LF 11 2F	
Short Description:	A magic circle	
Recipe:		
Ingredient 1:	Witchfire Powder (80532)	8x
Ingredient 2:	Corrupted Stone (11500)	2x
Ingredient 3:	Purple Lotus Flower (11083)	60x

**Annotations:**

"LF" is an abbreviation for "Less Flashy". "2F" is an abbreviation for "2 floor tiles in diameter". Please read further information in chapter 7.1.1) Magic circles. The **magic circle** can be switched on/off by pressing E shortly.

Itemnr.:	6766472	
Name:	Magic circle LF 11 1F	
Short Description:	A magic circle	
Recipe:		
Ingredient 1:	Witchfire Powder (80532)	4x
Ingredient 2:	Corrupted Stone (11500)	1x
Ingredient 3:	Purple Lotus Flower (11083)	30x

**Annotations:**

"LF" is an abbreviation for "Less Flashy". "1F" is an abbreviation for "1 floor tile in diameter". Please read further information in chapter 7.1.1) Magic circles. The **magic circle** can be switched on/off by pressing E shortly.

Itemnr.:	6766473	
Name:	Magic circle LF 12 3F	
Short Description:	A magic circle	
Recipe:		
Ingredient 1:	Witchfire Powder (80532)	12x
Ingredient 2:	Corrupted Stone (11500)	3x
Ingredient 3:	Sand Reaper Toxin Gland (14102)	9x

**Annotations:**

"LF" is an abbreviation for "Less Flashy". "3F" is an abbreviation for "3 floor tiles in diameter". Please read further information in chapter 7.1.1) Magic circles. The [magic circle](#) can be switched on/off by pressing E shortly.

Itemnr.:	6766474	
Name:	Magic circle LF 12 2F	
Short Description:	A magic circle	
Recipe:		
Ingredient 1:	Witchfire Powder (80532)	8x
Ingredient 2:	Corrupted Stone (11500)	2x
Ingredient 3:	Sand Reaper Toxin Gland (14102)	6x

**Annotations:**

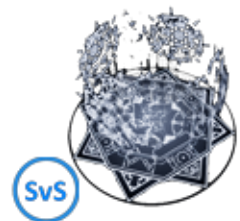
"LF" is an abbreviation for "Less Flashy". "2F" is an abbreviation for "2 floor tiles in diameter". Please read further information in chapter 7.1.1) Magic circles. The [magic circle](#) can be switched on/off by pressing E shortly.

Itemnr.:	6766475	
Name:	Magic circle LF 12 1F	
Short Description:	A magic circle	
Recipe:		
Ingredient 1:	Witchfire Powder (80532)	4x
Ingredient 2:	Corrupted Stone (11500)	1x
Ingredient 3:	Sand Reaper Toxin Gland (14102)	3x


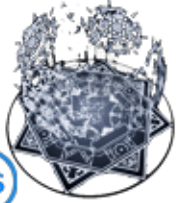
**Annotations:**


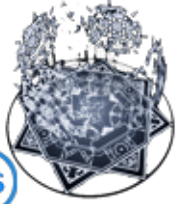
"LF" is an abbreviation for "Less Flashy". "1F" is an abbreviation for "1 floor tile in diameter". Please read further information in chapter 7.1.1) Magic circles. The [magic circle](#) can be switched on/off by pressing E shortly.



Itemnr.:	6766476	
Name:	Magic circle LF 13 3F	
Short Description:	A magic circle	
Recipe:		
Ingredient 1:	Witchfire Powder (80532)	12x
Ingredient 2:	Corrupted Stone (11500)	3x
Ingredient 3:	Alchemical Base (11070)	9x



**Annotations:**

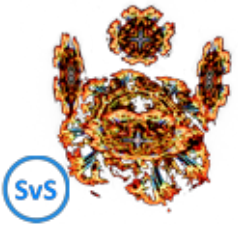







"LF" is an abbreviation for "Less Flashy". "3F" is an abbreviation for "3 floor tiles in diameter". Please read further information in chapter 7.1.1) Magic circles. The [magic circle](#) can be switched on/off by pressing E shortly.

Itemnr.:	6766477		
Name:	Magic circle LF 13 2F		
Short Description:	A magic circle		
Recipe:			
Ingredient 1:	Witchfire Powder (80532)	8x	
Ingredient 2:	Corrupted Stone (11500)	2x	
Ingredient 3:	Alchemical Base (11070)	6x	
Annotations:	<p>"LF" is an abbreviation for "Less Flashy". "2F" is an abbreviation for "2 floor tiles in diameter". Please read further information in chapter 7.1.1) Magic circles. The magic circle can be switched on/off by pressing E shortly.</p>		

Itemnr.:	6766478		
Name:	Magic circle LF 13 1F		
Short Description:	A magic circle		
Recipe:			
Ingredient 1:	Witchfire Powder (80532)	4x	
Ingredient 2:	Corrupted Stone (11500)	1x	
Ingredient 3:	Alchemical Base (11070)	3x	
Annotations:	<p>"LF" is an abbreviation for "Less Flashy". "1F" is an abbreviation for "1 floor tile in diameter". Please read further information in chapter 7.1.1) Magic circles. The magic circle can be switched on/off by pressing E shortly.</p>		

Itemnr.:	6766479		
Name:	Magic circle LF 14 3F		
Short Description:	A magic circle		
Recipe:			
Ingredient 1:	Witchfire Powder (80532)	12x	
Ingredient 2:	Corrupted Stone (11500)	3x	
Ingredient 3:	Golden Lotus Flower (11089)	12x	
Annotations:	<p>"LF" is an abbreviation for "Less Flashy". "3F" is an abbreviation for "3 floor tiles in diameter". Please read further information in chapter 7.1.1) Magic circles. The magic circle can be switched on/off by pressing E shortly.</p>		

Itemnr.:	6766480		
Name:	Magic circle LF 14 2F		
Short Description:	A magic circle		
Recipe:			
Ingredient 1:	Witchfire Powder (80532)	8x	
Ingredient 2:	Corrupted Stone (11500)	2x	
Ingredient 3:	Golden Lotus Flower (11089)	8x	
Annotations:	<p>"LF" is an abbreviation for "Less Flashy". "2F" is an abbreviation for "2 floor tiles in diameter". Please read further information in chapter 7.1.1) Magic circles. The magic circle can be switched on/off by pressing E shortly.</p>		

Itemnr.:	6766481		
Name:	Magic circle LF 14 1F		
Short Description:	A magic circle		
Recipe:			
Ingredient 1:	Witchfire Powder (80532)	4x	
Ingredient 2:	Corrupted Stone (11500)	1x	
Ingredient 3:	Golden Lotus Flower (11089)	4x	
Annotations:	<p>"LF" is an abbreviation for "Less Flashy". "1F" is an abbreviation for "1 floor tile in diameter". Please read further information in chapter 7.1.1) Magic circles. The magic circle can be switched on/off by pressing E shortly.</p>		
Itemnr.:	6766482		
Name:	Magic circle LF 15 3F		
Short Description:	A magic circle		
Recipe:			
Ingredient 1:	Witchfire Powder (80532)	12x	
Ingredient 2:	Corrupted Stone (11500)	3x	
Ingredient 3:	Frost Lotus Flower (11080)	18x	
Annotations:	<p>"LF" is an abbreviation for "Less Flashy". "3F" is an abbreviation for "3 floor tiles in diameter". Please read further information in chapter 7.1.1) Magic circles. The magic circle can be switched on/off by pressing E shortly.</p>		
Itemnr.:	6766483		
Name:	Magic circle LF 15 2F		
Short Description:	A magic circle		
Recipe:			
Ingredient 1:	Witchfire Powder (80532)	8x	
Ingredient 2:	Corrupted Stone (11500)	2x	
Ingredient 3:	Frost Lotus Flower (11080)	12x	
Annotations:	<p>"LF" is an abbreviation for "Less Flashy". "2F" is an abbreviation for "2 floor tiles in diameter". Please read further information in chapter 7.1.1) Magic circles. The magic circle can be switched on/off by pressing E shortly.</p>		
Itemnr.:	6766484		
Name:	Magic circle LF 15 1F		
Short Description:	A magic circle		
Recipe:			
Ingredient 1:	Witchfire Powder (80532)	4x	
Ingredient 2:	Corrupted Stone (11500)	1x	
Ingredient 3:	Frost Lotus Flower (11080)	6x	
Annotations:	<p>"LF" is an abbreviation for "Less Flashy". "1F" is an abbreviation for "1 floor tile in diameter". Please read further information in chapter 7.1.1) Magic circles. The magic circle can be switched on/off by pressing E shortly.</p>		

Itemnr.:	6766485	
Name:	MC LF Fire 3F	
Short Description:	Elementary circle > Fire <	
Recipe:		
Ingredient 1:	Witchfire Powder (80532)	9x
Ingredient 2:	Steelfire (14173)	9x
Ingredient 3:	Golden Lotus Flower (11089)	18x



Annotations:
 "MC" stands for "Magic Circle". "LF" is an abbreviation for "Less Flashy". "3F" is an abbreviation for "3 floor tiles in diameter". Please read further information in chapter 7.1.1) Magic circles. The **magic circle** can be switched on/off by pressing E shortly.

Itemnr.:	6766486	
Name:	MC LF Fire 2F	
Short Description:	Elementary circle > Fire <	
Recipe:		
Ingredient 1:	Witchfire Powder (80532)	6x
Ingredient 2:	Steelfire (14173)	6x
Ingredient 3:	Golden Lotus Flower (11089)	12x



Annotations:
 "MC" stands for "Magic Circle". "LF" is an abbreviation for "Less Flashy". "2F" is an abbreviation for "2 floor tiles in diameter". Please read further information in chapter 7.1.1) Magic circles. The **magic circle** can be switched on/off by pressing E shortly.

Itemnr.:	6766487	
Name:	MC LF Fire 1F	
Short Description:	Elementary circle > Fire <	
Recipe:		
Ingredient 1:	Witchfire Powder (80532)	3x
Ingredient 2:	Steelfire (14173)	3x
Ingredient 3:	Golden Lotus Flower (11089)	6x



Annotations:
 "MC" stands for "Magic Circle". "LF" is an abbreviation for "Less Flashy". "1F" is an abbreviation for "1 floor tile in diameter". Please read further information in chapter 7.1.1) Magic circles. The **magic circle** can be switched on/off by pressing E shortly.

Itemnr.:	6766488	
Name:	MC LF Earth 3F	
Short Description:	Elementary circle >Earth<	
Recipe:		
Ingredient 1:	Witchfire Powder (80532)	9x
Ingredient 2:	Goldstone (11053)	18x
Ingredient 3:	Yellow Lotus Blossom (14151)	30x



Annotations:
 "MC" stands for "Magic Circle". "LF" is an abbreviation for "Less Flashy". "3F" is an abbreviation for "3 floor tiles in diameter". Please read further information in chapter 7.1.1) Magic circles. The **magic circle** can be switched on/off by pressing E shortly.

Itemnr.:	6766489	
Name:	MC LF Earth 2F	
Short Description:	Elementary circle >Earth<	
Recipe:		
Ingredient 1:	Witchfire Powder (80532)	6x
Ingredient 2:	Goldstone (11053)	12x
Ingredient 3:	Yellow Lotus Blossom (14151)	20x

**Annotations:**

"MC" stands for "Magic Circle". "LF" is an abbreviation for "Less Flashy". "2F" is an abbreviation for "2 floor tiles in diameter". Please read further information in chapter 7.1.1) Magic circles. The **magic circle** can be switched on/off by pressing E shortly.

Itemnr.:	6766490	
Name:	MC LF Earth 1F	
Short Description:	Elementary circle >Earth<	
Recipe:		
Ingredient 1:	Witchfire Powder (80532)	3x
Ingredient 2:	Goldstone (11053)	6x
Ingredient 3:	Yellow Lotus Blossom (14151)	10x

**Annotations:**

"MC" stands for "Magic Circle". "LF" is an abbreviation for "Less Flashy". "1F" is an abbreviation for "1 floor tile in diameter". Please read further information in chapter 7.1.1) Magic circles. The **magic circle** can be switched on/off by pressing E shortly.

Itemnr.:	6766491	
Name:	MC LF Water 3F	
Short Description:	Elementary circle >Water<	
Recipe:		
Ingredient 1:	Witchfire Powder (80532)	9x
Ingredient 2:	Scales of Dagon (19600)	6x
Ingredient 3:	Frost Lotus Flower (11080)	18x

**Annotations:**

"MC" stands for "Magic Circle". "LF" is an abbreviation for "Less Flashy". "3F" is an abbreviation for "3 floor tiles in diameter". Please read further information in chapter 7.1.1) Magic circles. The **magic circle** can be switched on/off by pressing E shortly.

Itemnr.:	6766492	
Name:	MC LF Water 2F	
Short Description:	Elementary circle >Water<	
Recipe:		
Ingredient 1:	Witchfire Powder (80532)	6x
Ingredient 2:	Scales of Dagon (19600)	4x
Ingredient 3:	Frost Lotus Flower (11080)	12x

**Annotations:**

"MC" stands for "Magic Circle". "LF" is an abbreviation for "Less Flashy". "2F" is an abbreviation for "2 floor tiles in diameter". Please read further information in chapter 7.1.1) Magic circles. The **magic circle** can be switched on/off by pressing E shortly.

Itemnr.: 6766493
Name: MC LF Water 1F
Short Description: Elementary circle >Water<
Recipe:
 Ingredient 1: Witchfire Powder (80532) 3x
 Ingredient 2: Scales of Dagon (19600) 2x
 Ingredient 3: Frost Lotus Flower (11080) 6x

**Annotations:**

"MC" stands for "Magic Circle". "LF" is an abbreviation for "Less Flashy". "1F" is an abbreviation for "1 floor tile in diameter". Please read further information in chapter 7.1.1) Magic circles. The **magic circle** can be switched on/off by pressing E shortly.

Itemnr.: 6766494
Name: MC LF Air 3F
Short Description: Elementary circle >Air<
Recipe:
 Ingredient 1: Witchfire Powder (80532) 9x
 Ingredient 2: Gossamer (12003) 300x
 Ingredient 3: Alchemical Base (11070) 6x

**Annotations:**

"MC" stands for "Magic Circle". "LF" is an abbreviation for "Less Flashy". "3F" is an abbreviation for "3 floor tiles in diameter". Please read further information in chapter 7.1.1) Magic circles. The **magic circle** can be switched on/off by pressing E shortly.

Itemnr.: 6766495
Name: MC LF Air 2F
Short Description: Elementary circle >Air<
Recipe:
 Ingredient 1: Witchfire Powder (80532) 6x
 Ingredient 2: Gossamer (12003) 200x
 Ingredient 3: Alchemical Base (11070) 4x

**Annotations:**

"MC" stands for "Magic Circle". "LF" is an abbreviation for "Less Flashy". "2F" is an abbreviation for "2 floor tiles in diameter". Please read further information in chapter 7.1.1) Magic circles. The **magic circle** can be switched on/off by pressing E shortly.

Itemnr.: 6766496
Name: MC LF Air 1F
Short Description: Elementary circle >Air<
Recipe:
 Ingredient 1: Witchfire Powder (80532) 3x
 Ingredient 2: Gossamer (12003) 100x
 Ingredient 3: Alchemical Base (11070) 2x

**Annotations:**

"MC" stands for "Magic Circle". "LF" is an abbreviation for "Less Flashy". "1F" is an abbreviation for "1 floor tile in diameter". Please read further information in chapter 7.1.1) Magic circles. The **magic circle** can be switched on/off by pressing E shortly.

Itemnr.:	6766497	
Name:	MC LF Lightning 3F	
Short Description:	Elementary circle > Lightning <	
Recipe:		
Ingredient 1:	Witchfire Powder (80532)	9x
Ingredient 2:	Crystal (11051)	300x
Ingredient 3:	Purple Lotus Flower (11083)	60x

**Annotations:**

"MC" stands for "Magic Circle". "LF" is an abbreviation for "Less Flashy". "3F" is an abbreviation for "3 floor tiles in diameter". Please read further information in chapter 7.1.1) Magic circles. The **magic circle** can be switched on/off by pressing E shortly.

Itemnr.:	6766498	
Name:	MC LF Lightning 2F	
Short Description:	Elementary circle > Lightning <	
Recipe:		
Ingredient 1:	Witchfire Powder (80532)	6x
Ingredient 2:	Crystal (11051)	200x
Ingredient 3:	Purple Lotus Flower (11083)	40x

**Annotations:**

"MC" stands for "Magic Circle". "LF" is an abbreviation for "Less Flashy". "2F" is an abbreviation for "2 floor tiles in diameter". Please read further information in chapter 7.1.1) Magic circles. The **magic circle** can be switched on/off by pressing E shortly.

Itemnr.:	6766499	
Name:	MC LF Lightning 1F	
Short Description:	Elementary circle > Lightning <	
Recipe:		
Ingredient 1:	Witchfire Powder (80532)	3x
Ingredient 2:	Crystal (11051)	100x
Ingredient 3:	Purple Lotus Flower (11083)	20x

**Annotations:**

"MC" stands for "Magic Circle". "LF" is an abbreviation for "Less Flashy". "1F" is an abbreviation for "1 floor tile in diameter". Please read further information in chapter 7.1.1) Magic circles. The **magic circle** can be switched on/off by pressing E shortly.

