

The Player Sheet (1 of 2)

CHARACTER NAME: _____ LEVEL: _____
LOCATION/BONUS: _____ WINS: _____
TOTAL GAMES WON: _____ HARD: _____
RESET: _____

STATS | DICE (d4, d6, d8, d12, d20)

_____ | d _____ **BATTLING**
(battling increases the ease of making armor & weapons, as well as collecting most mob drops)
_____ | d _____ **ENCHANTING**
(enchanting increases the ease of making most magic items, gaining companions, and building traps)
_____ | d _____ **HARVESTING**
(harvesting increases the ease of fencing things, and collecting most nature items)
_____ | d _____ **MINING**
(mining increases the ease of collecting most building materials, and repairing items)
_____ | d _____ **TRAVELING**
(traveling increases the ease of collecting most Treasures, traversing the landscape, and trading)
1 space of movement = 3 points acquired

ARMOR & WEAPONS RATING: _____ + _____ + _____ = _____
(the higher this rating, the more likely you are to win battles against fellow players,
spaces are 'base stat' + '2 for a full armor set' + '3 for Starting Bonus' = 'total')

BACKPACK:	ENCHANTMENTS:	ARMOR:	TOOLS:
____ _____ ITEM #1	_____ Adjustment	_____ HELMET	_____ FISH. ROD
____ _____ ITEM #2	_____ Bewitch	_____ CHESTPLATE	_____ HOE
____ _____ ITEM #3	_____ Fill	_____ GREAVES	_____ LOCKPICK
____ _____ ITEM #4	_____ Reveal	_____ LEGGINGS	_____ PICKAXE
____ _____ ITEM #5	_____ Riches	_____ BOOTS	_____ SAW
____ _____ ITEM #6	_____ Teleport	WEAPONS:	_____ SHEARS
____ _____ ITEM #7	_____ Triple	_____ ARROWS	_____ SHOVEL
____ _____ ITEM #8	_____ Unbreaking	_____ BOW	_____ WAND
____ _____ ITEM #9	_____ Weaponry	_____ SHIELD	
____ _____ ITEM #10		_____ SWORD	
____ _____ BONUS #1			
____ _____ BONUS #2			

OBJECTIVE #1: _____
OBJECTIVE #2: _____
OBJECTIVE #3: _____

MAKE-ONCE:	NETHER PORTALS:	SECONDARY SHELTER:
_____ ITEM #1	_____ #1	_____ TEMPORARY
_____ ITEM #2	_____ #2	_____ COORDINATES
_____ ITEM #3		
_____ ITEM #4		

COMPANION: (wand required)
_____ TYPE
_____ USES

COINS: _____
TRADE VALUE SCORE: _____

SHELTER ITEMS:

_____ Bed	_____ Item Frame	_____ Safe	_____ Torch
_____ Bookshelf	_____ Jukebox	_____ Shelter	_____ Well
_____ Carpet	_____ Ladder	_____ Sign	_____ Window
_____ Door	_____ Painting	_____ Stairs	

The Player Sheet (2 of 2)

FARMING & RANCHING:

_____ FENCE	_____ #1	_____ #5	_____ #9	_____ #13
	_____ #2	_____ #6	_____ #10	
	_____ #3	_____ #7	_____ #11	
	_____ #4	_____ #8	_____ #12	

STORAGE INVENTORY

*denotes item which only has to be crafted once – (p) denotes Potion

___ Adjustment (p)	___ End Portal*	___ Lava	___ Redstone
___ Aether Door*	___ End Stone	___ Lava Trap	___ Redstone Lamp
___ Alcohol	___ Ender Pearl	___ Leather	___ Redstone Torch
___ Anvil*	___ Eye of Ender	___ Leaves	___ Reveal (p)
___ Apple	___ Feather	___ Lever	___ Riches (p)
___ Baked Potato	___ Fell Trap	___ Lily Pad	___ Rocket Trap
___ Bewitch (p)	___ Fermented Brain	___ Magma Cream	___ Rope
___ Blaze Rod	___ Fern	___ Map	___ Rotten Flesh
___ Boat*	___ Fill (p)	___ Melon	___ Saddle
___ Bomb Trap	___ Fire Charge	___ Milk	___ Sand
___ Bone Meal	___ Fish Eye	___ Minecart	___ Sandstone
___ Book	___ Fish Meat	___ Mushroom	___ Shrub
___ Bottle	___ Flint	___ Mushroom Stew	___ Skeleton Head
___ Bowl*	___ Flint and Steel*	___ Mycelium	___ Skull
___ Bread	___ Flower	___ Nether Trap	___ Slimeball
___ Brewing Stand*	___ Flower Pot	___ Nether Wart	___ Snow
___ Bucket*	___ Fly Trap	___ Netherrack	___ Soul Sand
___ Button	___ Furnace*	___ Note Block	___ Spear
___ Cactus	___ Ghost Tear	___ Obsidian	___ Sponge
___ Cake	___ Giant Mushroom	___ Paper	___ Steak
___ Carrot	___ Glass	___ Pipe*	___ Sticky Piston
___ Cauldron*	___ Glistening Melon	___ Poisonous Potato	___ Stone
___ Cave Trap	___ Glowstone	___ Porkchop	___ String
___ Chicken Meat	___ Gold	___ Potato	___ Strong Brick
___ Clay	___ Gold Nugget	___ Pressure Plate	___ Sugar Cane
___ Clock	___ Golden Apple	___ Prison Trap	___ Teleport (p)
___ Coal	___ Golden Carrot	___ Pumpkin	___ Time Trap
___ Cocoa Beans	___ Grass	___ Pumpkin Pie	___ TNT
___ Compass	___ Gravel	___ Quartz	___ Tobacco
___ Cookie	___ Guitar	___ Quicksand Trap	___ Trapdoor
___ Copper	___ Gunpowder	___ Quill	___ Tree Sapling
___ Crafting Table*	___ Honey	___ Rail	___ Triple (p)
___ Creeper Head	___ Ice	___ Record #1	___ Tripwire Hook
___ Dead Bush	___ Ink	___ Record #2	___ Unbreaking (p)
___ Diamond	___ Iron	___ Record #3	___ Venom
___ Dinosaur Brain	___ Iron Bars	___ Record #4	___ Vines
___ Dirt	___ Jack-O-Lantern	___ Record #5	___ Water
___ Dispenser	___ Key #1	___ Record #6	___ Weaponry (p)
___ Dragon Egg	___ Key #2	___ Record #7	___ Werewolf Head
___ Dragon Head	___ Key #3	___ Record #8	___ Wheat
___ Egg	___ Key #4	___ Record #9	___ Wood
___ Elixir	___ Key #5	___ Record #10	___ Wool
___ Emerald	___ Key #6	___ Record #11	___ Zombie Head
___ Enchant. Table*	___ Lapis Lazuli	___ Record #12	

Quick References (1 of 2)

COMPANIONS

BEAR:	Immunity to player confrontations.
BIRD:	Move 1 item (any number of) from backpack to inventory at any distance.
CAT:	May use 2 Enchantments during a turn.
DOG:	Adds a d4 roll to mob battles or player confrontations.
DRAGON:	Player confrontations may be initiated at any distance (actual players do not move on the map itself).
GOLEM:	Able to obtain any item while in the Nether, but +2 is added to all required rolls (excludes items from Strongholds, and the End).
HORSE:	Any dice roll value for actual travel is doubled.
WEREWOLF:	1 item may be harvested from the Fence (and added to backpack) at any distance.

FENCE-ABLE ITEMS

*denotes mob which harms/damages players when not beaten

Apple	Cow	Fish	Magma Plant*	Sheep	Tobacco
Bear	Creeper*	Flower	Melon	Shrub	Tree Sapling
Bird	Dead Bush	Ghost*	Mushroom	Skeleton*	Vampire*
Blaze*	Deer	Golem*	Nether Wart	Slime*	Vines
Cactus	Dinosaur*	Grass	Pig	Snake	Water
Carrot	Dog	Horse	Poisonous Potato	Spider*	Werewolf*
Cat	Dragon*	Lava	Potato	Sponge	Wheat
Chicken	Enderman*	Leaves	Pumpkin	Squid	Zombie*
Cocoa Beans	Fern	Lily Pad	Shark*	Sugar Cane	

POTIONS/ENCHANTMENTS

ADJUSTMENT:	Allows redistribution of all Category stat points.
BEWITCH:	Allows use of Enchanting stat & dice to complete any 1 action on turn.
FILL:	Allows crafting of any item without a necessary building material (just 1).
REVEAL:	Forces the Craft Master to privately reveal a single trap's coordinates to player.
RICHES:	Allows roll of a more valuable dice (by a single increment) for any 1 Trade (EX: d8 in place of d6, or d20 & d4 in place of d20).
TELEPORT:	Allows the player to switch to any Village of the 8 primary biomes immediately.
TRIPLE:	Allows 3 actions for the current turn.
UNBREAKING:	Repairs any single broken item.
WEAPONRY:	Allows any creature to be slain with a wand, but still requires the default roll.

