

# EverQuest II Recipe Book

<http://www.crystalkeep.com/eq2>  
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## Using this Book

This book is divided by crafting technique and then into sections organized by the type of item being crafted. The goal is to make it easier to peruse sections looking for items that fill needs and/or match a crafter's skills.

There will likely be many pages that are simply outside your character's skill set. So simply print out the pages that are applicable and keep them handy. You don't have to print the whole book.

Crafting quality depends only on the quality of the *primary ingredient* (which is listed first). All recipes use one fuel item of the appropriate type unless otherwise noted.

**Bold ingredients** indicate that you cannot make this item for yourself (although many of these are available through the cross-class crafting books at an increased effort). You may need or want another crafter to make it for you.

## Key to Recipe Book Codes

Next to the level of a recipe is the code for the recipe book(s) it can be found in. This code is bold is the recipe is from a looted book.

### Purchasable Books

AE = Artisan Essentials (3-9)  
CE = Craftsman Essentials (10-19)  
OE = Outfitter Essentials (10-19)  
SE = Scholar Essentials (10-19)  
PE = Provisioner's Essentials (20-49)  
YE = Apothecary Essentials (1)  
GE = Geomancy Essentials (1)  
TE = Timbercraft Essentials (1)  
WE = Weaving Essentials (1)

### Looted Books

AAA = Artisan Advanced Alchemy (7-9)  
AAS = Artisan Arcana Scrolls (9)  
AC = Artisan Components (5/6)  
ACA = Artisan Cloth Armor (8)  
ACR = Advanced Craftsman (10,12,14,16,18)  
AES = Artisan Escutcheon (6)  
ALA = Artisan Leather Armor (7)  
AMA = Artisan Machinists Armor (7)  
AO1H = Advanced Outfitter One Handed Weapons (12)  
AO2H = Advanced Outfitter Two Handed Weapons (16)  
AOC = Advanced Outfitter Cloth Armor (13,18)  
AOCL = Advanced Outfitter Chest & Leggings (19)  
AOD = Advanced Outfitter Dual Wield Weapons (14)  
AOL = Advanced Outfitter Leather Armor (15)  
AOR = Advanced Outfitter Refining (11)  
AR = Artisan Refining (4)  
ASA = Advanced Scholar Accessories (16)  
ASR = Advanced Scholar Refining (11)  
ASS = Artisan Stratagem Scrolls (9)  
ASS = Advanced Scholar Scrolls (12,14-19)  
AW = Artisan Weapons (8)

## Key to Trade Skill Classes

Here's a quick guide to which professions use which techniques best. Next to ingredients that come from a different technique, there is a code letter, listed here.

Artistry	R	Artisan -> Craftsman -> Provisioner
Fletching	F	Artisan -> Craftsman -> Woodworker
Sculpting	S	Artisan -> Craftsman -> Carpenter
Metal Shaping	H	Artisan -> Outfitter -> Weaponsmith
Metalworking	M	Artisan -> Outfitter -> Armorer
Tailoring	T	Artisan -> Outfitter -> Tailor
Artificing	A	Artisan -> Scholar -> Jeweler
Chemistry	C	Artisan -> Scholar -> Alchemist
Scribing	B	Artisan -> Scholar -> Scribe
Apothecary	Y	Artisan
Geomancy	G	Artisan
Timbercraft	E	Artisan
Weaving	W	Artisan

“# Raw” means number of harvested ingredients required. “# Craft” is number of manual craft cycles requires. “Cost” is the cost of fuel and other materials. The least cost to produce a Pristine result is listed first. A second entry with less work may be available (marked with stars) that can only produce a Normal result.

Homemade Beer is: Level 10 = “Halasian Porter”, “Ogre Swill”; Level 20 = “Dwarven Stout”, “Malt Beer”, “Orange Beer”; Level 30= “Brown Ale”. Liquid is any crafting liquid. The cheapest is “Aerated Mineral Water” at 6c.

**Inedible Food Ingredients (Artisan)**

Name	Level	Ingredients	Raw-Craft-Cost	Watery	Chilled	Normal	Refreshing
Barley Malt	5 (AE5)	Barley + Liquid(6c)	4 Primary 0 Secondary	1 - 1 - 7c			Not Edible
Dark Barley Malt	5 (AE5)	Roasted Barley + Liquid(6c)	1 Primary 0 Secondary	1 - 2 - 14c			Not Edible
Dough	3 (AE3)	Egg(6c) + Flour(6c)	1 Primary 19 Secondary	0 - 1 - 13c * 0 - 0 - 18c *			Not Edible
Packet of Spice	3 (AE3)	Salts(6c) + Pepper(6c)	0 Primary 31 Secondary	1 - 1 - 13c * 0 - 0 - 1c *			Not Edible
Refined Basil	3 (AE3)	Raw Basil + Liquid(6c)	1 Primary 9 Secondary	1 - 1 - 7c			Not Edible
Refined Nutmeg	4	Raw Nutmeg + Liquid(6c)	3 Primary 8 Secondary	1 - 1 - 7c			Not Edible
Roasted Barley	3	Barley + Liquid(6c)	1 Primary 0 Secondary	1 - 1 - 7c			Not Edible
White Tea Leaf	3	Raw White Tea Leaf + Liquid(6c)	1 Primary 0 Secondary	1 - 1 - 7c			Not Edible