Itemnr.:	6766700	
Name:	MC LF Soul 3F	
Short Description:	Elementary circle > Soul <	
Recipe:		
Ingredient 1:	Witchfire Powder (80532)	9x
Ingredient 2:	Corrupted Stone (11500)	3x
Ingredient 3:	Crimson Lotus Flower (11124)	30x

**Annotations:**

"MC" stands for "Magic Circle". "LF" is an abbreviation for "Less Flashy". "3F" is an abbreviation for "3 floor tiles in diameter". Please read further information in chapter 7.1.1) Magic circles. The **magic circle** can be switched on/off by pressing E shortly.

Itemnr.:	6766701	
Name:	MC LF Soul 2F	
Short Description:	Elementary circle > Soul <	
Recipe:		
Ingredient 1:	Witchfire Powder (80532)	6x
Ingredient 2:	Corrupted Stone (11500)	2x
Ingredient 3:	Crimson Lotus Flower (11124)	20x



Annotations:
 "MC" stands for "Magic Circle". "LF" is an abbreviation for "Less Flashy". "2F" is an abbreviation for "2 floor tiles in diameter". Please read further information in chapter 7.1.1) Magic circles. The **magic circle** can be switched on/off by pressing E shortly.

Itemnr.:	6766702	
Name:	MC LF Soul 1F	
Short Description:	Elementary circle > Soul <	
Recipe:		
Ingredient 1:	Witchfire Powder (80532)	3x
Ingredient 2:	Corrupted Stone (11500)	1x
Ingredient 3:	Crimson Lotus Flower (11124)	10x



Annotations:
 "MC" stands for "Magic Circle". "LF" is an abbreviation for "Less Flashy". "1F" is an abbreviation for "1 floor tile in diameter". Please read further information in chapter 7.1.1) Magic circles. The **magic circle** can be switched on/off by pressing E shortly.

Itemnr.:	6766703	
Name:	MC LF Outer Dark 3F	
Short Description:	Elementary circle > Outer Dark <	
Recipe:		
Ingredient 1:	Witchfire Powder (80532)	9x
Ingredient 2:	Star Metal Ore (18060)	12x
Ingredient 3:	Black Lotus Flower (11086)	30x



Annotations:
 "MC" stands for "Magic Circle". "LF" is an abbreviation for "Less Flashy". "3F" is an abbreviation for "3 floor tiles in diameter". Please read further information in chapter 7.1.1) Magic circles. The **magic circle** can be switched on/off by pressing E shortly.

Itemnr.:	6766704	
Name:	MC LF Outer Dark 2F	
Short Description:	Elementary circle > Outer Dark <	
Recipe:		
Ingredient 1:	Witchfire Powder (80532)	6x
Ingredient 2:	Star Metal Ore (18060)	8x
Ingredient 3:	Black Lotus Flower (11086)	20x



Annotations:
 "MC" stands for "Magic Circle". "LF" is an abbreviation for "Less Flashy". "2F" is an abbreviation for "2 floor tiles in diameter". Please read further information in chapter 7.1.1) Magic circles. The **magic circle** can be switched on/off by pressing E shortly.

Itemnr.:	6766705	
Name:	MC LF Outer Dark 1F	
Short Description:	Elementary circle > Outer Dark <	
Recipe:		
Ingredient 1:	Witchfire Powder (80532)	3x
Ingredient 2:	Star Metal Ore (18060)	4x
Ingredient 3:	Black Lotus Flower (11086)	10x

**Annotations:**

"MC" stands for "Magic Circle". "LF" is an abbreviation for "Less Flashy". "1F" is an abbreviation for "1 floor tile in diameter". Please read further information in chapter 7.1.1) Magic circles. The **magic circle** can be switched on/off by pressing E shortly.

5.33.2) SvS2 Wizard

**Name of Feat:** SvS-Ext Wizard**Prerequisite Feat:** SvS2, SvS-Ext Wizard**Learned by item:** N.A.**Workbench:** Magic station (6766625) (from SvS-Ext)

All items can be found in the admin menu in "building". Please note, the workbench is admin-spawn only!

There are currently no recipes into this feat.







5.34) Woodworker







5.34.1) SvS-Ext Woodworker



Name of Feat: SvS-Ext Woodworker
Prerequisite Feat: SvS-Extended
Learned by item: Rcp. for a woodworker (6766508)
Workbench: vanilla "Carpenter's Bench" (89401)













All items can be found in the admin menu in "building".
Image Source: Conan Exiles Wiki





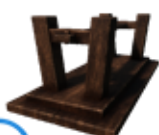

Itemnr.:	6765010		
Name:	Beer-filled mug		
Short Description:	A filled beer mug		
Recipe:			
Ingredient 1:	Flagon (80647)	1x	
Ingredient 2:	Water-filled Glass Flask (14201)	1x	
Ingredient 3:	Ale (18072)	1x	
Annotations:	<p>You can drink from it by hitting E when focussing the mug. It does not show the nameplate but can be picked up again by holding E for a longer time. You can even fill your sealed water skin from it. The item can be used even if it belongs to another clan. Do not get irritated by the message "This does not belong to you". Your bars will nevertheless increase, and the positive drinking effect will apply. - Heating effect</p> <p>You will get an empty Glass Flask in return for each Water-filled Glass Flasks used during crafting.</p>		
Itemnr.:	6765130		
Name:	Stygian chair 01		
Short Description:	A wooden chair with decorations		
Recipe:			
Ingredient 1:	Insulated Wood (11108)	3x	
Ingredient 2:	Twine (14174)	10x	
Annotations:	Can be used to sit down on it pressing E shortly.		
Itemnr.:	6765131		
Name:	Stygian chair 02		
Short Description:	A wooden chair with noble decorations		
Recipe:			
Ingredient 1:	Insulated Wood (11108)	3x	
Ingredient 2:	Twine (14174)	10x	
Ingredient 3:	Dark Grey Dye (17022)	1x	
Annotations:	Can be used to sit down on it pressing E shortly.		

Itemnr.:	6765133		
Name:	Old tavern chair		
Short Description:	Old tavern chair		
Recipe:			
Ingredient 1:	Insulated Wood (11108)	3x	
Annotations:	Can be used to sit down on it pressing E shortly.		
Itemnr.:	6765150		
Name:	Construction crane 01		
Short Description:	A simple construction crane		
Recipe:			
Ingredient 1:	Dry Wood (18025)	25x	
Ingredient 2:	Shaped Wood (16021)	25x	
Ingredient 3:	Iron Reinforcement (16002)	25x	
Annotations:	This is static decoration.		
Itemnr.:	6765151		
Name:	Construction crane 02		
Short Description:	A simple construction crane		
Recipe:			
Ingredient 1:	Dry Wood (18025)	25x	
Ingredient 2:	Shaped Wood (16021)	25x	
Ingredient 3:	Iron Reinforcement (16002)	25x	
Annotations:	This is static decoration.		
Itemnr.:	6765730		
Name:	Wooden spoon		
Short Description:	A wooden spoon		
Recipe:			
Ingredient 1:	Shaped Wood (16021)	1x	
Annotations:			
Itemnr.:	6765740		
Name:	Wooden plate		
Short Description:	A wooden plate		
Recipe:			
Ingredient 1:	Shaped Wood (16021)	5x	
Annotations:	Big enough to use it as a bed within a prison or a desk-plat. Can be attached to walls.		
Itemnr.:	6765741		
Name:	Wooden shelf		
Short Description:	A wooden shelf		
Recipe:			
Ingredient 1:	Shaped Wood (16021)	5x	
Annotations:			

Annotations:

Can be attached to walls.

Itemnr.:	6765780		
Name:	Broken wheel		
Short Description:	A broken wagon wheel		
Recipe:			
Ingredient 1:	Iron Reinforcement (16002)	1x	
Ingredient 2:	Shaped Wood (16021)	3x	
Annotations:			
SAW item			
Itemnr.:	6766626		
Name:	Workingtable		
Short Description:	An empty workingtable		
Recipe:			
Ingredient 1:	Wood (10011)	25x	
Annotations:			
This is decoration.			
Itemnr.:	6766654		
Name:	Tanner workshop (deco)		
Short Description:	A tanner workshop		
Recipe:			
Ingredient 1:	Wood (10011)	40x	
Ingredient 2:	Leather (12511)	20x	
Annotations:			
This is decoration.			
Itemnr.:	6766655		
Name:	Smelter workshop (deco)		
Short Description:	A smelter workshop		
Recipe:			
Ingredient 1:	Wood (10011)	40x	
Ingredient 2:	Iron Bar (11501)	20x	
Annotations:			
This is decoration.			
Itemnr.:	6766658		
Name:	Wood cage		
Short Description:	A wooden cage		
Recipe:			
Ingredient 1:	Shaped Wood (16021)	15x	
Annotations:			
This is decoration.			
Itemnr.:	6766659		
Name:	Wood rack		
Short Description:	A wooden rack		
Recipe:			
Ingredient 1:	Wood (10011)	40x	

Itemnr.:	6765134		
Name:	Stygian chair 01 (f.o.)		
Short Description:	A wooden chair with decorations		
Recipe:			
Ingredient 1:	Insulated Wood (11108)	3x	 SvS
Ingredient 2:	Twine (14174)	10x	
Annotations:	"(f.o.)" is an abbreviation for "fallen over".		
Itemnr.:	6765135		
Name:	Stygian chair 02 (f.o.)		
Short Description:	A wooden chair with noble decorations		
Recipe:			
Ingredient 1:	Insulated Wood (11108)	3x	 SvS
Ingredient 2:	Twine (14174)	10x	
Ingredient 3:	Dark Grey Dye (17022)	1x	
Annotations:	"(f.o.)" is an abbreviation for "fallen over".		
Itemnr.:	6765136		
Name:	Old tavern chair (f.o.)		
Short Description:	Old tavern chair		
Recipe:			
Ingredient 1:	Insulated Wood (11108)	3x	 SvS
Annotations:	"(f.o.)" is an abbreviation for "fallen over".		
Itemnr.:	6766663		
Name:	Table (Fallen to side)		
Short Description:	A table		
Recipe:			
Ingredient 1:	Shaped Wood (16021)	10x	 SvS
Itemnr.:	6766664		
Name:	Table (Fallen to bottom)		
Short Description:	A table		
Recipe:			
Ingredient 1:	Shaped Wood (16021)	10x	 SvS
Itemnr.:	6765732		
Name:	Beer mug (f.o.)		
Short Description:	A filled beer mug		
Recipe:			
Ingredient 1:	Flagon (80647)	1x	 SvS
Annotations:	"(f.o.)" is an abbreviation for "fallen over".		

Itemnr.: 6766354
Name: Pile of wood 01
Short Description: A pile of wood
Recipe:
 Ingredient 1: Wood (10011) 50x



Itemnr.: 6766355
Name: Pile of wood 02
Short Description: A pile of wood
Recipe:
 Ingredient 1: Wood (10011) 50x



Itemnr.: 6766356
Name: Pile of wood 03
Short Description: A pile of wood
Recipe:
 Ingredient 1: Wood (10011) 50x



Itemnr.: 6767220
Name: Ballista
Short Description: A simple ballista
Recipe:
 Ingredient 1: Shaped Wood (16021) 20x
 Ingredient 2: Iron Reinforcement (16002) 25x
 Ingredient 3: Iron Bar (11501) 5x
 Ingredient 4: Twine (14174) 20x



Annotations:

[SAW item](#)

Itemnr.: 6767221
Name: Ballista (destroyed)
Short Description: A destroyed ballista
Recipe:
 Ingredient 1: Shaped Wood (16021) 10x
 Ingredient 2: Iron Reinforcement (16002) 12x
 Ingredient 3: Iron Bar (11501) 2x
 Ingredient 4: Twine (14174) 10x



Annotations:

[SAW item](#)

Itemnr.: 6767222
Name: Ballista (loaded)
Short Description: A loaded ballista
Recipe:
 Ingredient 1: Shaped Wood (16021) 20x
 Ingredient 2: Iron Reinforcement (16002) 25x
 Ingredient 3: Iron Bar (11501) 5x
 Ingredient 4: Twine (14174) 20x
Annotations:
[SAW item](#)



Itemnr.: 6767223
Name: Ballista Bolt (Floor)
Short Description: A ballista bolt
Recipe:
 Ingredient 1: Shaped Wood (16021) 2x
 Ingredient 2: Iron Reinforcement (16002) 5x
 Ingredient 3: Iron Bar (11501) 1x
Annotations:
[SAW item](#)



Itemnr.: 6767224
Name: Catapult
Short Description: A catapult
Recipe:
 Ingredient 1: Shaped Wood (16021) 50x
 Ingredient 2: Iron Reinforcement (16002) 50x
 Ingredient 3: Iron Bar (11501) 10x
 Ingredient 4: Twine (14174) 30x
Annotations:
[SAW item](#)



Itemnr.: 6767225
Name: Catapult (loaded)
Short Description: A loaded catapult
Recipe:
 Ingredient 1: Shaped Wood (16021) 50x
 Ingredient 2: Iron Reinforcement (16002) 50x
 Ingredient 3: Iron Bar (11501) 10x
 Ingredient 4: Twine (14174) 30x
Annotations:
[SAW item](#)



Itemnr.:	6767226	
Name:	Catapult (destroyed)	
Short Description:	A destroyed catapult	
Recipe:		
Ingredient 1:	Shaped Wood (16021)	25x
Ingredient 2:	Iron Reinforcement (16002)	25x
Ingredient 3:	Iron Bar (11501)	5x
Ingredient 4:	Twine (14174)	15x

**Annotations:****SAW item**

Itemnr.:	6767227	
Name:	Ram	
Short Description:	A ram	
Recipe:		
Ingredient 1:	Shaped Wood (16021)	75x
Ingredient 2:	Iron Reinforcement (16002)	50x
Ingredient 3:	Iron Bar (11501)	20x
Ingredient 4:	Twine (14174)	10x

**Annotations:****SAW item**

Itemnr.:	6767228	
Name:	Ram (destroyed)	
Short Description:	A destroyed ram	
Recipe:		
Ingredient 1:	Shaped Wood (16021)	37x
Ingredient 2:	Iron Reinforcement (16002)	25x
Ingredient 3:	Iron Bar (11501)	10x
Ingredient 4:	Twine (14174)	5x

**Annotations:****SAW item**

Itemnr.:	6767233	
Name:	Siege Tower	
Short Description:	A huge siege tower	
Recipe:		
Ingredient 1:	Shaped Wood (16021)	400x
Ingredient 2:	Iron Reinforcement (16002)	100x
Ingredient 3:	Iron Bar (11501)	6x
Ingredient 4:	Twine (14174)	15x

**Annotations:**

SAW item. Please note that re-positioning the Siege Tower won't be saved when you switch states. This is intentional. - Also please not that I don't take any responsibilities if you place other placeables inside the Siege Tower, that they may persist after changing states.

Itemnr.:	6767234	
Name:	Siege Tower (open)	
Short Description:	A huge opened siege tower	
Recipe:		
Ingredient 1:	Shaped Wood (16021)	400x
Ingredient 2:	Iron Reinforcement (16002)	100x
Ingredient 3:	Iron Bar (11501)	6x
Ingredient 4:	Twine (14174)	15x

**Annotations:**

SAW item. Be cautious to not stand on the "bridge" when changing the state of the Siege Tower to closed state. Furthermore please note that re-positioning the Siege Tower won't be saved when you switch states. This is intentional. - Also please note that I don't take any responsibilities if you place other placeables inside the Siege Tower, that they may persist after changing states.

Itemnr.:	6767235	
Name:	Siege Tower (destroyed)	
Short Description:	A huge destroyed siege tower	
Recipe:		
Ingredient 1:	Shaped Wood (16021)	100x
Ingredient 2:	Iron Reinforcement (16002)	25x
Ingredient 3:	Iron Bar (11501)	2x
Ingredient 4:	Twine (14174)	5x

**Annotations:**

SAW item

Itemnr.:	6767236	
Name:	Trebuchet	
Short Description:	A trebuchet	
Recipe:		
Ingredient 1:	Shaped Wood (16021)	75x
Ingredient 2:	Iron Reinforcement (16002)	50x
Ingredient 3:	Iron Bar (11501)	20x
Ingredient 4:	Twine (14174)	40x

**Annotations:**

SAW item

Itemnr.:	6767237	
Name:	Trebuchet (loaded)	
Short Description:	A loaded trebuchet	
Recipe:		
Ingredient 1:	Shaped Wood (16021)	75x
Ingredient 2:	Iron Reinforcement (16002)	50x
Ingredient 3:	Iron Bar (11501)	20x
Ingredient 4:	Twine (14174)	40x

**Annotations:**

SAW item

Itemnr.: 6767238
Name: Trebuchet (empty)
Short Description: A loaded trebuchet
Recipe:
 Ingredient 1: Shaped Wood (16021) 75x
 Ingredient 2: Iron Reinforcement (16002) 50x
 Ingredient 3: Iron Bar (11501) 20x
 Ingredient 4: Twine (14174) 40x
Annotations:
[SAW item](#)



Itemnr.: 6767239
Name: Trebuchet (destroyed)
Short Description: A loaded trebuchet
Recipe:
 Ingredient 1: Shaped Wood (16021) 37x
 Ingredient 2: Iron Reinforcement (16002) 25x
 Ingredient 3: Iron Bar (11501) 10x
 Ingredient 4: Twine (14174) 20x
Annotations:
[SAW item](#)



Itemnr.: 6767245
Name: Ballista Bolt (Wall)
Short Description: A ballista volt
Recipe:
 Ingredient 1: Shaped Wood (16021) 2x
 Ingredient 2: Iron Reinforcement (16002) 5x
 Ingredient 3: Iron Bar (11501) 1x
Annotations:
[SAW item](#)



5.34.1) SvS2 Woodworker



Name of Feat: SvS2 Woodworker









Prerequisite Feat: SvS2, SvS-Ext Woodworker











Learned by item: N.A.











