# Appendix 3 - Crafting and Trade

Crafting at Wilde Realms is an in depth and continuously evolving process, with many heritages leading innovation across the world. The two main aspects to the Wilde Realms crafting is “trade” and “crafting”. These two are individually accessible (you do not need to trade to be a crafter and do not need to craft to trade), however the two aspects do go hand in hand in the progression of the rules.

## How do I get started?

A character can join a guild before their first event on the character creation form, between events using the edit character form or at events by visiting GOD. Unlike other skills in Wilde Realms, crafting and trading do not require you to spend XP to gain access to the abilities.

Instead during “in character” time at every event non-player characters (NPC’s) will set tasks and challenges for you to complete. When you achieve these your progression will be tracked, and after enough successful tasks you will progress in your renown in the crafting guild and be able to craft more complicated items or maintain more trade agreements (detailed below).

## Select your craft!

There are many styles of crafting that one can pursue to master. These allow crafters to make many different items in many different ways. Your craft type will impact the type of items you can create, can research and resources needed to craft items.

You may select from:

- Carpentry
- Blacksmith
- Needleworker
- Artificer
- Alchemist

There is no restriction to which you choose to learn, but once you have selected your craft and committed time and research into those crafts, it is non-transferable.

# Trade agreements

Trade agreements represent your character’s resources that can be traded in and out of character. You can roleplay this as your character owning a business off screen, being a well-known crafter within their community or being sponsored by a university or government.

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When you gain access to your first trade agreement you choose a resource category to trade in (selection below). For each trade agreement you have access to, you gain 2 Brigs worth of resources per event, referred to as your Trade Agreement Generated Value. Resources requested will be priced against a global index, referred to as their "Guild Price". This is a standard market price for the items, which will fluctuate with the state of the world. When you request your Trade Agreement, first you determine how much you would like to be trading. Your purchasing power is calculated as shown below:

(Base Pay Per Game [4 Brigs as standard]) + (Trade Agreement Generated Value [2 Brigs per Trade Agreement]) = Total Purchasing Power

You may assign as much or as little of your Total Purchasing Power to Trade Agreements (if you have gained the ability to do so) at any one time. Unassigned value will be paid to the character in your start of game pack, either as coinage or as your character's preselected resource category. If you do not choose to assign this TPP you will receive the default spread of 4 Brig + whatever resource from trade agreements.

From there you request a Resource Category to purchase - This means you will receive items from the Category equal to the Total Purchasing Power you declared. You cannot guarantee a specific resource (e.g. hardwood) but you can purchase a 6 Brigs shipment of timber, which will contain a variety, including hopefully some hard wood. One event you may find that your shipment contains 1 rare resource and 1 common resource, but next event you could get 5 common resources, both of which have added up to the same Purchasing Power. You can also use a Trade Agreement to convert your Trade Agreement Generated Value - normally delivered as items - into coins to be paid to you as part of your start of game pack, alongside your Base Pay.

Furthermore, you may use Trade Agreements to construct deals with NPCs to swap an amount of your Purchasing Power for a Resource Category the NPC can provide, or indeed for coin if that NPC is looking to purchase a resource you generate. These deals will often be at a far better value than trading directly with the Market Guild. NPCs may also be able to guarantee you rarer components in your shipment, but this will vary based on who you attempt to secure this deal with. When a trade agreement is finalised, the following event you will gain the resources you agreed to in your event pack and will receive less of the resource you have traded in return. These items and rarity are still randomised within value maximums. You can only maintain a maximum of 3 trade agreements at one time, except for those with the Marikan Heritage who can maintain a maximum of 4, as they live and breathe trade. This is represented by Marikan characters starting with access to one Trade Agreement immediately at character creation, as a factor of their Heritage Bonus. When you gain access to an additional trade agreement, the Trade Agreement Generate Value remains tied to the original resource you selected.

All trade agreements are registered at GOD (Games Organisation Desk). It is the players responsibility to make GOD aware of the completed deal, and the games team will always check with the NPC on the terms that were agreed.

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For example: Archie owns a timber company in Liria. He meets a Fey NPC who offers a trade agreement. 1 brigs worth of crystals for 1 brigs worth of timber. Archie is happy with this deal and accepts. They both go to GOD and make the crafting ref (or the ref on the GOD desk) aware of the deal and that both parties are happy with it.

OR

Ternion has not been able to make any trade agreements for what they need. So, they choose to set up a trade agreement at GOD with the guild. They will trade 3 brigs of their purchasing power for the equivalent 3 brigs worth of ore. Ternion knows that this isn't a perfect trade, but also knows it is not a bad trade and is content with it until they meet an NPC trading what they desire.

### Resource Category

You can gain many different types of resources from trade and many different resources are needed in all variations of crafting. The resource categories are:

- Timber
- Ore
- Fabric/hides
- Crystals
- Herbs

## Guild levels

As described above the rank and renown you have within the crafting guild represents how much you can do as a trader or crafter. The ranks below describe the progression of your journey:

| Guild level | Benefit | Recipe access | Danger Modifier: |
|---|---|---|---|
| No Guild | Starts with 2 PV | None - May assist any crafts. | 0 |
| Applicant ('Sign-up' stage) | Gain 3 PV | May craft basic items at base cost and standard items at 2x PV cost | 0 |
| Journeyman | Gain 2 PV or A Trade Agreement | May craft basic items at base cost and standard items at 2x PV cost | 0 |
| Guild Apprentice | Gain additional 1 PV | May craft standard items at base cost | 0 |

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| | | | |
|---|---|---|---|
| Chartered Guildee | Specialisation:<br>Trader<br>Crafter<br>Forager | May craft standard items at base cost and advanced items at 2x PV cost | -1 to a minimum Danger score of 1 |
| Superior Crafter | Gain additional 2 PV or gain a trade agreement | May craft advanced items at base cost and master crafted items at 2x PV cost | -2 to a minimum Danger score of 1 |
| Master Crafter | Gain additional 5 PV | May craft master crafted items at base cost | -3 to a minimum Danger score of 1 |

Applicants, although restricted a lot with what they can do, will only be at this rank for a very short duration in order to show the guild that they are dedicated to their work!

The Danger Modifier provided by guild levels (e.g., -1 for Chartered Guildee) applies to the Danger Rating of a research project as described in Appendix 4.

### Specializations (Chartered Guildee)

Upon reaching Level 4, you must choose one of the following paths to define your role within the Guild:

- **Trader:** Ability to bulk buy items for a discount. Any time you buy **5 or more** of the same item from the Trade Guild, you receive a **20% discount** on the Bank Price.
- **Crafter:** May reduce the PV cost of an **Advanced or Master** level recipe by **2 PV** once per event. Note: When applicable, double PV multipliers for higher-level crafts are calculated first, followed by flat deductions from this specialisation.
- **Forager:** Chance to receive additional resources each time you forage. Roll **1d6**. If you roll a **5 or 6**, grab an additional resource from the bag.