STARTING BONUSES

ARCTIC -	+3 to Armor & Weapons Rating total.
CAVES -	1 Rope & 1 Flower Pot added to initial equipment (Backpack or Inventory).
DESERT -	+2 added to Trade Value Score.
FOREST -	1 Nether Portal added to initial equipment (Backpack or Inventory).
JUNGLE -	2 Bottles added to initial equipment (Backpack or Inventory).
MUSHROOM -	Allows use of the 2 bonus Backpack slots.
PLAINS -	Second roll of d4 dice allowed whenever it is rolled (both rolls count).
SWAMP -	Boat added to initial equipment (Backpack, Make-Once, or Inventory).

TRADE ITEMS

Alcohol (d12)	Fermented Brain (d12)	Jack-O-Lantern (d20)	Skeleton Head (d12)
Baked Potato (d6)	Giant Mushroom (d20)	Mushroom Stew (d8)	Tobacco (d4)
Bread (d4)	Glistening Melon (d8)	Note Block (d4)	Werewolf Head (d6)
Cake (d12)	Golden Apple (d8)	Pumpkin Pie (d20)	Zombie Head (d6)
Cookie (d4)	Golden Carrot (d20)	Record (d12)	
Creepers Head (d12)	Gravel (d4)	Redstone Lamp (d4)	
Dragon Head (d20)	Guitar (d8)	Saddle (d20)	

TRAPS

Bomb (75 - d8)	Fly (100 - d12)	Prison (50 - d6)	Time (50 - d6)
Cave (50 - d6)	Lava (50 - d6)	Quicksand (25 - d4)	
Fell (50 - d6)	Nether (100 - d12)	Rocket (75 - d8)	

Quick References (2 of 2)

BIOME ENTRY

STRONGHOLD #1: 100 Coins	AETHER:	Aether Door
STRONGHOLD #2: 225 Coins	END:	End Portal
STRONGHOLD #3: 375 Coins	NETHER:	Nether Portal
STRONGHOLD #4: 550 Coins	OCEAN:	Boat
STRONGHOLD #5: Key #6		

BONUS SCORING OBJECTIVES

Collect a Treasure	Enter the Nether	Use a Potion
Collect an item with Shears	Harvest a Fenced item	Use the Fishing Rod
Collect animal drop	Improve an item	Visit 4 corners of Nether
Collect mob drop	Initiate a Barter	Visit all biomes
Enter a Stronghold	Roll a 20 on the d20 dice	Win a Confrontation
Enter the End	Trap a player & collect Coins	

ITEM LOCATIONS

*denotes mob/mob drop which harms/damages players when not beaten

ARCTIC & JUNGLE:

Cocoa Beans	Glowstone	Lava	Record*	Snow	Tree Sapling
Dog	Ice	Poisonous Potato	Rotten Flesh*	Spider*	Vampire*
Elixir	Iron	Potato	Shrub	String*	Zombie*

CAVES & SWAMP:

Bird	Fish	Flower	Honey	Skeleton*	Sugar Cane
Bone Meal*	Fish Eye	Gold	Leaves	Slime*	Vines
Feather	Flint	Gravel	Obsidian	Slimeball*	Water

DESERT & FOREST:

Apple	Creeper*	Enderman*	Melon	Sandstone	Venom
Cactus	Dead Bush	Fern	Redstone	Sheep	Wool
Coal	Ender Pearl*	Gunpowder*	Sand	Snake	

END:

Dragon*	Dragon Egg*	End Stone	Horse	Key 6
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MUSHROOM & PLAINS:

Chicken	Dinosaur Brain*	Emerald	Leather	Mycelium	Tobacco
Cow	Dirt	Grass	Milk	Skull*	Werewolf*
Dinosaur*	Egg	Lapis Lazuli	Mushroom	Stone	Wheat

NETHER:

Blaze*	Deer	Gold Nugget	Nether Wart	Quartz
Blaze Rod*	Ghost*	Magma Cream*	Netherrack	Quill
Cat	Ghost Tear*	Magma Plant*	Pig	Spear

OCEAN:

Bottle*	Copper	Lily Pad	Soul Sand	Steak
Chicken Meat	Fish Meat	Porkchop	Sponge	
Clay	Ink	Shark*	Squid	

STRONGHOLDS:

Bear	Diamond	Keys 1-5*	Saddle
Carrot	Golem*	Pumpkin	Strong Brick

LEVELING

LEVEL 1: 0-2 Scenarios won	LEVEL 8: 42 Scenarios won
LEVEL 2: 3 Scenarios won	LEVEL 9: 52 Scenarios won
LEVEL 3: 7 Scenarios won	LEVEL 10: 63 Scenarios won
LEVEL 4: 12 Scenarios won	LEVEL 11: 75 Scenarios won
LEVEL 5: 18 Scenarios won	LEVEL 12: 88 Scenarios won
LEVEL 6: 25 Scenarios won	LEVEL 13: 102 Scenarios won
LEVEL 7: 33 Scenarios won	RESET: Start over with a single item carried over from past play-through

PROGRESSING ITEMS & MULTIPLIERS

Wood or Leather (1 = 1)	Stone (1 = 2)	Iron (1 = 3)	Gold (1 = 4)	Diamond (1 = 5)
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The Craft Master Score Sheet

SCORE:	DESCRIPTION:	1	2	3	4	5	6
_____	Animal Drop	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
_____	Coins from Trap	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
_____	Enter End	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
_____	Enter Nether	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
_____	Enter Stronghold	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
_____	Harvest Fenced Item	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
_____	Improve Item	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
_____	Initiate Barter	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
_____	Mob Drop	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<u>30</u>	Objective 1	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<u>30</u>	Objective 2	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<u>30</u>	Objective 3	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
_____	Open Treasure	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
_____	Roll a 20 on d20	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
_____	Shear Item	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
_____	Use Fishing Rod	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
_____	Use Potion	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
_____	Visit 4 Nether Corners	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
_____	Visit all Biomes	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
_____	Win Confrontation	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	TOTAL SCORE:	_____	_____	_____	_____	_____	_____
VISITED:		_____	_____	_____	_____	_____	_____
	Arctic	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	Caves	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	Desert	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	Forest	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	Jungle	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	Mushroom	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	Ocean	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	Plains	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	Swamp	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	Corner #1	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	Corner #2	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	Corner #3	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	Corner #4	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	TRAP #1	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	TRAP #2	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	TREASURES	_____	_____	_____	_____	_____	_____
	TREASURES	_____	_____	_____	_____	_____	_____
	MYSTERY ITEM	_____	_____	_____	_____	_____	_____
	FAIL TALLY	_____	_____	_____	_____	_____	_____
	SEASON	_____ Spring (1)	_____ Summer (2)	_____ Fall (3)	_____ Winter (4)		
	CM TRAPS	_____ Quicksand	_____ Nether				

Condensed Item Guide

ADJUSTMENT POTION

Enchanting 11 Anywhere
(1), Cauldron

Allows redistribution of all Category stat points

AETHER DOOR

Enchanting 22 End

ALCOHOL

Traveling 10 Anywhere
Traded for d12 Coin roll

ANVIL

Mining 7 Anywhere

APPLE

Harvesting 5 Desert, Forest

ARROWS (DIAMOND)

Battling 15 Anywhere

ARROWS (GOLD)

Battling 8 Anywhere

ARROWS (IRON)

Battling 7 Anywhere

ARROWS (STONE)

Battling 6 Anywhere

ARROWS (WOOD)

Battling 5 Anywhere

BAKED POTATO

Traveling 6 Anywhere

Traded for d6 Coin roll

BEAR

Harvesting 11 Strongholds

BED

Traveling 7 Anywhere

BEWITCH POTION

Enchanting 9 Anywhere

Allows use of Enchanting stat & dice to complete any action on turn

BIRD

Harvesting 5 Caves, Swamp

BLAZE

Harvesting 11 Nether

BLAZE ROD

Battling 11 Nether

Dropped by a Blaze

BOAT

Traveling 7 Anywhere

BOMB TRAP

Enchanting 12 Anywhere

Delivers 75 Coins for successfully trapping a player

BONE MEAL

Battling 7 Caves, Swamp

Dropped by a Skeleton

BOOK

Enchanting 5 Anywhere

BOOKSHELF

Traveling 7 Anywhere

MAGIC CRAFT

Elixir (1), Fish Eye (1), Ghost Tear (1), Bottle

MAKE-ONCE CRAFT

Copper (1), Quartz (1), End Stone (1),
Strong Brick (1), Keys #1-5

TRADE CRAFT

Wheat (3), Water (1), Brewing Stand

MAKE-ONCE CRAFT

Iron (9)

PLANT

Shears

WEAPON CRAFT

Diamond (1), Flint (1), Feather (1)

WEAPON CRAFT

Gold (1), Flint (1), Feather (1)

WEAPON CRAFT

Iron (1), Flint (1), Feather (1)

WEAPON CRAFT

Stone (1), Flint (1), Feather (1)