Workbench: vanilla "Carpenter's Bench" (89401)

All items can be found in the admin menu in "building".

Image Source: Conan Exiles Wiki

Itemnr.:	6860130		
Name:	Barrel 01		
Short Description:	An empty barrel		
Recipe:			
Ingredient 1:	Shaped Wood (16021)	6x	
Annotations:			
SAW item			
Itemnr.:	6860131		
Name:	Barrel lid		
Short Description:	A wooden barrel lid		
Recipe:			
Ingredient 1:	Shaped Wood (16021)	2x	
Annotations:			
SAW item			
Itemnr.:	6860132		
Name:	Barrel 02		
Short Description:	A wooden barrel		
Recipe:			
Ingredient 1:	Shaped Wood (16021)	2x	
Annotations:			
SAW item			
Itemnr.:	6860133		
Name:	Barrel 03		
Short Description:	A wooden barrel		
Recipe:			
Ingredient 1:	Shaped Wood (16021)	5x	
Annotations:			
SAW item			

Itemnr.:	6860303		
Name:	Empty scaffold		
Short Description:	A configurable scaffold.		
Recipe:			
Ingredient 1:	Wood (10011)	20x	 
Ingredient 2:	Dry Wood (18025)	10x	
Ingredient 3:	Twine (14174)	20x	
Annotations:	SAW item		
Itemnr.:	6860237		
Name:	Cork		
Short Description:	A cork.		
Recipe:			
Ingredient 1:	Bark (10005)	2x	 
Itemnr.:	6860166		
Name:	Empty Veggi Box 01 (conf)		
Short Description:	An empty vegetable box; configurable		
Recipe:			
Ingredient 1:	Dry Wood (18025)	10x	 
Ingredient 2:	Shaped Wood (16021)	5x	
Annotations:	SAW item		
Itemnr.:	6860167		
Name:	Empty Veggi Box 02 (conf)		
Short Description:	An empty vegetable box; configurable		
Recipe:			
Ingredient 1:	Dry Wood (18025)	10x	 
Ingredient 2:	Shaped Wood (16021)	5x	
Annotations:	SAW item		
Itemnr.:	6860168		
Name:	Empty Veggi Box 03 (conf)		
Short Description:	An empty vegetable box; configurable		
Recipe:			
Ingredient 1:	Dry Wood (18025)	10x	 
Ingredient 2:	Shaped Wood (16021)	5x	
Annotations:	SAW item		

Itemnr.:	6860134		
Name:	Old Wheel		
Short Description:	A partly rusty old wheel		
Recipe:			
Ingredient 1:	Dry Wood (18025)	20x	
Ingredient 2:	Iron Bar (11501)	5x	
Annotations:	SAW item		
Itemnr.:	6860228		
Name:	Book Pedestal		
Short Description:	A wooden book pedestal		
Recipe:			
Ingredient 1:	Insulated Wood (11108)	30x	
Annotations:	SAW item		
Itemnr.:	6861203		
Name:	Nordic Boat (land)		
Short Description:	A small nordic ship		
Recipe:			
Ingredient 1:	Wood (10011)	200x	
Ingredient 2:	Dry Wood (18025)	200x	
Ingredient 3:	Shaped Wood (16021)	10x	
Ingredient 4:	Layered Silk (12515)	3x	
Annotations:	SAW item		
Itemnr.:	6861212		
Name:	Oar		
Short Description:	A wooden oar		
Recipe:			
Ingredient 1:	Shaped Wood (16021)	2x	
Annotations:	SAW item ;		
Itemnr.:	6861214		
Name:	Wooden Box 01		
Short Description:	A closed wooden box		
Recipe:			
Ingredient 1:	Shaped Wood (16021)	4x	
Annotations:	SAW item		

Itemnr.: 6861215
Name: Wooden Box 02
Short Description: A closed wooden box
Recipe:
 Ingredient 1: Shaped Wood (16021) 4x



Annotations:
[SAW item](#)

Itemnr.: 6861216
Name: Wooden Box 03
Short Description: A closed wooden box
Recipe:
 Ingredient 1: Shaped Wood (16021) 4x



Annotations:
[SAW item](#)

Itemnr.: 6861217
Name: Wooden Box 04
Short Description: A closed wooden box
Recipe:
 Ingredient 1: Shaped Wood (16021) 4x



Annotations:
[SAW item](#)

Itemnr.: 6860915
Name: Chest 01 - Closed
Short Description: A closed chest
Recipe:
 Ingredient 1: Shaped Wood (16021) 6x



Annotations:
[SAW item](#)

Itemnr.: 6860916
Name: Chest 01 - Open
Short Description: An open chest
Recipe:
 Ingredient 1: Shaped Wood (16021) 6x



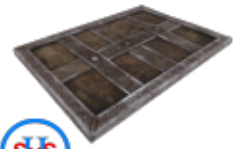
Annotations:
[SAW item](#)

Itemnr.: 6860917
Name: Chest 01 - Without lid
Short Description: An open chest without lid
Recipe:
 Ingredient 1: Shaped Wood (16021) 5x



Annotations:**SAW item**

Itemnr.: 6860918
Name: Chest 01 - Lid
Short Description: A lid of a chest
Recipe:
Ingredient 1: Shaped Wood (16021) 1x

**Annotations:****SAW item**

Itemnr.: 6860919
Name: Chest 02 - Closed
Short Description: A closed chest
Recipe:
Ingredient 1: Shaped Wood (16021) 6x

**Annotations:****SAW item**

Itemnr.: 6860920
Name: Chest 02 - Open
Short Description: An open chest
Recipe:
Ingredient 1: Shaped Wood (16021) 6x

**Annotations:****SAW item**

Itemnr.: 6860921
Name: Chest 02 - Without lid
Short Description: An open chest without lid
Recipe:
Ingredient 1: Shaped Wood (16021) 5x

**Annotations:****SAW item**

Itemnr.: 6860922
Name: Chest 02 - Lid
Short Description: A lid of a chest
Recipe:
Ingredient 1: Shaped Wood (16021) 1x

**Annotations:****SAW item**

Itemnr.: 6860923
Name: Chest 03 - Closed
Short Description: A closed chest
Recipe:

Ingredient 1: Shaped Wood (16021) 6x

Annotations:

[SAW item](#)

Itemnr.: 6860924
Name: Chest 03 - Open
Short Description: An open chest
Recipe:
 Ingredient 1: Shaped Wood (16021) 6x



Annotations:

[SAW item](#)

Itemnr.: 6860925
Name: Chest 03 - Without lid
Short Description: An open chest without lid
Recipe:
 Ingredient 1: Shaped Wood (16021) 5x



Annotations:

[SAW item](#)

Itemnr.: 6860926
Name: Chest 03 - Lid
Short Description: A lid of a chest
Recipe:
 Ingredient 1: Shaped Wood (16021) 1x



Annotations:

[SAW item](#)

Itemnr.: 6860927
Name: Treasure Chest 01
Short Description: A chest filled with coins
Recipe:
 Ingredient 1: Shaped Wood (16021) 6x
 Ingredient 2: Silver Coin (11065) 3x
 Ingredient 3: Gold Coin (11066) 3x



Annotations:






[SAW item](#)






Itemnr.: 6860928
Name: Treasure Chest 01 - no lid
Short Description: A chest filled with coins
Recipe:
 Ingredient 1: Shaped Wood (16021) 5x
 Ingredient 2: Silver Coin (11065) 3x
 Ingredient 3: Gold Coin (11066) 3x





Annotations:



[SAW item](#)

Itemnr.:	6860929		
Name:	Treasure Chest 02		
Short Description:	A chest filled with coins		
Recipe:			
Ingredient 1:	Shaped Wood (16021)	6x	
Ingredient 2:	Silver Coin (11065)	3x	
Ingredient 3:	Gold Coin (11066)	3x	
Annotations:	SAW item		
Itemnr.:	6860930		
Name:	Treasure Chest 02 - no lid		
Short Description:	A chest filled with coins		
Recipe:			
Ingredient 1:	Shaped Wood (16021)	5x	
Ingredient 2:	Silver Coin (11065)	3x	
Ingredient 3:	Gold Coin (11066)	3x	
Annotations:	SAW item		
Itemnr.:	6860931		
Name:	Treasure Chest 03		
Short Description:	A chest filled with coins		
Recipe:			
Ingredient 1:	Shaped Wood (16021)	6x	
Ingredient 2:	Silver Coin (11065)	3x	
Ingredient 3:	Gold Coin (11066)	3x	
Annotations:	SAW item		
Itemnr.:	6860932		
Name:	Treasure Chest 03 - no lid		
Short Description:	A chest filled with coins		
Recipe:			
Ingredient 1:	Shaped Wood (16021)	5x	
Ingredient 2:	Silver Coin (11065)	3x	
Ingredient 3:	Gold Coin (11066)	3x	
Annotations:	SAW item		
Itemnr.:	6860341		
Name:	Barricade		
Short Description:	A barricade		
Recipe:			
Ingredient 1:	Spike (80171)	10x	
Ingredient 2:	Twine (14174)	5x	
Annotations:	SAW item		



Itemnr.:	6860347		
Name:	Pike Logs 01		
Short Description:	Pike logs		
Recipe:			
Ingredient 1:	Spike (80171)	3x	
Annotations:			
	SAW item		
Itemnr.:	6860348		
Name:	Pike Logs 02		
Short Description:	Pike logs		
Recipe:			
Ingredient 1:	Spike (80171)	5x	
Annotations:			
	SAW item		
Itemnr.:	6860349		
Name:	Pike Logs 03		
Short Description:	Pike logs		
Recipe:			
Ingredient 1:	Spike (80171)	9x	
Ingredient 2:	Stone (10001)	3x	
Annotations:			
	SAW item		
Itemnr.:	6860351		
Name:	Pole		
Short Description:	A pole		
Recipe:			
Ingredient 1:	Spike (80171)	1x	
Ingredient 2:	Stone (10001)	10	
Annotations:			
	SAW item		
Itemnr.:	6860355		
Name:	Wooden Pike 01		
Short Description:	A wooden pike		
Recipe:			
Ingredient 1:	Spike (80171)	1x	
Annotations:			
	SAW item		

Itemnr.:	6860356		
Name:	Wooden Pike 02		
Short Description:	A wooden pike		
Recipe:			
Ingredient 1:	Spike (80171)	1x	



Annotations:
[SAW item](#)

Itemnr.:	6860357		
Name:	Wooden Pike 03		
Short Description:	A wooden pike		
Recipe:			
Ingredient 1:	Spike (80171)	1x	



Annotations:
[SAW item](#)

Itemnr.:	6860371		
Name:	Water-filled barrel		
Short Description:	A water-filled barrel		
Recipe:			
Ingredient 1:	Shaped Wood (16021)	6x	











Annotations:
[SAW item](#). You can drink from it by hitting E when focussing the pot. It does not show the nameplate but can be picked up again by holding E for a longer time. You can even fill your sealed water skin from it. The item can be used even if it belongs to another clan. Do not get irritated by the message "This does not belong to you". Your bars will nevertheless increase.











Itemnr.:	6860454		
Name:	Nordic Wooden Plate		
Short Description:	A wooden plate		
Recipe:			
Ingredient 1:	Wood (10011)	5x	











Annotations:
[SAW item](#).



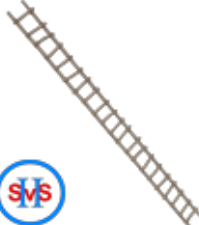







Itemnr.:	6860455		
Name:	Nordic Oval Plate		
Short Description:	An oval plate		
Recipe:			
Ingredient 1:	Wood (10011)	10x	

Annotations:
[SAW item](#).



Itemnr.:	6860456		
Name:	Square Plate		
Short Description:	A square plate		
Recipe:			
Ingredient 1:	Wood (10011)	5x	
			
Annotations:	SAW item.		
Itemnr.:	6860457		
Name:	Arrow		
Short Description:	An arrow		
Recipe:			
Ingredient 1:	Wood (10011)	1x	
			
Itemnr.:	6860458		
Name:	Arrow (stuck in floor)		
Short Description:	An arrow		
Recipe:			
Ingredient 1:	Wood (10011)	1x	
			
Itemnr.:	6860459		
Name:	Arrow (stuck in wall)		
Short Description:	An arrow		
Recipe:			
Ingredient 1:	Wood (10011)	1x	
			
Annotations:	SAW item.		
Itemnr.:	6860462		
Name:	Round Basket (lids)		
Short Description:	A basket		
Recipe:			
Ingredient 1:	Branch (10012)	10x	
Ingredient 2:	Twine (14174)	5x	
			
Annotations:	SAW item.		

Itemnr.:	6860463		
Name:	Round Basket		
Short Description:	A basket		
Recipe:			
Ingredient 1:	Branch (10012)	10x	
Ingredient 2:	Twine (14174)	5x	
Annotations:	SAW item.		
Itemnr.:	6860464		
Name:	Squared Basket		
Short Description:	A basket		
Recipe:			
Ingredient 1:	Branch (10012)	10x	
Ingredient 2:	Twine (14174)	5x	
Annotations:	SAW item.		
Itemnr.:	6860465		
Name:	Bow		
Short Description:	A bow		
Recipe:			
Ingredient 1:	Branch (10012)	1x	
Ingredient 2:	Twine (14174)	3x	
Annotations:	SAW item.		
Itemnr.:	6860468		
Name:	Bucket		
Short Description:	A bucket		
Recipe:			
Ingredient 1:	Branch (10012)	10x	
Ingredient 2:	Twine (14174)	5x	
Annotations:	SAW item		
Itemnr.:	6860469		
Name:	Water-filled Bucket		
Short Description:	A bucket		
Recipe:			
Ingredient 1:	Branch (10012)	10x	
Ingredient 2:	Twine (14174)	5x	
Annotations:	SAW item		

Itemnr.:	6860470		
Name:	Milk-filled Bucket		
Short Description:	A bucket		
Recipe:			
Ingredient 1:	Branch (10012)	10x	 
Ingredient 2:	Twine (14174)	5x	
Annotations:	SAW item		
Itemnr.:	6860471		
Name:	Bucket with lid		
Short Description:	A bucket		
Recipe:			
Ingredient 1:	Branch (10012)	20x	 
Ingredient 2:	Twine (14174)	5x	
Itemnr.:	6860476		
Name:	Quiver		
Short Description:	A quiver		
Recipe:			
Ingredient 1:	Branch (10012)	10x	 
Ingredient 2:	Leather (12511)	10x	
Itemnr.:	6860479		
Name:	Kitchen Tool Rack		
Short Description:	A kitchen tool rack		
Recipe:			
Ingredient 1:	Wood (10011)	10x	 
Ingredient 2:	Iron Bar (11501)	5x	
Annotations:	SAW item		
Itemnr.:	6860491		
Name:	Ladder 01		
Short Description:	A ladder		
Recipe:			
Ingredient 1:	Wood (10011)	20x	 
Ingredient 2:	Twine (14174)	10x	
Annotations:	SAW item		

Itemnr.:	6860492			
Name:	Ladder 02			
Short Description:	A ladder			
Recipe:				
Ingredient 1:	Wood (10011)	20x		
Ingredient 2:	Twine (14174)	10x		
Annotations:	SAW item			
Itemnr.:	6860493			
Name:	Ladder 03			
Short Description:	A ladder			
Recipe:				
Ingredient 1:	Wood (10011)	50x		
Ingredient 2:	Twine (14174)	10x		
Annotations:	SAW item			
Itemnr.:	6860494			
Name:	Butter Churn			
Short Description:	A open, empty butter churn			
Recipe:				
Ingredient 1:	Wood (10011)	5x		
Ingredient 2:	Iron Bar (11501)	2x		
Annotations:	SAW item			
Itemnr.:	6860495			
Name:	Ladder Fence (thin)			
Short Description:	A ladder fence			
Recipe:				
Ingredient 1:	Wood (10011)	20x		
Ingredient 2:	Twine (14174)	10x		
Annotations:	SAW item			
Itemnr.:	6860496			
Name:	Ladder Fence (thick)			
Short Description:	A ladder fence			
Recipe:				
Ingredient 1:	Wood (10011)	20x		
Ingredient 2:	Twine (14174)	10x		
Annotations:	SAW item			



Itemnr.:	6860497		
Name:	Wooden Cart		
Short Description:	A wooden cart		
Recipe:			
Ingredient 1:	Wood (10011)	50x	
Ingredient 2:	Iron Bar (11501)	10x	
Annotations:			
SAW item			

5.34) Ymir

5.34.1) SvS-Ext Ymir



Name of Feat: SvS-Ext Ymir







Prerequisite Feat: SvS-Extended

Learned by item: Rcp. for pleasing Ymir (6766522)

Workbench: Totem of Ymir (workbench) (6766622)

All items can be found in the admin menu in "building".

