Base Material List

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| **Material** | **Found** | **Used In** | **Base Cost** |
| Chemicals | Beasts, Minerals, Plants | Alchemy\*, Clothier, Scribe | 25g |
| Cloth | Beasts, Plants | Clothier\*, Construction, Scribe | 10g |
| Food | Beasts, Plants | Cook\* | 5g |
| Metal | Minerals | Armor Smith\*, Construction, Jeweler\*, Trapper, Weapon Smith\* | 10g |
| Stone | Minerals | Construction, Jeweler\* | 15g |
| Wood | Plants | Construction, Scribe\*, Trapper, Woodworking\* | 5g |

Alchemy Recipes, Tier 1

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| **Recipe** | **DL** | **Requires** | **Effect/Notes** | **Retail** |
| Base Potion | 10 | Chem x 1 | Does nothing, but acts as a base for experiments with augments | 30g |
| Coagulant | 10 | Chem x 1 | When applied, removes *Bleed* status | 30g |
| Lantern Oil | 12 | Chem x 1 | Makes 3 pots, each lasts 2H | 40G |
| Lighter Fluid | 12 | Chem x 1 +  Metal x 1 | Gives a +1 to Survival checks pertaining to setting up a camp | 50g |
| Liquid Light | 10 | Chem x 1 | Lights a 15m radius for 1 hour | 30g |
| Medical Kit | 12 | Chem x 1  Cloth x 1 | Makes 6 uses of healing skill | 50G |
| Perfume | 10 | Chem x 1 | Various floral scents | 30g |
| Perfume, Good | 12 | Chem x 2  Stone x 1 | +1 Charisma for 3 hours | 90g |
| Sleep Aid | 10 | Chem x 1 | Gives drinker +1 to camp actions, or +1 hit point healed while resting in camp | 30g |
| Heal, Starter | 10 | Chem x 1 | Heals 1 hit point | 30g |
| Heal I | 12 | Chem x 2 | Heals 1d4 hit points | 75g |
| Vial | 10 | Metal x 1 | Gives +1 to Alchemy checks regarding collection of chem resources (1 use) | 15g |

Armorsmith Recipes, Tier 1

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| **Recipe** | **DL** | **Requires** | **Effect/Notes** | **Retail** |
| Repair Kit (metal) | 10 | Metal x 2 | Can repair metal weapons and armor, 6 uses | 30g |
| Arms, Head or Legs, Medium, AV2 | 10 | Cloth x 2 +  Metal x 1 |  | 45g |
| Arms, Head or Legs,  Heavy, AV3 | 12 | Cloth x 2 +  Metal x 4 |  | 90G |
| Chest, Medium, AV2 | 12 | Cloth x 6 +  Metal x 3 |  | 135g |
| Chest, Heavy, AV3 | 14 | Cloth x 6 +  Metal x 12 |  | 270G |
| Shield, Starter | 10 | Metal x 2 +  Wood x 4 | +0 Block, can block missiles, required for certain skills | 60g |

Cook Recipes, Tier 1

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| **Recipe** | **DL** | **Requires** | **Effect/Notes** | **Retail** |
| Beer, Lukewarm | 10 | Food x 2 | Has 4/12 chance to return inspiration when consumed | 15g |
| Beer, Flat | 12 | Food x 4 | Has 6/12 chance to return inspiration when consumed | 30g |
| Fortifying Stew | 12 | Food x 4 | Toughness +1 | 30g |
| Sleepy Meal | 10 | Food x 2 | Returns 1 additional hit point for rest | 15g |
| Tasty Tea | 10 | Food x 2 | Gives drinker +1 to camp actions | 15g |
| Troll Stew | 12 | Food x 4 | Muscle +1 | 30g |

Performances, Tier 1

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| **Recipe** | **DL** | **Requires** | **Effect/Notes** | **Retail** |
| Cautionary Tale | 10 | -- | Reduces camp ambush chance by 1 | -- |
| Inspirational Speech | 10 | -- | Each camper has 4/12 chance to return inspiration | -- |
| Soothing Song | 10 | -- | Returns 1 additional hit point to each camper | -- |

