

Crafting

Complete guide to the Crafting Table system. Covers recipes, materials, costs, brews, skills, and more.

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Getting Started

Overview of the crafting system, how to open the crafting table, and material types.

Overview

The **Crafting Table** lets you turn raw resources — fish, ores, plants, and generic items — into weapons, deployables, consumables, tools, and more. There are 29 recipes organised across 8 categories.

Every craft has a money cost based on the rarity of the ingredients used. Skills can reduce that cost and even give a chance to double your output for free.

Crafting requires you to stay within **200 units** of a Crafting Table for the full duration of the craft. If you walk away too early, your materials are automatically returned.

At a glance

- **8 categories:** Trophies, Weapons, Entities, Misc, Food, Brews, Tools, Resources
- **29 recipes** available
- **Money cost:** based on ingredient rarity (\$100–\$5,000 per unit)
- **Cancel anytime:** full refund of materials and money

Opening the Crafting Table

Finding the Table

The Crafting Table is a dark industrial desk entity placed somewhere on the map. Look for the **Crafting Table** prop — it uses a control-room desk model.

Opening the Menu

Stand next to a Crafting Table and press **E (Use)** to open the crafting menu.

The UI

The menu has 8 category tabs across the top: **Trophies, Weapons, Entities, Misc, Food, Brews, Tools, Resources**.

Clicking any recipe shows:

- Every required material and how many you currently have
- The total money cost for the craft
- A **Craft** button (greyed out if you are missing anything)

Materials you are short on are highlighted so you can see exactly what to gather before crafting.

Material Types

All materials come from your inventory. The crafting system has four different categories of items:

Type	Examples
Fish	Tuna Fish, Parrot Fish, Minnow Fish, Blue Marlin, Arapaima, Great White Shark, and many more caught while fishing
Ore	Bronze Ore, Copper Ore, Silver Ore, Gold Ore, Mythril Ore, Platinum Ore, Emerald Ore
Plant / Byproduct	Wheat Plant, Potato Plant, Rice Plant, Sugar Cane, Cranberries, Raspberries, Goji Berries, Acai Berries, Mutated Plant; mutant byproducts: Mutated Slug, Skull, Spine, Mutant Brain
Generic	Junk, Plastic, Microchip, Carbon, Gold (gold bars from robbery), Nitric Acid, Fishing Rod

Costs & Crafting

Money costs, rarity pricing, craft time, staying near the table, and item delivery.

Money Cost & Rarity Pricing

Every material in a recipe has a money cost based on its rarity. The server multiplies the rarity price by the required amount for every ingredient, then sums the total:

Rarity	Cost per unit
Common	\$100
Uncommon	\$500
Rare	\$1,000
Epic	\$5,000

Money is taken from your wallet the moment you press **Craft**. If you cancel, or if the craft fails because you moved too far from the table, every dollar is automatically refunded. You need enough money in your wallet *before* pressing Craft — if you cannot afford it the server will reject the request.

Tip: The **Crafting Discount** skill can reduce the money cost by 20–40% depending on tier. See the Skills page for details.

Craft Time & Staying Near the Table

Craft Time

Each recipe has its own craft time. The fastest recipes take **3 seconds** (Lockpick, Tinned Tuna, Copper Wire) and the slowest take **30 seconds** (RPG-7, OP Fishing Rod, Turf War). Craft time for every recipe is listed in the Recipes chapter.

Distance Requirement

You must remain within **200 units** of the Crafting Table for the entire duration of the craft.

When the timer ends, the server checks your position:

- **Within 200 units:** craft succeeds and the item is delivered.
- **Too far away:** all materials and money are fully refunded and you receive the chat message *"You moved too far from the crafting table! Materials returned."*

You can always **cancel** the craft early if you need to move. See the [Outputs & Cancelling](#) page for details.

Outputs, Delivery & Cancelling

Item Delivery

When a craft completes successfully, the item goes directly into your **inventory**.

If your inventory is full or the item has no registered inventory entry, it **spawns physically on top of the Crafting Table**. Pick it up before it despawns.

A spark and sound effect plays on the table as confirmation that the craft completed.

Luck Bonus (Crafting Luck Skill)

If you have the **Crafting Luck** skill, every successful craft gets an independent random roll at your tier's percentage. A lucky roll gives you a **second copy** of the crafted item at no extra cost or materials. You will see the message *"Lucky! You got a bonus item!"*

Cancelling a Craft

You can cancel at any point before the timer ends. All materials and the full money cost are returned to you immediately. There is no penalty for cancelling.

Recipes

Full recipe list across all 8 categories.

Weapons

Weapons are crafted tools designed for combat or destruction. These are some of the most resource-intensive recipes on the table.