Itemnr.:	6766622		
Name:	Totem of Ymir (workbench)		
Short Description:	Workstation for recipes from SvS-Ext Ymir		
Recipe:			
Ingredient 1:	Brick (16011)	40x	
Ingredient 2:	Ice Shard (10024)	1x	
Annotations:	Workbench with 200 slots. Can be crafted within your inventory.		
Itemnr.:	6765125		
Name:	Statue of sitting Ymir		
Short Description:	Statue of sitting Ymir		
Recipe:			
Ingredient 1:	Stone (10001)	1200x	
Ingredient 2:	Ice Shard (10024)	25x	
Ingredient 3:	Black Ice (18041)	100x	
Itemnr.:	6765424		
Name:	Totem of Ymir		
Short Description:	A totem showing the face of Ymir.		
Recipe:			
Ingredient 1:	Stone (10001)	1500x	
Ingredient 2:	Ice Shard (10024)	30x	
Ingredient 3:	Black Ice (18041)	300x	
Itemnr.:	6766241		
Name:	Totem of Ymir (S)		
Short Description:	A totem showing the face of Ymir.		
Recipe:			
Ingredient 1:	Stone (10001)	750x	
Ingredient 2:	Ice Shard (10024)	20x	
Ingredient 3:	Black Ice (18041)	200x	
Annotations:	"(S)" is an abbreviation for "Small".		

Itemnr.:	6766242		
Name:	Totem of Ymir (XS)		
Short Description:	A totem showing the face of Ymir.		
Recipe:			
Ingredient 1:	Stone (10001)	200x	
Ingredient 2:	Ice Shard (10024)	10x	
Ingredient 3:	Black Ice (18041)	100x	
Annotations:	"(XS)" is an abbreviation for "extra small".		
Itemnr.:	6766244		
Name:	Ymir from Cimmeria XL		
Short Description:	A wooden statue		
Recipe:			
Ingredient 1:	Insulated Wood (11108)	15x	
Ingredient 2:	Ice Shard (10024)	6x	
Annotations:	"XL" is an abbreviation for "extra large".		
Itemnr.:	6766246		
Name:	Ymir from Cimmeria S		
Short Description:	A wooden statue		
Recipe:			
Ingredient 1:	Insulated Wood (11108)	10x	
Ingredient 2:	Ice Shard (10024)	3x	
Annotations:	"S" is an abbreviation for "small".		
Itemnr.:	6766245		
Name:	Ymir from Cimmeria XS		
Short Description:	A wooden statue		
Recipe:			
Ingredient 1:	Insulated Wood (11108)	5x	
Ingredient 2:	Ice Shard (10024)	1x	
Annotations:	"XS" is an abbreviation for "extra small".		

5.34.2) SvS2 Ymir











Name of Feat: SvS2 Ymir

Prerequisite Feat: Sv2, SvS-Ext Ymir

Learned by item: N.A.

Workbench: Totem of Ymir (workbench) (6766622) (from SvS-Ext)

All items can be found in the admin menu in "building".

Itemnr.:	6860472		
Name:	Nordic Cup		
Short Description:	A Nordic cup		
Recipe:			
Ingredient 1:	Iron Bar (11501)	2x	
Itemnr.:	6860474		
Name:	Drinking Horns		
Short Description:	Drinking Horns		
Recipe:			
Ingredient 1:	Horn (18051)	3x	
Itemnr.:	6860477		
Name:	Mug		
Short Description:	A mug		
Recipe:			
Ingredient 1:	Wood (10011)	2x	
Ingredient 2:	Iron Bar (11501)	1x	
Itemnr.:	6860478		
Name:	Tankard		
Short Description:	A tankard		
Recipe:			
Ingredient 1:	Wood (10011)	2x	
Ingredient 2:	Iron Bar (11501)	1x	



Itemnr.: 6860481
Name: Nordic Utility Knife
Short Description: A utility knife
Recipe:
Ingredient 1: Iron Bar (11501)

1x



6) Admin only

All items in the following two chapters are exclusively spawnable by admins. There are no recipes to craft these items.

Furthermore, to avoid any misuse all these items can NOT be picked up. Additionally, if you die and your server is set to "drop inventory on death", these items are gone. Else it is explicitly mentioned in the additional notes.

Admin items can be dismantled on the dismantling bench but should not return any items. They also might be shown up in game as having 0 HP and due to not having crafting materials nor repair items referenced, they cannot be repaired.

6.1) Items within Admin menu "Buildings"

6.1.1) Admin "building" items

6.1.1.1) SvS-Ext Admin "building" items

All workstations are sorted to the GUI Category "Craftingstations", this is reflected in the Pippi Item Categories as well.

Itemnr.: 6765760

Name: Rectangular fireplace

Short Description: A rectangular fireplace

Annotations:

You can add a Thrall (Cook) for roleplay purposes. You can use the spoon laid on the border as direction indicator. The thrall will kneel directly in front of it.

Fuel consumption time is extremely increased, means a stack of wood may last half an eternity, before consumed. You can use it as a light source in this way. Additionally, cooking time is very much speed up and recipes can be cooked very fast. - It works as an optimised campfire. As it's usage might be unfair, this item is designed as admin-spawn-only item.



Itemnr.: 6766666

Name: Nearly Fur Throne

Short Description: An embrodered throne

Annotations:

More of a fun item. It has a special texture on it, making it look like being embrodered with knitted wool. You can sit on it by pressing E shortly.



Itemnr.: 6766667

Name: Small Maproom

Short Description: A small maproom

Annotations:

This is a full functional maproom with 1/4 of the size of the original one. As some servers do forbid the usage of maprooms due to roleplay reasons, this small version is admin-spawn-only.



Itemnr.: 6766534
Name: Frost Temple Forge
Short Description: Frost Temple Forge
Annotations:

This is the original mesh of the frost temple forge, only reduced by it's size. Furthermore, I added blue lights on it for style reasons. It can be used to substitute the original frost temple forge. Build within a clan or as a single player your materials are safe now and nobody else can take them out of it (if you do not unlock it by yourself with mods like Unlocker by Testerle or others).

As this may be seen as cheating, it's up to the admin to decide if and how to use this on your server.



Itemnr.: 6766535
Name: Volcanic Forge
Short Description: Volcanic Forge
Recipe:
Annotations:

This is what I found to be the Volcanic Forge, which I altered a bit to work visually as stand-alone forge. It has some lava-moving textures and some flames as **emitter** effects. For more information about that please read also chapter 7.1) Emitter).

This item can be used to substitute the original volcanic forge. Build within a clan or as a single player your materials are safe now and nobody else can take them out of it (if you do not unlock it by yourself with mods like Unlocker by Testerle or others).

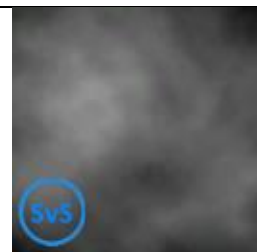
As this may be rated as cheating, it's up to the admin to decide if and how to use on your server.



Itemnr.: 6766140
Name: Dense fog
Short Description: Dense fog. Please note: It will take up to half a minute until you see the effects.

Annotations:
Fog item. You can pick the item up with the "Fog-Ex" described in chapter chapter 6.2.5).

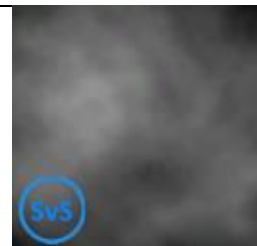
The fog is realized with an **emitter** (see also chapter 7 and 7.1.7).



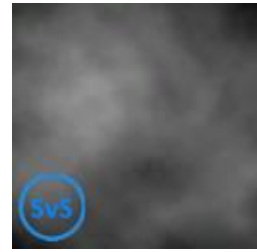
Itemnr.: 6766141
Name: Breath of fog
Short Description: Breath of fog. Please note: It will take up to half a minute until you see the effects.

Annotations:
Fog item. You can pick the item up with the "Fog-Ex" described in chapter chapter 6.2.5).

The fog is realized with an **emitter** (see also chapter 7 and 7.1.7). It is more subtle than "Dense fog".



Itemnr.: 6766142
Name: Breath of fog XL
Short Description: Huge area of breath of fog. Please note: It will take up to half a minute until you see the effects.
Annotations:
Fog item. You can pick the item up with the "Fog-Ex" described in chapter chapter 6.2.5).
 The fog is realized with an **emitter** (see also chapter 7 and 7.1.7).
 It is more subtle than "Dense fog".



Itemnr.: 6766160
Name: Fire 01
Short Description: A fire

01



Annotations:
Fire item. SAW item. Remove it with the item "Fire-Extinguisher". Use "Activate SAW [SvSE]" to change the colour of the fire or to switch of smoke effects.

Itemnr.: 6766161
Name: Fire 02
Short Description: A fire

02



Annotations:
Fire item. SAW item. Remove it with the item "Fire-Extinguisher". Use "Activate SAW [SvSE]" to change the colour of the fire or to switch of smoke effects.

Itemnr.: 6766162
Name: Fire 03
Short Description: A fire

03



Annotations:
Fire item. SAW item. Remove it with the item "Fire-Extinguisher". Use "Activate SAW [SvSE]" to change the colour of the fire or to switch of smoke effects.

Itemnr.: 6766163
Name: Fire 04
Short Description: A fire

04



Annotations:
Fire item. SAW item. Remove it with the item "Fire-Extinguisher". Use "Activate SAW [SvSE]" to change the colour of the fire or to switch of smoke effects.

Itemnr.: 6766164

Name: Fire 05

05

Annotations:

Fire item. SAW item. Remove it with the item "Fire-Extinguisher". Use "Activate SAW [SvSE]" to change the colour of the fire or to switch of smoke effects.



Itemnr.: 6766165

Name: Fire 06

06

Short Description: A fire

Annotations:

Fire item. SAW item. Remove it with the item "Fire-Extinguisher". Use "Activate SAW [SvSE]" to change the colour of the fire or to switch of smoke effects.



Itemnr.: 6766166

Name: Fire 07

07

Short Description: A fire

Annotations:

Fire item. SAW item. Remove it with the item "Fire-Extinguisher". Use "Activate SAW [SvSE]" to change the colour of the fire or to switch of smoke effects.



Itemnr.: 6766167

Name: Fire 08

08

Short Description: A fire

Annotations:

Fire item. SAW item. Remove it with the item "Fire-Extinguisher". Use "Activate SAW [SvSE]" to change the colour of the fire or to switch of smoke effects.



Itemnr.: 6766168

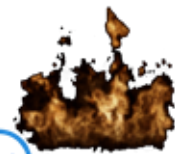
Name: Fire 09

09

Short Description: A fire

Annotations:

Fire item. SAW item. Remove it with the item "Fire-Extinguisher". Use "Activate SAW [SvSE]" to change the colour of the fire or to switch of smoke effects.



Itemnr.: 6766169
Name: Groundfire 01
Short Description: A fire

GD 01

**Annotations:**

Fire item. SAW item. Remove it with the item "Fire-Extinguisher". Use "Activate SAW [SvSE]" to change the colour of the fire or to switch of smoke effects.

Itemnr.: 6766170
Name: Groundfire 02
Short Description: A fire

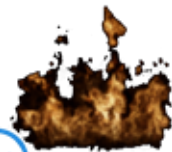
GD 02

**Annotations:**

Fire item. SAW item. Remove it with the item "Fire-Extinguisher". Use "Activate SAW [SvSE]" to change the colour of the fire or to switch of smoke effects.

Itemnr.: 6766171
Name: Groundfire 03
Short Description: A fire

GF 03

**Annotations:**

Fire item. SAW item. Remove it with the item "Fire-Extinguisher". Use "Activate SAW [SvSE]" to change the colour of the fire or to switch of smoke effects.

Itemnr.: 6766172
Name: Wall Fire 01
Short Description: A fire

01

**Annotations:**

Fire item. SAW item. Remove it with the item "Fire-Extinguisher". Use "Activate SAW [SvSE]" to change the colour of the fire or to switch of smoke effects.

Itemnr.: 6766173
Name: Wall Fire 02
Short Description: A fire

02

**Annotations:**

Fire item. SAW item. Remove it with the item "Fire-Extinguisher". Use "Activate SAW [SvSE]" to change the colour of the fire or to switch of smoke effects.

Itemnr.: 6766174
Name: Wall Fire 03
Short Description: A fire

03

**Annotations:**

Fire item. SAW item. Remove it with the item "Fire-Extinguisher". Use "Activate SAW [SvSE]" to change the colour of the fire or to switch of smoke effects.

Itemnr.: 6766175
Name: Wall Fire 04
Short Description: A fire

04

**Annotations:**

Fire item. SAW item. Remove it with the item "Fire-Extinguisher". Use "Activate SAW [SvSE]" to change the colour of the fire or to switch of smoke effects.

Itemnr.: 6766176
Name: Wall Fire 05
Short Description: A fire

05

**Annotations:**

Fire item. SAW item. Remove it with the item "Fire-Extinguisher". Use "Activate SAW [SvSE]" to change the colour of the fire or to switch of smoke effects.

Itemnr.: 6766177
Name: Wall Fire 06
Short Description: A fire

06

**Annotations:**











Fire item. SAW item. Remove it with the item "Fire-Extinguisher". Use "Activate SAW [SvSE]" to change the colour of the fire or to switch of smoke effects.

Itemnr.: 6766178
Name: Wall Fire 07
Short Description: A fire

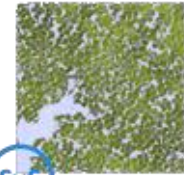
07

**Annotations:**

Fire item. SAW item. Remove it with the item "Fire-Extinguisher". Use "Activate SAW [SvSE]" to change the colour of the fire or to switch of smoke effects.

Itemnr.:	6766179	08
Name:	Wall Fire 08	
Short Description:	A fire	
Annotations:		
	Fire item. SAW item. Remove it with the item "Fire-Extinguisher". Use "Activate SAW [SvSE]" to change the colour of the fire or to switch of smoke effects.	
Itemnr.:	6766180	09
Name:	Wall Fire 09	
Short Description:	A fire	
Annotations:		
	Fire item. SAW item. Remove it with the item "Fire-Extinguisher". Use "Activate SAW [SvSE]" to change the colour of the fire or to switch of smoke effects.	
Itemnr.:	6766181	GD 01
Name:	Wall Groundfire 01	
Short Description:	A fire	
Annotations:		
	Fire item. SAW item. Remove it with the item "Fire-Extinguisher". Use "Activate SAW [SvSE]" to change the colour of the fire or to switch of smoke effects.	
Itemnr.:	6766182	GD 02
Name:	Wall Groundfire 02	
Short Description:	A fire	
Annotations:		
	Fire item. SAW item. Remove it with the item "Fire-Extinguisher". Use "Activate SAW [SvSE]" to change the colour of the fire or to switch of smoke effects.	
Itemnr.:	6766183	GF 03
Name:	Wall Groundfire 03	
Short Description:	A fire	
Annotations:		
	Fire item. SAW item. Remove it with the item "Fire-Extinguisher". Use "Activate SAW [SvSE]" to change the colour of the fire or to switch of smoke effects.	

Itemnr.: 6767104
Name: Fluid plane (conf)
Short Description: Configurable & snappable to building parts



Annotations:

Configurable Fluid Plane, configurable in terms of material and size. It is snappable like a pillar. As it can also depict lava which might not be appropriate on some servers this item is admin only.

SAW item.

Itemnr.: 6766187
Name: Triangle fluid plane (conf)
Short Description: Configurable & snappable to building parts



Annotations:

Configurable Fluid Plane. SAW item.

Itemnr.: 6766188
Name: Fluid plane pool (conf)
Short Description: Configurable & snappable to building parts



Annotations:

Configurable Fluid Plane. SAW item.

Itemnr.: 6765430
Name: Set and Derketo shrine
Short Description: Combined shrine for the stygian gods Set and Derketo.



Annotations:

Fully functional altar of Set and Derketo; does not need to be upgraded; supports all Derketo & Set recipes (if learned!)

6.1.1.2) SvS2 Admin "building" items

Itemnr.: 6860211
Name: Cave
Short Description: A cave

**Annotations:**

This is a quite huge cave which give shelter. It's a **SAW item** as well.

Itemnr.: 6860214
Name: Cave Desert
Short Description: A cave

**Annotations:**

This is a quite huge cave which give shelter. It's a **SAW item** as well. It as a more desert themed material. I was too lazy to do an extra icon. Sorry!

Itemnr.: 6860217
Name: Portal
Short Description: A portal (decoration)

**Annotations:**

SAW item. This item has no function next of being decorational. Best use is with Pippi Warps or portals from other mods.

Itemnr.: 6860372
Name: Swamp Tree 01
Short Description: A gigantic swamp tree

**Annotations:**

SAW item. They will overlap with building items, so that you can build your tree-house with sinked-in foundations. The tree just won't work as ground. Return-to-Inventory is disabled. This setting might be overwritten by other mods, so pay attention.

Itemnr.: 6860373
Name: Swamp Tree 02
Short Description: A gigantic swamp tree

**Annotations:**



SAW item. They will overlap with building items, so that you can build your tree-house with sinked-in foundations. The tree just won't work as ground. Return-to-Inventory is disabled. This setting might be overwritten by other mods, so pay attention.

6.1.2) Workstations

6.1.2.1) SvS-Ext Admin "workstation" items

All workstations are sorted to the GUI Category "Craftingstations", this is reflected in the Pippi Item Categories as well.