WEAPON CRAFT

Wood (1), Flint (1), Feather (1)

TRADE CRAFT

Potato (1), Coal (1), Furnace

ANIMAL

Rope (1)

SHELTER CRAFT

Wood (3), Wool (3)

MAGIC CRAFT

Fern (1), Flower (1), Bottle (1), Cauldron

ANIMAL

Rope (1)

MOB

Rope (1)

MOB DROP

Sword

MAKE-ONCE CRAFT

Wood (5)

TRAP CRAFT

Pressure Plate (1), TNT (1)

MOB DROP

Bow, Arrows

CRAFT

Leather (1), Paper (3)

SHELTER CRAFT

Wood (6), Book (3)

Condensed Item Guide

<u>BOOTS (DIAMOND)</u>		<i>ARMOR CRAFT</i>	
Battling	15	Anywhere	Diamond (4)
<u>BOOTS (GOLD)</u>		<i>ARMOR CRAFT</i>	
Battling	8	Anywhere	Gold (4)
<u>BOOTS (IRON)</u>		<i>ARMOR CRAFT</i>	
Battling	7	Anywhere	Iron (4)
<u>BOOTS (LEATHER)</u>		<i>ARMOR CRAFT</i>	
Battling	5	Anywhere	Leather (4)
<u>BOOTS (STONE)</u>		<i>ARMOR CRAFT</i>	
Battling	6	Anywhere	Stone (4)
<u>BOTTLE</u>		<i>MOB DROP</i>	
Enchanting	9	Ocean	Bow, Arrows
Dropped by a Shark			
<u>BOW (DIAMOND)</u>		<i>WEAPON CRAFT</i>	
Battling	15	Anywhere	Diamond (2), String (2)
<u>BOW (GOLD)</u>		<i>WEAPON CRAFT</i>	
Battling	8	Anywhere	Gold (2), String (2)
<u>BOW (IRON)</u>		<i>WEAPON CRAFT</i>	
Battling	7	Anywhere	Iron (2), String (2)
<u>BOW (STONE)</u>		<i>WEAPON CRAFT</i>	
Battling	6	Anywhere	Stone (2), String (2)
<u>BOW (WOOD)</u>		<i>WEAPON CRAFT</i>	
Battling	5	Anywhere	Wood (2), String (2)
<u>BOWL</u>		<i>MAKE-ONCE CRAFT</i>	
Traveling	7	Anywhere	Wood (3)
<u>BREAD</u>		<i>TRADE CRAFT</i>	
Traveling	6	Anywhere	Wheat (3), Coal (1), Furnace
Traded for d4 Coin roll			
<u>BREWING STAND</u>		<i>MAKE-ONCE CRAFT</i>	
Traveling	11	Anywhere	Stone (3), Blaze Rod (1)
<u>BUCKET</u>		<i>MAKE-ONCE CRAFT</i>	
Mining	7	Anywhere	Iron (3)
<u>BUTTON</u>		<i>CRAFT</i>	
Traveling	4	Anywhere	Stone (1)
<u>CACTUS</u>		<i>PLANT</i>	
Harvesting	5	Desert, Forest	Hoe
<u>CAKE</u>		<i>TRADE CRAFT</i>	
Traveling	6	Anywhere	Milk (3), Wheat (3), Sugar Cane (2), Egg (1)
Traded for d12 Coin roll			
<u>CARPET</u>		<i>SHELTER CRAFT</i>	
Traveling	7	Anywhere	Wool (4)
<u>CARROT</u>		<i>PLANT</i>	
Harvesting	11	Stronghold	Hoe
<u>CAT</u>		<i>ANIMAL</i>	
Harvesting	9	Nether	Rope (1)
<u>CAULDRON</u>		<i>MAKE-ONCE CRAFT</i>	
Enchanting	7	Anywhere	Iron (7)
<u>CAVE TRAP</u>		<i>TRAP CRAFT</i>	
Enchanting	10	Anywhere	Minecart (1), Rail (1)
Delivers 50 Coins for successfully trapping a player			
<u>CHESTPLATE (DIAMOND)</u>		<i>ARMOR CRAFT</i>	
Battling	15	Anywhere	Diamond (8)
<u>CHESTPLATE (GOLD)</u>		<i>ARMOR CRAFT</i>	
Battling	8	Anywhere	Gold (8)

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<u>CHESTPLATE (IRON)</u>			<i>ARMOR CRAFT</i>
Battling	7	Anywhere	Iron (8)
<u>CHESTPLATE (LEATHER)</u>			<i>ARMOR CRAFT</i>
Battling	5	Anywhere	Leather (8)
<u>CHESTPLATE (STONE)</u>			<i>ARMOR CRAFT</i>
Battling	6	Anywhere	Stone (8)
<u>CHICKEN</u>			<i>ANIMAL</i>
Harvesting	5	Mush., Plains	Rope (1)
<u>CHICKEN MEAT</u>			<i>ANIMAL DROP</i>
Enchanting	5	Ocean	Bow, Arrows
Dropped by a Chicken, found on Boats in the Ocean			
<u>CLAY</u>			<i>MATERIAL DROP</i>
Mining	6	Ocean	Shovel
<u>CLOCK</u>			<i>CRAFT</i>
Enchanting	4	Anywhere	Gold (4), Redstone (1)
<u>COAL</u>			<i>MATERIAL DROP</i>
Mining	4	Desert, Forest	Pickaxe
<u>COCOA BEANS</u>			<i>PLANT</i>
Harvesting	5	Arctic, Jungle	Shears
<u>COMPANION SPELL</u>			<i>SPELL</i>
Enchanting	6	Anywhere	Wand
<u>COMPASS</u>			<i>CRAFT</i>
Traveling	4	Anywhere	Iron (4), Redstone (1)
<u>COOKIE</u>			<i>TRADE CRAFT</i>
Traveling	6	Anywhere	Wheat (2), Cocoa Beans (1)
Traded for d4 Coin roll			
<u>COPPER</u>			<i>MATERIAL DROP</i>
Mining	6	Ocean	Shovel
<u>COW</u>			<i>ANIMAL</i>
Harvesting	5	Mush., Plains	Rope (1)
<u>CRAFTING TABLE</u>			<i>MAKE-ONCE CRAFT</i>
Traveling	3	Anywhere	Wood (4)
<u>CREEPER</u>			<i>MOB</i>
Harvesting	7	Desert, Forest	Rope (1)
<u>CREEPER HEAD</u>			<i>TRADE CRAFT</i>
Traveling	6	Anywhere	Skull (1), Gunpowder (1)
Traded for d12 Coin roll			
<u>DEAD BUSH</u>			<i>PLANT</i>
Harvesting	5	Desert, Forest	Shears
<u>DEER</u>			<i>ANIMAL</i>
Harvesting	13	End, Nether	Rope (1)
<u>DIAMOND</u>			<i>MATERIAL DROP</i>
Mining	10	Stronghold	Pickaxe
<u>DINOSAUR</u>			<i>MOB</i>
Harvesting	7	Mush., Plains	Rope (1)
<u>DINOSAUR BRAIN</u>			<i>MOB DROP</i>
Enchanting	7	Mush., Plains	Bow, Arrows
Dropped by a Dinosaur			
<u>DIRT</u>			<i>MATERIAL DROP</i>
Mining	4	Mush., Plains	Shovel
<u>DISPENSER</u>			<i>CRAFT</i>
Enchanting	7	Anywhere	Stone (7), Redstone (1), String (1)
<u>DOG</u>			<i>ANIMAL</i>
Harvesting	5	Arctic, Jungle	Rope (1)