Scribe Recipes

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| **Recipe** | **Tier** | **DL** | **Requires** | **Effect/Notes** | **Retail** |
| Book | 1 | 10 | Wood x 10 + Cloth x 2 | A book consisting of 20 pages and a cover – allows permanent writing | 85g |
| Paper | 1 | 10 | Wood x 1 | Just a plain sheet of paper for someone to write on – allows permanent writing | 7g |
| Bounty Notice | 2 | 12 | Wood x 2 +  Chem x 2 | Allows someone to commission a quest and specify a reward | 90g |
| Message | 2 | 12 | Wood x 1 + Cloth x 2 | A sheet of paper that holds a short message that can be sent to another player via carrier pigeon | 30g |
| Recipe Book | 3 | 14 | Chem x 2 +  Cloth x 4 +  Wood x 2 | Can hold a single augmented crafting recipe | 150g |
| Spell Lore Scroll | 3 | 14 | Wood x 2 + Chem x 2 | Allows someone to learn a spell via Spell Lore | 90g |
| Lore Book | 4 | 16 | Chem x 2 +  Cloth x 8 +  Wood x 2 | Allows the owner to collect lore and can grant extra XP upon completing collections | 200g |
| Spell Scroll | 5 | 18 | Wood x 2 +  Chem x 4 +  Cloth x 2 | Allows storage of a single use of a spell with an enchanting roll | 200g |

Trapper Recipes (unless stated, each recipe = 1 hex), Tier 1

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| **Recipe** | **DL** | **Requires** | **Effect/Notes** | **Retail** |
| Alarm | 10 | Cloth x 1 +  Metal x 1 | * Camp is protected by alarms * If something comes, group gets opposed roll between enemy Sneak and Trapper’s skill * Acts as a watcher also | 30g |
| Caltrops | 10 | Metal x 2 | * Creates 6 hexes * Anyone who enters hex takes 1 point of penetrating physical damage * Bleeder (4) * Save vs. Toughness or *Startle* * Can apply 3 times in 1/2 action | 30g |
| Door Guard | 12 | Chem x 1 + Metal x 1 | * Set on a door (full action to set) and it activates when door is opened * Opener saves vs. Skill or everyone within 2” of door takes 2d4 fire damage and *Dazed* 1 round | 50g |
| Game Trap | 10 | Metal x 2 +  Wood x 2 | * Camp actions for everyone are at a +1 bonus | 45g |
| Marbles | 10 | Metal x 1 | * Creates 6 hexes * Makes hex rough terrain * Can apply 3 times in ½ action | 15g |
| Snare | 10 | Cloth x 2 +  Wood x 3 | * Save vs. Reflex or *Immobilize* * Can save each round vs. Muscle or Skill * Others can help | 50g |
| Toe Biter | 12 | Cloth x 1 +  Metal x 2 +  Wood x 4 | * Save vs. Reflex or take 2d4 physical damage and *Cripple (1)* * Hex is rough terrain * Save vs. Toughness or *Startle* | 75g |

Weaponsmith Recipes, Tier 1

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| **Recipe** | **DL** | **Requires** | **Effect/Notes** | **Retail** |
| Repair Kit (metal) | 10 | Metal x 2 | Can repair metal weapons and armor, 6 uses | 30g |
| Weapon, Light | 10 | Metal x 2 | Starter weapon 1d3 – 1d4, 1 augment slot | 30g |
| Weapon, Medium | 10 | Metal x 3 | Starter weapon 1d4 – 1d4+1, 1 augment slot | 45g |
| Weapon, Heavy | 12 | Metal x 4 | Starter weapon 1d6 – 1d6+1, 1 augment slot | 60g |

Woodworking Recipes, Tier 1

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| **Recipe** | **DL** | **Requires** | **Effect/Notes** | **Retail** |
| Arrows, Crude | 10 | Wood x 2 | 20 arrows, -1 accuracy | 15g |
| Arrows | 12 | Wood x 4 | 20 arrows | 30g |
| Bow, Light | 10 | Wood x 4 | Starter weapon 1d3 - 1d4, 1 augment slot | 30g |
| Bow, Medium | 12 | Wood x 6 | Starter weapon 1d4 - 1d4+1, 1 augment slot | 45g |
| Campfire, Small | 10 | Wood x 2 | Allows up to 6 people to rest, take camping activities | 15g |
| Campfire, Large | 12 | Wood x 4 | Allows up to 10 people to rest, take camp actions | 30g |
| Repair Kit (wood) | 10 | Metal x 1 + Wood x 2 | Repair wooden weapons, 6 charges | 30g |
| Torch | 10 | Wood x 2 | 6 torches, lights 10m, each lasts 1 hour | 15g |