## Let's begin crafting!

### Production Value (PV)

PV is an abstract representation of time, labour, and thought expended by a crafter. It is a component of crafting recipes. The more complex the task, the more PV is required.
PV is generated by the skills that you have. Other game effects, such as items, may increase or decrease your available PV.

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Players may only access one Discipline that they may use their PV upon. This limits the Items and recipes that are available to them. However, collaborative effort can achieve the most complex of recipes!

**Order of PV Modifiers:** Whenever multiple modifiers apply to the PV cost of a recipe, multiplicative effects (such as double PV multipliers for higher-level crafts) are always calculated first. Flat deductions from workshops, tools, or specialisations are then applied last.

## How to Craft items

To craft an item a crafter must create a crafting plan (as per below) and visit GOD to register the craft.

When submitting a crafting plan, the crafter must inform of the following:

- The recipe being used and expected results.
- The name and amount of the ingredients, items and components being used.
- Any relevant skills.
- Any Tools relevant. These do not stack, only the best of each type will be used.

The crafter will then be informed of how much PV is required (which the crafter may know already if using a known recipe). At this time the crafter is required to have the Items or tools upon their person.
GOD will inform the crafter of the minimum amount of time to pass before they should return for the results. However, they do not need to be roleplaying solely on crafting their recipe.

The player can now go and roleplay the crafting of this item. This roleplay, however, does not have to be "hammering the blade in the forge". Discussions with colleagues on the best techniques, or writing notes, drawing diagrams are all forms of roleplayed prep work for the item and are highly encouraged. They may be checked upon by a member of the Ref team if they haven't already.

The Player may return at any point after the allotted amount of time. At which point, if they were successful, they will receive the result of the recipe.

If the recipe requires more PV than they can do in a day then GOD records the tools used, deducts their PV from the recipe PV required, and the Player(s) must return the next day. However, they cannot craft recipes across events. Any unused PV for an event is wasted.

For example: Archie is a guild apprentice with 5 PV. They create a crafting plan to create a shield repair kit. This requires 1 Hardwood, 1 Bracing (which also needs to be crafted with 2 iron and a charcoal) and 1 Glue. The shield repair kit requires 2PV and the bracing costs 2 PV. This means this crafting project will cost 4 PV (If Archie bought or was given a bracing, they would not need to craft it as part of the project). The crafter provides a crafting submission document which contains that they are trying to craft a shield repair kit and a bracing to be used within the craft, they list out the components they are using, note that

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they are a guild apprentice and that they are not using tools. They also hand over the resources used in the craft. They are told by the crafting ref to come back in one hour. Archie goes and roleplays taking apart someone else's shield repair kit and putting it back together to learn how it works and then roleplays creating the bracing. Archie returns after the hour and receives the Item Card and pats themselves on the back for a job well done.

## Recipes

All crafting uses recipes. Recipes define how to create a given result, whether it's a finished item or a specific improvement.

Each recipe is broken into the following:

- Name: Usually named after the item it creates.
- Type: Either Basic, Standard, Advanced or Master. Basic and Standard Guild recipes are inherently known by all crafters. Advanced recipes can be learnt by all crafters, but are not initially known before they are learned. Learning Master type recipes requires you to be an Superior level Crafter to learn them. Newly researched or reverse engineered Player Recipes are not inherently learned by other crafters and must be taught, no matter what level they are.
- Discipline(s): The Discipline required to make the recipe, including which level of that skill is required. A recipe might require the collaborative efforts of multiple crafters.
- Requirements: The tools, objects, ingredients, materials, components or magical input required.
- PV: The cost in PV to create.
- Danger: The danger total is the sum of the danger value of materials required to create this recipe. This may have an additional increase should the item in question be particularly volatile or otherwise harder to achieve.
- Special Requirements: Some recipes may have specific instructions that must be followed in roleplay.
- Result: The item that will be created if successful.

*Not all of this information will be available immediately, and a lot of it will need to be discovered in game.*

Basic and Standard recipes are well-known by all crafters; the list of such recipes can be found at the bottom of this document. Any of these recipes can be used by a crafter, provided they have the suitable craft type. Sometimes the recipes a crafter knows require a component made by a different discipline. Seek out other crafters and help each other reach full potential!

There are countless additional recipes that are uncommon, secret, or forgotten. Some of these are found in the world as long forgotten scrolls, NPC's willing to teach, or through research and study!

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### Reforging and Repair

Sometimes things get broken. When they do, crafters of the right discipline may repair or reforge the item in question. If the item is armour, which has either been damaged to 0, or suffered a Rend, it can be repaired to full health by the appropriate skill, without needing full reforge. If an armour item is shattered, it is destroyed and must be reforged as listed below. All other items when they become damaged in some way must be repaired as below.

- Mundane Items which provide no bonus abilities can always be fully repaired by the appropriate Discipline over the course of one minute with suitable roleplay at no cost, nor with a need to visit GOD.
- Items that are represented by an Item Card require the use of PV and a recipe. At a cost of Half the PV required, and fewer resources (Roll on the Reforge Table at GOD) the lammied item can be reforged. The crafter will need to know the item's recipe. You roll for each resource in an item's recipe and there is a 50/50 chance you will need it to reforge the item.
- Some Items, especially Artefact items will require extra materials to repair at the Refs discretion, if it is possible for the Artefact to be repaired at all. More complex Artefact items may require ritual intervention.

Once a year, from the date the item was first manufactured, an item will expire, and require reforging. Take the expired Item Card to GOD and submit a Crafting Plan to GOD as listed above.

### Tools

Players may use their PV without tool items; this represents using basic or improvised tools that are just suitable for the task. Some Tool items increase available PV when used for the appropriate discipline. Other Tools may provide a different benefit and may have a limited number of uses. Some recipes may require certain tool items to achieve.

## Research, Reverse Engineering and Teaching

Crafters are not limited to the recipes found on the Guild's recipe list. Through Research, you can pioneer new ways to use resources, discover more efficient techniques, or invent entirely unique items.

Research at a Glance:

- You have one research slot per day. You must collect a physical Research Card from GOD and have your roleplay witnessed by a Ref to earn points toward your goal.
- You can lead or join a project. To receive the final recipe upon completion, you must be the Lead or a Collaborator (who contributes at least 15% of the total points).
- Reverse Engineering: If you choose to sacrifice or destroy a finished item to study it, the total points required to learn that recipe is reduced to 60% of the standard threshold.

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- Innovation is risky. Research projects have a Danger Rating; high-risk experiments may result in temporary mishaps or negative status effects. This has no effect on the daily scoring you receive toward your research project.