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<u>DOOR</u>			<i>SHELTER CRAFT</i>
Traveling	7	Anywhere	Wood (6)
<u>DRAGON</u>			<i>MOB</i>
Harvesting	15	End	Rope (1)
<u>DRAGON EGG</u>			<i>MOB DROP</i>
Battling	15	End	Bow, Arrows
Dropped by a Dragon			
<u>DRAGON HEAD</u>			<i>TRADE CRAFT</i>
Traveling	14	Anywhere	Skull (1), Dragon Egg (1)
Traded for d20 Coin roll			
<u>EGG</u>			<i>ANIMAL DROP</i>
Mining	5	Mush., Plains	Bow, Arrows
Dropped by a Chicken			
<u>ELIXIR</u>			<i>ANIMAL DROP</i>
Enchanting	5	Arctic, Jungle	Bow, Arrows
Dropped by a Dog			
<u>EMERALD</u>			<i>MATERIAL DROP</i>
Mining	4	Mush., Plains	Pickaxe
<u>ENCHANTMENT TABLE</u>			<i>MAKE-ONCE CRAFT</i>
Enchanting	13	Anywhere	Obsidian (4), Diamond (2), Book (1)
<u>END PORTAL</u>			<i>MAKE-ONCE CRAFT</i>
Enchanting	14	Anywhere	Sandstone (4), Eye of Ender (4)
<u>END STONE</u>			<i>MATERIAL DROP</i>
Mining	12	End	Pickaxe
<u>ENDER PEARL</u>			<i>MOB DROP</i>
Battling	7	Desert, Forest	Sword
Dropped by an Enderman			
<u>ENDERMAN</u>			<i>MOB</i>
Harvesting	7	Desert, Forest	Rope (1)
<u>EYE OF ENDER</u>			<i>CRAFT</i>
Enchanting	11	Anywhere	Ender Pearl (1), Blaze Rod (1)
<u>FEATHER</u>			<i>ANIMAL DROP</i>
Traveling	5	Caves, Swamp	Sword
Dropped by a Bird			
<u>FELL TRAP</u>			<i>TRAP CRAFT</i>
Enchanting	10	Anywhere	Trapdoor (1), Tripwire Hook (1)
Delivers 50 Coins for successfully trapping a player			
<u>FENCE (DIAMOND)</u>			<i>FENCE CRAFT</i>
Harvesting	15	Anywhere	Diamond (4), Dirt (1)
<u>FENCE (GOLD)</u>			<i>FENCE CRAFT</i>
Harvesting	8	Anywhere	Gold (4), Dirt (1)
<u>FENCE (IRON)</u>			<i>FENCE CRAFT</i>
Harvesting	7	Anywhere	Iron (4), Dirt (1)
<u>FENCE (STONE)</u>			<i>FENCE CRAFT</i>
Harvesting	6	Anywhere	Stone (4), Dirt (1)
<u>FENCE (WOOD)</u>			<i>FENCE CRAFT</i>
Harvesting	5	Anywhere	Wood (4), Dirt (1)
<u>FERMENTED BRAIN</u>			<i>TRADE CRAFT</i>
Enchanting	6	Anywhere	Dinosaur Brain (1), Mushroom (1), Sugar Cane (1)
Traded for d12 Coin roll			
<u>FERN</u>			<i>PLANT</i>
Harvesting	5	Desert, Forest	Shears

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FILL POTION

Enchanting 11 Anywhere

MAGIC CRAFT

Chicken Meat (1), Fish Meat (1),
Nether Wart (1), Bottle (1), Cauldron

Allows crafting of any item without an otherwise necessary building material

FIRE CHARGE

Enchanting 11 Anywhere

CRAFT

Blaze Rod (1), Coal (1), Gunpowder (1)

FISH

Harvesting 5 Caves, Swamp

ANIMAL

Rope (1)

FISH EYE

Mining 5 Caves, Swamp

ANIMAL DROP

Fishing Rod

Dropped by a Fish

FISH MEAT

Enchanting 5 Ocean

ANIMAL DROP

Fishing Rod

Dropped by a Fish, found on Boats in the Ocean

FISHING ROD (DIAMOND)

Enchanting 15 Anywhere

TOOL CRAFT

Diamond (3), String (2)

FISHING ROD (GOLD)

Enchanting 8 Anywhere

TOOL CRAFT

Gold (3), String (2)

FISHING ROD (IRON)

Enchanting 7 Anywhere

TOOL CRAFT

Iron (3), String (2)

FISHING ROD (STONE)

Enchanting 6 Anywhere

TOOL CRAFT

Stone (3), String (2)

FISHING ROD (WOOD)

Enchanting 5 Anywhere

TOOL CRAFT

Wood (3), String (2)

FLINT

Mining 4 Caves, Swamp

MATERIAL DROP

Shovel

FLINT AND STEEL

Enchanting 7 Anywhere

MAKE-ONCE CRAFT

Flint (1), Iron (1)

FLOWER

Harvesting 5 Caves, Swamp

PLANT

Shears

FLOWER POT

Harvesting 6 Anywhere

CRAFT

Clay (3)

FLY TRAP

Enchanting 14 Anywhere

TRAP CRAFT

Sticky Piston (1), Spear (1)

Delivers 100 Coins for successfully trapping a player

FURNACE

Mining 7 Anywhere

MAKE-ONCE CRAFT

Stone (8)

GHOST

Harvesting 11 Nether

MOB

Rope (1)

GHOST TEAR

Battling 11 Nether

MOB DROP

Bow, Arrows

Dropped by a Ghost

GIANT MUSHROOM

Traveling 6 Anywhere

TRADE CRAFT

Mushroom (1), Bone Meal (1), Mycelium (1)

Traded for d20 Coin roll

GLASS

Harvesting 4 Anywhere

CRAFT

Sand (1), Coal (1), Furnace

GLISTENING MELON

Traveling 10 Anywhere

TRADE CRAFT

Melon (1), Gold Nugget (8)

Traded for d8 Coin roll

GLOWSTONE

Mining 4 Arctic, Jungle

MATERIAL DROP

Pickaxe

GOLD

Mining 4 Caves, Swamp

MATERIAL DROP

Pickaxe

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GOLD NUGGET

Mining 9

Dropped by a Pig

GOLDEN APPLE

Traveling 10

Traded for d8 Coin roll

GOLDEN CARROT

Traveling 12

Traded for d20 Coin roll

GOLEM

Harvesting 17

GRASS

Harvesting 5

GRAVEL

Mining 6

Traded for d4 Coin roll

GREAVES (DIAMOND)

Battling 15

GREAVES (GOLD)

Battling 8

GREAVES (IRON)

Battling 7

GREAVES (LEATHER)

Battling 5

GREAVES (STONE)

Battling 6

GUITAR

Traveling 6

Traded for d8 Coin roll

GUNPOWDER

Battling 7

Dropped by a Creeper

HELMET (DIAMOND)

Battling 15

HELMET (GOLD)

Battling 8

HELMET (IRON)

Battling 7

HELMET (LEATHER)

Battling 5

HELMET (STONE)

Battling 6

HOE (DIAMOND)

Traveling 15

HOE (GOLD)

Traveling 8

HOE (IRON)

Traveling 7

HOE (STONE)

Traveling 6

HOE (WOOD)

Traveling 5

ANIMAL DROP

Nether Sword

TRADE CRAFT

Anywhere Apple (1), Gold Nugget (8)

TRADE CRAFT

Anywhere Carrot (1), Gold Nugget (8)

MOB

Strongholds Rope (1)

PLANT

Mush., Plains Shears

MATERIAL DROP

Caves, Swamp Shovel (drops only 1 per turn action)

ARMOR CRAFT

Anywhere Diamond (4)

ARMOR CRAFT

Anywhere Gold (4)

ARMOR CRAFT

Anywhere Iron (4)

ARMOR CRAFT

Anywhere Leather (4)

ARMOR CRAFT

Anywhere Stone (4)

TRADE CRAFT

Anywhere String (6), Wood (2), Ender Pearl (1)

MOB DROP

Desert, Forest Bow, Arrows

ARMOR CRAFT

Anywhere Diamond (5)

ARMOR CRAFT

Anywhere Gold (5)

ARMOR CRAFT

Anywhere Iron (5)

ARMOR CRAFT

Anywhere Leather (5)

ARMOR CRAFT

Anywhere Stone (5)

TOOL CRAFT

Anywhere Diamond (2), Wood (2)

TOOL CRAFT

Anywhere Gold (2), Wood (2)

TOOL CRAFT

Anywhere Iron (2), Wood (2)

TOOL CRAFT

Anywhere Stone (2), Wood (2)

TOOL CRAFT

Anywhere Wood (4)

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HONEY

Harvesting 5 Caves, Swamp Shears

Dropped by Bees, which appear to have gone extinct

HORSE

Traveling 13 End Rope (1)

ICE

Mining 4 Arctic, Jungle Pickaxe

INK

Mining 7 Ocean Fishing Rod

Dropped by a Squid

IRON

Mining 4 Arctic, Jungle Pickaxe

IRON BARS

Mining 4 Anywhere Iron (6)

ITEM FRAME

Traveling 7 Anywhere Wood (8), Leather (1)

JACK-O-LANTERN

Traveling 12 Anywhere Pumpkin (1), Redstone Torch (1)

Traded for d20 Coin roll

JUKEBOX

Traveling 13 Anywhere Wood (8), Diamond (1)

KEY #1

Battling 13 Stronghold Sword (drops only 1 per turn action)

Dropped by a Golem in Stronghold #1

KEY #2

Battling 14 Stronghold Sword (drops only 1 per turn action)

Dropped by a Golem in Stronghold #2

KEY #3

Battling 15 Stronghold Sword (drops only 1 per turn action)

Dropped by a Golem in Stronghold #3

KEY #4

Battling 16 Stronghold Sword (drops only 1 per turn action)

Dropped by a Golem in Stronghold #4

KEY #5

Battling 17 Stronghold Sword (drops only 1 per turn action)

Dropped by a Golem in Stronghold #5

KEY #6

Enchanting 13 End Bow, Arrows (drops only 1 per turn action)

Dropped by a Horse

LADDER

Traveling 7 Anywhere Wood (6), Rope (2)

LAPIS LAZULI

Mining 4 Mush., Plains Pickaxe

LAVA

Mining 4 Arctic, Jungle Bucket

LAVA TRAP

Enchanting 10 Anywhere Lava (1), Button (1)

