

Many are asking if you can make custom craftable ideas?
The short answer is yes but the long answer is maybe.

Any custom craftable melee weapon will need at least three items in its recipe, and the more powerful an item is the more ingredients or steps you will need to craft said item.

All one step custom craftable will need at least three items in their recipes and cannot give more than 5 extra damage. Like the pickaxe gives 5 extra damage for a recipe of 3 wood.

Any custom craftables that gives a bonus of 6-7 extra damage will need to be two different parts and at least half of the total used resources will need to be stone. For example, a stone-tipped spear will have two parts/ingredients.

- The spear shaft recipe could be 3 wood
- The stone spear tip's recipe could be 3 stone.
- And the stone spear's recipe would be 1 spear shaft and 1 stone spear tip to make 1 stone-tipped spear.

Total cost: 3 wood, 3 stone.

Any custom craftable that gives a bonus of 8-9 extra damage will need to be three different parts. And of the total resources used, 1/3 must be iron, 1/3 stone, the rest may be wood.

For example, a iron sword would have 3 parts. The blade, handle & hilt.

- The blade's recipe could be 3 iron
- The hilt's recipe could be 2 stone & 1 wood
- The handle's recipe could be 2 wood & 1 stone
- The iron sword's recipe would be 1 blade, 1 hilt & 1 handle to make 1 iron sword

Total cost: 3 iron, 3 stone, 3 wood

No melee weapon that gives bonus damage above 9 will be allowed in the 2019 tournament.