Recipe	Description	Materials	Craft Time
C4	Remote explosive device	10 Junk, 5 Plastic, 3 Microchip, 15 Silver Ore, 7 Emerald Ore, 10 Platinum Ore, 1 Arapaima	20 s
RPG-7	Rocket-propelled grenade launcher	20 Junk, 5 Plastic, 15 Copper Ore, 15 Gold Ore, 15 Mythril Ore, 10 Platinum Ore, 8 Emerald Ore	30 s
EMP Nade	Disables electronic devices in range	5 Junk, 1 Carbon, 5 Microchip, 10 Bronze Ore, 10 Silver Ore, 3 Emerald Ore, 5 Platinum Ore	15 s
Nitroglycerin	Highly explosive liquid compound	7 Junk, 7 Plastic, 3 Nitric Acid, 10 Silver Ore, 3 Emerald Ore	15 s

Recipes

Entities & Trophies

Entities

Deployable props and income generators.

Recipe	Description	Materials	Craft Time
Automated Printer	Advanced automated money printer	1 Microchip, 10 Silver Ore, 1 Mythril Ore, 10 Junk	20 s
Gold CPU	High-performance gold-circuit processor	1 Gold Bar, 1 Microchip	10 s
Ammo Box	Supply crate that provides ammunition	1 Junk, 1 Plastic, 4 Bronze Ore	8 s
Auto Weed Plant	Automated weed growing system	1 Microchip, 10 Copper Ore, 1 Gold Ore, 5 Junk, 5 Plastic	18 s
Crypto Router	Boosts nearby crypto miners by 15%	10 Bronze Ore, 20 Copper Ore, 1 Platinum Ore, 3 Microchip, 10 Junk	20 s

Trophies

Decorative display items.

Recipe	Description	Materials	Craft Time
Golden Shark	A magnificent golden shark trophy	1 Gold Bar, 1 Great White Shark	15 s

Recipes

Tools

Specialised equipment for mining, raiding, and gathering.

Recipe	Description	Materials	Craft Time
Mining Drill	Rapid-fire mining tool for faster ore extraction	15 Bronze Ore, 10 Gold Ore, 5 Platinum Ore, 1 Carbon, 2 Microchip, 10 Junk	20 s
Bank Drill	Powerful drill for breaking into bank vaults	15 Gold Ore, 10 Platinum Ore, 5 Emerald Ore, 3 Carbon, 5 Microchip, 15 Junk	25 s
Battering Ram	Breaks down doors (3 uses for non-CP)	5 Junk, 2 Plastic, 1 Platinum Ore, 3 Gold Ore	10 s
Adrenaline V12	Powerful adrenaline syringe for health and speed boost	5 Silver Ore, 5 Plastic, 1 Platinum Ore, 1 Blue Marlin, 2 Carbon	15 s
OP Fishing Rod	Overpowered fishing rod that catches rare fish with ease	10 Junk, 10 Plastic, 20 Silver Ore, 2 Carbon, 2 Minnow Fish, 2 Parrot Fish, 1 Fishing Rod	30 s

Misc

Utility items used for raiding, escaping, and server events.

Recipe	Description	Materials	Craft Time
Lockpick	Used to break into locked doors	2 Bronze Ore, 1 Junk	3 s
Keypad Cracker	Cracks electronic keypads	2 Microchip, 3 Silver Ore, 3 Junk	10 s
PD Keys	Official police department access keys	2 Junk, 1 Carbon, 3 Bronze Ore	8 s
Jail Pass	Use when arrested to free yourself immediately	2 Plastic, 1 Parrot Fish, 2 Silver Ore	8 s
Turf War	Initiates a turf war event when used	20 Junk, 20 Plastic, 2 Gold Bar, 10 Gold Ore, 1 Blue Marlin, 10 Mythril Ore, 10 Emerald Ore, 15 Platinum Ore, 1 Arapaima	30 s

Food

Consumable food items that restore health or have other uses.

Recipe	Description	Materials	Craft Time
Tinned Tuna	Restores 10 HP, or sell to the market NPC	1 Tuna Fish, 1 Junk	3 s

Use a Tinned Tuna from your inventory (or press E on the entity if it spawned on the table) to restore **10 HP**, capped at your maximum health. Alternatively it can be sold at the market NPC for money.

Brews

Brews are single-use consumable bottles. Craft them at the table, then press **E** on the brew entity (or use it from your inventory) to drink it. Each brew is destroyed on use.

See the **Consumable Effects** chapter for a full breakdown of what each brew does.

Recipe	Description	Materials	Craft Time
+20 Health Brew	Instantly restores 20 HP	1 Acai Berries, 10 Rice Plant, 5 Wheat Plant, 3 Cranberries, 1 Skull	5 s
+20 Armor Brew	Instantly adds 20 armor	1 Mutant Brain, 10 Sugar Cane, 5 Raspberries, 1 Spine	7 s
+20 Speed Brew	+20% movement speed for 120 s	2 Mutated Slug, 10 Sugar Cane, 5 Wheat Plant, 1 Goji Berries	6 s
Guinness	Motion blur and stumble effect for 60 s	3 Potato Plant, 1 Bronze Ore	5 s
THC Lean	Purple tint, ?20% speed, health regen for 180 s	1 Sugar Cane, 2 Wheat Plant, 1 Plastic	5 s
X Hackphone Cooldown	Removes hackphone cooldown instantly	1 Mutated Plant, 1 Mutated Slug, 5 Acai Berries, 10 Potato Plant, 5 Plastic	10 s
Magic Sword Recharge	Resets Sewer King & lightsaber cooldowns	2 Mutated Slug, 1 Mutated Plant, 1 Skull, 8 Wheat Plant, 2 Silver Ore	10 s

Recipes

Resources

Intermediate crafting components used as ingredients in other recipes or other server systems.