Delivers 50 Coins for successfully trapping a player

LEATHER

Mining 5 Mush., Plains Sword

Dropped by a Cow

LEAVES

Harvesting 5 Caves, Swamp Shears

ANIMAL DROP

ANIMAL

MATERIAL DROP

ANIMAL DROP

MATERIAL DROP

CRAFT

SHELTER CRAFT

TRADE CRAFT

SHELTER CRAFT

MOB DROP

MOB DROP

MOB DROP

MOB DROP

MOB DROP

ANIMAL DROP

SHELTER CRAFT

MATERIAL DROP

LIQUID DROP

TRAP CRAFT

ANIMAL DROP

PLANT

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<u>LEGGINGS (DIAMOND)</u>		<i>ARMOR CRAFT</i>	
Battling	15	Anywhere	Diamond (7)
<u>LEGGINGS (GOLD)</u>		<i>ARMOR CRAFT</i>	
Battling	8	Anywhere	Gold (7)
<u>LEGGINGS (IRON)</u>		<i>ARMOR CRAFT</i>	
Battling	7	Anywhere	Iron (7)
<u>LEGGINGS (LEATHER)</u>		<i>ARMOR CRAFT</i>	
Battling	5	Anywhere	Leather (7)
<u>LEGGINGS (STONE)</u>		<i>ARMOR CRAFT</i>	
Battling	6	Anywhere	Stone (7)
<u>LEVER</u>		<i>CRAFT</i>	
Traveling	4	Anywhere	Stone (1), Wood (1)
<u>LILY PAD</u>		<i>PLANT</i>	
Harvesting	7	Ocean	Shears
<u>LOCKPICK (DIAMOND)</u>		<i>TOOL CRAFT</i>	
Enchanting	15	Anywhere	Bone Meal (2), Diamond (1)
<u>LOCKPICK (GOLD)</u>		<i>TOOL CRAFT</i>	
Harvesting	8	Anywhere	Bone Meal (2), Gold (1)
<u>LOCKPICK (IRON)</u>		<i>TOOL CRAFT</i>	
Battling	7	Anywhere	Bone Meal (2), Iron (1)
<u>LOCKPICK (STONE)</u>		<i>TOOL CRAFT</i>	
Mining	6	Anywhere	Bone Meal (2), Stone (1)
<u>LOCKPICK (WOOD)</u>		<i>TOOL CRAFT</i>	
Traveling	5	Anywhere	Bone Meal (2), Wood (1)
<u>MAGMA CREAM</u>		<i>MOB DROP</i>	
Battling	11	Nether	Sword
Dropped by a Magma Plant			
<u>MAGMA PLANT</u>		<i>MOB</i>	
Harvesting	11	Nether	Rope (1)
<u>MAP</u>		<i>CRAFT</i>	
Traveling	6	Anywhere	Paper (4), Compass (1)
<u>MELON</u>		<i>PLANT</i>	
Harvesting	5	Desert, Forest	Hoe
<u>MILK</u>		<i>ANIMAL DROP</i>	
Mining	5	Mush., Plains	Bucket
<u>MINECART</u>		<i>CRAFT</i>	
Mining	4	Anywhere	Iron (5)
<u>MUSHROOM</u>		<i>PLANT</i>	
Harvesting	5	Mush., Plains	Shears
<u>MUSHROOM STEW</u>		<i>TRADE CRAFT</i>	
Traveling	6	Anywhere	Mushroom (1), Milk (1), Bowl
Traded for d8 Coin roll			
<u>MYCELIUM</u>		<i>MATERIAL DROP</i>	
Mining	4	Mush., Plains	Shovel
<u>NETHER PORTAL</u>		<i>CRAFT</i>	
Enchanting	8	Anywhere	Obsidian (8), Flint and Steel
<u>NETHER TRAP</u>		<i>TRAP CRAFT</i>	
Enchanting	14	Anywhere	Strong Brick (1), Netherrack (1)
Delivers 100 Coins for successfully trapping a player			
<u>NETHER WART</u>		<i>PLANT</i>	
Harvesting	9	Nether	Shears
<u>NETHERRACK</u>		<i>MATERIAL DROP</i>	
Mining	8	Nether	Pickaxe

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NOTE BLOCK

Traveling 6
Traded for d4 Coin roll

OBSIDIAN

Mining 4

PAINTING

Traveling 11

PAPER

Enchanting 5

PICKAXE (DIAMOND)

Mining 15

PICKAXE (GOLD)

Mining 8

PICKAXE (IRON)

Mining 7

PICKAXE (STONE)

Mining 6

PICKAXE (WOOD)

Mining 5

PIG

Harvesting 9

PIPE

Traveling 7

POISONOUS POTATO

Harvesting 8

PORKCHOP

Enchanting 5

Dropped by a Pig, found on Boats in the Ocean

POTATO

Harvesting 5

PRESSURE PLATE

Traveling 4

PRISON TRAP

Enchanting 10

Delivers 50 Coins for successfully trapping a player

PUMPKIN

Harvesting 11

PUMPKIN PIE

Traveling 12

Traded for d20 Coin roll

QUARTZ

Mining 8

QUICKSAND TRAP

Enchanting 8

Delivers 25 Coins for successfully trapping a player

QUILL

Mining 9

Dropped by a Cat

RAIL

Mining 4

RECORDS #1-12

Enchanting 7

Dropped by a Vampire, Traded for d12 Coin roll, d12 roll determines Record # obtained

TRADE CRAFT

Anywhere Wood (8), Redstone (1)

MATERIAL DROP

Caves, Swamp Pickaxe

SHELTER CRAFT

Anywhere Wood (6), Wool (1), Ink (1), Quill (1)

CRAFT

Anywhere Sugar Cane (1)

TOOL CRAFT

Anywhere Diamond (3), Wood (2)

TOOL CRAFT

Anywhere Gold (3), Wood (2)

TOOL CRAFT

Anywhere Iron (3), Wood (2)

TOOL CRAFT

Anywhere Stone (3), Wood (2)

TOOL CRAFT

Anywhere Wood (5)

ANIMAL

Nether Rope (1)

MAKE-ONCE CRAFT

Anywhere Wood (1), Flint and Steel

PLANT

Arctic, Jungle Hoe

ANIMAL DROP

Ocean Sword

PLANT

Arctic, Jungle Hoe

CRAFT

Anywhere Stone (2)

TRAP CRAFT

Anywhere Iron Bars (1), Lever (1)

PLANT

Stronghold Hoe

TRADE CRAFT

Anywhere Pumpkin (1), Sugar Cane (1), Egg (1)

MATERIAL DROP

Nether Pickaxe

TRAP CRAFT

Anywhere Soul Sand (1), Ice (1)

ANIMAL DROP

Nether Bow, Arrows

CRAFT

Anywhere Iron (6), Wood (1)

MOB DROP

Arctic, Jungle Bow, Arrows (drops only 1 per turn action)

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<u>REDSTONE</u>			<i>MATERIAL DROP</i>
Mining	4	Desert, Forest	Pickaxe
<u>REDSTONE LAMP</u>			<i>TRADE CRAFT</i>
Traveling	6	Anywhere	Redstone (4), Glowstone (1)
Traded for d4 Coin roll			
<u>REDSTONE TORCH</u>			<i>CRAFT</i>
Traveling	4	Anywhere	Wood (1), Redstone (1)
<u>REVEAL POTION</u>			<i>MAGIC CRAFT</i>
Enchanting	9	Anywhere	Leaves (1), Shrub (1), Snow (1), Bottle (1), Cauldron
Forces Craft Master to privately reveal a single trap's coordinates to player			
<u>RICHES POTION</u>			<i>MAGIC CRAFT</i>
Enchanting	9	Anywhere	Porkchop (1), Sponge (1), Steak (1), Bottle (1), Cauldron
Allows roll of a more valuable dice for any Trades during turn, EX: d8 in place of d6, or d20 & d4 in place of d20			
<u>ROCKET TRAP</u>			<i>TRAP CRAFT</i>
Enchanting	12	Anywhere	Dispenser (1), Fire Charge (1)
Delivers 75 Coins for successfully trapping a player			
<u>ROPE</u>			<i>CRAFT</i>
Harvesting	7	Anywhere	String (4)
<u>ROTTEN FLESH</u>			<i>MOB DROP</i>
Battling	7	Arctic, Jungle	Sword
Dropped by a Zombie			
<u>SADDLE</u>			<i>ANIMAL DROP</i>
Traveling	12	Stronghold	Bow, Arrows (drops only 1 per turn action)
Dropped by a Bear, Traded for d20 Coin roll			
<u>SAFE</u>			<i>SHELTER CRAFT</i>
Traveling	7	Anywhere	Lapis Lazuli (8), Emerald (1)
<u>SAND</u>			<i>MATERIAL DROP</i>
Mining	4	Desert, Forest	Shovel
<u>SANDSTONE</u>			<i>MATERIAL DROP</i>
Mining	4	Desert, Forest	Pickaxe
<u>SAW (DIAMOND)</u>			<i>TOOL CRAFT</i>
Mining	15	Anywhere	Diamond (3), Wood (2)
<u>SAW (GOLD)</u>			<i>TOOL CRAFT</i>
Mining	8	Anywhere	Gold (3), Wood (2)
<u>SAW (IRON)</u>			<i>TOOL CRAFT</i>
Mining	7	Anywhere	Iron (3), Wood (2)
<u>SAW (STONE)</u>			<i>TOOL CRAFT</i>
Mining	6	Anywhere	Stone (3), Wood (2)
<u>SAW (WOOD)</u>			<i>TOOL CRAFT</i>
Mining	5	Anywhere	Wood (5)
<u>SHARK</u>			<i>MOB</i>
Harvesting	9	Ocean	Rope (1)
<u>SHEARS (DIAMOND)</u>			<i>TOOL CRAFT</i>
Enchanting	15	Anywhere	Diamond (2)
<u>SHEARS (GOLD)</u>			<i>TOOL CRAFT</i>
Enchanting	8	Anywhere	Gold (2)
<u>SHEARS (IRON)</u>			<i>TOOL CRAFT</i>
Enchanting	7	Anywhere	Iron (2)
<u>SHEARS (STONE)</u>			<i>TOOL CRAFT</i>
Enchanting	6	Anywhere	Stone (2)

