Alchemy Recipes

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| **Recipe** | **Tier** | **DL** | **Requires** | **Effect/Notes** | **Retail** |
| Base Potion | 1 | 10 | Chem x 1 | Does nothing, but acts as a base for experiments with augments | 30g |
| Liquid Light | 1 | 10 | Chem x 1 | Lights a 15m radius for 1 hour | 30g |
| Perfume | 1 | 10 | Chem x 1 | Various floral scents | 30g |
| Vial | 1 | 8 | Metal x 1 | Gives a +1 to alchemy rolls to collect chem resources (1 use) | 15g |
| Heal Potion | 2 | 12 | Chem x 2 | Heals 1d4 hit points. | 75g |
| Color Vial | 3 | 14 | Chem x 2 +  Metal x 3 | Can be enchanted to contain one mote of color. Breaks once the color is invoked. | 100g |
| Mana Potion | 3 | 14 | Chem x 4 | Regenerates 1d4 spell levels instantly | 150g |
| Dye | 4 | 16 | Chem x 4 | Allows recoloring of equipment | 150g |

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 | 8 | 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 |

Woodworking Recipes

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| **Recipe** | **Tier** | **DL** | **Requires** | **Effect/Notes** | **Retail** |
| Basic Campfire | 1 | 8 | Wood x 2 | Allows up to 4 people to rest, take camping activities | 15g |
| Repair Kit (wood) | 1 | 10 | Wood x 2 | Repair wooden weapons, 3 charges | 15g |
| Starter Arrows | 1 | 8 | Wood x 2 | 20 arrows (1d6) | 15g |
| Starter Bow, Crossbow, Spear, Staff | 1 | 8 | Wood x 4 | You begin with one of these, but if they are lost, a replacement will cost you | 30g |
| Starter Mage Staff | 1 | 10 | Wood x 4 +  Metal x 4 |  | 80g |
| Starter Great Spear | 1 | 10 | Wood x 8 | You begin with one of these, but if they are lost, a replacement will cost you | 50g |
| Torch | 1 | 10 | Wood x 2 | 6 torches, produces 10m light, each lasting 1 hour | 15g |
| Campfire | 2 | 12 | Wood x 4 | Allows up to 6 people to rest, take camping actions | 30g |