**Drinks (Artisan)**

Name	Level	Ingredients	Raw-Craft-Cost	Watery	Chilled	Normal	Refreshing
Barley Malted Milk	6 (AE6)	Barley Malt + Milk(6c)	0 Primary 1 Secondary	1 - 2 - 14c	45m	50m	54m 60m
Black Coffee	4	Black Coffee Bean + Liquid(6c)	1 Primary 0 Secondary	1 - 1 - 7c	30m	33m	36m 40m
Brandy	8 (AE8)	Jumjum Juice + Yeast(6c) + Liquid(6c)	4 Primary 0 Secondary	1 - 2 - 20c	1h 08m	1h 14m	1h 22m 1h 30m
Jumjum Juice	4 (AE5)	Jumjum + Liquid(6c)	3 Primary 4 Secondary	1 - 1 - 7c	30m	33m	36m 40m
Nutmeg Fizzlepop	6 (AE6)	Aerated Mineral Water(6c) + Refined Nutmeg	2 Primary 1 Secondary	1 - 2 - 14c	45m	50m	54m 60m
White Tea	4 (AE3)	White Tea Leaf + Liquid(6c)	1 Primary 1 Secondary	1 - 2 - 14c	45m	50m	54m 60m
Cabbage Kalish	8 (AE8)	Barley Malt + Raw Cabbage + Yeast(6c)		2 - 2 - 14c	45m	50m	54m 60m
Cracked Spire	4 (AE5)	Homebrew Beer + Jumjum Juice		2 - 4 - 28c	3h 48m	4h 11m	4h 36m 5h 03m
Creamed Black Coffee	8 (AE8)	Black Coffee + Milk(6c) + Sugar(6c)		1 - 2 - 20c	1h 08m	1h 14m	1h 22m 1h 30m
Dark Water	5 (AE5)	Homebrew Beer + Liquid(6c)		1 - 3 - 27c	1h 41m	1h 51m	2h 03m 2h 15m
Ginsh	6 (AE6)	Homebrew Beer + Salts(6c)		1 - 3 - 27c	1h 41m	1h 51m	2h 03m 2h 15m
Halasian Porter	7 (AE7)	Dark Barley Malt + Raw Hops(6c) + Yeast(6c)		1 - 3 - 27c	45m	50m	54m 60m
Hot Toddy	8 (AE8)	Brandy + White Tea + Sugar(6c)		2 - 5 - 35c	1h 41m	1h 51m	2h 03m 2h 15m
Jumjum Beer	9 (AE9)	Barley Malt + Jumjum + Yeast(6c)		2 - 2 - 14c	45m	50m	54m 60m
Jumjum Brandy	4 (AE5)	Brandy + Jumjum		2 - 3 - 21c	1h 41m	1h 51m	2h 03m 2h 15m
Jumjum Cider	5 (AE5)	Jumjum + Yeast(6c)		1 - 1 - 7c	30m	33m	36m 40m
Jumjum Fizzlepop	6 (AE6)	Nutmeg Fizzlepop + Jumjum Juice		2 - 4 - 22c	2h 32m	2h 47m	3h 04m 3h 22m
Jumjum Milk	6 (AE6)	Jumjum Juice + Barley Malted Milk		2 - 4 - 22c	2h 32m	2h 47m	3h 04m 3h 22m
Jumjum Sparkling Wine	8 (AE8)	Nutmeg Fizzlepop + Jumjum Juice + Yeast(6c)		2 - 4 - 28c	2h 32m	2h 47m	3h 04m 3h 22m
Jumjum Tea	6 (AE6)	White Tea + Jumjum Juice		2 - 4 - 22c	2h 32m	2h 47m	3h 04m 3h 22m
Jumjum Wine	9 (AE9)	Jumjum Juice + Sugar(6c) + Yeast(6c)		1 - 2 - 20c	1h 08m	1h 14m	1h 22m 1h 30m
Kerran Catastrophe	5 (AE5)	Brandy + Milk(6c)		1 - 3 - 27c	1h 08m	1h 14m	1h 22m 1h 30m
Moonlight	8 (AE8)	Brandy + Refined Nutmeg + Sugar(6c)		2 - 4 - 34c	1h 08m	1h 14m	1h 22m 1h 30m
Ogre Swill	8 (AE8)	Barley Malt + Raw Hops(6c) + Yeast(6c)		1 - 2 - 20c	45m	50m	54m 60m
Pond Juice	4 (AE5)	Homebrew Beer + Nutmeg Fizzlepop		2 - 5 - 35c	3h 48m	4h 11m	4h 36m 5h 03m
Twice Brewed Beer	7 (AE7)	Homebrew Beer + Raw Hops(6c) + Yeast(6c)		1 - 3 - 33c	1h 41m	1h 51m	2h 03m 2h 15m