For the full breakdown of project structures, teaching bonuses, and detailed roleplay examples, please refer to **Appendix 4 - Research**.

## Resources

*Below is a list of resources you can gather or find through trade agreements. It is not the full list of resources that can be found in the world but represent the ones most commonly found in the 5 heritages. Recipes may require resources not found on this list, this means they do exist in the game but can only be found at events in game, on adventures or through talking to NPCs.*

### Timber:

| Resource name | Description |
|---|---|
| Soft wood | Strips and planks of wood from softwood trees like conifers |
| Hard wood | Strip and planks of wood from hardwood trees like Oak |
| Aged wood | Dried and aged timber of a higher quality |
| Young wood | Fresh and green timber, often flexible |
| Varnish | Protective coating that can guard timber from the worst of water and sunlight |

### Ore:

| | |
|---|---|
| Iron | Dark metal oxides run through this stone. |
| Copper | A colourful mass of ore with minerals of greens, reds and browns. |
| Silver | A bright silver orestone that leaves no confusion about what's inside! |
| Rhodium | A dark mottled ore, easily overlooked. |
| Gold | A glittering stone that promises great riches at first sight. |

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## Fabric/hides:

| | |
|---|---|
| Scrap leather | Small tassets of soft leather. |
| Heavy leather | Thick leather, similar to those you find light or medium armour made from. |
| Wool | Sacks of wool from herded animals. |
| Animal skins | Various skins from prey type animals that are a low risk to hunt. |
| Large beast hide | Hide carefully taken from a large dangerous beast. These form some of the toughest armours around! |

## Crystals:

| | |
|---|---|
| Quartz | Most examples of quartz are clear, frosted, or found as milky-white crystals. Rarer forms can display almost any colour, but none of these have an impact on its usage. |
| Jade | A vivid, sleek, and translucent green gem. |
| Calcite | A white or off-white translucent gem that forms large pillar structures. |
| Pentagonite | Fractal forms in a vivid blue. Very pure forms can seem to have captured the light of rainbows inside. |
| Moonstone | An opalescent stone that evokes images of ocean waves when polished to a fine cut. |

## Herbs:

| | |
|---|---|
| Linseed | A brown oval seed; when pressed its oil has many uses. |
| Hemp | Fibrous and tall plants that are good for making rope or fabric. |
| Spark Root | A thick root system that grows below a short bush. The tubers evolved to build and maintain a static charge to prevent them being grazed. |
| Viper Clove | A carnivorous plant, its traps contain a venom that can be harvested if one is very careful. |
| Aracory | A beautiful flowering plant. When it flowers its petals will shift colours over the span of days, helping it attract a variety of bugs and insects. |

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# Crafting List

| Recipe ID | Name | Type | Tier | Discipline(s) | Requirements | Tools | Production Value | Result |
|---|---|---|---|---|---|---|---|---|
| CR005 | Glue | Basic | 1 | Artificer | 1 Animal Skin | | 1 | Produces 4 Glue |
| CR020 | Polishing Oil | Basic | 1 | Artificer | 1 Linseed | | 2 | Produces 4 Polishing Oil |
| CR110 | Parchment | Basic | 1 | Artificer | 1 Animal Skin | | 1 | Produces 1 Parchment |
| CR113 | Gem Dust (Crystal) | Basic | 1 | Blacksmith OR Artificer | 1 Any Crystal | | 1 | Creates 1 "Gem Dust X" where X is the crystal that was consumed in the process. |
| CR134 | Animal Fat | Basic | 1 | Needleworker OR Artificer | 1 Animal Skin | | 1 | Produces 1 Animal Fat |
| CR108 | Dye | Standard | 2 | Artificer | 1 Arabica | | 1 | Produces 1 Dye |
| CR026 | Artificer Tools | Standard | 2 | Artificer | 1 Handle, 1 Iron Bar, 1 Hard Wood | | 3 | Produces Standard Artificer Tools |
| CR030 | Essence Extractor | Standard | 2 | Artificer | 1 Handle, 1 Strap, 1 Shortblade, 1 Glass | Artificer Tools | 4 | Creates a device that allows the drawing of the essence of a disease from a diseased being. Requires several minutes to do so. If the being is living, they will suffer 1 point of damage. The device can be reused to draw more essence of the same disease, but cannot be used to collect a different disease. |

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| Recipe ID | Name | Type | Tier | Discipline(s) | Requirements | Tools | Production Value | Result |
|---|---|---|---|---|---|---|---|---|
| CR056 | Cut Crystal | Standard | 2 | Artificer | 1 Crystal | Artificer Tools | 2 | Produces Cut Gemstone of the type used |
| CR101 | Socket Casing | Standard | 2 | Artificer | 2 Copper Wire, 1 Glass | | 3 | Produces a Socket Casing |
| CR027 | Blacksmithing Tools | Standard | 2 | Blacksmith OR Artificer | 1 Handle, 1 Iron Bar, 1 Soft Wood | | 3 | Produces Standard Blacksmithing Tools |
| CR037 | Needleworking Tools | Standard | 2 | Needleworker OR Artificer | 1 Iron Bar, 1 Hemp, 1 Soft Wood | | 3 | Produces Standard Needleworking Tools |
| CR029 | Carpentry Tools | Standard | 2 | Carpenter OR Artificer | 1 Handle, 1 Iron Bar, 1 Hard Wood | | 3 | Produces Standard Carpentry Tools |
| CR111 | Minor Inscription (Consumable) | Standard | 2 | Artificer | 1 Glue, 1 Gem Dust, 1 Parchment, 1 Mana | | 3 | Create a consumable inscription that can be torn to release an optional list of minor effects, set at creation. These are cast as if **SPELLS**, but do not consume mana or have any restriction around armour. They count as if their own spell focus for this casting only.<br>(Mend, Fear, Dispel, Herbal Revive) |

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| Recipe ID | Name | Type | Tier | Discipline(s) | Requirements | Tools | Production Value | Result |
|---|---|---|---|---|---|---|---|---|
| CR123 | Lockpick (Consumable) | Standard | 2 | Artificer | 1 Uncut Key, 1 Copper Wire | Artificer Tools | 3 | Produces 1 Lockpick. Can be used to attempt to open a Lockbox without it's key, subject to a chance mechanic. Wether a success or fail the lockpick is consumed. |
| CR125 | Uncut Key | Standard | 2 | Blacksmith OR Artificer | 2 Iron Bar | | 3 | Produces an Uncut Key |
| CR127 | Superior Focus | Standard | 2 | Artificer | 1 Hilt, 1 Copper Wire, 1 Cut Crystal | Artificer Tools | 3 | Upgraded Spell Focus. Can call "No Effect" once per day to Shatter. Once per day allows the user to cast a spell they know without paying a mana cost, as the focus' innate magic is used instead. |
| CR075 | Lesser Trinket | Standard | 2 | Artificer | 1 Links, 1 Strap, 1 Socket Casing, 1 Gemstone to be socketed | Artificer Tools | 3 | Trinket. Grants the user the ability to release what is stored in the gemstone once per day. |
| CR057 | Belief Gemstone | Advanced | 3 | Artificer | | | | A Character with a Belief Domain imprints a Tier 2 stance that they know into the Gem. This item will note which stance it holds. Must be slotted into a trinket to use. |

