









































































Apothecary's Creations List

Item	Effects	Creation Requirements	Market		
 - No creations. Usable only as a spell/	: -- No effect.	 0, , 4 Hours none	STACK 9	BUY 0 GP	SELL none GP
 Astral Candle Light Powder	Creates Candle light (1 sq sphere) EOL-STM-SYL: 2 Sq Sphere	 Kitchen/Lab, 12 SP, 4 Hrs Astral Specks, Lye Soap, Standstone	STACK 9	BUY 45 GP	SELL 12 GP
 Plant Disease Powder	Aoe: 2x2, RM:3 to remove SYL: RM:2 to remove	 Campfire, 12 SP, 8 Hrs Bittercress Leaf, Swamp Grass, Kale Leaf	STACK 9	BUY 5 GP	SELL 3 GP
 Pine Seeds of Tree House	Tree house w/ ladder. Camo. Room for 4 SYL: Room for 6	 Campfire, 24 SP, 24 Hrs Amaranth Root, Coal Lump, Pine Wood	STACK 9	BUY 10 GP	SELL 1 GP
 Cinderroot powder	1 Bag (10 pinches) common ingredient DOK-EOL: 1 bag (15 pinches)	 Campfire, Varied SP, 8 Hrs Excess Magic, Common Stone, Common Soil	STACK 9	BUY 45 GP	SELL 12 GP
 Beetleroot Granules	1 Bag of Beetleroot (10 pinches) SYL: 1 Bag of Beetleroot (15 pinches)	 Campfire, 12 SP, 4 Hrs Beetle shells, Coral Lime, Pine Wood	STACK 9	BUY 3 GP	SELL 1 GP
 Dust of Darkness	Creates a dark shadow 1x1x1 sqs SYL-STM-EOL: Shadow 2x2x2 Sqs	 Kitchen/Lab, 12 SP, 24 Hrs Ginger Oil, Grave Dirt. Sand, Fine Grit	STACK 9	BUY 20 GP	SELL 5 GP
 Healthy Plant Growth Powder	2 weeks of growth in 2 hours SYL: 4 weeks of growth in 2 hours	 Campfire, 24 SP, 4 Hrs Beetleroot, Ethereal Grass, Oak Ash, Rich Soil	STACK 9	BUY 30 GP	SELL 10 GP
 Burn Reduction	Mgc/Norm fire dmg -1 per die(min 1), HTH:3 DOK: HTH:2	 Campfire, 12 SP, 4 Hrs Beetleroot, Limestone, Postash	STACK 9	BUY 10 GP	SELL 2 GP
 Breakable of Ladders or Stairs	Ladder:8 sqs 1 sq angle. Stairs:4 sqs 45 angle ORX: Ladder:8 sqs 1 sq angle. Stairs:4 sqs 45 angle	 Orix Focus Item, 36 SP, 24 Hrs Obsidian Shard, Stagnant Sea Water, Marigold Wine	STACK 9	BUY 60 GP	SELL 9 GP
 Haze Bubble	Hides those within. Sphere best at night DOK: Duration: 2 Hours	 Campfire, 24 SP, 4 Hrs Oak root, Trench mold, Wheat roots	STACK 9	BUY 20 GP	SELL 7 GP
 Normal Fire Protection	No dmg from fires cooler than forge. Dur:10 min DOK: Dur:30 min	 Campfire, 12 SP, 4 Hrs Fox Blood, Palm Root Ash, Trench Mold	STACK 9	BUY 20 GP	SELL 9 GP