All drinks in this table are “Level 10, High Satiation” healing 12 power every 6 seconds. Only the duration varies. Store bought “Flask of Water” heals 9 power per 6 seconds for 30 minutes at a cost of 6c, and “Black Coffee” heals 12 power per 6 seconds for 50 minutes for 36c. “Ogre Swill” is used in this table as the cheapest Homemade Beer.

**Food (Artisan)**

Name	Level	Ingredients	Raw-Craft-Cost	Bland	Savory	Normal	Delectable
Baked Flounder	6 (AE4)	Flounder + Packet of Spices(1c)	1 Primary 0 Secondary	1 - 1 - 2c	45m	50m	54m 60m
Baked Frog Leg	3 (AE3)	Frog Leg + Packet of Spice(1c)	1 Primary 0 Secondary	1 - 1 - 2c	45m	50m	54m 60m
Basil Soup Broth	4 (AE4)	Refined Basil + Liquid(6c)	0 Primary 4 Secondary	1 - 2 - 14c	45m	50m	54m 60m
Bread	3 (AE3)	Dough + Yeast(6c)	0 Primary 7 Secondary	0 - 2 - 20c * 0 - 0 - 2c *	45m	50m	54m 60m
Candied Jumjum	3 (AE4)	JumJum + Refined Nutmeg	6 Primary 1 Secondary	2 - 2 - 8c	45m	50m	54m 60m
Candied Pecans	4 (AE3)	Raw Pecan + Refined Nutmeg	3 Primary 1 Secondary	2 - 2 - 8c	45m	50m	54m 60m
Chocolate Bar	3 (AE3)	Cocoa(18c) + Cream(6c)	5 Primary 14 Secondary	0 - 1 - 25c	45m	50m	54m 60m
Deer Steak	4 (AE3)	Deer Meat + Packet of Spice(1c)	8 Primary 0 Secondary	1 - 1 - 2c	45m	50m	54m 60m
Pasta	3 (AE3)	Dough + Flour(6c)	0 Primary 4 Secondary	0 - 2 - 20c * 0 - 0 - 2c *	45m	50m	54m 60m
Roasted Cabbage	5 (AE5)	Raw Cabbage + Refined Basil	2 Primary 2 Secondary	2 - 2 - 8c	45m	50m	54m 60m
Sunfish Steak	4 (AE3)	Sunfish + Packet of Spice(1c)	4 Primary 0 Secondary	1 - 1 - 2c	45m	50m	54m 60m
Turtle Steak	3 (AE3)	Turtle Meat + Packet of Spice(1c)	1 Primary 0 Secondary	1 - 1 - 2c	45m	50m	54m 60m
Basil Grilled Deer	5 (AE5)	Deer Steak + Refined Basil		2 - 3 - 10c	1h 41m	1h 51m	2h 03m 2h 15m
Basil Grilled Sunfish	6 (AE6)	Sunfish Steak + Refined Basil		2 - 3 - 10c	1h 41m	1h 51m	2h 03m 2h 15m
Beer Braised Deer	5 (AE5)	Deer Steak + Homebrew Beer		2 - 4 - 23c	3h 48m	4h 11m	4h 36m 5h 03m
Breaded Flounder	3 (AE6)	Baked Flounder + Refined Basil + Bread(2c)		2 - 3 - 12c	45m	50m	54m 60m
Cabbage Omelet	6 (AE6)	Roasted Cabbage + Egg(6c)		2 - 3 - 15c	1h 08m	1h 14m	1h 22m 1h 30m
Cabbage Stew	5 (AE5)	Roasted Cabbage + Basil Soup Broth		3 - 5 - 23c	2h 32m	2h 47m	3h 04m 3h 22m
Chocolate Covered Jumjum	5 (AE5)	Candied Jumjum + Chocolate Bar		2 - 4 - 34c	2h 32m	2h 47m	3h 04m 3h 22m
Chocolate Covered Pecan	6 (AE6)	Candied Pecans + Chocolate Bar		2 - 4 - 34c	2h 32m	2h 47m	3h 04m 3h 22m