Itemnr.: 6769999
Name: SvS-Master-Workstation
Short Description: Acts as One-for-Everything-from-SvS-Workstation
Annotations:

It cannot be picked up again once placed. Works for all **learned** recipes regardless if from SvS-Ext or SvS2. It substitutes Firebowl Cauldron and the Carpenter's bench. Only learned feat-recipes are visible. If nothing is learned, nothing will show up to be crafted within.



6.1.2.1) SvS2 Admin "workstation" items

Itemnr.: 6861105
Name: Master Shrine (civic)
Short Description: A master shrine

Annotations:

This works as a substitute shrine for all currently available religions (Ymir, Jhebbal Sag, Derketo, Set, Mitra) if corresponding feats are learned. You cannot insert a thrall here.

Itemnr.: 6861106
Name: Master Shrine (nordic)
Short Description: A master shrine

Annotations:

This works as a substitute shrine for all currently available religions (Ymir, Jhebbal Sag, Derketo, Set, Mitra) if corresponding feats are learned. You cannot insert a thrall here.

Itemnr.: 6861107
Name: Master Shrine (savage)
Short Description: A master shrine

Annotations:

This works as a substitute shrine for all currently available religions (Ymir, Jhebbal Sag, Derketo, Set, Mitra) if corresponding feats are learned. You cannot insert a thrall here.



6.1.3) Admin Chests




All SvS-Ext Admin Chests has the visual appearance of a coffin. All SvS2 Admin chests are wooden chests.

Please note the following:

- Chests do refill themselves on every "OnUse" Event Trigger (so to say as soon as you open it).
- You have to replace (=destroy, place anew) them for changes to take effect, e.g. if some items were added within the ID range.
- As it cannot be picked up, all content will be scattered on the floor.
 - While testing the mod with enabled purge I encountered, destroying one coffin triggered the purge bar from empty to full. I don't know if this is a normal behaviour or some bug from Funcom. If you notice similar oddities, please tell me.
 - Things on the floor leaves a huge sack to plunder. Make sure to place the coffin with stuff in it somewhere where players cannot get hold of the dropped items if you want to destroy the coffin again.

6.1.3.1) SvS-Extended Admin Chests

All admin coffins are sorted to the GUI Category "Utility", this is reflected in the Pippi Item Categories as well.

Itemnr.:	6766668	
Name:	Admin Coffin 01	
Short Description:	Spawn things with Item IDs 6765000 - 6765199	
Itemnr.:	6766669	
Name:	Admin Coffin 02	
Short Description:	Spawn things with Item IDs 6765200 - 6765399	
Itemnr.:	6766670	
Name:	Admin Coffin 03	
Short Description:	Spawn things with Item IDs 6765400 - 6765599	
Itemnr.:	6766671	
Name:	Admin Coffin 04	
Short Description:	Spawn things with Item IDs 6765600 - 6765799	



Itemnr.: 6766672
Name: SvS-Ext Admin Coffin 05
Short Description: Spawn things with Item IDs 6765800 - 6765999



Itemnr.: 6766673
Name: SvS-Ext Admin Coffin 06
Short Description: Spawn things with Item IDs 6766000 - 6766199



Itemnr.: 6766674
Name: SvS-Ext Admin Coffin 07
Short Description: Spawn things with Item IDs 6766200 - 6766399



Itemnr.: 6766675
Name: SvS-Ext Admin Coffin 08
Short Description: Spawn things with Item IDs 6766400 - 6766599



Itemnr.: 6766676
Name: SvS-Ext Admin Coffin 09
Short Description: Spawn things with Item IDs 6766600 - 6766799



Itemnr.: 6766677
Name: SvS-Ext Admin Coffin 10
Short Description: Spawn things with Item IDs 6766800 - 6766999



Itemnr.: 6766678
Name: SvS-Ext Admin Coffin 10
Short Description: Spawn things with Item IDs 6767000 – 6767199





Itemnr.: 6766678
Name: SvS-Ext Admin Coffin 10
Short Description: Spawn things with Item IDs 6767200 – 6770000
Annotations:
 I will adapt it when adding more content, but just in case that I forget... you'll find everything here. And please give me a note in that case.
 Thank you.



6.1.3.1) SvS2 Admin Chests

All admin chests are sorted to the GUI Category "Utility", this is reflected in the Pippi Item Categories as well.

Itemnr.: 6860400
Name: Admin Chest 01
Short Description: Spawns Things with IDs between 6860000 to 6860199



Itemnr.: 6860401
Name: Admin Chest 02
Short Description: Spawns Things with IDs between 6860200 to 6860410



Itemnr.: 6860403
Name: Admin Chest 03
Short Description: Spawns Things with IDs between 6860411 to 6860599



Itemnr.: 6860405
Name: Admin Chest 04
Short Description: Spawns Things with IDs between 6860600 to 6860799



Itemnr.: 6860406
Name: Admin Chest 05
Short Description: Spawns Things with IDs between 6860800 to 6860999



Itemnr.: 6860407
Name: Admin Chest 06
Short Description: Spawns Things with IDs between 6861000 to 6861199



6.2) Items within Admin menu "Other"

!	Items mentioned in this chapter are NEITHER craftable NOR placeable.
----------	---

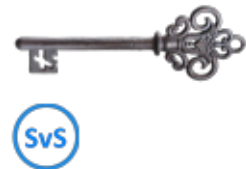
6.2.1) SvS-Ext Keys

!	<p>All items in this chapter are intended to be <u>roleplay items</u> if not stated otherwise and may be used as tradable loot, kind of token, items to open Pippi's egress doors or whatever comes up your mind.</p> <p>All RP keys are sorted to the GUI Category "Utility", this is reflected in the Pippi Item Categories as well.</p>
----------	--

Itemnr.: 6765900
Name: [RP] Simple brass key
Short Description: A brass key



Itemnr.: 6765901
Name: [RP] Decorated copper key
Short Description: A tarnish copper-coloured key



Itemnr.: 6765902
Name: [RP] Decorated iron key
Short Description: An iron-coloured key



Itemnr.: 6765903
Name: [RP] Decorative key
Short Description: A bright brass-coloured key



Itemnr.: 6765904
Name: [RP] Iron key
Short Description: A rusty iron-coloured key



Itemnr.: 6765905
Name: [RP] Tarnished brass key
Short Description: A tarnished brass-coloured key



Itemnr.: 6765906
Name: [RP] Richly decorated key
Short Description: A brass-coloured, richly decorated key



Itemnr.: 6765907
Name: [RP] Decorated brass key
Short Description: A tarnished brass-coloured key



Itemnr.: 6765908
Name: [RP] Bright Brass Key
Short Description: A bright brass-coloured key



6.2.2) SvS-Ext Loot

!	<p>All items in this chapter are intended to be <u>roleplay items</u> if not stated otherwise and may be used as tradable loot, kind of token, items to open Pippi's egress doors or whatever comes up your mind.</p> <p>All roleplay items are sorted to the GUI Category "Utility", this is reflected in the Pippi Item Categories as well.</p>
----------	---

Itemnr.: 6765920
Name: [RP] Ivory figure
Short Description: A small ivory figure



Itemnr.: 6765921
Name: [RP] Bronze elephant
Short Description: A small bronze elephant



Itemnr.: 6765922
Name: [RP] Bronze cat
Short Description: A small bronze cat



Itemnr.: 6765923
Name: [RP] Decorated tea pot
Short Description: A richly decorated tea pot



Itemnr.: 6765924
Name: [RP] Brass elephant
Short Description: A brass elephant



Itemnr.: 6765925
Name: [RP] Bronze statue
Short Description: Bronze statue of an unknown god



Itemnr.: 6765926
Name: [RP] Oil lamp
Short Description: An old oil lamp



Itemnr.: 6765927
Name: [RP] Elephant-headed statue
Short Description: An elephant-headed statue of a god made of reddish ivory



Itemnr.: 6765928
Name: [RP] Cimmerian pawn
Short Description: A small, stone Cimmerian pawn



Itemnr.: 6765929
Name: [RP] Three-monkey figurine
Short Description: An iron figurine depicting three monkeys



Itemnr.: 6765930
Name: [RP] Copper horse
Short Description: A horse statue made of copper



Itemnr.: 6765931
Name: [RP] Antique brass man
Short Description: A deformed, antique-looking statue of a man made of brass





Itemnr.: 6765932
Name: [RP] Elephant with 2 riders
Short Description: A stylized figure of an elephant with 2 riders



Itemnr.: 6765933
Name: [RP] Statuette of a black woman
Short Description: A little statuette of a black woman



Itemnr.: 6765934
Name: [RP] Figure Earth Mother
Short Description: A simple, clay figure of the earth mother



Itemnr.: 6765935
Name: [RP] Horse figure
Short Description: A horse figure made of red soapstone



Itemnr.: 6765936
Name: [RP] Brass warrior
Short Description: A small statue of a brass warrior



Itemnr.: 6765937
Name: [RP] Stonehead figure
Short Description: A stylized head with stone upper body



Itemnr.: 6765938
Name: [RP] Stygian canope
Short Description: A small, fat-bellied, stygian canope



Itemnr.: 6765939
Name: [RP] Ritual soapstone figure
Short Description: A red, ritual-looking soapstone figure



6.2.3) SvS-Ext Recipes & books to learn feats

!	<ul style="list-style-type: none"> You can learn all feats given by recipes and books by consuming them -> clicking "use" or put it on the hotkey bar and press the corresponding button. All recipes are sorted to the GUI Category "Utility", this is reflected in the Pippi Item Categories as well.
----------	---

Itemnr.: 6766500
Name: Rcp. for a potter
Short Description: Teaches you the feat SvS-Ext Potter



Itemnr.: 6766501
Name: Rcp. for a stonemason
Short Description: Teaches you the feat SvS-Ext Stonemason



Itemnr.: 6766502
Name: Rcp. for a statuemaker
Short Description: Teaches you the feat SvS-Ext Statuemaker



Itemnr.: 6766503
Name: Rcp. for a gravedigger
Short Description: Teaches you the feat SvS-Ext Gravedigger



Itemnr.: 6766504
Name: Rcp. for a smith
Short Description: Teaches you the feat SvS-Ext Smith



Itemnr.: 6766505
Name: Rcp. for a keymaker
Short Description: Teaches you the feat SvS-Ext Keymaker



Itemnr.: 6766506
Name: Rcp. for a weapon smith
Short Description: Teaches you the feat SvS-Ext Weapon Smith



Itemnr.: 6766507
Name: Rcp. for an armour smith
Short Description: Teaches you the feat SvS-Ext Armour Smith



Itemnr.: 6766508
Name: Rcp. for a woodworker
Short Description: Teaches you the feat SvS-Ext Woodworker



Itemnr.: 6766509
Name: Rcp. for an alchemist
Short Description: SvS-Ext Alchemist



Itemnr.: 6766510
Name: Rcp. for a candlemaker
Short Description: Teaches you the feat SvS-Ext Candlemaker



Itemnr.: 6766511
Name: Rcp. for a scribe
Short Description: Teaches you the feat SvS-Ext Scribe



Itemnr.: 6766512
Name: Rcp. for a savage crafter
Short Description: Teaches you the feat SvS-Ext Savage Craft



Itemnr.: 6766513
Name: Rcp. for a tailor
Short Description: Teaches you the feat SvS-Ext Tailor



Itemnr.: 6766514
Name: Rcp. for a tent maker
Short Description: Teaches you the feat SvS-Ext Tent Maker



Itemnr.: 6766515
Name: Rcp. for a human slaughterer
Short Description: Teaches you the feat SvS-Ext Human Slaughterer



Itemnr.: 6766516
Name: Rcp. for a skull artist
Short Description: Teaches you the feat SvS-Ext Skull Artist



Itemnr.: 6766517
Name: Rcp. for an anim. slaughterer
Short Description: Teaches you the feat SvS-Ext Animal Slaughterer



Itemnr.: 6766518
Name: Rcp. for a cook
Short Description: Teaches you the feat SvS-Ext Cook



Itemnr.: 6766519
Name: Rcp. for pleasing Set
Short Description: Teaches you the feat SvS-Ext Set



Itemnr.: 6766520
Name: Rcp. for pleasing Derketo
Short Description: Teaches you the feat SvS-Ext Derketo



Itemnr.: 6766521
Name: Rcp. for pleasing Mitra
Short Description: Teaches you the feat SvS-Ext Mitra



Itemnr.: 6766522
Name: Rcp. for pleasing Ymir
Short Description: Teaches you the feat SvS-Ext Ymir



Itemnr.: 6766523
Name: Rcp. for an animal tamer
Short Description: Teaches you the feat SvS-Ext Animal Tamer



Itemnr.: 6766524
Name: Rcp. cats and dogs tamer
Short Description: Teaches you the feat SvS-Ext Dog



Itemnr.: 6766525
Name: Rcp. for a horse tamer
Short Description: Teaches you the feat SvS-Ext Horse



Itemnr.: 6766526
Name: Rcp. for a cattle tamer
Short Description: Teaches you the feat SvS-Ext Cattle



Itemnr.: 6766527
Name: Rcp. for an avian tamer
Short Description: Teaches you the feat SvS-Ext Avian



Itemnr.: 6766528
Name: Book of Cobwebs
Short Description: Teaches you the feat SvS-Ext Cobwebs



Itemnr.: 6766529
Name: Book of Magic Circles
Short Description: Teaches you the feat SvS-Ext Mage



Itemnr.: 6766530
Name: Book of Meditation Circles
Short Description: Teaches you the feat SvS-Ext Wizard



Itemnr.: 6766531
Name: Rcp. for a fountain creator
Short Description: Teaches you the feat SvS-Ext Fountain Creator



Itemnr.: 6766532
Name: Book of Elements
Short Description: Teaches you the feat SvS-Ext Elements



Itemnr.: 6766300
Name: Rcp. for pleasing Dagon
Short Description: Teaches you the feat SvS-Ext Things of the Sea



Itemnr.: 6766304
Name: Rcp. for a jeweller
Short Description: Teaches you the feat SvS-Ext Jeweller



6.2.4) Feat Teacher & Feat Remover

These items belong to Shadows of Skelos - Extended. With SvS Ext. 1.4.2 all feats learned can be removed via Yellow Lotus Potion.

Itemnr.: 6769996
Name: Feat Remover
Short Description: Remove Feats taught by SvS-Extended recipe books (prior to patch 1.4.2)



Annotations:

This can be used in case that the Yellow Lotus potion will not work on characters that learned feats prior to SvS Ext. patch 1.4.2

Itemnr.: 6769995
Name: Feat teacher (all)
Short Description: Teaches all SvS Extended Feats at once



Annotations:

Teaches all SvS Extended Feats at once

Itemnr.: 6769994
Name: Feat teacher (rcp only)
Short Description: Teaches all SvS Extended Feats except those learned by books at once



Annotations:

Feats that are not included are: SvS Ext Cobwebs, SvS Ext Mage, SvS Ext Wizard, SvS Ext Elements

6.2.5) Removal-Tools

For example usage see my video guide: <https://www.youtube.com/watch?v=GrJc4IAbjCU>

The following tools are all admin spawn only, except the green marked one(s).

All removal tools respects ownership, so you only can return things to inventory if you are an admin, the owner of that item or a clan member!

All removal tools are sorted to the GUI Category "Utility", this is reflected in the Pippi Item Categories as well.

6.2.5.1) Removal Tools of Shadows of Skelos - Extended

Itemnr.: 67656143

Name: Fog-Ex

Short Description: This tool helps you to remove unwanted dust- or fog-effects.



Annotations:

This tool helps you to remove unwanted dust- or **fog**-effects.

Put it into your shortcut. You can see the SvS-Logo as crosshair. Use this tool to remove the item you aim at. It will return to your inventory. Please note that it will need to "reload" once for every shot. This is why you need to press your use-key (corresponding shortcut bar key) once again to be ready to use it again. To get rid of the crosshair simply remove the item from your shortcut bar again.

Removal respects the ownership of the fog.

The removed items will return to your inventory.

Itemnr.: 6766184

Name: Fire-Extinguisher

Short Description: This tool helps you to remove unwanted fire-effects.



Annotations:

This tool helps you to remove unwanted **fire**-effects.

Put it into your shortcut. You can see the SvS-Logo as crosshair. Use this tool to remove the item you aim at. It will return to your inventory. Please note that it will need to "reload" once for every shot. This is why you need to press your use-key (corresponding shortcut bar key) once again to be ready to use it again. To get rid of the crosshair simply remove the item from your shortcut bar again. Removal respects the ownership of the fire. The removed items will return to your inventory.

Itemnr.: 6766185

Name: Circle-Ex

Short Description: This tool helps you to remove ownerless magic circles.



Annotations:

This tool helps you to remove ownerless **magic circles**.

Put it into your shortcut. You can see the SvS-Logo as crosshair. Use this tool to remove the item you aim at. It will return to your inventory. Please note that it will need to "reload" once for every shot. This is why you need to press your use-key (corresponding shortcut bar key) once again to be ready to use it again. To get rid of the crosshair simply remove the item from your shortcut bar again.

Removal respects the ownership of the fog.

The removed items will return to your inventory.

Pay attention: You can "shoot" through walls with this item within a certain radius and remove circles behind a wall e.g.

