

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

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