Chocolate Jumjum Cake	7 (AE7)	Candied Jumjum + Chocolate Bar + Flour(6c)		2 - 4 - 40c	1h 41m	1h 51m	2h 03m 2h 15m
Deer Casserole	8 (AE8)	Deer Steak + Roasted Cabbage + Refined Basil		4 - 5 - 18c	3h 48m	4h 11m	4h 36m 5h 03m
Deer Jerky	5 (AE5)	Deer Steak + Packet of Spice(1c)		1 - 2 - 4c	1h 41m	1h 51m	2h 03m 2h 15m
Deer Pasta	9 (AE9)	Deer Steak + Refined Basil + Pasta(2c)		2 - 3 - 12c	3h 48m	4h 11m	4h 36m 5h 03m
Deer Pie	8 (AE8)	Deer Steak + Refined Basil + Dough(18c)		2 - 3 - 28c	3h 48m	4h 11m	4h 36m 5h 03m
Deer Sandwich	7 (AE7)	Deer Steak + Refined Basil + Bread(2c)		2 - 3 - 12c	3h 48m	4h 11m	4h 36m 5h 03m
Deer Soup	6 (AE6)	Deer Steak + Basil Soup Broth		2 - 4 - 17c	2h 32m	2h 47m	3h 04m 3h 22m
Dried Jumjum	5 (AE5)	Candied Jumjum + Refined Nutmeg		3 - 4 - 19c	1h 41m	1h 51m	2h 03m 2h 15m
Fudge	6 (AE6)	Chocolate Bar + Cream(6c)		0 - 2 - 32c	1h 08m	1h 14m	1h 22m 1h 30m
Herb Crusted Frog Legs	5 (AE5)	Baked Frog Leg + Refined Basil		2 - 3 - 10c	1h 41m	1h 51m	2h 03m 2h 15m
Jumjum Cheesecake	7 (AE7)	Candied Jumjum + Dough(18c) + Cream Cheese(6c)		2 - 3 - 33c	2h 32m	2h 47m	3h 04m 3h 22m
Jumjum Muffins	8 (AE8)	Candied Jumjum + Refined Nutmeg + Flour(6c)		3 - 4 - 22c	1h 41m	1h 51m	2h 03m 2h 15m
Jumjum Pie	9 (AE9)	Candied Jumjum + Refined Nutmeg + Dough(18c)		3 - 4 - 34c	3h 48m	4h 11m	4h 36m 5h 03m
Nutmeg Cake	8 (AE8)	Refined Nutmeg + Egg(6c) + Flour(6c)		1 - 2 - 20c	45m	50m	54m 60m
Nutmeg Cookies	6 (AE6)	Refined Nutmeg + Dough(18c)		1 - 2 - 26c	1h 41m	1h 51m	2h 03m 2h 15m
Pecan Fudge	7 (AE7)	Chocolate Bar + Candied Pecans + Cream(6c)		2 - 4 - 40c	2h 32m	2h 47m	3h 04m 3h 22m
Pecan Jumjum Trail Mix	9 (AE9)	Candied Pecans + Candied Jumjum + Refined Nutmeg		5 - 6 - 24c	3h 48m	4h 11m	4h 36m 5h 03m
Pecan Pie	8 (AE8)	Candied Pecans + Refined Nutmeg + Dough(18c)		3 - 4 - 34c	3h 48m	4h 11m	4h 36m 5h 03m
Stuffed Flounder	7 (AE7)	Baked Flounder + Raw Cabbage + Refined Basil		3 - 4 - 10c	1h 41m	1h 51m	2h 03m 2h 15m
Sunfish Casserole	8 (AE8)	Sunfish Steak + Roasted Cabbage + Refined Basil		4 - 5 - 18c	3h 48m	4h 11m	4h 36m 5h 03m
Sunfish Jerky	6 (AE6)	Sunfish Steak + Packet of Spice(1c)		1 - 2 - 4c	1h 41m	1h 51m	2h 03m 2h 15m
Sunfish Sandwich	9 (AE9)	Sunfish Steak + Refined Basil + Bread(2c)		2 - 3 - 12c	3h 48m	4h 11m	4h 36m 5h 03m
Sunfish Soup	5 (AE5)	Sunfish Steak + Basil Soup Broth		2 - 4 - 17c	2h 32m	2h 47m	3h 04m 3h 22m
Turtle Soup	8 (AE8)	Turtle Steak + Basil Soup Broth + Refined Basil		3 - 5 - 24c	3h 48m	4h 11m	4h 36m 5h 03m

