

## Grim Dawn - Crafting Enhanced 1.00

Doomy Thoughts: You can comment on this doc. Let me know if you think anything was made too cheap or is still too expensive. This mod was made primarily to be merged with other mods. Also it is part of what will eventually be my personal super merge selection of mods. Crafting+, Multiplayer+, Boss Fights+, and maybe an overall difficulty+ mod.

- All recipes for partial components now give a completed one, since it was annoying and unsatisfying to only craft parts one at a time. This list is probably pointless but I did actually leave a few of them untouched.
- Blacksmiths have been revamped. Each blacksmith now only has two blacksmith bonuses, of which both should be desirable. Their bonuses are now static where it was possible to make them so. This change is to lower RNG influencing your crafting by a large amount. Give me feedback on if any of the below seem worthless.
  - Duncan gives (1-3% cast speed + 2% spirit) or (5% elemental resist + 9% energy regen)
  - Angrim gives 1-2% attack speed or (4% pierce resist + 5% armor)
  - Legion smith gives 69-71 health or (3% aether + chaos resist.)
  - Necropolis smith gives 1-3% crit dmg or (3% poison AND bleed resist)
  - Celestial smith gives 11% total damage or (9 OA and 5 DA)
  - Gaius Ember in Outskirts gives (4% to physique and cunning) or (4% vit resist and 7% hp regen)
  - Kaylon in Malmouth gives (+4% damage blocked by shields and -2% block recovery time) or (6% stun/freeze/trap resist)
- Some craftable items have been changed since they're so underused.
  - Intrepid Warboots - added +3% OA.
  - Puppetmaster Links - added 7 flat physical dmg bonus to pets

### Components

- All rare tier component requirements halved, rounding up.
- Aether Soul - Requirements reduced by a third
- Aethersteel Bolts - Requirements halved
- Amber - Requirements halved
- Antivenom Salve - 3 Scrap Required => 2
- Ballistic Plating - Requirements halved
- Battered Shell - 1 Frozen Heart required replaced with 1 Scavenged Plating
- Black Tallow - Requirements reduced by a third
- Bladed Plating - Requirements halved

- Blazing Ruby - Requirements halved
- Blessed Steel - Requirements reduced by a third
- Blessed Whetstone - Requirements reduced by a third
- Bloodied Crystal - Requirements halved
- Coldstone - Requirements halved
- Deathchill Bolts - Requirements halved
- Dense Fur - 3 Scrap Required => 2
- Enchanted Earth - Requirements halved
- Enchanted Flint - Requirements halved
- Flintcore Bolts - Requirements halved
- Focusing Prism - Requirements reduced by a third
- Hell's Bane Ammo - Requirements halved
- Leathery Hide - Requirements reduced by a quarter
- Molten Skin - 3 Scrap Required => 2
- Reinforced Shell - Requirements halved
- Resilient Plating - 3 Scrap Required => 2
- Restless Remains - Requirements reduced by a third
- Riftstone - Requirements reduced by a third
- Rigid Shell - 3 Scrap Required => 2
- Rotten Heart - Requirements reduced by a third
- Runic Topaz - Requirements unchanged, but modified so it gives you a complete Runic Topaz for 4x the cost.
- Runestone - Requirements unchanged, but modified so it gives you a complete Runestone for 3x the cost of a partial Runestone.
- Sanctified Bone - Requirements halved
- Seal of x - Requirements unchanged, but modified so it gives you a complete seal for 4x the cost.
- Serrated Shell - Requirements halved
- Severed Claw - Requirements halved
- Spellscorched Plating - Requirements halved
- Spined Carapace - Requirements reduced by a third
- Tainted Heart - Requirements halved
- Ugdenbog Leather - Requirements halved
- Vengeful Wraith - Requirements reduced by a third.
- Venom Tipped Ammo - Requirements halved
- Vicious Spikes - Requirements halved
- Vitriolic Gallstone - Requirements halved
- Voidtouched Ammo - Requirements halved
- Wrathstone - Requirements unchanged, but modified so it gives you a complete Wrathstone for 3x the cost.