Itemnr.: 6766186

Name: Fluid-Ex

Short Description: This tool helps you to remove ownerless fluid planes.

Annotations:

This tool helps you to remove ownerless fluid planes.

Put it into your shortcut. You can see the SvS-Logo as crosshair. Use this tool to remove the item you aim at. It will return to your inventory. Please note that it will need to "reload" once for every shot. This is why you need to press your use-key (corresponding shortcut bar key) once again to be ready to use it again. To get rid of the crosshair simply remove the item from your shortcut bar again.

Removal respects the ownership of the fog.

The removed items will return to your inventory.



Itemnr.: 6769998

Name: Remove All

Short Description: Removes all SvS items in a radius of approx 3 foundation size.

Annotations:

This tool helps you to remove unwanted SvS-Ext and SvS2 items.

Put it into your shortcut. Use this tool to remove the items within a radius of approx. 3 foundations size. Those items will return to your inventory. Please note that it will need to "reload" once for every shot. This is why you need to press your use-key (corresponding shortcut bar key) once again to be ready to use it again.



The remove respects ownership. Admins can find the item in the Admin-menu in the section "Other".

Itemnr.: 6769998
Name: Remove All (Aim)
Short Description: Remove everything from SvS when aiming (SvS Crosshair!) and "firing" on it.



Annotations:

This tool helps you to remove unwanted SvS-Ext and SvS2 Items. Put it into your shortcut. You can see the SvS-Logo as crosshair. Use this tool to remove the item you aim at. It will return to your inventory. Please note that it will need to "reload" once for every shot. This is why you need to press your use-key (corresponding shortcut bar key) once again to be ready to use it again. To get rid of the crosshair simply remove the item from your shortcut bar again. Removal respects the ownership. Admins can find the item in the Admin-menu in the section "Other".

The following item can be crafted (SvS- Ext Cobwebs) but is listed here for completeness of depicting all available removal tools.

Itemnr.: 6765209
Name: Web-Ex
Short Description: This tool helps you to remove unwanted cobwebs/slimewebs.



Recipe:
 Ingredient 1: Wood (10011) 10x

Annotations:

This tool helps you to remove unwanted [cobwebs](#)/slimewebs. Put it into your shortcut. You can see the SvS-Logo as crosshair. Use this tool to remove the item you aim at. It will return to your inventory. Please note that it will need to "reload" once for every shot. This is why you need to press your use-key (corresponding shortcut bar key) once again to be ready to use it again. To get rid of the crosshair simply remove the item from your shortcut bar again. Removal respects the ownership of the [cobwebs](#)/slimewebs. Admins can find the item in the Admin-menu in the section "Other".

6.2.4.2) Removal Tools of Shadows of Skelos Vol 2

Itemnr.: 6860706
Name: Remove All
Short Description: Removes all SvS items in a radius of approx 3 foundation size.

Annotations:

This tool helps you to remove unwanted SvS-Ext and SvS2 items. Put it into your shortcut. Use this tool to remove the items within a radius of approx. 3 foundations size. Those items will return to your inventory. Please note that it will need to “reload” once for every shot. This is why you need to press your use-key (corresponding shortcut bar key) once again to be ready to use it again.



The remove respects ownership. Admins can find the item in the Admin-menu in the section "Other".

Itemnr.: 6861211
Name: Remove All (Aim)
Short Description: Remove everything from SvS when aiming (SvS Crosshair!) and “firing” on it.

Annotations:

This tool helps you to remove unwanted SvS-Ext and SvS2 Items. Put it into your shortcut. You can see the SvS-Logo as crosshair. Use this tool to remove the item you aim at. It will return to your inventory. Please note that it will need to “reload” once for every shot. This is why you need to press your use-key (corresponding shortcut bar key) once again to be ready to use it again. To get rid of the crosshair simply remove the item from your shortcut bar again.

Removal respects the ownership. Admins can find the item in the Admin-menu in the section "Other".



Remove

Itemnr.: 6860707
Name: CleanUp
Short Description: Tries to return placeables into your inventory, if not possible items will be destroyed. Buildings will be destroyed. Radius is approx. 3 foundation around you.

Annotations:

This tool helps you to remove literally everything like unwanted placeables or building parts. Put it into your shortcut. Use this tool to remove the items within a radius of approx. 3 foundations size. Those items will return to your inventory. Please note that it will need to “reload” once for every shot. This is why you need to press your use-key (corresponding shortcut bar key) once again to be ready to use it again.



Admins can find the item in the Admin-menu in the section "Other".

The following item can be crafted (SvS2 Cobwebs) but is listed here for completeness of depicting all available removal tools.

Itemnr.: 6860706
Name: Web-Ex
Short Description: SvS2 Web-Ex; read long description for usage
Recipe:
Ingredient 1: Wood (10011) 10x
Annotations:



This tool helps you to remove unwanted [cobwebs](#).

Put it into your shortcut. You can see the SvS2-Logo as crosshair. Use this tool to remove the item you aim at. It will return to your inventory. Please note that it will need to “reload” once for every shot. This is why you need to press your use-key once (corresponding shortcut bar key) again to be ready to use it again. To get rid of the crosshair simply remove the item from your shortcut bar again.

Removal respects the ownership of the [cobwebs](#). Admins can find the item in the Admin-menu in the section "Other".

6.2.6) RP Token

These token do not have any effects or built-in functions. All suggested usages are optional and can be changed to your server's needs of course. Furthermore the Shadows of Skelos mods do not provide any scripts nor functionality to realize such or similar usages.

Itemnr.: 6767240
Name: [RP] Atlantean Token
Short Description: An ancient Atlantean coin



Annotations:

Suggestion for usage:

Source: Raid reward, from login rewards and daily challenges.

Used for: Legendary Rings and Gems, Epic Pets and Mini-Pets

Itemnr.: 6767241
Name: [RP] Marks of Acclaim
Short Description: These are marks of acclaim, which are obtained by performing faction related activities



Annotations:

Suggestion for usage:

Source: Source: Drops, quest rewards, World Boss Chests

Used for: Faction Pets, Potions, Weapons, Cloak, Accessories, Rare and Epic Faction Armor; Rare Mounts; Social items

Itemnr.: 6767242
Name: [RP] Portent Token
Short Description: These are rare trophies.



Annotations:

Suggestion for usage:

They may be exchanged for high quality equipment and goods

Source: Bosses, End game group and solo Dungeons

Used for: Companions, Mini-Pets; Rings, Weapons; Cloaks

Itemnr.: 6767243
Name: [RP] Veteran Token
Short Description: These are your veteran tokens which are used to purchase Veteran rewards



Annotations:

Suggestion for usage:

These tokens are earned for in-game activity.

Source: Source: awarded to each character, based on the total amount of time in the game

Used for: Mounts, Companions, Pets, Social Abilities; Social items

Itemnr.: 6767244

Name: [RP] Victory Token

Short Description: These tokens are gained from being victorious in the events during the PvP festival week and PVP events.

Annotations:

Suggestion for usage:

Source: PvP Festival and events.

Used for: Legendary Mounts, Companions, Pets, Mini-Pets, Morphs, Social items, Weapons



6.2.7) Special Items (various)

6.2.7.1) Special Items of Shadows of Skelos - Extended

Itemnr.: 6767252
Name: Activate SAW (Aim)
Short Description: An admin utility to activate SAW on an aimed item (if it's enabled on that item).

Annotations:

Put it into your shortcut. You can see the SvS-Logo as crosshair. Use this tool to activate **SAW** for that item you aim at. It will open the SvS Appearance Widget if this item belongs to SvS-Ext and if you're the owner (or a clanmember).



Please note that it will need to "reload" once for every shot. This is why you need to press your use-key (corresponding shortcut bar key) once again to be ready to use it again. To get rid of the crosshair simply remove the item from your shortcut bar again.

Activation respects the ownership. Admins can find the item in the Admin-menu in the section "Other".

6.2.7.2) Special Items of Shadows of Skelos – Vol. 2

Itemnr.: 6860707
Name: Activate SAW (Aim)
Short Description: An admin utility to activate SAW on an aimed item (if it's enabled on that item).

Annotations:

Put it into your shortcut. You can see the SvS-Logo as crosshair. Use this tool to activate **SAW** for that item you aim at. It will open the SvS Appearance Widget if this item belongs to SvS2 and if you're the owner (or a clanmember).



Please note that it will need to "reload" once for every shot. This is why you need to press your use-key (corresponding shortcut bar key) once again to be ready to use it again. To get rid of the crosshair simply remove the item from your shortcut bar again.

Activation respects the ownership. Admins can find the item in the Admin-menu in the section "Other".

6.2.8) Weather box items (SvS-Ext only)

Please read chapter 7.9 for more information on how to use these **weather box** items.

You must exit the box area and re-enter it for the change to take effect!

Itemnr.: 6767246
Name: Shadows of Skelos
Short Description: Item to create a zone of darkness

**Annotations:**

It will set the zone within the **weather box** to midnight (static) without any weather effects.

Itemnr.: 6767247
Name: Box of Rain
Short Description: Item to create a zone of rain

**Annotations:**

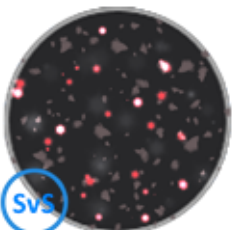
For the **weather box** to work set the weather intensity > 50 as admin in the cheat menu. Weather intensity will get decrease automatically over time.

Itemnr.: 6767248
Name: Box of Snow
Short Description: Item to create a zone of snow

**Annotations:**

For the **weather box** to work set the weather intensity > 30 as admin in the cheat menu. Weather intensity will get decrease automatically over time.

Itemnr.: 6767249
Name: Box of Ash-Rain
Short Description: Item to create a zone of ash-rain.

**Annotations:**

For the **weather box** to work set the weather intensity > 50 as admin in the cheat menu. Weather intensity will get decrease automatically over time.

Itemnr.: 6767250
Name: Box of Tropical Storm
Short Description: Item to create a zone of rain and tropical storms

**Annotations:**

For the **weather box** to work set the weather intensity > 30 (rain) or > 70 (tropical storm) as admin in the cheat menu. Weather intensity will decrease automatically over time. The lightnings might take up to 2 minutes to appear / disappear. If they do not appear, check your weather intensity!



Itemnr.: 6767251
Name: Sun of Skelos
Short Description: Item to create a zone of sunshine (without any weather)



Annotations:

It will set the zone without weather effects within the **weather box**. Time is per default at 14 o'clock. You can setup every hour from 0-23. Please remember to exit and re-enter the box after a change for the effects to take place.

7) Special groups of items

There are some items within the Shadows of Skelos - Mods, which have certain properties. In the following chapters I try to group and explain those.

7.1) Emitters

An **emitter** is a source of particles, which are computed by the client. Particles consists of multiple components, which define the look-alike, movement, size, colour, light. There can be multiple particles or particle effects within an **emitter**.

E.g. you can have a flame (one particle effect), distortion (another particle effect) and smoke (a third particle effect) combined.

These **emitters** have different Level of Details. This means, if you are standing quite near, the highest number of particles is computed, all effects are visible. The further away you move, the less details you will see due to decreased number of generated particles and their components.

If you lower your video settings (e.g. "grafic quality") and put the "effect quality" to "low", you are manually changing the Level of Details here. This can result in flames flickering very unsteadily (and ugly) or only slowly turning on/off.

There are two ways to fix this.

!	If you experience odd grafic behaviour with candles, flames, smoke or other emitters , try to go to your video settings and turn the "grafic quality" -> " <u>effect quality</u> " to <u>high or ultra</u> .
----------	---

The other way to fix it is for the modder (in this case for the Shadows of Skelos - Mods -> Senja) to increase spawn-rates and turn on effect components on the corresponding Level of Details.

7.1.1) Magic circles

Things to know regarding the **magic circles**:

- The skull is only used to show the direction while placing the **magic circle**. It will vanish as soon as the circle is set to its correct place.
- The **magic circles** are visible within the preview while being placed since SvS-Ext Patch 1.1.9.
- All **magic circles** are initially set a bit higher into the air to be fully viewable. If you want to use it straight on top of a floor or on the ground, lower it. It should not be allowed to put it too deep so that it is not visible or that you cannot pick it up again.
- There is an invisible block (without collision) with the size of each circle on the ground or with SvS-Ext Patch 1.2.0 on the wall. There you can pick up the circle with holding E for a longer time (picking it up via radial menu) - or shortly press E to turn it on / off. - Don't forget where you put your magic circle!
- If you got problems to remove **magic circles**, use the "**Circle-Ex**" item.



!	<p>If you forgot where you put a magic circle you can go to that area and type in /delete <Item-ID> <radius> e.g. /delete 6766412 100 - this will delete all "MC Earth" around you in radius of 100. Use a small radius first and increase it by 100 each try.</p> <p>/delete <Item-ID> ALL will delete all items of a certain item-ID on your whole Server. Use with care and caution.</p> <p>Prerequisite: Pippi needs to be installed to use these commands. Also make sure this command is enabled (Pippi Menu -> Commands - Tab) and that you are allowed to use it with your given rank.</p>
----------	--

Magic circles are **emitters**. The spawn rate is quite low. The material itself is more CPU demanding because rotations must be calculated client-side, as well as masking textures and clockwise rotations.

The **magic circles** used from the Wizard-Feat (see chapter [5.30\) Wizard](#)) are less flashy and thus a little bit better optimised, reducing rotation rates and particle effects.

!	<p style="text-align: center;">Use magic circles responsible!</p> <p>Do not spread them wildly and in high number to cluster fill an area with it. This might result in client-side lags!</p> <p style="text-align: center;">These may cause a photosensitive epileptic seizure. Better use the LF (less flashy) versions if your are sensitive to this.</p>
----------	--

Showcase of 500 Magic Circles on a spot:

No Server FPS drops, but client-side ping increases, especially when running through:

<https://i.gyazo.com/c7e13a246a1b2870311b43c764054c9c.mp4>

<https://i.gyazo.com/c4e0f3a0076f0e01f94e96aebddf8ee0.mp4> (running through)

7.1.2) Candles

ALL candles are **emitters** (either candles from mods or from Funcom itself). Instead of using 100 candles with a faint light it is recommend reducing the number of candles and set a brighter light source.

All candles use at least one light point to emit light. It depends on the settings of the candle if it throws shadows or not, and if yes complex or simple.

Complex shadows are more CPU demanding than simple shadows. Shadows are more CPU demanding than casting no shadows. The more light sources you have, the more shadows must be calculated.

Decreasing the number of light sources helps here.

To deal with the issue of flickering or slowly turning on/off candle flames please see chapter [7.1\) Emitter](#).



7.1.3) Placeable fire

See previous chapters:

Things to know regarding placeable **fire**:

- The size of the **fire** is shown by a white plane. This will vanish as soon as you set it to its correct place.
- All **fires** are initially set a bit higher into the air to be fully viewable. If you want to use it straight on top of a floor or on the ground, lower it. It should not be allowed to put it too deep so that it is not visible or that you cannot pick it up again.
- There is an invisible block (without collision) with the size of each **fire** either on the ground or on the wall. There you can pick up the fire with holding E for a longer time (picking it up via radial menu) - or shortly press E to turn it on / off. - Don't forget where you put your fire once it is off!
- The **fire** will not emit any temperature-increasement due to roleplay purposes. You cannot properly roleplay e.g. a burning sorceress standing in the fire when you die by engine.

To remove a **fire**, use the item called "**Fire-Extinguisher**". Please see chapter 6.2.5) for more information.

Please also read chapter 7.1.7 to learn about possible abuses. **Use fires responsibly!**

7.1.4) Fountains

Fountains are also **emitters**. They are emitting the "water drops" splashing from the fountains and flying around.

To achieve a realistic effect, the **emitters** have a high particle spawn rate, as well as rotation to the drops.

!	Use fountains responsibly! Do not spread them wildly and in high number (>200) to cluster fill an area with it. This might result in client-side lags!
----------	---

Fountains are difficult to abuse though. I tried with 200 small fountains in a spot, but effects were quite low on my computer (Server FPS stayed at 30 FPS, just a small amount of

increased ping.)



Figure 8 Fountain abusul try

7.1.5) Waterfalls

Place the **waterfall** with the help of the white plane. The waterfall will always be directed directly opposite to you initially. The height of the plane will show you the height of the particle effects (splashes, mists, etc). Make sure to adjust the height to your needs. The plane will be only visible in building mode. The item can be picked up again when holding E and focussing the **waterfall**. Please note, you can turn the waterfall sound on/off with pressing E shortly. The sound will also fade over distance.

Most of the **waterfalls** use splashing effects, which are generated by a particle system, consisting of up to 4 different **emitters**. For configurable waterfalls you can disable the particle system by pressing the first button ("1") in the regarding SAW section.

The configurable **waterfalls** have an own way for playing sounds. When you open the radial menu you will see three new buttons as shown in the picture below. You can choose to play the **waterfall** sound or the lavafall sound or to stop the sound. The state will be saved for each (configurable) water- or lavafall automatically. Only the owner (or his/her clan) can start to play a sound, but everyone can stop it in case of too much disturbance while roleplay. This might change in future regarding to user's feedback.



Figure 9 Radial menu for configurable waterfalls



7.1.6) Fog

There are a small number of **fog**-items in the SvS-Mods. Once placed, the fog will start to emit its fog-particles.