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| Recipe ID | Name | Type | Tier | Discipline(s) | Requirements | Tools | Production Value | Result |
|---|---|---|---|---|---|---|---|---|
| CR062 | Land Gemstone | Advanced | 3 | Artificer | | | | A Character with a Land Domain imprints a Tier 2 or less ability that they know into the Gem. This item will note which ability it holds. Must be slotted into a trinket to use. |
| CR063 | Superior Artificer Tools | Advanced | 3 | Artificer | | | | Superior Artificer Tools. Grants +1 Production Value for Crafting once per day. Thereafter functions as standard tools. |
| CR064 | Superior Blacksmithing Tools | Advanced | 3 | Artificer | | | | Superior Blacksmithing Tools. Grants +1 Production Value for Crafting once per day. Thereafter functions as standard tools. |
| CR065 | Superior Carpentry Tools | Advanced | 3 | Artificer | | | | Superior Carpentry Tools. Grants +1 Production Value for Crafting once per day. Thereafter functions as standard tools. |
| CR068 | Superior Needleworking Tools | Advanced | 3 | Artificer | | | | Superior Needleworking Tools. Grants +1 Production Value for Crafting once per day. Thereafter functions as standard tools. |

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| Recipe ID | Name | Type | Tier | Discipline(s) | Requirements | Tools | Production Value | Result |
|---|---|---|---|---|---|---|---|---|
| CR071 | Power Gemstone | Advanced | 3 | Artificer | | | | A Character with a Power Domain imprints a Tier 2 or less spell that they know into the Gem. This item will note which spell it holds. Must be slotted into a trinket to use. |
| CR074 | Silvered Item | Advanced | 3 | Artificer | | | | Adds "Silver" to the item. |
| CR077 | War Gemstone | Advanced | 3 | Artificer | | | | A Character with a War Domain imprints a Tier 2 or less ability that they know into the Gem. This item will note which ability it holds. Must be slotted into a trinket to use. |
| CR078 | Weaponised Focus | Advanced | 3 | Artificer | | | | Weaponised Focus. Can be placed on a larp safe weapon to allow it to be used as a magical focus. Can call "No Effect" once per day to Shatter. |
| CR089 | Polished Crystal Orb | Advanced | 3 | Artificer | | | | Produces Polished Crystal Orb (Focus) |
| CR094 | Alchemy Lab | Advanced | 3 | Artificer | | | | When used to create an alchemical recipe the total Production Value needed is |

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| Recipe ID | Name | Type | Tier | Discipline(s) | Requirements | Tools | Production Value | Result |
|---|---|---|---|---|---|---|---|---|
| | | | | | | | | reduced by 1, and 2 doses are created instead of 1 dose. Can be used once per day. |
| CR112 | Major Inscription (Consumable) | Advanced | 3 | Artificer | | | | Create a consumable inscription that can be torn to release an optional list of major effects, set at creation. These are cast as if **SPELLS**, but do not consume mana or have any restriction around armour. They count as if their own spell focus for this casting only. (Counterspell, Mage Armour, Mass Knockdown, Bless, Entangle, Backstab Rend Knockdown [on next applicable melee strike in 10 seconds]) |
| CR114 | Inking Bench | Advanced | 3 | Artificer | | | | When used to create an Inscription the total Production Value needed is reduced by 1, and 2 inscriptions of the same kind are created instead of 1. Can be used once per day. |
| CR115 | Crystalline filters | Advanced | 3 | Artificer | | | | May only be used as an attachment to an Alchemy Lab. When used as part of an Alchemy Lab to create an |

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| Recipe ID | Name | Type | Tier | Discipline(s) | Requirements | Tools | Production Value | Result |
|---|---|---|---|---|---|---|---|---|
| | | | | | | | | alchemy recipe, also create one "Herbal Filtrate". Cannot be used in conjunction with any other attachement for Alchemy Labs<br>Herbal Filtrate (Consumable): Allows someone with the appropriate domain to use Herbal Revive but not consume a charge to do so. |
| CR152 | Superior Trinket | Advanced | 3 | Artificer | | | | Trinket. Grants the user the ability to release what is stored in the gemstone 3 times per day. |
| CR154 | Replace Gemstone | Advanced | 3 | Artificer | | | | Places a new Gemstone into a Trinket, and releases the previous socketed Gemstone. The released Gemstone is broken and requires reforging. |
| CR095 | Masterwork Alchemy Lab | Master | 4 | Artificer | | | | When used to create an alchemical recipe the total Production Value needed is reduced by 2, and 3 doses are created instead of 1 dose. Can be used once per day. |

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| Recipe ID | Name | Type | Tier | Discipline(s) | Requirements | Tools | Production Value | Result |
|---|---|---|---|---|---|---|---|---|
| CR128 | Masterwork Focus | Master | 4 | Artificer | | | | Upgraded Spell Focus. Can call "No Effect" once per day to Shatter. Twice per day allows the user to cast a spell they know without paying a mana cost, as the focus' innate magic is used instead. |
| CR153 | Masterwork Trinket | Master | 4 | Artificer | | | | Trinket. Grants the user the ability to release what is stored in the gemstone 5 times per day. |

| Recipe ID | Name | Type | Tier | Discipline(s) | Requirements | Tools | Production Value | Result |
|---|---|---|---|---|---|---|---|---|
| CR003 | Bracing | Basic | 1 | Blacksmith | 2 Iron Bar, 1 Charcoal | | 2 | Produces 1 Bracing |
| CR006 | Greatblade | Basic | 1 | Blacksmith | 3 Iron Bar, 2 Charcoal | | 2 | Produces a Greatblade |
| CR010 | Heavy Armour Piece | Basic | 1 | Blacksmith | 1 Links, 1 Iron bar | | 2 | Produces a Heavy Armour Piece |
| CR011 | Hilt | Basic | 1 | Blacksmith | 1 Iron Bar, 1 Leather Scrap, 1 Charcoal | | 2 | Produces a Hilt |