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<u>SHEARS (WOOD)</u>			<i>TOOL CRAFT</i>
Enchanting	5	Anywhere	Wood (2)
<u>SHEEP</u>			<i>ANIMAL</i>
Harvesting	5	Desert, Forest	Rope (1)
<u>SHIELD (DIAMOND)</u>			<i>ARMOR CRAFT</i>
Battling	15	Anywhere	Diamond (3), Leather (1)
<u>SHIELD (GOLD)</u>			<i>ARMOR CRAFT</i>
Battling	8	Anywhere	Gold (3), Leather (1)
<u>SHIELD (IRON)</u>			<i>ARMOR CRAFT</i>
Battling	7	Anywhere	Iron (3), Leather (1)
<u>SHIELD (STONE)</u>			<i>ARMOR CRAFT</i>
Battling	6	Anywhere	Stone (3), Leather (1)
<u>SHIELD (WOOD)</u>			<i>ARMOR CRAFT</i>
Battling	5	Anywhere	Wood (3), Leather (1)
<u>SHOVEL (DIAMOND)</u>			<i>TOOL CRAFT</i>
Mining	15	Anywhere	Diamond (1), Wood (2)
<u>SHOVEL (GOLD)</u>			<i>TOOL CRAFT</i>
Mining	8	Anywhere	Gold (1), Wood (2)
<u>SHOVEL (IRON)</u>			<i>TOOL CRAFT</i>
Mining	7	Anywhere	Iron (1), Wood (2)
<u>SHOVEL (STONE)</u>			<i>TOOL CRAFT</i>
Mining	6	Anywhere	Stone (1), Wood (2)
<u>SHOVEL (WOOD)</u>			<i>TOOL CRAFT</i>
Mining	5	Anywhere	Wood (3)
<u>SHRUB</u>			<i>PLANT</i>
Harvesting	5	Arctic, Jungle	Shears
<u>SIGN</u>			<i>SHELTER CRAFT</i>
Traveling	11	Anywhere	Wood (7), Ink (1), Quill (1)
<u>SKELETON</u>			<i>MOB</i>
Harvesting	7	Caves, Swamp	Rope (1)
<u>SKELETON HEAD</u>			<i>TRADE CRAFT</i>
Traveling	6	Anywhere	Skull (1), Bone Meal (1)
Traded for d12 Coin roll			
<u>SKULL</u>			<i>MOB DROP</i>
Traveling	7	Mush., Plains	Sword
Dropped by a Werewolf			
<u>SLIME</u>			<i>MOB</i>
Harvesting	7	Caves, Swamp	Rope (1)
<u>SLIMEBALL</u>			<i>MOB DROP</i>
Battling	7	Caves, Swamp	Sword
Dropped by a Slime			
<u>SNAKE</u>			<i>ANIMAL</i>
Harvesting	5	Desert, Forest	Rope (1)
<u>SNOW</u>			<i>MATERIAL DROP</i>
Mining	4	Arctic, Jungle	Shovel
<u>SOUL SAND</u>			<i>MATERIAL DROP</i>
Mining	6	Ocean	Shovel
<u>SPEAR</u>			<i>ANIMAL DROP</i>
Mining	9	Nether	Bow, Arrows
Dropped by a Deer			
<u>SPIDER</u>			<i>MOB</i>
Harvesting	7	Arctic, Jungle	Rope (1)
<u>SPONGE</u>			<i>PLANT</i>
Harvesting	7	Ocean	Shears

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<u>SQUID</u>			<i>ANIMAL</i>	
Harvesting	7	Ocean	Rope (1)	
<u>STAIRS</u>			<i>SHELTER CRAFT</i>	
Traveling	7	Anywhere	Wood (9)	
<u>STEAK</u>			<i>ANIMAL DROP</i>	
Enchanting	5	Ocean	Sword	
Dropped by a Cow, found on Boats in the Ocean				
<u>STICKY PISTON</u>			<i>CRAFT</i>	
Traveling	7	Anywhere	Stone (3), Wood (3), Iron (1), Redstone (1), Slimeball (1)	
<u>STONE</u>			<i>MATERIAL DROP</i>	
Mining	4	Mush., Plains	Pickaxe	
<u>STRING</u>			<i>MOB DROP</i>	
Traveling	7	Arctic, Jungle	Sword	
Dropped by a Spider				
<u>STRONG BRICK</u>			<i>MATERIAL DROP</i>	
Mining	10	Stronghold	Pickaxe	
<u>SUGAR CANE</u>			<i>PLANT</i>	
Harvesting	5	Caves, Swamp	Hoe	
<u>SWORD (DIAMOND)</u>			<i>WEAPON CRAFT</i>	
Battling	15	Anywhere	Diamond (2), Wood (1)	
<u>SWORD (GOLD)</u>			<i>WEAPON CRAFT</i>	
Battling	8	Anywhere	Gold (2), Wood (1)	
<u>SWORD (IRON)</u>			<i>WEAPON CRAFT</i>	
Battling	7	Anywhere	Iron (2), Wood (1)	
<u>SWORD (STONE)</u>			<i>WEAPON CRAFT</i>	
Battling	6	Anywhere	Stone (2), Wood (1)	
<u>SWORD (WOOD)</u>			<i>WEAPON CRAFT</i>	
Battling	5	Anywhere	Wood (3)	
<u>TELEPORT POTION</u>			<i>MAGIC CRAFT</i>	
Enchanting	9	Anywhere	Cactus (1), Dead Bush (1), Bottle (1), Cauldron	
Allows player to switch to primary biome of choice immediately				
<u>TIME TRAP</u>			<i>TRAP CRAFT</i>	
Enchanting	10	Anywhere	Clock (1), Redstone Torch (1)	
Delivers 50 Coins for successfully trapping a player				
<u>TNT</u>			<i>CRAFT</i>	
Enchanting	7	Anywhere	Gunpowder (5), Sand (4)	
<u>TOBACCO</u>			<i>PLANT</i>	
Harvesting	6	Mush., Plains	Hoe (drops only 1 per turn action)	
Traded for d4 Coin roll				
<u>TORCH</u>			<i>SHELTER CRAFT</i>	
Traveling	4	Anywhere	Wood (1), Coal (1)	
<u>TRAPDOOR</u>			<i>CRAFT</i>	
Traveling	3	Anywhere	Wood (6)	
<u>TREE SAPLING</u>			<i>PLANT</i>	
Harvesting	5	Arctic, Jungle	Shears	
<u>TRIPLE POTION</u>			<i>MAGIC CRAFT</i>	
Enchanting	9	Anywhere	Grass (1), Honey (1), Bottle (1), Cauldron	
Allows 3 actions for current turn				
<u>TRIPWIRE HOOK</u>			<i>CRAFT</i>	
Traveling	4	Anywhere	Wood (2), Iron (1)	

Condensed Item Guide

UNBREAKING POTION

Enchanting 9

Any loss for the current turn does not result in harm or broken item

VAMPIRE

Harvesting 7

VENOM

Mining 5

Dropped by a Snake

VINES

Harvesting 5

WAND (DIAMOND)

Enchanting 15

WAND (GOLD)

Enchanting 8

WAND (IRON)

Enchanting 7

WAND (STONE)

Enchanting 6

WAND (WOOD)

Enchanting 5

WATER

Mining 4

WEAPONRY POTION

Enchanting 11

Allows any animal or mob to be slain with wand, but still requires the default categorical roll