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Item	Effects	Creation Requirements	Market		
 Enflame Metal Armor <small>BREAKABLE</small>	3 Rds, AC/ToHIT reduced 1 per rd. Dist:6 DOK: Distance: 12	 Campfire, 12 SP, 4 Hrs Coal Tar, Marsh Daisy Chicken, Trench Mold	<small>STACK</small> 9	<small>BUY</small> 12 GP	<small>SELL</small> 9 GP
 Flame Bolt Breakable <small>BREAKABLE</small>	ToHIT, Dmg:2d8, AGL:2 to avoid, Dist:12 Sqs DOK: Dmg+4	 Kitchen/Lab, 12 SP), 8 Hrs Cinderroot, Palm Root Ash, Ceramic Sphere	<small>STACK</small> 9	<small>BUY</small> 30 GP	<small>SELL</small> 12 GP
 Flash Bang! <small>BREAKABLE</small>	ToHIT, Dist:14 Sq, Dmg:1d6, AGL:2 to avoid DOK: ToHIT +4	 Kitchen/Lab, 12 SP, 4 Hrs Ceramic ball, Cinderroot, Pine Ash	<small>STACK</small> 9	<small>BUY</small> 15 GP	<small>SELL</small> 5 GP
 A Hide from Skinning <small>FAUNA</small>	By tier: 1st 2x4, 3rd 3x6, 5th 6x6 Non Hunters: not able to create this	 Campfire, 4 SP, 12 Hours Animal carcass, Salt, common stone	<small>STACK</small> 99	<small>BUY</small> 5 GP	<small>SELL</small> 1 GP
 Water Breathing Leaf <small>FLORA</small>	Consume to breath H2O. Duration: 2 Hrs SYL: Duration: 8 Hours	 Campfire, 20 SP, 4 Hours Seaweed, Honeysuckle, Sea water	<small>STACK</small> 9	<small>BUY</small> 12 GP	<small>SELL</small> 6 GP
 Animal Healing Nutrients <small>FOOD</small>	Heals 2d6. Animals Only SYL: Heal 2d6+4	 Campfire, 12 SP, 4 Hrs Bear Blood, Beetleroot, Rice, Sea Water	<small>STACK</small> 9	<small>BUY</small> 30 GP	<small>SELL</small> 10 GP
 Hunt/Fish/Gather Yield <small>FOOD</small>	Non-Hunter: 3 meals acquired in duration Hunter:	 Must be in the proper environment, , GM may alter the yield or add a Save	<small>STACK</small> 9	<small>BUY</small> 8 SP	<small>SELL</small> 2 SP
 Calming Animal Nuggets <small>FOOD</small>	Save vs SKL: 3 to Calm Animal SYL: Save vs SKL:2 to Calm Animal	 Campfire, 24 SP, 4 Hours Ethereal Grass, Ginger Root, Honeysuckle	<small>STACK</small> 9	<small>BUY</small> 10 GP	<small>SELL</small> 2 GP
 Consecration Anointment <small>JAR</small>	Sprinkled over dead. Stops animations & Nae'Ems ALL: All classes are able to full use this	 Kitchen/Lab, 48 SP, 24 Hrs Specks, Cinderroot, Ether Grass, Obsidian, Mold	<small>STACK</small> 3	<small>BUY</small> 150 GP	<small>SELL</small> 3 GP
 Potion Of Speed Boost <small>POTION</small>	Fighters RUN Movement +2. Dur:2 Hrs STM: Duration: 4 Hours	 Kitchen/Lab, 24 SP, 24 Hrs Veggie Oil, Snake Scales, Honey	<small>STACK</small> 9	<small>BUY</small> 25 GP	<small>SELL</small> 7 GP
 Draught Of Health <small>POTION</small>	Heals 1d8 STM: Heals 1d8+4	 Campfire, 16 SP, 8 Hrs Mercury, Astral Specks, Wheat Stalks	<small>STACK</small> 9	<small>BUY</small> 80 GP	<small>SELL</small> 18 GP
 Cure Sickness Potion <small>POTION</small>	Pass NON:2 to cure sickness STM: Pass SKL: >05 to cure sickness	 Campfire, 12 SP, 4 Hrs Green Hemlock Ashes, Honeysuckle, Oak Leaves	<small>STACK</small> 9	<small>BUY</small> 5 GP	<small>SELL</small> 1 GP