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| Recipe ID | Name | Type | Tier | Discipline(s) | Requirements | Tools | Production Value | Result |
|---|---|---|---|---|---|---|---|---|
| CR015 | Links | Basic | 1 | Blacksmith | 1 Iron Bar, 1 Charcoal | | 1 | Produces Links |
| CR016 | Longblade | Basic | 1 | Blacksmith | 2 Iron Bar, 2 Charcoal | | 2 | Produces a Longblade |
| CR019 | Plate | Basic | 1 | Blacksmith | 1 Iron Bar, 1 Charcoal | | 2 | Produces a Plate |
| CR021 | Shortblade | Basic | 1 | Blacksmith | 2 Iron Bar, 1 Charcoal | | 2 | Produces a Shortblade |
| CR025 | Weight | Basic | 1 | Blacksmith | 1 Iron Bar, 2 Charcoal | | 2 | Produces a Weight |
| CR031 | Ex-Heavy Armour Piece | Basic | 1 | Blacksmith | 1 Plate, 1 Links | | 2 | Produces a Ex-Heavy Armour Piece |
| CR103 | Copper Wire | Basic | 1 | Blacksmith | 1 Copper Ore | | 2 | Produces 4 Copper Wire |
| CR113 | Gem Dust (Crystal) | Basic | 1 | Blacksmith OR Artificer | 1 Any Crystal | | 1 | Creates 1 "Gem Dust X" where X is the crystal that was consumed in the process. |
| CR109 | Iron Bar | Basic | 1 | Blacksmith | 1 Iron Ore | Any Forge | 1 | Produces 1 Iron Bar |
| CR126 | Basic Forge | Basic | 1 | Blacksmith | 2 Iron Ore, 2 Charcoal, 1 Handle, 1 Weight, 1 Links | | 6 | Allows creation of recipes that turn Ore into Bars |
| CR125 | Uncut Key | Standard | 2 | Blacksmith OR Artificer | 2 Iron Bar | | 3 | Produces an Uncut Key |

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| Recipe ID | Name | Type | Tier | Discipline(s) | Requirements | Tools | Production Value | Result |
|---|---|---|---|---|---|---|---|---|
| CR032 | Ex-Heavy Armour Repair Kit | Standard | 2 | Blacksmith | 1 Ex-Heavy Armour Piece, 1 Polishing Oil | | 3 | Ex-Heavy Armour Repair Kit. Can fully repair mundane ex-heavy armour in the field. 5 uses. |
| CR034 | Heavy Armour Repair Kit | Standard | 2 | Blacksmith | 1 Heavy Armour Piece, 1 Polishing Oil | | 3 | Armour Repair Kit. Can fully repair mundane heavy armour in the field. 5 uses. |
| CR042 | Superior Ex-Heavy Armour | Standard | 2 | Blacksmith | Per location: 1 Ex-Heavy Armour Piece , 1 Polishing Oil, 1 Links | Blacksmithing Tools | 3 | Armour upgrade that adds +1 additional armour HP to the location covered. Can call "No Effect" once per day to Shatter or Rend. |
| CR045 | Superior Heavy Armour | Standard | 2 | Blacksmith | Per location: 1 Heavy Armour Piece, 1 Polishing Oil, 1 Links | Blacksmithing Tools | 3 | Armour upgrade that adds +1 additional armour HP to the location covered. Can call "No Effect" once per day to Shatter or Rend. |

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| Recipe ID | Name | Type | Tier | Discipline(s) | Requirements | Tools | Production Value | Result |
|---|---|---|---|---|---|---|---|---|
| CR050 | Superior One Handed Weapon | Standard | 2 | Blacksmith | 1 Longblade, 1 Hilt, 1 Handle | Blacksmithing Tools | 7 | One Handed Weapon. Can call "No Effect" once per day to Shatter. One can learn to apply effects to this weapon. |
| CR053 | Superior Short Weapon | Standard | 2 | Blacksmith | 1 Shortblade, 1 Handle, 1 Hilt | Blacksmithing Tools | 7 | Short Weapon. Can call "No Effect" once per day to Shatter. One can learn to apply effects to this weapon. |
| CR055 | Superior Two Handed Weapon | Standard | 2 | Blacksmith | 1 Greatblade, 1 Hilt, 1 Handle | Blacksmithing Tools | 7 | Two Handed Weapon. Can call "No Effect" once per day to Shatter. One can learn to apply effects to this weapon. |
| CR058 | Glass | Standard | 2 | Blacksmith | 1 Sand, 2 Charcoal | Blacksmithing Tools | 4 | Produces Glass |
| CR073 | Silver Bar | Standard | 2 | Blacksmith | 2 Silver Ore | Any Forge | 2 | Produces a Silver Bar |
| CR027 | Blacksmithing Tools | Standard | 2 | Blacksmith OR Artificer | 1 Handle, 1 Iron Bar, 1 Soft Wood | | 3 | Produces Standard Blacksmithing Tools |
| CR059 | Gold Bar | Advanced | 3 | Blacksmith | | | | Produces a Gold Bar |

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| Recipe ID | Name | Type | Tier | Discipline(s) | Requirements | Tools | Production Value | Result |
|---|---|---|---|---|---|---|---|---|
| CR081 | Masterwork Short Weapon | Advanced | 3 | Blacksmith | | | | Short Weapon. Can call "No Effect" once per day to Shatter. One can learn to apply effects to this weapon. |
| CR082 | Masterwork Ex-Heavy Armour | Advanced | 3 | Blacksmith | | | | Armour that adds +2 armour HP to the location covered. Can call "No Effect" once per day to Shatter or Rend. |
| CR083 | Masterwork Heavy Armour | Advanced | 3 | Blacksmith | | | | Armour that adds +2 armour HP to the location covered. Can call "No Effect" once per day to Shatter or Rend. |
| CR084 | Masterwork One Handed Weapon | Advanced | 3 | Blacksmith | | | | One Handed Weapon. Can call "No Effect" once per day to Shatter. One can learn to apply effects to this weapon. |

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| Recipe ID | Name | Type | Tier | Discipline(s) | Requirements | Tools | Production Value | Result |
|---|---|---|---|---|---|---|---|---|
| CR088 | Masterwork Two Handed Weapon | Advanced | 3 | Blacksmith | | | | Two Handed Weapon. Can call "No Effect" once per day to Shatter. One can learn to apply effects to this weapon. |
| CR098 | Gold Thread | Advanced | 3 | Blacksmith | | | | Produces 2 Gold Thread |
| CR099 | Forge | Advanced | 3 | Blacksmith | | | | When used to create a blacksmithing recipe the total Production Value needed is reduced by 1. Can be used once per day. |
| CR136 | Lantern | Advanced | 3 | Blacksmith | | | | Grants Detect Stealth skill when carrying the torch. Cannot enter Stealth while carrying the torch. Needs 1 Refined Oil to work. Has 5 uses before Refine Oil runs out and needs replenishing. |