All foods in this table are "Level 10, High Satiation" healing 6 hp every 6 seconds. Only the duration varies.  
 Store bought "Rations" heals 6 hp per 6 seconds for 30 minutes at a cost of 6c.  
 "Ogre Swill" is used in this table as the cheapest Homemade Beer.

**Inedible Food Ingredients (Craftsman)**

Name	Level	Ingredients	Raw-Craft-Cost	Watery	Chilled	Normal	Refreshing
Black Tea Leaf	13 (CE10)	Raw Black Leaf Tea + Liquid(6c)	1 Primary 0 Secondary	1 - 1 - 10c			Not Edible
Dark Wheat Malt	13 (CE12)	Roasted Wheat + Liquid(6c)	1 Primary 0 Secondary	1 - 2 - 20c			Not Edible
Refined Thyme	13 (CE10)	Raw Thyme + Liquid(6c)	1 Primary 12 Secondary	1 - 1 - 10c			Not Edible
Refined Vanilla	13 (CE11)	Raw Vanilla + Liquid(6c)	2 Primary 8 Secondary	1 - 1 - 10c			Not Edible
Roasted Wheat	13 (CE12)	Raw Wheat + Liquid(6c)	1 Primary 0 Secondary	1 - 1 - 10c			Not Edible
Wheat Malt	13 (CE11)	Raw Wheat + Liquid(6c)	6 Primary 0 Secondary	1 - 1 - 10c			Not Edible

**Drinks (Craftsman)**

Name	Level	Ingredients	Raw-Craft-Cost	Watery	Chilled	Normal	Refreshing
Antonican Coffee	15 (CE15)	Antonican Coffee Bean + Liquid(6c)	1 Primary 2 Secondary	1 - 1 - 10c	30m	33m	36m 40m
Black Tea	16 (CE16)	Black Tea Leaf + Liquid(6c)	1 Primary 1 Secondary	1 - 2 - 20c	45m	50m	54m 60m
Orange Juice	16 (CE16)	Mudunk Orange + Liquid(6c)	2 Primary 6 Secondary	1 - 1 - 10c	30m	33m	36m 40m
Vanilla Fizzlepop	16 (CE16)	Aerated Mineral Water(6c) + Refined Vanilla	2 Primary 1 Secondary	1 - 2 - 20c	45m	50m	54m 60m
Vodka	16 (CE16)	Wheat Malt + Liquid(6c) + Yeast(6c)	4 Primary 2 Secondary	1 - 2 - 26c	45m	50m	54m 60m
Wheat Malted Milk	15 (CE15)	Wheat Malt + Milk(6c)	0 Primary 1 Secondary	1 - 2 - 20c	45m	50m	54m 60m
Whiskey	14 (CE13)	Wheat Malt + Yeast(6c)	4 Primary 0 Secondary	1 - 2 - 20c	45m	50m	54m 60m
Blue Blaze	16 (CE16)	Whisky + Liquid(6c)		1 - 3 - 30c	1h 08m	1h 14m	1h 22m 1h 30m
Carrot Kalish	18 (CE18)	Wheat Malt + Raw Carrot + Yeast(6c)		2 - 2 - 20c	45m	50m	54m 60m
Creamed Antonican Coffee	19 (CE19)	Antonican Coffee + Milk(6c) + Sugar(6c)		1 - 2 - 26c	1h 08m	1h 14m	1h 22m 1h 30m
Dwarven Stout	18 (CE18)	Dark Wheat Malt + Raw Hops(6c) + Yeast(6c)		1 - 3 - 36c	45m	50m	54m 60m
Early Sunrise	17 (CE17)	Whisky + Antonican Coffee + Sugar(6c)		2 - 4 - 40c	2h 32m	2h 47m	3h 04m 3h 22m
Ice Comet	15 (CE15)	Vodka + Antonican Coffee		2 - 4 - 40c	2h 32m	2h 47m	3h 04m 3h 22m
Iced Silk	16 (CE16)	Whisky + Black Tea		2 - 5 - 44c	2h 32m	2h 47m	3h 04m 3h 22m
Malt Beer	17 (CE17)	Wheat Malt + Raw Hops(6c) + Yeast(6c)		1 - 2 - 26c	45m	50m	54m 60m
Orange Beer	19 (CE19)	Wheat Malt + Murdunk Orange + Yeast(6c)		2 - 2 - 20c	45m	50m	54m 60m
Orange Cider	15 (CE15)	Murdunk Orange + Yeast(6c)		1 - 1 - 10c	30m	33m	36m 40m
Orange Fizzlepop	15 (CE15)	Vanilla Fizzlepop + Orange Juice		2 - 4 - 34c	2h 32m	2h 47m	3h 04m 3h 22m
Orange Milk	15 (CE15)	Orange Juice + Wheat Malted Milk		2 - 4 - 34c	2h 32m	2h 47m	3h 04m 3h 22m
Orange Sparkling Wine	18 (CE18)	Vanilla Fizzlepop + Orange Juice + Yeast(6c)		2 - 4 - 40c	2h 32m	2h 47m	3h 04m 3h 22m
Orange Tea	16 (CE16)	Black Tea + Orange Juice		2 - 4 - 34c	2h 32m	2h 47m	3h 04m 3h 22m
Orange Wine	16 (CE16)	Orange Juice + Sugar(6c) + Yeast(6c)		1 - 2 - 26c	1h 08m	1h 14m	1h 22m 1h 30m
Refuge Island Iced Tea	19 (CE19)	Vodka + Vanilla Fizzlepop + Sugar(6c)		2 - 5 - 56c	2h 32m	2h 47m	3h 04m 3h 22m
Rusty Cogturner	15 (CE15)	Vodka + Orange Juice		2 - 4 - 40c	2h 32m	2h 47m	3h 04m 3h 22m
Woad of the Warhound	17 (CE17)	Vodka + Packet of Spice(1c)		1 - 3 - 31c	1h 41m	1h 51m	2h 03m 2h 15m
The Zombie	15 (CE15)	Whisky + Vodka + Orange Juice		3 - 6 - 60c	3h 48m	4h 11m	4h 36m 5h 03m

All drinks in this table are "Level 20, High Satiation" healing 24 power every 6 seconds. Only the duration varies. "Ogre Swill" is used in this table as the cheapest Homemade Beer.