WELL

Traveling 7

WEREWOLF

Harvesting 7

WEREWOLF HEAD

Traveling 6

Traded for d6 Coin roll

WHEAT

Harvesting 5

WINDOW

Traveling 7

WOOD

Mining 3

WOOL

Mining 5

Dropped by a Sheep

ZOMBIE

Harvesting 7

ZOMBIE HEAD

Traveling 6

Traded for d6 Coin roll

MAGIC CRAFT

Anywhere Lily Pad (1), Tree Sapling (1), Vines (1),
Bottle (1), Cauldron

MOB

Arctic, Jungle Rope (1)

ANIMAL DROP

Desert, Forest Sword

PLANT

Caves, Swamp Shears

TOOL CRAFT

Anywhere Diamond (1), Book (1)

TOOL CRAFT

Anywhere Gold (1), Book (1)

TOOL CRAFT

Anywhere Iron (1), Book (1)

TOOL CRAFT

Anywhere Stone (1), Book (1)

TOOL CRAFT

Anywhere Wood (1), Book (1)

LIQUID DROP

Caves, Swamp Bucket

MAGIC CRAFT

Anywhere Magma Cream (1), Poisonous Potato (1),
Venom (1), Bottle (1), Cauldron

SHELTER CRAFT

Anywhere Stone (4), Water (4)

MOB

Mush., Plains Rope (1)

TRADE CRAFT

Anywhere Skull (1), Emerald (1)

PLANT

Mush., Plains Hoe

SHELTER CRAFT

Anywhere Glass (4), Wood (1)

MATERIAL DROP

Anywhere Saw

ANIMAL DROP

Desert, Forest Sword

MOB

Arctic, Jungle Rope (1)

TRADE CRAFT

Anywhere Skull (1), Rotten Flesh (1)

Item Uses Guide

ADJUSTMENT POTION

Allows redistribution of all Category stat points

AETHER DOOR

Allows entry into the Aether

ALCOHOL

Traded for d12 Coin roll

ANVIL

Allows mending of damaged Armor & Weapons

APPLE

Golden Apple

ARROWS

Bone Meal, Bottle, Chicken Meat, Dinosaur Brain, Dragon Egg, Egg, Elixir, Ghost Tear, Gunpowder,

Key #6, Quill, Record, Saddle, Spear

Increases Armor & Weapons Rating

BAKED POTATO

Traded for d6 Coin roll

BEAR

Drops Saddle

BED

Increases Trade Value Score

BEWITCH POTION

Allows use of Enchanting stat & dice to complete any action on turn

BIRD

Drops Feather

BLAZE

Drops Blaze Rod

BLAZE ROD

Brewing Stand, Eye of Ender, Fire Charge

BOAT

Allows entry of the Ocean

BOMB TRAP

Delivers 75 Coins for successfully trapping a player

BONE MEAL

Giant Mushroom, Lockpick, Skeleton Head

BOOK

Bookshelf, Enchantment Table, Wand

BOOKSHELF

Increases Trade Value Score

BOOTS

Increases Armor & Weapons Rating

BOTTLE

Adjustment Potion, Bewitch Potion, Fill Potion, Reveal Potion, Riches Potion, Teleport Potion,

Triple Potion, Unbreaking Potion, Weaponry Potion

BOW

Bone Meal, Bottle, Chicken Meat, Dinosaur Brain, Dragon Egg, Egg, Elixir, Ghost Tear, Gunpowder,

Key #6, Quill, Record, Saddle, Spear

Increases Armor & Weapons Rating

BOWL

Mushroom Stew

BREAD

Traded for d4 Coin roll

BREWING STAND

Alcohol

Item Uses Guide

BUCKET

Lava, Milk, Water

BUTTON

Lava Trap

CACTUS

Teleport Potion

CAKE

Traded for d12 Coin roll

CARPET

Increases Trade Value Score

CARROT

Golden Carrot

CAT

Drops Quill

CAULDRON

Allows players to brew Potions

CAVE TRAP

Delivers 50 Coins for successfully trapping a player

CHESTPLATE

Improves Armor & Weapons Rating

CHICKEN

Drops Chicken Meat or Egg

CHICKEN MEAT

Fill Potion

CLAY

Flower Pot

CLOCK

Time Trap

COAL

Baked Potato, Bread, Fire Charge, Glass, Torch

COCOA BEANS

Cookie

COMPANION SPELL

Allows obtaining of a Companion

COMPASS

Map

COOKIE

Traded for d4 Coin roll

COPPER

Aether Door

COW

Drops Steak or Leather

CRAFTING TABLE

Allows crafting of all items in game not obtained using Tools or Weapons

CREEPER

Drops Gunpowder

CREEPER HEAD

Traded for d12 Coin roll

DEAD BUSH

Teleport Potion

DEER

Drops Spear

Item Uses Guide

DIAMOND

Arrows, Boots, Bow, Chestplate, Enchantment Table, Fence, Fishing Rod, Greaves, Helmet, Hoe, Jukebox, Leggings, Lockpick, Pickaxe, Saw, Shears, Shield, Shovel, Sword, Wand

DINOSAUR

Drops Dinosaur Brain

DINOSAUR BRAIN

Fermented Brain

DIRT

Fence

DISPENSER

Rocket Trap

DOG

Drops Elixir

DOOR

Increases Trade Value Score

DRAGON

Drops Dragon Egg

DRAGON EGG

Dragon Head

DRAGON HEAD

Traded for d20 Coin roll

EGG

Cake, Pumpkin Pie

ELIXIR

Adjustment Potion

EMERALD

Safe, Werewolf Head

ENCHANTMENT TABLE

Allows Potions to be made into Enchantments

END PORTAL

Allows entry of the End

END STONE

Aether Door

ENDER PEARL

Eye of Ender, Guitar

ENDERMAN

Drops Ender Pearl

EYE OF ENDER

End Portal

FEATHER

Arrows

FELL TRAP

Delivers 50 Coins for successfully trapping a player

FENCE

Allows creatures and plants to be Farmed and Ranched

FERMENTED BRAIN

Traded for d12 Coin roll

FERN

Bewitch Potion

FILL POTION

Allows crafting of any item without an otherwise necessary building material

FIRE CHARGE

Rocket Trap

Item Uses Guide

FISH

Drops Fish Meat or Fish Eye

FISH EYE

Adjustment Potion

FISH MEAT

Fill Potion **FISHING ROD**

Fish Eye, Fish Meat, Ink

FLINT

Arrows, Flint and Steel

FLINT AND STEEL

Nether Portal, Pipe

FLOWER

Bewitch Potion

FLOWER POT

Allows plants to be added to Fence

FLY TRAP

Delivers 100 Coins for successfully trapping a player

FURNACE

Baked Potato, Bread, Glass

GHOST

Drops Ghost Tear

GHOST TEAR

Adjustment Potion

GIANT MUSHROOM

Traded for d20 Coin roll

GLASS

Window

GLISTENING MELON

Traded for d8 Coin roll

GLOWSTONE

Redstone Lamp

GOLD

Arrows, Boots, Bow, Chestplate, Clock, Fence, Fishing Rod, Greaves, Helmet, Hoe, Leggings, Lockpick, Pickaxe, Saw, Shears, Shield, Shovel, Sword, Wand

GOLD NUGGET

Glistening Melon, Golden Apple, Golden Carrot

GOLDEN APPLE

Traded for d8 Coin roll

GOLDEN CARROT

Traded for d20 Coin roll

GOLEM

Drops Key of number corresponding to Stronghold slain within

GRASS

Triple Potion

GRAVEL

Traded for d4 Coin roll

GREAVES

Increases Armor & Weapons Rating

GUITAR

Traded for d8 Coin roll

GUNPOWDER

Creeper Head, Fire Charge, TNT

HELMET

Increases Armor & Weapons Rating

Item Uses Guide

HOE

Cactus, Carrot, Melon, Poisonous Potato, Potato, Pumpkin, Sugar Cane, Tobacco, Wheat

HONEY

Triple Potion

HORSE

Drops Key #6

ICE

Quicksand Trap

INK

Painting, Sign

IRON

Anvil, Arrows, Boots, Bow, Bucket, Cauldron, Chestplate, Compass, Fence, Fishing Rod, Flint and Steel, Greaves, Helmet, Hoe, Iron Bars, Leggings, Lockpick, Minecart, Pickaxe, Rail, Saw, Shears, Shovel, Sticky Piston, Sword, Tripwire Hook, Wand