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| Recipe ID | Name | Type | Tier | Discipline(s) | Requirements | Tools | Production Value | Result |
|---|---|---|---|---|---|---|---|---|
| CR100 | Masterwork Forge | Master | 4 | Blacksmith | | | | When used to craft a blacksmithing recipe, reduce the Production Value requirement by 2, once per day. Counts as superior blacksmithing tools for the sake of recipes requiring them. |
| CR107 | Focused Weapon of Blasting | Master | 4 | Blacksmith | | | | Weaponised Focus. Can release "Magic Bolt" spells on weapon strike (Mana cost remains) but at an additional +1 damage (capped at Triple). |

| Recipe ID | Name | Type | Tier | Discipline(s) | Requirements | Tools | Production Value | Result |
|---|---|---|---|---|---|---|---|---|
| CR004 | Charcoal | Basic | 1 | Carpentry | 1 Soft Wood | | 1 | Produces 4 Charcoal |
| CR007 | Haft | Basic | 1 | Carpentry | 2 Hard Wood | | 2 | Produces a Haft |

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| Recipe ID | Name | Type | Tier | Discipline(s) | Requirements | Tools | Production Value | Result |
|---|---|---|---|---|---|---|---|---|
| CR008 | Handle | Basic | 1 | Carpentry | 1 Soft Wood | | 2 | Produces a Handle |
| CR018 | Plank | Basic | 1 | Carpentry | 2 Soft Wood | | 2 | Produces a Plank |
| CR116 | Bow Limb | Basic | 1 | Carpentry | 2 Young Wood, 1 Animal skin | | 2 | Produces a Bow Limb |
| CR117 | Whittled Icon | Basic | 1 | Carpentry | 1 Soft Wood, 1 Hard Wood | | 3 | Produces a Whittled Icon |
| CR029 | Carpentry Tools | Standard | 2 | Carpenter OR Artificer | 1 Handle, 1 Iron Bar, 1 Hard Wood | | 3 | Produces Standard Carpentry Tools |
| CR041 | Superior Bow | Standard | 2 | Carpentry | 1 Bow Limb, 1 Bowstring | Carpentry Tools | 7 | Bow. Can call "No Effect" once per day to Shatter. One can learn to apply effects to this weapon. |
| CR051 | Superior Polearm | Standard | 2 | Carpentry | 1 Haft, 1 Shortblade, 1 Strap | Carpentry Tools | 7 | Polearm. Can call "No Effect" once per day to Shatter. One can learn to apply effects to this weapon. |
| CR072 | Superior Shield | Standard | 2 | Carpentry | 2 Plank, 1 Bracing, 1 Plate | Carpentry Tools | 7 | Shield. Can call "No Effect" once per day to Shatter. One can learn to apply effects to this weapon. |

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| Recipe ID | Name | Type | Tier | Discipline(s) | Requirements | Tools | Production Value | Result |
|---|---|---|---|---|---|---|---|---|
| CR119 | Lesser Emblem (Consumable) | Standard | 2 | Carpentry | 1 Varnish, 1 Whittled Icon, 1 Dye | Carpentry Tools | 3 | Once activated, projects an aura of up to 10ft (3m) in a static area like a tent, which has an effect chosen at crafting. This emblem cracks and the effects dissipate either at the end of day or when moved.<br><br>Aura of Divinity, 3x during the day, on spoken command, the emblem will stance cast "Reject Undeath"<br><br>Aura of Comfort, Rest and be Merry! You feel more at ease and content that you otherwise might have, as the Aura staves off some of the weight of the world. |

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| Recipe ID | Name | Type | Tier | Discipline(s) | Requirements | Tools | Production Value | Result |
|---|---|---|---|---|---|---|---|---|
| | | | | | | | | Aura of Focus, When recovering mana through Arcane Recovery, Hearthfire or similar, recover one additional mana (not exceeding maximum) |
| CR122 | Lockbox | Standard | 2 | Carpentry | 1 Varnish, 2 Bracing, 3 Plank, 1 Uncut Key | Carpentry Tools | 7 | Produces a locked box that can only be opened with the paired key, created at the same time. |
| CR080 | Masterwork Bow | Advanced | 3 | Carpentry | | | | Bow. Can call "No Effect" once per day to Shatter, and can call "No Effect" once per day to Fumble. One can learn to apply effects to this weapon. |
| CR085 | Masterwork Polearm | Advanced | 3 | Carpentry | | | | Polearm. Can call "No Effect" once per day to Shatter. One can learn to apply effects to this weapon. |

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| Recipe ID | Name | Type | Tier | Discipline(s) | Requirements | Tools | Production Value | Result |
|---|---|---|---|---|---|---|---|---|
| CR086 | Masterwork Shield | Advanced | 3 | Carpentry | | | | Shield. Can call "No Effect" once per day to Shatter. One can learn to apply effects to this weapon. |
| CR118 | Intricate Carving | Advanced | 3 | Carpentry | | | | Produces an Intricate Carving |
| CR120 | Superior Emblem (Consumable) | Advanced | 3 | Carpentry | | | | Once activated, projects an aura of up to 10ft (3m) in a static area like a tent, which has an effect chosen at crafting. This emblem cracks either at the end of day or when moved.<br><br><u>Aura of Initiative,</u> If you rest for an hour within an Aura of Initiative, wake up the next morning |

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| Recipe ID | Name | Type | Tier | Discipline(s) | Requirements | Tools | Production Value | Result |
|---|---|---|---|---|---|---|---|---|
| | | | | | | | | with an additional max 1HP for the day.<br><br><u>Aura of Warding.</u><br>When inside this aura you are warded from scrying attempts and have some level of protection from The Great Eye |
| CR124 | Carpenter's Workbench | Advanced | 3 | Carpentry | | | | Once per day, when used to create a Carpentry recipe the total Production Value needed is reduced by 1. Reduces the Production Value cost of all Whittled Icons and Intricate Carvings by 1 every time when created on this Workbench. |
| CR133 | Superior Banner | Advanced | 3 | Needleworker/Carpenter | | | | Banner. Mass Stabilise by keyword, locked in at creation. Banner physrep must |

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| Recipe ID | Name | Type | Tier | Discipline(s) | Requirements | Tools | Production Value | Result |
|---|---|---|---|---|---|---|---|---|
| | | | | | | | | physically represent this keyword in some way. One use per day, and this stabilisation lasts for 30s.<br><br>Banner: Players carrying a banner can never benefit from stealth of invisibility, but banners can never be affected by abilities that would cause you to drop them such as fumble or possessions that instruct you to drop items. |
| CR121 | Masterwork Emblem (Consumable) | Master | 4 | Carpentry | | | | Once activated, projects an aura of up to 10ft (3m) in a static area like a tent, which has an effect chosen at crafting. This emblem cracks either at the end of day or when moved. |