**Food (Craftsman)**

Name	Level	Ingredients	Raw-Craft-Cost	Bland	Savory	Normal	Delectable
Baked Crab	14 (CE14)	Crab Meat + Packet of Spice(1c) 1 Primary 0 Secondary	1 - 1 - 5c	45m	50m	54m	60m
Baked Grouper	13 (CE12)	Freewater Grouper + Packet of Spice(1c) 2 Primary 0 Secondary	1 - 1 - 5c	45m	50m	54m	60m
Candied Black Walnuts	14 (CE14)	Raw Black Walnut + Refined Vanilla 3 Primary 1 Secondary	2 - 2 - 14c	45m	50m	54m	60m
Candied Orange	13 (CE10)	Murdunk Orange + Refined Vanilla 6 Primary 1 Secondary	2 - 2 - 14c	45m	50m	54m	60m
Cichlid Steak	13 (CE12)	Golden Cichlid + Packet of Spice(1c) 5 Primary 0 Secondary	1 - 1 - 5c	45m	50m	54m	60m
Elephant Steak	14 (CE14)	Elephant Meat + Packet of Spice(1c) 1 Primary 0 Secondary	1 - 1 - 5c	45m	50m	54m	60m
Roasted Carrot	13 (CE11)	Raw Carrot + Refined Thyme 2 Primary 2 Secondary	2 - 2 - 14c	45m	50m	54m	60m
Thyme Soup Broth	14 (CE13)	Refined Thyme + Liquid(6c) 0 Primary 3 Secondary	1 - 2 - 20c	45m	50m	54m	60m
Beer Braised Vulrich	15 (CE15)	Vulrich Meat + Homebrew Beer	2 - 3 - 24c	1h 41m	1h 51m	2h 03m	2h 15m
Black Walnut Fudge	17 (CE17)	Chocolate Bar + Candied Black Walnuts + Cream(6c)	2 - 4 - 49c	2h 32m	2h 47m	3h 04m	3h 22m
Black Walnut Pie	18 (CE18)	Candied Black Walnuts + Refined Vanilla + Dough(18c)	3 - 4 - 46c	3h 48m	4h 11m	4h 36m	5h 03m
Carrot Omelet	15 (CE15)	Roasted Carrot + Egg(6c)	2 - 3 - 34c	1h 08m	1h 14m	1h 22m	1h 30m
Carrot Stew	16 (CE16)	Roasted Carrot + Thyme Soup Broth	3 - 5 - 38c	2h 32m	2h 47m	3h 04m	3h 22m
Chocolate Covered Black Walnut	15 (CE15)	Candied Black Walnuts + Chocolate Bar	2 - 4 - 43c	2h 32m	2h 47m	3h 04m	3h 22m
Chocolate Covered Orange	16 (CE16)	Candied Orange + Chocolate Bar	2 - 4 - 43c	2h 32m	2h 47m	3h 04m	3h 22m
Chocolate Orange Cake	19 (CE19)	Candied Orange + Chocolate Bar + Flour(6c)	2 - 4 - 49c	1h 41m	1h 51m	2h 03m	2h 15m
Cichlid Casserole	17 (CE17)	Cichlid Steak + Refined Thyme + Roasted Carrot	3 - 4 - 29c	3h 48m	4h 11m	4h 36m	5h 03m
Cichlid Jerky	15 (CE15)	Cichlid Steak + Packet of Spice(1c)	1 - 2 - 10c	1h 41m	1h 51m	2h 03m	2h 15m
Cichlid Sandwich	17 (CE17)	Cichlid Steak + Refined Thyme + Bread(2c)	2 - 3 - 21c	3h 48m	4h 11m	4h 36m	5h 03m
Cichlid Soup	16 (CE16)	Cichlid Steak + Thyme Soup Broth	2 - 4 - 29c	2h 32m	2h 47m	3h 04m	3h 22m
Crab Popper	17 (CE17)	Baked Crab + Packet of Spice(1c) + Bread(2c)	1 - 2 - 12c	3h 48m	4h 11m	4h 36m	5h 03m
Dried Orange	15 (CE15)	Candied Orange + Refined Vanilla	3 - 4 - 28c	1h 41m	1h 51m	2h 03m	2h 15m
Elephant Roast	18 (CE18)	Elephant Steak + Refined Thyme + Packet of Spice(1c)	2 - 3 - 20c	2h 32m	2h 47m	3h 04m	3h 22m
Orange Cheesecake	19 (CE19)	Candied Orange + Cream Cheese(6c) + Dough(18c)	2 - 3 - 42c	2h 32m	2h 47m	3h 04m	3h 22m
Orange Muffins	18 (CE18)	Candied Orange + Refined Vanilla + Flour(6c)	3 - 4 - 34c	1h 41m	1h 51m	2h 03m	2h 15m
Orange Pie	17 (CE17)	Candied Orange + Refined Vanilla + Dough(18c)	3 - 4 - 46c	3h 48m	4h 11m	4h 36m	5h 03m
Pan Seared Grouper	16 (CE16)	Baked Grouper + Refined Thyme	2 - 3 - 19c	1h 41m	1h 51m	2h 03m	2h 15m
Spiced Grouper	18 (CE18)	Baked Grouper + Packet of Spice(1c) + Refined Thyme	2 - 3 - 20c	2h 32m	2h 47m	3h 04m	3h 22m
Thyme Grilled Cichlid	15 (CE15)	Cichlid Steak + Refined Thyme	2 - 3 - 19c	1h 41m	1h 51m	2h 03m	2h 15m
Thyme Grilled Vulrich	16 (CE16)	Vulrich Meat + Refined Thyme	2 - 2 - 14c	45m	50m	54m	60m
Vanilla Cake	19 (CE19)	Refined Vanilla + Egg(6c) + Flour(6c)	1 - 2 - 26c	45m	50m	54m	60m
Vanilla Cookies	15 (CE15)	Refined Vanilla + Dough(18c)	1 - 2 - 32c	1h 41m	1h 51m	2h 03m	2h 15m
Vulrich Casserole	18 (CE18)	Vulrich Meat + Refined Thyme + Roasted Carrot	3 - 3 - 24c	1h 41m	1h 51m	2h 03m	2h 15m
Vulrich Jerky	16 (CE16)	Vulrich Meat + Packet of Spice(1c)	1 - 1 - 5c	45m	50m	54m	60m
Vulrich Leg	13 (CE12)	Vulrich Meat + Packet of Spice(1c)	1 - 1 - 5c	45m	50m	54m	60m
Vulrich Pasta	18 (CE18)	Vulrich Meat + Refined Thyme + Pasta(2c)	2 - 2 - 16c	1h 41m	1h 51m	2h 03m	2h 15m
Vulrich Pie	19 (CE19)	Vulrich Meat+ Refined Thyme + Dough(18c)	2 - 2 - 32c	1h 41m	1h 51m	2h 03m	2h 15m
Vulrich Sandwich	18 (CE18)	Vulrich Meat + Refined Thyme + Bread(2c)	2 - 2 - 16c	1h 41m	1h 51m	2h 03m	2h 15m
Vulrich Soup	15 (CE15)	Vulrich Meat + Thyme Soup Broth	2 - 3 - 24c	1h 08m	1h 14m	1h 22m	1h 30m
Walnut Orange Trail Mix	17 (CE17)	Candied Black Walnuts + Candied Orange + Refined Vanilla	5 - 6 - 42c	3h 48m	4h 11m	4h 36m	5h 03m

