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

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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 |

Poisoner Recipes – poisons are one use unless sticky(x/12)

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| **Recipe** | **Tier** | **DL** | **Requires** | **Effect/Notes** | **Retail** |
| Asp Paste | 1 | 10 | Chem x 2 | * Envenom(1) * Sticky(9) | 75g |
| Bleed | 1 | 10 | Chem x 2 | * Bleed(1) Tou 12 to save * Sticky(6) | 75g |
| Basilisk Juice | 2 | 12 | Chem x 3 | * Tou 14 or Slow(2) | 100g |
| Burning Bile | 2 | 12 | Chem x 3 | * Tou 14 or Impaired(1) * Sticky(3) | 100g |
| Cobra Extract | 3 | 14 | Chem x 4 | * Envenom(1d4) * Sticky(8) | 150g |
| Rat Spit | 3 | 14 | Chem x 4 | * Sickened(16) * Sticky(3) | 150g |
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| Envenom(x) | you do x extra damage but only if the original blow penetrates armor | | | | |
| Sticky(x) | This poison has an x/12 chance to not wear off after a successful attack | | | | |

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 |

Weapon Smith Recipes

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| **Recipe** | **Tier** | **DL** | **Requires** | **Effect/Notes** | **Retail** |
| Tier 1 Weapon (one hand) | 1 | 8 | Metal x 2 | These weapons have base starter stats and do 1d4 to 1d6+1 damage, 2 augment slots | 30g |
| Tier 1 Weapon (two hand) | 1 | 10 | Metal x 4 | These weapons have base starter stats and do 1d8 to 1d8+1 damage, 2 augment slots | 50g |
| Tier 2 weapon (one hand) | 2 | 11 | Metal x 4 + Cloth x 2 | These weapons do +1 damage die step more than their tier 1 counter parts, 3 augment slots | 90g |
| Tier 2 weapon (two hand) | 2 | 12 | Metal x 8 +  Cloth x 2 | These weapons do +1 damage die step more than their tier 1 counter parts, 3 augment slots | 140g |
| Tier 3 weapon (one hand) | 3 | 14 | Metal x 8 +  Cloth x 4 | +2 damage die steps, 4 augment slots | 180g |
| Tier 3 weapon (Two hand) | 3 | 15 | Metal x 16 +  Cloth x 4 | +2 damage die steps, 4 augment slots | 300g |

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 |
| Tier 1 Arrows | 1 | 8 | Wood x 2 | 20 arrows (1d6) | 15g |
| Tier 1 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 |
| Tier 1 Mage Staff | 1 | 10 | Wood x 4 +  Metal x 4 |  | 80g |
| Tier 1 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 |
| Tier 2 Arrows | 2 | 11 | Wood x 4 | 20 arrows (1d8) | 30g |
| Tier 2 Bow, Crossbow, Spear, Staff | 2 | 12 | Wood x 8 +  Metal x 2 | +1 damage die step, 3 augment slots | 90g |
| Tier 2 mage staff | 2 | 12 | Wood x 8 +  Metal x 4 | +1 damage die step, 2 blue ups, 3 augment slots | 140g |
| Tier 2 great spear | 2 | 12 | Wood x 12 + metal x 2 | +1 damage die step, 3 augment slots | 140g |