

Appendix 3 – Starting Crafting Recipes

Here are the standard recipes known by all starting crafters, you only know the ones for the discipline you have selected.

If you are in the Khan's camp; refer to the red writing, if you are in the Duke's camp; refer to the silver writing, black writing is common between the two.

Alchemist

Fire Ammunition

Compound

Earth Embers x1

Earth Embers x1

Hares x12 | Shard x6, Mana x3

Produces three shots of the appropriate ammunition.

Mystic Compress

Compound

Dusk Weed x1

Midnight Dust x1

Hares x6 | Shards x3, Mana x1

Produces one poultices which can only be used by anyone.

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 must call MAGIC.

Mage Craft

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.

[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).

[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.

[Hood of Healing](#)

Fashion

1x Earth Embers, 1x Storm Sap, 1x Yew Marrow

1x Earth Embers 1x Mother's Milk, 1x Death Cap

12x hares, 6x shards, 5x mana crystals

Effects: When attached to a HOOD allows the use of the technique STABILISE

Warsmith

[Sword of Strong Grip](#)

Sword

Mithril x1, Oracalcam x1

Moon Steel x1, Orcalcam x

Hares x8 | Shards x4, Mana x5

When attached to a sword allows the simple melee technique of Strong Grip; you cannot be subject to the DISARM weapons technique with this weapon.

[Haft of Repel](#)

Hafted

Mithril x1, Star Metal x1

Moon Steel x1, Blue Iron x1

Hares x8 | Shards x4, Mana x5

When attached to a weapon haft allows the simple melee technique of Repel; you drive your opponent back three paces.

Shield of Block

Armour

Mithril x1, Oracalcam x1

Moon Steel x1, Oracalcam x

Hares x18 | Shards x9, Mana x7

When attached to a shield allows the simple technique of BLOCK; if you take a REPEL or STRIKE DOWN on your shield from a melee weapon technique you may call BLOCK, and ignore the effects.

Heavy Armour of Repel Resistance

Armour

Oracalcam x1, Rubidium x1

Oracalcam x1, Blood Metal x1

Hares x54 | Shards x26, Mana x7

When attached to heavy armour you can ignore the effects of the REPEL melee weapon technique, but will still lose a single global hit from the blow.

Apothecary / Surgeon

All apothecary / surgeon can start with the alchemical recipes of Poultice and Mould Potion, and can use the crafting machine to create them.

Poultice

Compound

Dusk Weed x1

Midnight Dust x1

Hares x6 | Shards x3, Mana x1

Produces three poultices which can only be used by an Apothecary

Mould Potion

Potion

Sun Bloom x1

Sunlight Sand x1

Hares x12 | Shards x6, Mana x1

Produces two mould potions used for the treatment of NECROSIS.