Place it via the white plane. This shows the size of the area of effect. The plane is only visible in building mode. The **fog** will take a few moments to start spawning. After half a minute you should see the full effect.

There will not be neither a name-tooltip in the fog nor a return to inventory option.

To remove the **fog** you need to use the **Fog-Ex** (see chapter 6.2.5).

Another way to get rid of the fog is the Pippi /delete-command (see chapter 7.1.1. -> framed explanation box).

Showcase of 400 Breath of Fogx XL on a spot:

<https://i.gyazo.com/11664b4484dda0e3ce855eea199c98de.mp4>

No Server FPS drops, but lag on client-side (ping increases)

7.1.7) Possible Fire / Fog abuses

Due to the fog and fire having no collision to let it place everywhere - and to be able to use any item within the fire/fog - there is the disadvantage that the fire/fog might be abused. This is why it is removed from the list of craftable items and got admin-spawn-only.

The potential abuse technically works as followed:

There is an invisible box near the ground where the fog/fire starts, which has no collision but corresponds to a line-trace in the same way as a building. This ensures that only fire/fog within a room is removed, but not placed fire/fog in a room next to it (as long as it does not lap through the wall that is). If a player is standing inside this invisible box and IF it covers the (body) chest, any attempt of attackers is doomed to fail, making the player character invincible within that box.

This is caused by the attacker to hit the invisible box first. The engine thinks it is hitting a wall (not the player). This behaviour might appear if the fire/fog is placed on uneven surface or on stairs, tables, etc... if it is placed on the ground, the invisible box is maximum as high as the knee. The attackers hit will collide with the players pawn, succeeding in the attack.

To make sure that the fire/fog is not abused by your players place it on the ground and make sure your players can not get it in chest height.

The fire/fog was designed to work as an atmospheric add-on for roleplay.

7.2) Placeable cobwebs

Cobwebs can be either placed on ceilings (1), on walls (2) or on the ground (2). They got no collision and no tooltip showing their names. This is also valid for slimewebs.

To remove the **cobwebs**/slimewebs you need to use the **Web-Ex** (see chapter 5.8).

Another way to get rid of the cobwebs/slimewebs is the Pippi /delete-command (see chapter 7.1.1. -> framed explanation box).



7.3) [Obsolete]

7.4) Thralls for workstation

It is not intended that included workstations support any Thrall. You can only place a Thrall into the "rectangular campfire". All other Thrall slots are removed.

7.5) Snappable pillars

The pillars have the Funcom T3 pillar as parent and settings are untouched. Only thing changed is the look-alike of it.

They should work and function like every other T3 pillar. - They cannot be upgraded. If you want to replace them, you need to do it piece by piece.

Also please note: If the mod is removed, so are the pillars. If your buildings stability relies on these pillars your building might collapse.

This is valid for all modded pillars, nothing SvS specific.

This mod is fully compatible to "Lesser Building Placement Restrictions" from Multigun.

7.6) SvS Appearance Widget

The SvS Appearance Widget (SAW) is a new feature for SvS items, which gives you the possibility (if configured and enabled by the mod author) to

- change the colours (=materials) of a certain item
- change the colours (=materials) from dependent child-meshes of an item
- change sizes
- change an items shape (*)
- change particle effects

(*) The corresponding SAW will be closed and needs to be reopened.

There may or may not be all options available for a certain item. It depends if it makes sense. This will help to reduce dozens of same items with slightly variations in terms of colour/material, size, shape, which will shrink the counter of admin menu items.

Furthermore, this system will help to decrease development time of new variations a lot. E.g. the number of buttons is created dynamically depending on the item's configuration. Bugs might be found easier due to re-templating items to a new item-template in the backend.

Within SAW you'll find the Re-Position Widget included to enable you to change the item's position AFTER placing in terms of moving (max. within 1 foundation in size, this is the **anti-cheat-boundary**) in every direction or to rotate in in every axis.

7.6.1) How to access SAW

There are two available options to access SAW.



Figure 10 Radial menu to access SAW

1) SAW can be accessed (at certain enabled objects) via radial menu. Focus the item, hold E and simply click on the SvS icon.

A new widget will appear your right-hand-side to your game window.

The SAW widget (to the right) consists of two main blocks:

- orange marked re-position widget
- blue: appearance setup widget

If you have unsaved changes, the CLOSE button will turn grey and the APPLY button will turn yellowish. In this way they work as an indication for unsaved states (see figure below).



Figure 11 Apply and Close as indicators for unsaved changes

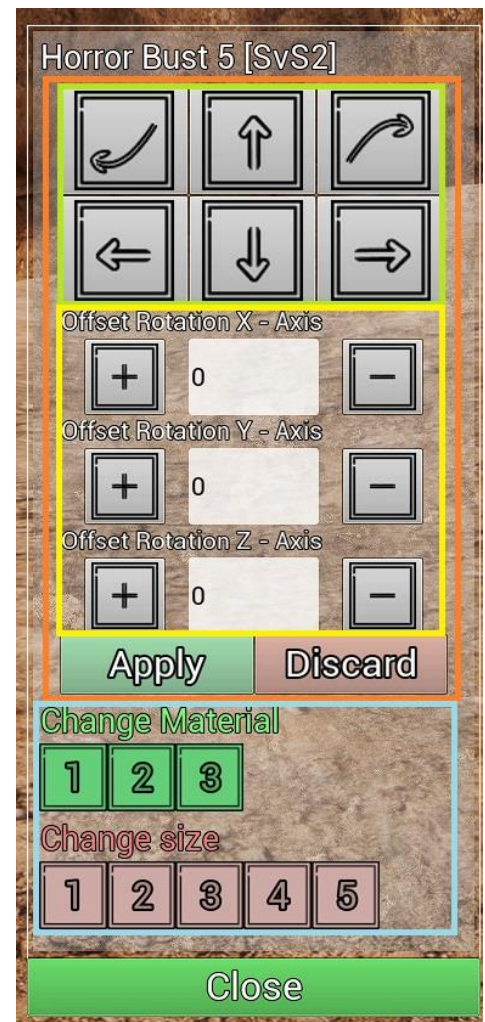


Figure 12 SAW- example

You can click on the grey CLOSE to close the widget, but your changes won't be saved then.

To save changes click on APPLY and it will turn green again as well as the CLOSE button.

- 2) You can also use the admin utility tool called “Activate SAW (Aim)” as described in chapter [6.2.7\) Special Items](#). It will work similar like the removal tools, so you need to “aim” on the item you want to access SAW from. You can do this from some feet distance.



There will be two different ones. One for SvS Ext. and one for SvS Vol. 2. Due to some internal restrictions you can not activate a SAW item with the admin utility tool of the other mod. A corresponding error message will give you a hint if that's the case.

With this admin utility tool you can even activate SAW on items like cobwebs, fires, etc if supported.

7.6.2) Re-position widget

The Item name will be shown above the re-position widget (implemented in SvS Vol. 2 with patch 1.2.7 and will come with SvS Ext patch 1.4.8 or higher). This change has not yet been reflected on the used figures yet.

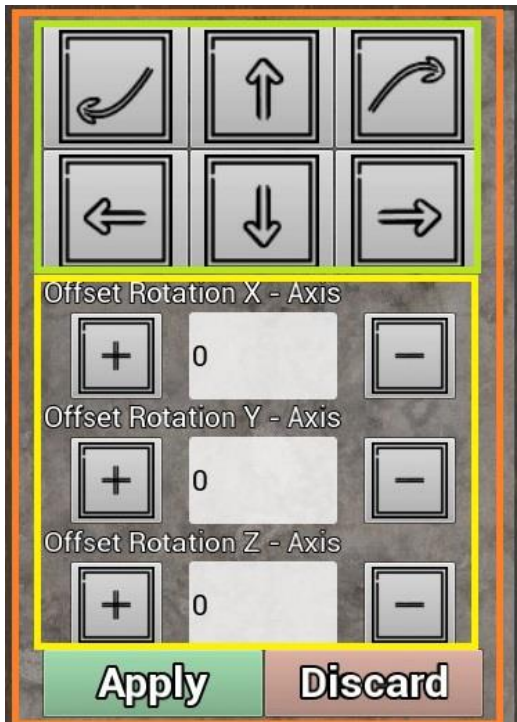


Figure 13 Re-position widget within SAW

The re-position widget itself consists of two blocks and control-elements, marked with green and yellow.

Green:

With these buttons you can add an offset translation (=movement) to your item.

You got 6 buttons on the top, where you can move your item in the directions up/down/left/right/forward/backward - each one being depicted by an arrow. Each click on one of these buttons will move your item in the given direction for 5 unreal units.

Yellow:

Directly below are the buttons to change rotation. + will change it in positive direction of the given axis, - will change it in the negative direction of the given axis. Each click will increase or decrease the number of degrees by 5. You can also enter the

offset-rotation directly, by entering values between -360 to 360 degrees. See example later on.

You need to have the text field focused by your mouse and hit Enter after you are done entering a value - else your value will not be accepted. Values will be rounded to be dividable by 5 as well.

The values shown are an OFFSET to your current position. They are not absolute!

EXAMPLE: If you enter 45 degrees in X axis, your item will rotate for +45 degrees. If you want to set it back to 0 degrees on X axis, you need to enter -45 (current position 45 degrees - 45 degrees = 0 degrees). If you enter 0 degrees nothing will change (a rotation for 0 degrees is no rotation).

Control-Elements APPLY & DISCARD

All changes will be made on YOUR computer locally. To SAVE it to the server hit APPLY.

DISCARD won't set back the appearance settings. DISCARD will only set the item back to its original position.

You will notice, that as soon as you changed your position / rotation the CLOSE button label will turn grey and APPLY button label will turn yellow as depicted on the previous side. This is an indication of an unsaved state. Click APPLY. Changes will be saved. The APPLY label will turn green again, CLOSE button label will turn green also.



Figure 14 Re-positioned Derketo-Statue

UNSAVED states will be discarded at server (or singleplayer game) start! Changes will not be visible for others to see if not saved.

7.6.3) Appearance setup widget

The appearance setup widget can consist of one or multiple blocks (currently up to 4 different options) to change your item as described above.

Simply click on one of these buttons. The colour of the buttons matches the headline and adapt to it in terms of functionality.

Each option can be combined with each other freely.

NOTE: When you change the size of your item, any re-position is set back to its original state.

The same is valid if you change the shape of an item (e.g. at the Statue of Derketo to switch between Tiers). In this case the widget will be closed as well due to avoid losing internal variable references.

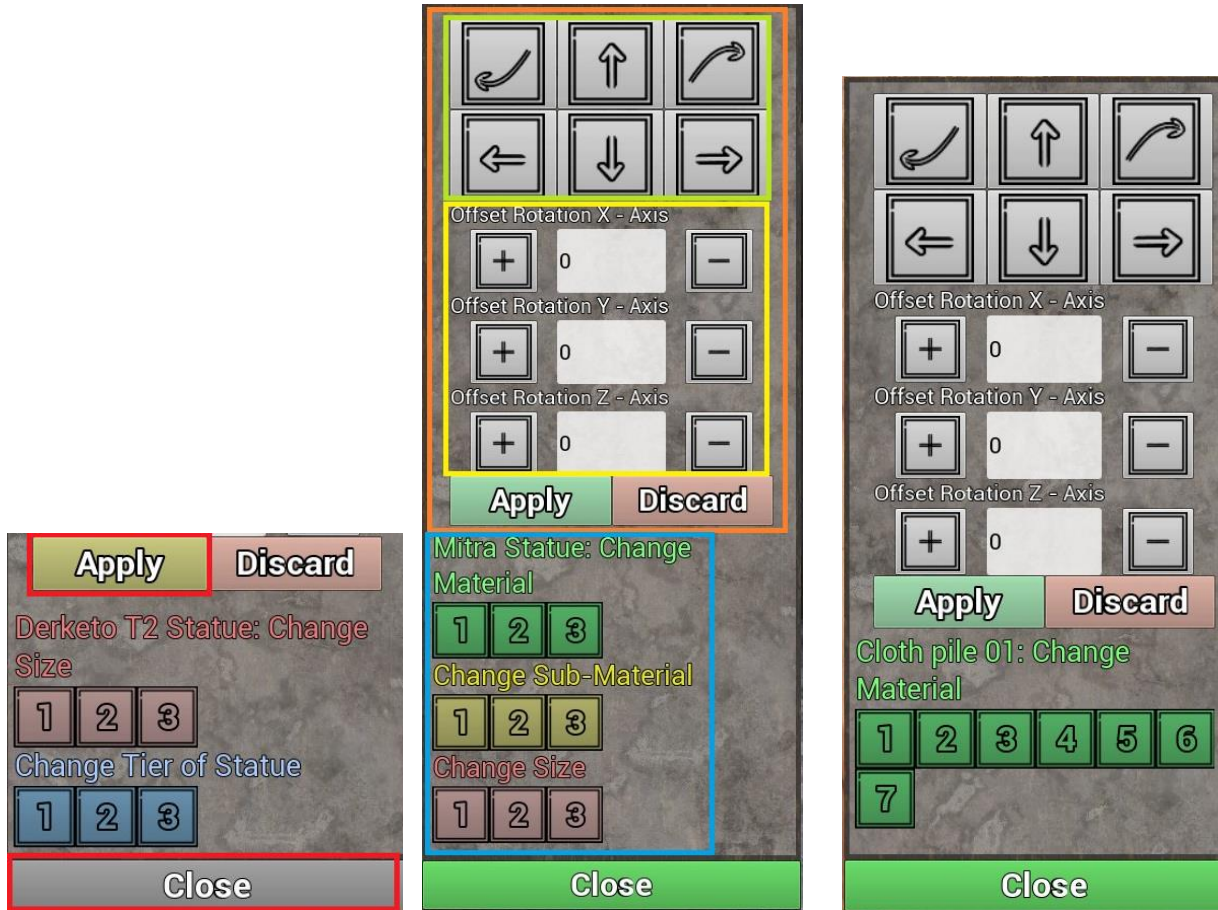


Figure 15 Examples of multiple appearance setup variants
(Please note: Item name above re-position widget is cut off in these examples)

7.7) Configurable fluid planes (SvS-Ext only)

The **configurable fluid planes** are technically seen either pillars (the rectangular plane) or wedge foundations (triangle or sextagon-shaped pool planes), which are invisible. They are used to make these items snap to foundations.

In making them invisible and having no collisions, there comes a few problems still. You cannot fight while standing the water/lava! Jumping inside might be odd and trigger climbing animation. You can lower height with SAW but cannot get it up again -> Discard to set it to original height.

Building advises:

If you want to place the **configurable fluid planes** next to foundations, build the foundations FIRST. Try to stand higher than the place you want to build. The planes you want to place (especially the triangle one) can be sunken into ground at first and refuses to build otherwise. If you build foundations first, stand on that. The white triangle or sextagon plane is a building helper and will go away once it is placed.

It can be that you have to turn the triangle plane initially at 60 degrees. You can turn it fitting to the wedge it is placed on by turning it for 120 degrees. Use SAW for that. Fences can be

built afterwards. Remember: if there is a fence near to a spot where you want to place a foundation, you have to remove the fence first! If there is a triangle plane, remove that as well. Foundations always comes FIRST.

If you want to scale the sextagon-shaped pool plane, put it into the centre as if building a small pool. Use a wedge foundation as placement help to attach it next to it and remove the foundation afterwards. Then you can scale the pool plane using SAW feature to double size.

7.8) Swimming items (SvS2 only)

In SvS2 some items are **swimming items**. This means they can be placed into the water to float onto the water.

7.8.1) Placement

To place a **swimming item** aim onto the direction of ground level in direct sight. You need to place it directly on the ground. The item will then try to detect the water surface once it's placed and move it's position automatically from ground level directly on the Z axis to the surface. You do not need to place any foundation under it (see figure 15). You just have to make sure, that the position on bottom of the water is even enough, so that your **swimming item** will be even on the surface as well.

Note: The item detects any (invisible) physics volume which has the tag "water" (hence we call it "water volume" further on). This is configured and set by the corresponding mapmaker of the map you're playing on.

On certain areas especially where the visible water is not part of a water volume this may result in odd placements or no change of position at all.



Figure 16 Placement of swimming items

If you want to place the boat near yourself, make sure you look onto the ground nearly from directly above. For small amendments you can use the re-position widget to re-position the [swimming item](#).

Note: The internal script will most certainly detect the surface of a water volume (depending on its size) to be out of anti-cheat-boundary (see chapter 7.6). The anti-cheat-boundary-box is set from initial placement - thus you might not be able to set your item higher, but you can always set it lower and into the direction of the ground level.

7.8.2) Making items look like afloat

All floating elements have two new icons within the radial menu: an icon representing a boat floating on waves and an icon that is the same but crossed out (see figure 17). With those two buttons you can enable the swimming effect or disable it. These icons are only visible if you are the owner of that said item.



Figure 17 New icons for swimming items

Note: The swimming animation will be calculated on the clients only and will NOT be executed on the server. Don't overdo placement of afloating items. It is also NOT compatible with re-positioning! Make an item look like afloat will reset any re-position.

<p>!</p>	<p>The swimming animation will be calculated per tick (!) on clients only and will NOT be executed on the server. It will not have any further impact than any other placeable for the server.</p> <p>Still, do not overdo placement of afloating items. Especially other players with weak computers will thank you for that.</p> <p>Also note, that it is also NOT compatible with re-positioning! Make an item look like afloat will reset any re-position.</p>
-----------------	---

7.9) Weather Boxes (SvS-Ext only)

With Patch 1.5.0 of SvS-Ext you can find several new items in the admin section "Other". These are the so called **weather box**.