IRON BARS

Prison Trap

ITEM FRAME

Increases Trade Value Score

JACK-O-LANTERN

Traded for d20 Coin roll

JUKEBOX

Increases Trade Value Score

KEYS #1-5

Aether Door

KEY #6

Allows entry of Stronghold #5

LADDER

Increases Trade Value Score

LAPIS LAZULI

Safe

LAVA

Lava Trap

LAVA TRAP

Delivers 50 Coins for successfully trapping a player

LEATHER

Book, Boots, Chestplate, Greaves, Helmet, Item Frame, Leggings, Shield

LEAVES

Reveal Potion

LEGGINGS

Increases Armor & Weapons Rating

LEVER

Prison Trap

LILY PAD

Unbreaking Potion

LOCKPICK

Allows a Treasure to be opened without a 15 or better rolled on the d20

MAGMA CREAM

Weaponry Potion

MAGMA PLANT

Drops Magma Cream

MAP

Given to Craft Master for the location of a Treasure

MELON

Glistening Melon

Item Uses Guide

MILK

Cake, Mushroom Stew

MINECART

Cave Trap

MUSHROOM

Fermented Brain, Giant Mushroom, Mushroom Stew

MUSHROOM STEW

Traded for d8 Coin roll

MYCELIUM

Giant Mushroom

NETHER PORTAL

Allows entry of the Nether

NETHER TRAP

Delivers 100 Coins for successfully trapping a player

NETHER WART

Fill Potion

NETHERRACK

Nether Trap

NOTE BLOCK

Traded for d4 Coin roll

OBSIDIAN

Enchantment Table, Nether Portal

PAINTING

Increases Trade Value Score

PAPER

Book, Map

PICKAXE

Coal, Diamond, Emerald, End Stone, Glowstone, Gold, Ice, Iron, Lapis Lazuli, Netherrack, Obsidian, Quartz, Redstone, Sandstone, Stone, Strong Brick

PIG

Drops Porkchop or Gold Nugget

PIPE

Allows players to Trade at any Village or Secondary Shelter location

POISONOUS POTATO

Weaponry Potion

PORKCHOP

Riches Potion

POTATO

Baked Potato

PRESSURE PLATE

Bomb Trap

PRISON TRAP

Delivers 50 Coins for successfully trapping a player

PUMPKIN

Jack-O-Lantern, Pumpkin Pie

PUMPKIN PIE

Traded for d20 Coin roll

QUARTZ

Aether Door

QUICKSAND TRAP

Delivers 25 Coins for successfully trapping a player

QUILL

Painting, Sign

Item Uses Guide

RAIL

Cave Trap

RECORD

Traded for d12 Coin roll

REDSTONE

Clock, Compass, Dispenser, Note Block, Redstone Lamp, Redstone Torch, Sticky Piston

REDSTONE LAMP

Traded for d4 Coin roll

REDSTONE TORCH

Jack-O-Lantern, Time Trap

REVEAL POTION

Forces Craft Master to privately reveal a single trap's coordinates to player

RICHES POTION

Allows roll of a more valuable dice for any Trades during turn

ROCKET TRAP

Delivers 75 Coins for successfully trapping a player

ROPE

Bear, Bird, Blaze, Cat, Chicken, Cow, Creeper, Deer, Dinosaur, Dog, Dragon, Enderman, Fish, Ghost, Golem, Horse, Ladder, Magma Plant, Pig, Shark, Sheep, Skeleton, Slime, Snake, Spider, Squid, Vampire, Werewolf, Zombie

ROTTEN FLESH

Zombie Head

SADDLE

Traded for d20 Coin roll

SAFE

Increases Trade Value Score

SAND

Glass, TNT

SANDSTONE

End Portal

SAW

Wood

SHARK

Drops Bottle

SHEARS

Apple, Cocoa Beans, Dead Bush, Fern, Flower, Grass, Honey, Leaves, Lily Pad, Mushroom, Nether Wart, Shrub, Sponge, Tree Sapling, Vines

SHEEP

Drops Wool

SHIELD

Increases Armor & Weapons Rating

SHOVEL

Clay, Copper, Dirt, Flint, Gravel, Mycelium, Sand, Snow, Soul Sand

SHRUB

Reveal Potion

SIGN

Increases Trade Value Score

SKELETON

Drops Bone Meal

SKELETON HEAD

Traded for d12 Coin roll

SKULL

Creeper Head, Dragon Head, Skeleton Head, Werewolf Head, Zombie Head

Item Uses Guide

SLIME

Drops Slimeball

SLIMEBALL

Sticky Piston

SNAKE

Drops Venom

SNOW

Reveal Potion

SOUL SAND

Quicksand Trap

SPEAR

Fly Trap

SPIDER

Drops String

SPONGE

Riches Potion

SQUID

Drops Ink

STAIRS

Increases Trade Value Score

STEAK

Riches Potion

STICKY PISTON

Fly Trap

STONE

Arrows, Boots, Bow, Brewing Stand, Button, Chestplate, Dispenser, Fence, Fishing Rod, Furnace, Greaves, Helmet, Hoe, Leggings, Lever, Lockpick, Pickaxe, Pressure Plate, Saw, Shears, Shield, Shovel, Sticky Piston, Sword, Wand, Well

STRING

Bow, Dispenser, Fishing Rod, Guitar, Rope

STRONG BRICK

Aether Door, Nether Trap

SUGAR CANE

Cake, Fermented Brain, Paper, Pumpkin Pie

SWORD

Blaze Rod, Ender Pearl, Feather, Gold Nugget, Key #5, Key #4, Key #3, Key #2, Key #1, Leather, Magma Cream, Porkchop, Rotten Flesh, Skull, Slimeball, Steak, String, Venom, Wool

Increases Armor & Weapons Rating

TELEPORT POTION

Allows player to switch to primary biome of choice immediately

TIME TRAP

Delivers 50 Coins for successfully trapping a player

TNT

Bomb Trap

TOBACCO

Traded for d4 Coin roll

TORCH

Increases Trade Value Score

TRAPDOOR

Fell Trap

TREE SAPLING

Unbreaking Potion

TRIPLE POTION

Allows 3 actions for current turn

Item Uses Guide

TRIPWIRE HOOK

Fell Trap

UNBREAKING POTION

Any loss for the current turn does not result in harm or broken item

VAMPIRE

Drops Record

VENOM

Weaponry Potion

VINES

Unbreaking Potion

WAND

Companion Spell

WATER

Alcohol, Well

WEAPONRY POTION

Allows any animal or mob to be slain with wand, but still requires the default categorical roll

WELL

Increases Trade Value Score

WEREWOLF

Drops Skull

WEREWOLF HEAD

Traded for d6 Coin roll

WHEAT

Alcohol, Bread, Cake, Cookie

WINDOW

Increases Trade Value Score

WOOD

Arrows, Bed, Boat, Bookshelf, Bow, Bowl, Crafting Table, Door, Fence, Fishing Rod, Guitar, Hoe, Item Frame, Jukebox, Ladder, Lever, Lockpick, Note Block, Painting, Pickaxe, Pipe, Rail, Redstone Torch, Saw, Shears, Shield, Shovel, Sign, Stairs, Sticky Piston, Sword, Torch, Trapdoor, Tripwire Hook, Wand, Window

WOOL

Bed, Carpet, Painting

ZOMBIE

Drops Rotten Flesh

ZOMBIE HEAD

Traded for d6 Coin roll

Crafters of Fame

CRAFTER #1:

CHARACTER NAME: _____ Player Name: _____
Hardmode Objectives Completed: _____ Highest Stat Category Type: _____
Scenario Wins: _____ Resets: _____ Total Games Won: _____ Coins: _____

CRAFTER #2:

CHARACTER NAME: _____ Player Name: _____
Hardmode Objectives Completed: _____ Highest Stat Category Type: _____
Scenario Wins: _____ Resets: _____ Total Games Won: _____ Coins: _____

CRAFTER #3:

CHARACTER NAME: _____ Player Name: _____
Hardmode Objectives Completed: _____ Highest Stat Category Type: _____
Scenario Wins: _____ Resets: _____ Total Games Won: _____ Coins: _____

CRAFTER #4:

CHARACTER NAME: _____ Player Name: _____
Hardmode Objectives Completed: _____ Highest Stat Category Type: _____
Scenario Wins: _____ Resets: _____ Total Games Won: _____ Coins: _____

CRAFTER #5:

CHARACTER NAME: _____ Player Name: _____
Hardmode Objectives Completed: _____ Highest Stat Category Type: _____
Scenario Wins: _____ Resets: _____ Total Games Won: _____ Coins: _____

CRAFTER #6:

CHARACTER NAME: _____ Player Name: _____
Hardmode Objectives Completed: _____ Highest Stat Category Type: _____
Scenario Wins: _____ Resets: _____ Total Games Won: _____ Coins: _____

CRAFTER #7:

CHARACTER NAME: _____ Player Name: _____
Hardmode Objectives Completed: _____ Highest Stat Category Type: _____
Scenario Wins: _____ Resets: _____ Total Games Won: _____ Coins: _____

CRAFTER #8:

CHARACTER NAME: _____ Player Name: _____
Hardmode Objectives Completed: _____ Highest Stat Category Type: _____
Scenario Wins: _____ Resets: _____ Total Games Won: _____ Coins: _____

CRAFTER #9:

CHARACTER NAME: _____ Player Name: _____
Hardmode Objectives Completed: _____ Highest Stat Category Type: _____
Scenario Wins: _____ Resets: _____ Total Games Won: _____ Coins: _____

CRAFTER #10:

CHARACTER NAME: _____ Player Name: _____
Hardmode Objectives Completed: _____ Highest Stat Category Type: _____
Scenario Wins: _____ Resets: _____ Total Games Won: _____ Coins: _____