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| Recipe ID | Name | Type | Tier | Discipline(s) | Requirements | Tools | Production Value | Result |
|---|---|---|---|---|---|---|---|---|
| | | | | | | | | Aura of Grace, You are immediately placed under the stabilise status effect when entering this aura with 0HP, or being reduced to 0HP in this aura<br><br>Aura of Storms, This Emblem allows a user to conjure forth aggressive magics to defend you. You must have a hand on the Emblem to release the power of this Aura. 3 total calls at 30ft (10m) range of Lightening Triple + 3 used of the Air Domain, which allows you to call Stagger on 3 targets consecutively, during this aura. |

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| Recipe ID | Name | Type | Tier | Discipline(s) | Requirements | Tools | Production Value | Result |
|---|---|---|---|---|---|---|---|---|
| CR079 | Masterwork Banner | Master | 4 | Needleworker/Carpenter | | | | Banner. Mass Stabilise by keyword, locked in at creation. Banner physrep must physically represent this keyword in some way. Three uses per day, and this stabilisation lasts for 30s. Once per day, heal 1 by keyword.<br><br>Banner: Players carrying a banner can never benefit from stealth of invisibility, but banners can never be affected by abilities that would cause you to drop them such as fumble or possessions that instruct you to drop items. |

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| Recipe ID | Name | Type | Tier | Discipline(s) | Requirements | Tools | Production Value | Result |
|---|---|---|---|---|---|---|---|---|
| CR001 | Bandages | Basic | 1 | Needleworker | 2 Linen | | 2 | Bandages. Can heal 1HP over 60 seconds on any target. 3 uses |
| CR002 | Bowstring | Basic | 1 | Needleworker | 1 Wool | | 2 | Produces a Bowstring |
| CR009 | Harness | Basic | 1 | Needleworker | 1 Heavy Leather | | 2 | Produces a Harness |
| CR012 | Light Armour Piece | Basic | 1 | Needleworker | 1 Padding, 1 Strap, 1 Thread | | 2 | Produces a Light Armour Piece |
| CR013 | Linen | Basic | 1 | Needleworker | 1 Hemp | | 2 | Produces Linen |
| CR014 | Lining | Basic | 1 | Needleworker | 1 Wool, 1 Hemp | | 2 | Produces Lining |
| CR017 | Padding | Basic | 1 | Needleworker | 1 Wool | | 2 | Produces Padding |
| CR022 | Strap | Basic | 1 | Needleworker | 1 Scrap Leather | | 1 | Produces a Strap |
| CR023 | Thread | Basic | 1 | Needleworker | 1 Wool | | 1 | Produce 4 Thread |
| CR070 | Medium Armour Piece | Basic | 1 | Needleworker | 1 Lining, 1 Harness, 1 Thread | | 2 | Produces a Medium Armour Piece |
| CR110 | Parchment | Basic | 1 | Needleworker OR Artificer | 1 Animal Skin | | 1 | Produces 1 Parchment |
| CR134 | Animal Fat | Basic | 1 | Needleworker OR Artificer | 1 Animal Skin | | 1 | Produces 1 Animal Fat |

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| Recipe ID | Name | Type | Tier | Discipline(s) | Requirements | Tools | Production Value | Result |
|---|---|---|---|---|---|---|---|---|
| CR035 | Light Armour Repair Kit | Standard | 2 | Needleworker | 1 Thread, 1 Wool | | 3 | Light Repair Kit. Can fully repair mundane Light Armour in the field. 5 uses. |
| CR036 | Medium Armour Repair Kit | Standard | 2 | Needleworker | 1 Lining, 1 Thread | | 3 | Medium Repair Kit. Can fully repair mundane Medium Armour in the field. 5 uses. |
| CR046 | Superior Light Armour | Standard | 2 | Needleworker | Per location: 1 Light Armour Piece, 1 Lining, 1 Thread | Needleworking Tools | 3 | Armour upgrade that adds +1 additional armour HP to the location covered. Can call "No Effect" once per day to Shatter or Rend. |
| CR048 | Superior Medium Armour | Standard | 2 | Needleworker | Per location: 1 Medium Armour Piece , 1 Lining, 1 Thread | Needleworking Tools | 3 | Armour upgrade that adds +1 additional armour HP to the location covered. Can call "No Effect" once per day to Shatter or Rend. |

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| Recipe ID | Name | Type | Tier | Discipline(s) | Requirements | Tools | Production Value | Result |
|---|---|---|---|---|---|---|---|---|
| CR093 | Silvered Webbing | Standard | 2 | Needleworker | 1 Silver bar, 1 Harness | Superior Needleworking Tools | 5 | When worn under armour it grants you the "War Mage" general skill |
| CR037 | Needleworking Tools | Standard | 2 | Needleworker OR Artificer | 1 Iron Bar, 1 Hemp, 1 Soft Wood | | 3 | Produces Standard Needleworking Tools |
| CR142 | Goader's Half Cape | Standard | 2 | Needleworker | 1 Light Armour Piece, 2 Thread, 4 Weight, 1 Linen | | 5 | Once per day in reaction to being struck by a melee weapon attack, you can call "mundane fumble" on its user |
| CR139 | Nocturne Harness | Advanced | 3 | Needleworker | | | | Allows the user to move up to 10ft (3m) before Stealth breaks |
| CR141 | Loom | Advanced | 3 | Needleworker | | | | When used to create a needleworking recipe the total Production Value needed is reduced by 1. Can be used once per day. |
| CR061 | Heritage Livery | Advanced | 3 | Needleworker | | | | Clothing item. Can call "No Effect" once per day to a mind |

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| Recipe ID | Name | Type | Tier | Discipline(s) | Requirements | Tools | Production Value | Result |
|---|---|---|---|---|---|---|---|---|
| | | | | | | | | effect, locked to the Heritage it was made for. |
| CR066 | Masterwork Light Armour | Advanced | 3 | Needleworker | | | | Armour that adds +2 armour HP to the location covered. Can call "No Effect" once per day to Shatter or Rend. |
| CR067 | Masterwork Medium Armour | Advanced | 3 | Needleworker | | | | Armour that adds +2 armour HP to the location covered. Can call "No Effect" once per day to Shatter or Rend. |
| CR069 | Medicated Bandages | Advanced | 3 | Needleworker | | | | Medicated Bandages. Can heal 2HP over 30 seconds on any target. 3 uses |
| CR076 | Vestments | Advanced | 3 | Needleworker | | | | Clothing item. Grants +2 Mana per day. Cannot be used with Heavy or Ex-Heavy Armour |