Recipe	Description	Materials	Craft Time
Copper Wire	Copper wire for electrical applications	1 Copper Ore, 2 Plastic	3 s

Consumable Effects

What each brew and food item does when used.

Brew Effects

All brews are crafted at the Crafting Table and consumed by pressing **E** on the brew entity, or using it from your inventory. Each brew is a one-time use — it is destroyed when you drink it.

Brew	Effect	Duration
+20 Health Brew	Instantly restores up to 20 HP. Cannot exceed your maximum health.	Instant
+20 Armor Brew	Instantly adds up to 20 armor points. Cannot exceed your maximum armor.	Instant
+20 Speed Brew	Increases both walk speed and run speed by 20% of your base values. Speeds return to normal when the timer expires.	120 s
Guinness	Applies a motion blur screen effect and periodically jolts your view angle — simulating a drunk effect.	60 s
THC Lean	Applies a purple tint + motion blur to your screen. Reduces walk and run speed by 20%. Regenerates 2 HP every 5 seconds (while below max health). All effects end together when the timer expires.	180 s
X Hackphone Cooldown	Immediately removes your active hackphone cooldown timer.	Instant
Magic Sword Recharge	Resets the Sewer Sword weapon power to 100 and clears its cooldown.	Instant

Food Effects

Food	Effect	Notes
Tinned Tuna	Press E on the Tinned Tuna entity (or use it from inventory) to restore 10 HP , capped at your maximum health.	Can also be sold to the market NPC for money instead of consuming it. Stackable (up to 10 per inventory slot).

Skills & Progression

Crafting-related skills, skill tiers, and challenges.

Skills & Challenges

Skills

Two crafting-specific skills are available in the Skills menu. Both are purchased with skill points.

Crafting Discount

Reduces the money cost of every craft.

Cost: 25 skill points per tier | **5 tiers**

Tier	Money discount
1	20% off
2	25% off
3	30% off
4	35% off
5	40% off

Crafting Luck

Gives a percentage chance to receive a free second copy of the crafted item on every successful craft.

Cost: 60 skill points per tier | **3 tiers**

Tier	Double-output chance
1	5%
2	10%
3	15%

Challenges

Two repeatable crafting challenges reward skill points when completed. Progress carries over across sessions.

Challenge	Tier 1	Tier 2	Tier 3	Skill pts per tier
Craft items	300 crafts	600 crafts	1,000 crafts	15

Challenge	Tier 1	Tier 2	Tier 3	Skill pts per tier
Use gold in crafts	150 crafts	300 crafts	500 crafts	30

The *Use gold in crafts* challenge counts any recipe that contains **Gold Bar** or **Gold Ore** as an ingredient (e.g. Golden Shark, Gold CPU, Turf War).

FAQ

Frequently asked questions about the crafting system.

FAQ

I pressed Craft but nothing happened.

The server requires you to have *all* required materials and enough money before the craft is accepted. Open the recipe in the crafting menu — any material shown in a different colour means you are short on it. Check your wallet covers the rarity-based money cost too.

My craft timer finished but I got nothing and my materials vanished.

If you stepped outside the 200-unit range when the timer fired, the server automatically refunds all materials and money. Check your wallet and inventory — they should have been returned with the chat message *"You moved too far from the crafting table!"*

Can I cancel a craft that is already in progress?

Yes. Cancelling at any point returns all materials and the full money cost immediately with no penalty.

Does Crafting Luck roll on every craft?

Yes. Every successful craft gets an independent random roll at your tier's percentage. The bonus item is an identical copy of the primary output.

Where does the item go if my inventory is full?

The item spawns physically on top of the Crafting Table. Pick it up before it despawns or is lost.

I have fish in both my FishingInventory and my regular inventory — which does the crafting system use?

Both. The server drains your FishingInventory first, then takes any remaining needed fish from your regular inventory. You do not need to merge them manually.

Where do generic materials like Junk, Plastic, and Microchips come from?

They drop from various server activities — raiding, killing NPCs, and other events. Gold Bars come specifically from the robbery system. Nitric Acid drops in the field. Fishing Rods can be purchased from the shop.

What does the Crypto Router do once placed?

It boosts the output of nearby crypto miners by 15%.

Does the Crafting Discount skill stack with itself across tiers?

Each higher tier replaces the previous one — you always use the discount of your current (highest) tier, not a combination.