

ECHOES OF THE SANKOFA

Complete Crafting & Research Economy — v2 (Expanded & Detailed)

0. Design Goals

- Make Relics the high-stakes strategic resource forcing real trade-offs between rank-up, crafting, and rituals.
- Tie progress to hero time, not passive timers — each action is meaningful.
- Deliver world expansion via research: new buildings, rituals, and features over time.
- Embrace risk as narrative: every failure carries both loss and legacy growth.

1. Resources & Throughput

Each resource in Crafting & Research interlocks with the wider economy. The loop depends on time, hero participation, and limited materials.

Resource	Source	Primary Uses
Relic Fragments	Realm rewards, Harvesting duties	Crafting materials, ritual catalysts, research reagents
Relics	Boss Realms, high-tier forging	
Ekwan	Realm objectives, expeditions	Research costs, advanced recipes, rank-ups
Ase	Flame (active/idle)	Energy cost for crafting, research upkeep, rituals
Hero Time	Assigned duties	Limits daily throughput; creates meaningful planning tension

Early throughput: 1–2 crafts/day and 1 research/1–2 days; scales to double mid-game.

2. Sanctum Modules Involved

- Forge of Souls — core crafting and essence synthesis.
- Diviner’s Library — manages research projects and unlocks world expansion.
- Shrine of Voices — blesses crafting sessions, influences morale outcomes.
- Marketplace — provides trade bonuses and event-based reagents.
- Hall of Lineage — records breakthroughs and amplifies future heroes.
- Ase Flame — acts as the energy source and speed modulator for both systems.

3. Item System — What You Can Craft

Crafting produces relic-bound artifacts that evolve the heroes’ spiritual and combat capacity. Each carries the echo of its maker.

Category	Use	Typical Effects	Inputs
Weapons (War Relics)	Offense slot	Damage, morale resilience, active skill	Relic + Fragments + Ase
Charms (Faith Relics)	Accessory slot	Morale recovery, fear resist, cleansing	Relic + Fragments + Ase

Talismans (Knowledge)	Consumable	Temporary buffs, rituals, one-shot buffs	Fragments + Ekwan + Ase
Ancestral Artifacts	Unique	Aura & legacy bonuses, cosmetic memory	Named Relic + rare reagents

Resonant variants (~5%) inherit an extra passive linked to the crafter's dominant trait, symbolizing a perfect harmony between spirit and craft.

4. Crafting Process

- Choose unlocked recipe via Library research.
- Select components (Relic, Fragments, optional Ase infusion).
- Assign heroes to roles (Crafter, Diviner, Apprentice, Caretaker aide).
- Duration 6–24h depending on tier and role bonuses.
- Outcome rolls for success and quality tier.

Success rate formula:

$$\text{Success\%} = \text{Base} + (\text{Wisdom} \times 2) + (\text{Faith} \times 1.5) + (\text{AseInfusion} \times 0.05) + \text{BlessingBonus} - \text{FatiguePenalty}$$

Failure: lose time and 25–50% low-tier materials; 10% Relic break chance on high-tier failures.

5. Hero Roles in Crafting

Role	Req	Benefits	Risks
Crafter	Wis ≥6	+10% success, +quality	Burnout if fail
Diviner	Faith ≥6	+10% synergy, +Resonant chance	Faith crisis on fail
Apprentice	Amb ≥5	–20% time, +5% success	Burnout + obsessive quirk
Caretaker aide	Virt ≥5	Prevents full loss on fail	None

6. Research System — Structure & Flow

- Choose path (Faith / War / Knowledge).
- Select project and assign scholars.
- Pay Ase and Ekwan cost; start project.
- Research runs over time, consuming Ase upkeep.
- Completion unlocks new buildings, features, or global bonuses.

Ase upkeep = 0.2 + 0.05×Tier per minute. Scholars reduce time by 10% per Wisdom≥6 hero (max +30%).

7. The Three Research Trees (With Unlocks)

Faith focuses on healing, morale, and emotional resilience; War on strength and leadership; Knowledge on efficiency and expansion.

- Faith unlocks the Shrine of Voices, Caretaker's Chamber, Prayer Rituals, Blessed Charms, and Intercession Events.
- War unlocks the Forge of Souls, Training Grounds, Tactical Planning UI, Leader Auras, and Multi-Team Battles.

- Knowledge unlocks the Diviner's Library, Marketplace, Hall of Lineage, Idle Optimization, and Forge Specialization.
- Cross-tree synergy projects (Faith+War, Faith+Knowledge, War+Knowledge, all three) unlock Blessed Armaments, Harmony Rituals, Battlecraft Synthesis, and Sanctum Ascension.

8. Hero Duties Feeding C&R;

- Crafting duty: 6–24h ritual, consumes materials and Ase.
- Research duty: 8–24h project work; trait-based bonuses.
- Meditation duty: boosts idle Ase (feeds research upkeep).
- Trading Expedition: returns Ase/Ekwan, 10% Relic loss chance.

9. Risk–Reward System

- Failures teach lessons: burnout, corruption, or faith crises can permanently change heroes.
- Corruption creates access to 'Forbidden' knowledge with powerful but risky benefits.
- Echo Shade events externalize failure into gameplay — turning mistakes into encounters.

Event	Trigger	Effect	Reward
Burnout	Fail (Ambitious hero)	−30 morale, 48h lockout	+1 Wisdom on recovery
Corruption of Knowledge	Use Relics used	Faith−1, Wisdom+2	Unlock Forbidden subpath
Faith Crisis	Fail in Faith project	Temporary −1 Faith	Redemption Event → +1 Virtue
Echo Shade	Interrupt project	Sanctum mini-battle	+1 rare Fragment
Overfocus	3 successes	Obsessive Scholar quirk	Stacks up to 3, then Burnout
Insight Vision	Critical success (Wisdom+4)	Wisdom+1, Faith+1	+1 permanent trait (player choice)

Theme: Wisdom comes through sacrifice; every failure has narrative consequence.

10. Integration & Pacing Summary

Relics remain the pacing bottleneck across the entire economy. Ase upkeep discourages spamming projects, while Ekwan ties progress to combat success. Typical midgame throughput: two crafts/day, one research/day. All risk systems feed back into hero growth and world evolution, ensuring no action feels wasted.

Next step: connect this framework into the simulation model to test pacing, resource flow, and risk event frequency before building the text-based MVP.