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| Recipe ID | Name | Type | Tier | Discipline(s) | Requirements | Tools | Production Value | Result |
|---|---|---|---|---|---|---|---|---|
| CR096 | Masterwork Cloak | Advanced | 3 | Needleworker | | | | Gain the Stealth Skill |
| CR133 | Superior Banner | Advanced | 3 | Needleworker/Carpenter | | | | Banner. Mass Stabilise by keyword, locked in at creation. Banner physrep must physically represent this keyword in some way. One use per day, and this stabilisation lasts for 30s.<br><br>Banner: Players carrying a banner can never benefit from stealth of invisibility, but banners can never be affected by abilities that would cause you to drop them such as fumble or possessions that |

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| Recipe ID | Name | Type | Tier | Discipline(s) | Requirements | Tools | Production Value | Result |
|---|---|---|---|---|---|---|---|---|
| | | | | | | | | instruct you to drop items. |
| CR079 | Masterwork Banner | Master | 4 | Needleworker/Carpenter | | | | Banner. Mass Stabilise by keyword, locked in at creation. Banner physrep must physically represent this keyword in some way. Three uses per day, and this stabilisation lasts for 30s. Once per day, heal 1 by keyword.<br><br>Banner: Players carrying a banner can never benefit from stealth of invisibility, but banners can never be affected by abilities that would cause you to drop them such as fumble or possessions that instruct you to drop items. |

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| Recipe ID | Name | Type | Tier | Discipline(s) | Requirements | Tools | Production Value | Result |
|---|---|---|---|---|---|---|---|---|
| CR137 | Cloak of shadows | Master | 4 | Needleworker | | | | Gain the stealth skill. Twice per day may extend stealth to one additional target. If the target is not in stealth they may take up to 10ft (3m) of steps to get into suitable cover next to the wearer. |
| CR138 | Master Bandage Pack | Master | 4 | Needleworker | | | | Reusable bandages - This creates a pack of 3 Master Bandages, which have self-purifying properties. Each of these bandages can be used once per day as per the existing rules for Bandages. These bandage uses cannot be separated from the Master Bandage Pack |

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| Recipe ID | Name | Type | Tier | Discipline(s) | Requirements | Tools | Production Value | Result |
|---|---|---|---|---|---|---|---|---|
| CR140 | Cut-throats Shiv Holster | Master | 4 | Needleworker | | | | User may move up to 10ft (3m) before Stealth breaks. Upon exiting stealth by striking an enemy, the player may make a single use of the Trickster domain "Backstab Double Through", on a short weapon only. 5 uses of "Backstab Double Through" per day. |

| Recipe ID | Name | Type | Tier | Discipline | Requirements | Production Value | Danger | Application | Result |
|---|---|---|---|---|---|---|---|---|---|
| AL1 | Health Potion | Basic | 1 | Alchemist | 2 Aracory, 1 Linseed | 3 | 0 | Ingest | 1 Potion that heals 2HP |
| AL3 | Mana Potion | Basic | 1 | Alchemist | 2 Aracory, 1 Hemp | 3 | 0 | Ingest | 1 Potion that returns 2 Mana |
| AL7 | Ratsbane | Basic | 1 | Alchemist | 1 Viper Clove, 1 Linseed | 3 | 1 | Blade | 1 Poison that deals +1 poison damage on the next 3 strikes "Poison" |

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| Recipe ID | Name | Type | Tier | Discipline | Requirements | Production Value | Danger | Application | Result |
|---|---|---|---|---|---|---|---|---|---|
| CR134 | Animal Fat | Basic | 1 | Alchemist | 1 Animal Skin | 1 | 0 | N/A | Produces 1 Animal Fat |
| CR135 | Refined Oil | Basic | 1 | Alchemist | 4 Animal Fat | 1 | 0 | N/A | Produces 1 Refined Oil |
| AL5 | Thimblewine | Standard | 2 | Alchemist | 1 Pine Sap, 1 Spark Root, 1 Hemp | 3 | 2 | Ingest | 1 Potion that inflicts Sleep for 30 seconds |
| AL6 | Lockjaw | Standard | 2 | Alchemist | 1 Pine Sap, 1 Spark Root, 1 Linseed | 3 | 2 | Ingest/Blade | 1 Potion that inflicts Paralyse for 30 seconds |
| AL8 | Deadwater | Standard | 2 | Alchemist | 2 Viper Clove, 1 Hemp | 3 | 2 | Blade | 1 Potion that drains 2 Mana "Double Mana Drain" |
| AL16 | Toad’s Kiss | Standard | 2 | Alchemist | 1 Thousand Eyes, 1 Viper Clove, 1 Linseed | 4 | 3 | Blade | 1 poison that deals 2 poison damage on the next three strikes "Poison Double" |
| AL9 | Forgetfulness Potion | Advanced | 3 | Alchemist | | | | Ingest | 1 Potion that makes the drinker forget anything that happened in the last 10 minutes. |
| AL10 | Remembrance Potion | Advanced | 3 | Alchemist | | | | Ingest | 1 Potion that makes the drinker remember anything that they have been |

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| Recipe ID | Name | Type | Tier | Discipline | Requirements | Production Value | Danger | Application | Result |
|---|---|---|---|---|---|---|---|---|---|
| | | | | | | | | | made to forget in that day. |
| AL12 | Truth Potion | Advanced | 3 | Alchemist | | | | Ingest | 1 Potion that makes the drinker compelled to tell the truth for 1 minute. They will know what they are saying and will remember afterwards. The victim will tell the truth, as they know it. It may be that the victims' version of the truth is not what it actually may be in reality. They may also answer questions literally. |
| AL14 | Wretched Sap | Advanced | 3 | Alchemist | | | | Ingest/Blade | 1 Potion that deals additional 2 poison damage "Poison Double", and inflicts PAIN on the victim for 30 seconds |

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| Recipe ID | Name | Type | Tier | Discipline | Requirements | Production Value | Danger | Application | Result |
|---|---|---|---|---|---|---|---|---|---|
| AL17 | Minor Rejuvenat | Advanced | 3 | Alchemist | | | | Ingest/Salve | Fully cures a minor Traumatic Wound over 5 minutes. |
| AL18 | Major Rejuvenat | Advanced | 3 | Alchemist | | | | Ingest/Salve | Fully cures a Major Traumatic Wound over 5 minutes. |
| AL2 | Greater Health Potion | Master | 4 | Alchemist | | | | Ingest | 1 Potion that heals 5HP |
| AL4 | Greater Mana Potion | Master | 4 | Alchemist | | | | Ingest | 1 Potion that returns 5 Mana |
| AL15 | Mercy | Master | 4 | Alchemist | | | | Ingest/Blade | 1 potion created that inflicts Poison Sever. If ingested will sever the torso. |

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