Figure 18 New icons for weather boxes

All following items can be used via a new icon in the radial menu if selected with the use-key (Standard: E). This icon is the same as the icon for the corresponding **weather box** (see figure 18).

With his new icon you can open a widget for configuration. Please see figure 19 for an example.

The "Visual Helper" (tick the checkbox "Visual helper" to activate) will display the size of the box with the help of a blue sparkling wall (see figure 20). The Visual Helper will stay active until you untick the checkbox to disable it.

The size of the weather boxes can be configured in X, Y and Z direction. This is oriented to the overall coordinate system. The size are given in foundation-equivalents. A box with a size of 1-1-1 is exact the size of a foundation. The size counts from the middle of the box.

<p>!</p>	<p>The weather box have no hardcoded limit, but it's strongly suggested to no use sizes OVER 30. This is approx. the range where placeables are within range of render.</p>
-----------------	---



Figure 20 – Weather box config widget

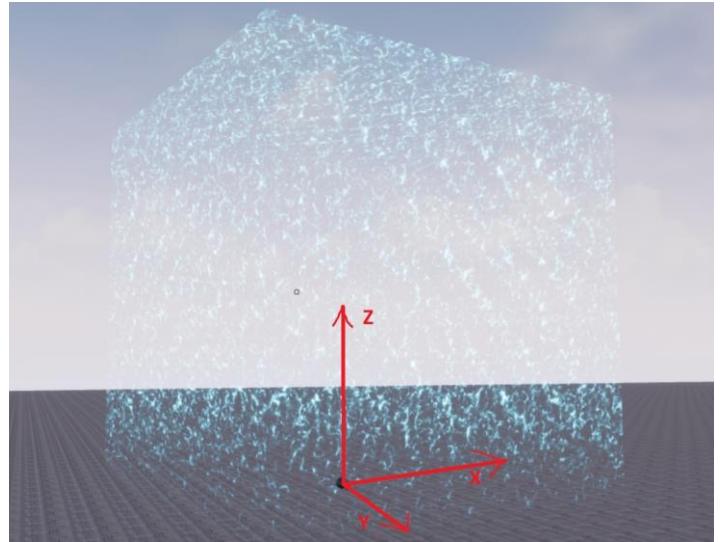


Figure 19 – Visual Helper enabled

The weather effects take a certain time (up to 2 minutes e.g. for the storm) to appear when entering the box or to disappear when leaving.

The weather effects come into play when the weather intensity is 50 (default) or higher. The exact intensity values of the individual items are listed in chapter 6.2.8).

To adjust the weather intensity, use the Conan Cheat menu as Admin. However, this is a global setting. You change the intensity of the whole map. Please keep this in mind.

The weather boxes “Shadows of Skelos” and “Sun of Skelos” are “No-Weather” Zones. Any weather, which should originally take place in an area stops in these two boxes. E.g. you can use it to stop rain or other any unwanted weather in an area within the box.



Figure 21 - "Sun of Skelos" - config widget

Time is static in these two fields and does not continue visually, i.e. nothing changes in the position of the sun or in the sky.

For "Shadows of Skelos" the set time is midnight, so perfect for creating dark, creepy scenes. The "Sun of Skelos" is a little different. You can set the time in the Weather Box configuration widget (see Figure 21). The default value is 14. The hours can be set between 0-23, where 0 stands for midnight and 23 for 11pm.

You must exit the box area and re-enter it for the change to take effect!



The behaviour of several boxes does not add up if they overlap. Avoid the overlapping of different boxes. E.g. you can not make it rain AND snow.



8) Credits

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- Alexandra
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- Dr. Nash
- Gigigoth
- HaHaYes
- Henner
- Hinata
- Hosav
- Jía
- JSP
- Lont En'Caras
- Lucardus von Falkenhag
- Luckystar

- Red March/Red
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- Rhouna
- Shupaa
- Sereganor
- Stormy
- Telavor
- The Essence of Darkness
- ThePionier
- Tuesday
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- Xenthon
- Yukiko

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- Schatten von Skelos
- Legenden der Wüste
- Vergessene Welten
- Haus der Ketten
- Telavors Gaming Island (TGI)



9) Sources

9.1) SvS-Ext

Many thanks to the creators and contributors within the Epic UE4 Marketplace

- Multistory Dungeons by Mana Station: <https://www.unrealengine.com/marketplace/en-US/product/top-down-multistory-dungeons>
- 50+ Vector Particles by W3 Studios: <https://www.unrealengine.com/marketplace/en-US/slug/50-vector-particles>
- Animal Variety Pack by PROTOFACTOR INC: <https://www.unrealengine.com/marketplace/en-US/item/c661d0a956454ea4ba6d12c09a687406>
- Animal Pack Ultra by Jan Pecnik: <https://www.unrealengine.com/marketplace/en-US/item/80e964bc71e04ffa9e766fe83097a22f>
- Animal Pack Ultra 2 by JanPecnik: <https://www.unrealengine.com/marketplace/en-US/item/d95c953cc85e4863b3a3c9f240578332>
- Fabric Materials - 56 Pack by RonanMahonArt: <https://www.unrealengine.com/marketplace/en-US/product/fabric-materials-56-pack>
- Infinity Blade: Grass Lands by Epic Games: <https://www.unrealengine.com/marketplace/en-US/product/infinity-blade-plain-lands>
- Infinity Blade: Fire Lands by Epic Games: <https://www.unrealengine.com/marketplace/en-US/product/infinity-blade-fire-lands>
- Infinity Blade: Ice Lands by Epic Games: <https://www.unrealengine.com/marketplace/en-US/product/infinity-blade-ice-lands>
- Ancient Ceramic Pack by Game-Ready: <https://www.unrealengine.com/marketplace/en-US/product/ancient-ceramic-pack>
- Crazy Insane Dining Sets by Tiny Little Studios: <https://www.unrealengine.com/marketplace/en-US/product/crazy-insane-dining-sets>
- Graveyard and Nature Set by NatureManufacture: <https://www.unrealengine.com/marketplace/en-US/product/graveyard-and-nature-set>
- Advanced Magic Circles 1 by Kakky: <https://www.unrealengine.com/marketplace/en-US/product/advanced-magic-circle>
- Open World Survival Resource Pack: <https://www.unrealengine.com/marketplace/en-US/product/open-world-survival-resource-pack>
- Keys Mini Pack by Warren Marshall: <https://www.unrealengine.com/marketplace/en-US/product/keys-mini-pack>
- Encampment Environment by Anil Isbilir: <https://www.unrealengine.com/marketplace/en-US/item/1ad76dbb8f6148b49c097df581188984>
- Fountain Collection by MiradorStudio: <https://www.unrealengine.com/marketplace/en-US/product/fountain-collection>
- Animal Pack Ultra 2 by JanPecnik: <https://www.unrealengine.com/marketplace/en-US/product/animal-pack-ultra-01>



- Assets from Conan Exiles by Funcom ;)
- Textures from <https://source.substance3d.com/>
- Egyptian Cat Statue (aka Cat of Derketo 02) from Ankledot on Sketchfab
<https://sketchfab.com/3d-models/egyptian-cat-statue-02b0456362f9442da46d39fb34b3ee5b>
CC Attribution - License (<https://creativecommons.org/licenses/by/4.0/>)
- Offering table of Nesptah by The British Museum on Sketchfab (reduced polygons to adapt it to be an game usable object)
<https://sketchfab.com/3d-models/offering-table-of-nesptah-41b4e7d9085b41788f96dbd85c41c0d3>
CC Attribution NonCommercial Share Alike
(<https://creativecommons.org/licenses/by-nc-sa/4.0/>)

Other sources used:

Church Bell Tolls Ringing Tower PEHD112601

<https://www.videvo.net/sound-effect/church-bell-tolls-ringing-tower-pehd112601/239659/>

Downloaded the free sample, converted it into *.wav & turned the pitch to a lower frequency

Author: Videvo

License: Royalty Free License: <https://www.videvo.net/blog/how-we-license-our-footage-on-videvo-net/>

For the lavafall sounds I used:

133901__audionautics__lava-loop.wav made by Audionautics

Source: <https://freesound.org/people/Audionautics/sounds/133901/>

License: <https://creativecommons.org/licenses/by/3.0/>

474850__fission9__lava-loop-2.wav made by Fission9

Source: <https://freesound.org/people/Fission9/sounds/474850/>

<https://creativecommons.org/publicdomain/zero/1.0/>

9.2) SvS2

Many thanks to the creators and contributors within the Epic UE4 Marketplace

- Tavern-Basement by A.zoOmika:
<https://www.unrealengine.com/marketplace/en-US/slug/tavern-basement>
- Wild West Props Pack by Emerson Rosa:
<https://www.unrealengine.com/marketplace/en-US/product/wild-west-props-pack>
- Shaman Lair by DimitriyDryzhak: <https://www.unrealengine.com/marketplace/en-US/product/shaman-lair>
- Horror Busts by DimitriyDryzhak: <https://www.unrealengine.com/marketplace/en-US/product/horror-busts>
- HQ Portals by Hovl Studio: <https://www.unrealengine.com/marketplace/en-US/product/hq-portals>
- Source for the Book Pedestal is <https://sketchfab.com/3d-models/pedestal-beda7f6c99a143e0ae25c0a84d1a0fa0> - Author: Lazaran
(<https://sketchfab.com/lazaran>)



- PBR Statues by Bugrimov Maksim: <https://www.unrealengine.com/marketplace/en-US/item/1ee68c9d17a94eb29e96837d6380c4aa>
- Viking Village Environment Megapack from Leartes Studios: <https://www.unrealengine.com/marketplace/en-US/product/viking-village-environment-megapack>
- Dekogon Studio's "Ancient Treasures" Pack: <https://www.unrealengine.com/marketplace/en-US/item/368aca6c4e7448ed8fec31288da4879>
- "Medieval Tents & Camping Props Pack" from FreshCan: <https://www.unrealengine.com/marketplace/en-US/product/medieval-tents-camping-props-pack>
- Cobweb Pack from DmitriyDryzhack: <https://www.unrealengine.com/marketplace/en-US/product/cobweb-pack>
- Animal Pack Ultra by Jan Pecnik: <https://www.unrealengine.com/marketplace/en-US/item/80e964bc71e04ffa9e766fe83097a22f>
- Animal Pack Ultra 2 by JanPecnik: <https://www.unrealengine.com/marketplace/en-US/item/d95c953cc85e4863b3a3c9f240578332>
- Medieval Docks by PolyPixel: <https://www.unrealengine.com/marketplace/en-US/product/medieval-docks>
- Assets from Conan Exiles by Funcom ;)

Other sources used:

155324-sphion-cat-purr.wav made by Sphion

Source: <https://freesound.org/people/sphion/sounds/155324/>
<https://creativecommons.org/publicdomain/zero/1.0/>

528194__fthgurdy__cat-meow-3.wav by fthgurdy

<https://freesound.org/people/fthgurdy/sounds/528194/>
<https://creativecommons.org/publicdomain/zero/1.0/>

100030__nfrac__beef-mow1.wav by nfrac

<https://freesound.org/people/nfrac/sounds/100030/>
<https://creativecommons.org/publicdomain/zero/1.0/>

9.3) Software used

Which software did I use to create mod-related things?

- Conan Exiles Dev-Kit made available within the Epic Games Launcher
- Translation: DeepL -> www.deepl.com
- Icons: Autodesk Sketchbook
<https://www.autodesk.com/products/sketchbook/overview>
- Blender: <https://store.steampowered.com/app/365670/Blender/>
- Substance Painter: <https://www.substance3d.com/products/substance-painter/>
- Substance Alchemist: <https://www.substance3d.com/products/substance-alchemist/>
- LibreOfficeCalc: <https://www.libreoffice.org/>
- Gyazo: <https://gyazo.com>
- DeepL: <https://www.deepl.com/translator>



9.4) Logo

The current version of the SvS-Ext and SvS2 logos were created by Asghar | Kaan (Atworks). Thank you very much!

9.5) Icons

- Most of the waterfall- and waterplanes icons were provided by Red March/Red. Thank you very much for your support!
- The Web-Ex icon is made from photo3idea_studio (<https://www.flaticon.com/de/autoren/photo3idea-studio>) from Flaticon (<http://www.flaticon.com>).
- The Fog-Ex; Circle-Ex and Fluid-Ex icon are based on and all the numbers are made from Freepik (<https://www.flaticon.com/authors/freepik>) from Flaticon (<http://www.flaticon.com>).
- Fire-Exstinguisher is taken from the icon asset pack "Spellbook. Page 03" from REXARD (e.g. <https://assetstore.unity.com/packages/2d/gui/icons/spellbook-page03-107957>)
- The "Play Waterfall Sound", "Play Lavafall Sound" and "Stop Sound" icons are provided by Audacious. He also helped me with a lot of icons for SvS2 v0.1.4.
- Icons for the bottle groups, sausages and hanging sausages are cut out by Priscilla. That helped me a lot! Thank you!
- The icon to set things floating on water is made by REDARD from the icon asset Pack "Spellbook. Page 05" (<https://assetstore.unity.com/packages/2d/gui/icons/spellbook-page05-109131>)
- Icon background (also to enable/disable floating things) was provided from Discord user cvalle86 in Modders Discord free to use
- Feat Teacher, Feat Remover & CleanUp Icons are provided by Telavor
- Except weather box icons all icons from SvS-Ext Patch 1.5.0 and SvS2 v1.3.0 are provided by Eve.

9.5) Contributed assets

Shupaa contributed the model of the ancient beds. He altered the Funcom model here and contributed it to SvS-Ext. Shupaa also provided the collision model for the Big Ship from SvS 2. Thank you for your help!

Dr. Nash contributed the white cat texture for SvS2. I adore your cats from the deleted mod "RP Beast Probs". Thank you very much for this!

Dragoonduneman for sharing the initial swimming actor component in modders Discord.



Terronaut for sharing the Feat Teacher blueprint on modders Discord.

LilMissHentai to distribute the WeatherStick Blueprint.



Annex A

A.1) Troubleshooting

A.1.1) Wrong Version?

Has your server been updated to the newest version?

If yes and the problem persists, ask your server-admin to upload the current mod version via FTP. G-Portal and some other hosts seems to mess up often with bigger mods. Files can get corrupted when using steam update on which most of the hosts rely.

Also note: Some server hosts do automatic updates, but a server always needs a restart for the updates to be correctly applied. Ask your admin or your server staff to restart the server.

Also ask other players if they got the same problem to find out if the problem is located to the server or if it's a local problem (with your very own installation of mods).

Have you updated your own client to the newest version?

If the problem persists, try to restart Steam, sometimes this forces it to update. Make sure you got the newest version of the mod.

If that does not help, try:

1. Unsubscribe
2. Quit Steam
3. Start Steam anew
4. Resubscribe

There is an old version on my server, and I cannot connect!

If there is an old version on your server, you can download a previous version as listed in chapter [2.4\) Older versions](#) to be able to join again. Make sure auto-update in Steam is off for the time your server isn't updated. Else the old version will be overwritten again with the newer one.

A.1.2) How to install the mods manually?

For SvS-Ext:

- Find your steam-folder and navigate to:
\\SteamLibrary\steamapps\workshop\content\440900\1705201022
- Download the *.pak file from links in chapter [2.4\) Older versions](#)
- Copy it in the above-mentioned folder.
- Start your game / join in your server.

For SvS2:

- Find your steam-folder and navigate to:
\\SteamLibrary\steamapps\workshop\content\440900\1889798538



- Download the *.pak file from links in chapter [2.4\) Older versions](#)
- Copy it in the above-mentioned folder.
- Start your game / join in your server.

A.1.3) Problems with learning feats? Feat learned, icons are still showing "not learned"

If you tried to click on the feat "SvS-Extended" or "SvS2" and the icons are still on a brownish background indicating the feats are not learned: these feats are purely used for sorting the other feats.

If these feats are shown brownish after being learned, please close the feats window and open it anew. It should turn green then. This is a visual bug.

A.1.4) Problems with learning feats? Feats are empty!

You need to learn the recipes, which can be found in the "Other" section of the admin menu (see also chapters [4\) Overview of feats / recipes / workbenches](#), [5\) Look into the features](#) and [6.2.3\) SvS-Ext Recipes & books to learn feats](#)).

E.g. if you learn the "Rcp.for a stonemason", you will receive the feat "SvS-Ext Stonemason", which will appear beyond the SvS-Extended feat (feat section "Decoration", quite at the bottom).

The feats from SvS-Ext are prerequisite for some named feats in SvS2 (except that the feat will e.g. be named "SvS2 Stonemason" instead of "SvS-Ext Stonemason"). New feats can be unlocked (if prerequisite is valid) for 0 points.

A.1.5) I used pillars from SvS-Ext and my stuff on the ceiling above the pillar suddenly vanished!

There has been a known vanilla issue with pillars randomly losing stability from time to time. This might be the cause. See also chapter [7.5\) Snappable pillars](#)



A.2) F.A.Q.

More F.A.Q.'s will be added if there are questions not covered in previous chapters.

A.2.1) I found an error in the manual! What to do?

Please leave a message in the mods Discord Server: <https://discord.gg/tzq8Ccn>