

# Forging Reference

General forging requirements for making equipment with exotic materials. For the sake of simplicity, harvesting things like Hide is shown in Units rather than weight or size.

To use armor as an example:

- Clothes/Robes: 1 Unit
- Light Armor: 2 Units
- Medium Armor: 3 Units
- Heavy Armor: 5 Units

Crafting magical accessories will require very specific parts of monsters/creatures, and will all need to meet very specific conditions for their creation.