All foods in this table are "Level 20, High Satiation" healing 22 hp every 6 seconds. Only the duration varies.

Store bought "Dried Meat" heals 17 hp per 6 seconds for 30 minutes at a cost of 26c, "Boomba Pickle" and "Trail Mix" heal 22 hp per 6 seconds for 30 minutes at a cost of 12s 29c.

"Ogre Swill" is used in this table as the cheapest Homemade Beer.

**Inedible Food Ingredients (Provisioner 20+)**

Name	Level	Ingredients	Raw-Craft-Cost	Watery	Chilled	Normal	Refreshing
Dark Rye Malt	20 (PE20)	Roasted Rye + Liquid(6c)	1 Primary 0 Secondary	1 - 2 - 40c	Not Edible		
Refined Cinnamon	21 (PE21)	Raw Cinnamon + Liquid(6c)	1 Primary 9 Secondary	1 - 1 - 20c	Not Edible		
Refined Marjoram	20 (PE20)	Raw Marjoram + Liquid(6c)	0 Primary 13 Secondary	1 - 1 - 20c	Not Edible		
Refined Oolong Tea Leaf	20 (PE20)	Raw Oolong Tea Leaf + Liquid(6c)	1 Primary 0 Secondary	1 - 1 - 20c	Not Edible		
Roasted Rye	21 (PE21)	Rye + Liquid(6c)	2 Primary 0 Secondary	1 - 1 - 20c	Not Edible		
Rye Malt	21 (PE21)	Rye + Liquid(6c)	4 Primary 0 Secondary	1 - 1 - 20c	Not Edible		