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Item	Effects	Creation Requirements	Market		
 Triggered Forced Health Draught <small>POTION</small>	2d6 rolled. Damage then 2x in Healing SYL-STM-EOL: Heal +4 HP	 Kitchen/Lab, 20 SP, 4 Hrs Bear Bones, Quick silver, Dried Thistle	<small>STACK</small> 9	<small>BUY</small> 12 GP	<small>SELL</small> 8 GP
 Singers Salve <small>SALVE</small>	Affects DOT damage, +1 per cycle HNT: +2 per cycle	 Campfire, 12 SP, 4 Hours Bittercress leaf, Wild garlic oil, Rocko's	<small>STACK</small> 9	<small>BUY</small> 35 GP	<small>SELL</small> 14 GP
 Scroll of Acid Blob <small>SCROLL</small>	Rng:6 Sqs, AoE:1 Sq, Dur:2 Rds, Dmg:2d6 EOL: Rng:10 Sqs, Dmg:2d6+4	 Kitchen/Lab, 24 SP, 4 Hrs Vellum, Cinderroot, Ethereal Grass, Rocko's	<small>STACK</small> 9	<small>BUY</small> 60 GP	<small>SELL</small> 20 GP
 Scroll Of Arcane Glow <small>SCROLL</small>	Read & item touched glows w/ magic. Dur:1 Day EOL: Duration: 5 days	 Level ground, 6 SP, 2 Hrs Peppermint Oil, Pine Tar, Wine (any)	<small>STACK</small> 9	<small>BUY</small> 5 GP	<small>SELL</small> 1 GP
 Scroll of Read/Write Language <small>SCROLL</small>	Common/ancient languages. No arcane. Dur:4 Hrs EOL: Duration: 12 Hours	 Kitchen/Lab, 24 SP, 8 Hrs Anise Leaf, Cherrywood Sap or strips, Marigold	<small>STACK</small> 9	<small>BUY</small> 5 GP	<small>SELL</small> 1 GP
 Scroll of Rogues Grace <small>SCROLL</small>	+ 1 Grace to a ROG. Dur:2 hrs EOL: Duration: 12 Hrs	 Kitchen/Lab, 24 SP, 24 Hrs Hornet Stingers, Java Meal Spice, Whale Oil.	<small>STACK</small> 9	<small>BUY</small> 20 GP	<small>SELL</small> 6 GP
 Scroll of Grabbing Roots <small>SCROLL</small>	Inhibits Movement. -2 to Move for 1 round EOL: -4 to move for 1 round	 Campfire, 24 SP, 4 Hrs Cinderroot, Oak Sap, Palm Root	<small>STACK</small> 9	<small>BUY</small> 10 GP	<small>SELL</small> 2 GP
 Scroll Of Identify One Aspect <small>SCROLL</small>	Identify 1 Aspect. Cannot use multiple on single item EOL: Can use 2 on a single item	 Kitchen/Lab, 12 SP, 24 Hrs Cinderroot, Wild Garlic, 3+ Pcs of Steel	<small>STACK</small> 9	<small>BUY</small> 150 GP	<small>SELL</small> 30 GP
 Scroll of Detect Magic <small>SCROLL</small>	Find Mundane, Magic, Epic, or God lvl. 1 item EOL: 1-3 Items in same square	 Kitchen/Lab, 24 SP, 4 Hrs Astrl specks, Etherl grass, Obsid shard, Trnch mold	<small>STACK</small> 9	<small>BUY</small> 150 GP	<small>SELL</small> 30 GP
 Scroll Of Speak Languages <small>SCROLL</small>	Able to speak a language within hearing. 4 Hrs EOL: Duration: 12 Hours	 Campfire, 24 SP, 4 Hours Amaranth leaves, Ethereal grass, Vellum	<small>STACK</small> 9	<small>BUY</small> 30 GP	<small>SELL</small> 11 GP
 Scroll of Dispel Magic (Temp) <small>SCROLL</small>	RM:3 to temporarily dispel magic for 4 hours Casters: RM:2 to dispel for 1 day	 Kitchen/Lab, 20 SP, 2 Days Astrl specks, Etherl grass, Obsid shard, Trnch mold	<small>STACK</small> 9	<small>BUY</small> 85 GP	<small>SELL</small> 18 GP
 Ionic Marker <small>STICK/STONE</small>	Trackable item. Cannot be purchased EOL: Original caster creates and uses	 Campfire, 36 SP, 24 Hrs Beetle & Cinder roots, Palm wood, Stone	<small>STACK</small> 9	<small>BUY</small> 0 GP	<small>SELL</small> 0 GP

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Item	Effects	Creation Requirements	Market		
 Stone of Capture/Release Light <small>STICK/STONE</small>	Captures/Releases Norm Lights. Range:8 Sqs ORX: Range: 10 Sqs	 Kitchen/Lab, 12 SP, 24 Hrs Bear Bones, Wild Cabbage, Ginger Root	<small>STACK</small> 9	<small>BUY</small> 5 GP	<small>SELL</small> 1 GP
 Fire Balm <small>WRAP</small>	Roll 2d4. x2 Damage. x3 Healing DOK: +4 HP	 Campfire, 12 SP, 8 Hrs Pcs of Flint, Wild Garlic Oil, Trench Mold	<small>STACK</small> 9	<small>BUY</small> 16 GP	<small>SELL</small> 5 GP