

Appendix B – Starting Crafting Recipes

Listed below are the starting recipes which all crafters have access to, dependant on the type of crafting you choose at character creation.

A Crafter/Guildsman, Tinker/Senior Tinker has access to the specific group of recipes for their craft:

Alchemy

A recipe is broken down into:

Item Name

Type

Resources in Duke's camp

Resources in Khan's camp

Money in Duke's camp | Money in Khan's camp, Mana

Effect.

Tier 1

Fire Ammunition

Compound

Earth Embers x1

Earth Embers x1

Hares x12 | Shard x6, Mana x3

Produces three shots of the appropriate ammunition.

Essence Tea

Compound

Dusk Weed x1, Sun Bloom x1, Fire Blossom x1

Midnight Dust x1, Sunlight Sand x1, Vengeful Angel x1

Hares x18 | Shards x9, Mana x4

All who drink the tea recover essence as if they had just slept for a night (max 4 people). Takes five minutes of participation by all parties to drink the tea to gain the effect.

Healing Tea

Compound

Earth Embers x1, Dusk Weed x1, Sun Bloom x1

Earth Embers x1, Midnight Dust x1, Sunlight Sand x1

Hares x18 | Shards x9, Mana x3

All who drink the tea recover their hits if able to (max 4 people). Takes five minutes of participation by all parties to drink the tea to gain the effect.

Essence Potion

Potion

Earth Embers x1, Dusk Weed x1

Earth Embers x1, Midnight Dust x1

Hares x12 | Shards x6, Mana x2

Provides a magician with 5 essence up to their maximum (if you take another of this type when one is running you are violently ill and the second taken fails).

Magic Blade

Application

Mithril x1, Dusk Weed x1

Moon Steel x1, Midnight Dust x1

Hares x12 | Shards x6, Mana x3

When applied to a blade, can call MAGIC.

War Smith

A recipe is broken down into:

Weapon Style - Effect

Type

Resources in Duke's camp

Resources in Khan's camp

Money in Duke's camp | Money in Khan's camp, Mana

Effect.

Tier 1

One Handed - Sword of Cut

Blades

Mithril x1, Star Metal x1

Moon Steel x1, Blue Iron x1

Hares x24 | Shards x12, Mana x5

When attached to a SWORD and used with ONE HANDED STYLE, allows the use of the following technique: CUT.

Polearm - Of Strikedown

Hafted

Oracalcum x1, Rubidium x1

Oracalcum x1, Blood Metal x1

Hares x24 | Shards x12, Mana x5

When attached to a POLEARM and used with POLEARM STYLE, allows the use of the following technique: STRIKEDOWN.

Two Handed - Axe of Stun

Hafted

Oracalcum x1, Rubidium x1, Thunder Stone x1

Oracalcum x1, Blood Metal x1, Thunder Stone x1

Hares x24 | Shards x12, Mana x5

When attached to an AXE and used with TWO HANDED STYLE, allows the use of the following technique: STUN.

Dual Wield - Sword of Disarm

Blades

Mithril x1, Rubidium x1, Thunder Stone x1

Moon Steel x1, Blood Metal x1, Thunder Stone x1

Hares x24 | Shards x12, Mana x5

When attached to a SHORT SWORD and used with DUAL WIELD, allows the use of the following techniques: DISARM, SHORT WEAPON.

Weapon & Shield - Shield of Block

Armour

Oracalcum x2, Rubidium x1

Oracalcum x2, Blood Metal x1

Hares x18 | Shards x9, Mana x4

When attached to a SHIELD and used in with WEAPON AND SHIELD STYLE, allows the use of the following technique: SHIELD BLOCK.

Mage Craft

A recipe is broken down to

Item Name

Type

Resources in Duke's camp

Resources in Khan's camp

Money in Duke's camp | Money in Khan's camp, Mana

Effect.

Tier 1

Amulet of Protection

Jewellery

Storm Sap x1, Yew Marrow x1

Mother's Milk x1, Death Cap x1

Hares x12 | Shards x6, Mana x3

When attached to an AMULET allows the wearer to access the following techniques, which must be learnt separately; SPELL GUARD OTHER.

Amulet of the Wall

Jewellery

Storm Sap x1, Yew Marrow x1

Mother's Milk x1, Death Cap x1

Hares x18 | Shards x9, Mana x4

When attached to an AMULET allows the wearer to access the following techniques, which must be learnt separately; GREATER MAGE ARMOUR SELF.

Rifle

Jewellery

Oracalcam x1, Yew Marrow x1

Orcalcam x1, Death Cap x1

Hares x12 | Shards x6, Mana x3

When attached to a RIFLE allows the wearer to access the following techniques, which must be learnt separately; Allows use of _____ BOLT, (ammo specific).

One of the following:

Wand of Fire

Carving

Earth Embers x1, Wolf Root x1

Earth Embers x1, Lich Eye x1

Hares x12 | Shards x6, Mana x4

When attached to a WAND allows the wearer to access the following techniques, which must be learnt separately; FIRE BOLT.

Wand of Ice

Carving

Vale Ice x1, Yew Marrow x1

Vale Ice x1, Death Cap x1

Hares x12 | Shards x6, Mana x4

When attached to a WAND allows the wearer to access the following techniques, which must be learnt separately; ICE BOLT.

Wand of Lightning

Carving

Thunder Stone x1, Yew Marrow x1

Thunder Stone x1, Death Cap x1

Hares x12 | Shards x6, Mana x4

When attached to a WAND allows the wearer to access the following techniques, which must be learnt separately; LIGHTNING BOLT.

One of the following:

Wand of Flame

Carving

Earth Embers x1, Yew Marrow x1, Sun Bloom x1

Earth Embers x1, Death Cap x1, Sunlight Sand x1

Hares x18 | Shards x9, Mana x5

When attached to a WAND allows the wearer to access the following techniques, which must be learnt separately; FIRE WEAPON OTHER.

Wand of Frost

Carving

Vale Ice x1, Wolf Root x1, Sun Bloom x1

Vale Ice x1, Lich Eye x1, Sunlight Sand x1

Hares x18 | Shard x9, Mana x5

When attached to a WAND allows the wearer to access the following techniques, which must be learnt separately; ICE WEAPON OTHER.

Wand of Shock

Carving

Thunder Stone x1, Wolf Root x1, Sun Bloom x1

Thunder Stone x1, Lich Eye x1, Sunlight Sand x1

Hares x18 | Shards x9, Mana x5

When attached to a WAND allows the wearer to access the following techniques, which must be learnt separately; LIGHTNING WEAPON OTHER.