**Drinks (Provisioner 20+)**

Name	Level	Ingredients	Raw-Craft-Cost	Watery	Chilled	Normal	Refreshing
Brown Ale	27 (PE27)	Dark Rye Malt + Raw Hops(6c) + Yeast(6c)	0 Primary 1 Secondary	1 - 3 - 66c	45m	50m	54m 60m
Cinnamon Fizzlepop	25 (PE25)	Aerated Mineral Water(6c) + Refined Cinnamon	2 Primary 0 Secondary	1 - 2 - 40c	45m	50m	54m 60m
Fayberry Cider	26 (PE26)	Fayberry + Yeast(6c)	0 Primary 1 Secondary	1 - 1 - 20c	30m	33m	36m 40m
Fayberry Juice	25 (PE25)	Fayberry + Liquid(6c)	2 Primary 4 Secondary	1 - 1 - 20c	30m	33m	36m 40m
Fayberry Wine	28 (PE28)	Fayberry Juice + Sugar(6c) + Yeast(6c)	0 Primary 2 Secondary	1 - 2 - 46c	1h 08m	1h 14m	1h 22m 1h 30m
Gin	26 (PE26)	Rye Malt + Yeast(6c)	4 Primary 0 Secondary	1 - 2 - 40c	45m	50m	54m 60m
Mountain Coffee	25 (PE25)	Steppes Mountain Bean + Liquid(6c)	1 Primary 0 Secondary	1 - 1 - 20c	30m	33m	36m 40m
Oolong Tea	26 (PE26)	Refined Oolong Tea Leaf + Liquid(6c)	1 Primary 0 Secondary	1 - 2 - 40c	45m	50m	54m 60m
Rye Malted Milk	25 (PE25)	Rye Malt + Milk(6c)	0 Primary 1 Secondary	1 - 2 - 40c	45m	50m	54m 60m
Tequila	24 (PE24)	Blue Succulent + Yeast(6c)	4 Primary 1 Secondary	1 - 1 - 20c	30m	33m	36m 40m
Big Fayberry	24 (PE24)	Tequila + Fayberry Cider	2 - 3 - 54c	2h 32m	2h 47m	3h 04m	3h 22m
Blasted Samoflange	24 (PE24)	Gin + Tequila	2 - 4 - 74c	2h 32m	2h 47m	3h 04m	3h 22m
Creamed Mountain Coffee	28 (PE28)	Mountain Coffee + Milk(6c) + Sugar(6c)	1 - 2 - 46c	1h 08m	1h 14m	1h 22m	1h 30m
Fayberry Beer	28 (PE28)	Rye Malt + Fayberry + Yeast(6c)	2 - 2 - 40c	45m	50m	54m	60m
Fayberry Fizzlepop	23 (PE23)	Cinnamon Fizzlepop + Fayberry Juice	2 - 4 - 74c	2h 32m	2h 47m	3h 04m	3h 22m
Fayberry Margarita	29 (PE29)	Tequila + Fayberry Wine + Salt(6c)	2 - 4 - 86c	2h 32m	2h 47m	3h 04m	3h 22m
Fayberry Martini	26 (PE26)	Gin + Fayberry Wine	2 - 5 - 100c	2h 32m	2h 47m	3h 04m	3h 22m
Fayberry Milk	25 (PE25)	Fayberry Juice + Rye Malted Milk	2 - 4 - 74c	2h 32m	2h 47m	3h 04m	3h 22m
Fayberry Sparkling Wine	27 (PE27)	Cinnamon Fizzlepop + Fayberry Juice + Yeast(6c)	2 - 4 - 80c	2h 32m	2h 47m	3h 04m	3h 22m
Fayberry Tea	23 (PE23)	Oolong Tea + Fayberry Juice	2 - 4 - 74c	2h 32m	2h 47m	3h 04m	3h 22m
Gin and Juice	25 (PE25)	Gin + Fayberry Juice	2 - 4 - 74c	2h 32m	2h 47m	3h 04m	3h 22m
Gin Tonic	24 (PE23)	Gin + Aerated Mineral Water(6c)	1 - 3 - 60c	1h 08m	1h 14m	1h 22m	1h 30m
Golden Saucer	26 (PE26)	Tequila + Brown Ale	2 - 5 - 100c	2h 32m	2h 47m	3h 04m	3h 22m
Hailstorm	24 (PE24)	Tequila + Salt(6c)	1 - 2 - 40c	1h 08m	1h 14m	1h 22m	1h 30m
Sweet Onion Kalish	28 (PE28)	Rye Malt + Sweet Onion + Yeast(6c)	2 - 2 - 40c	45m	50m	54m	60m
Vox Breath Beer	29 (PE29)	Rye Malt + Raw Hops(6c) + Yeast(6c)	1 - 2 - 46c	45m	50m	54m	60m

All drinks in this table are "Level 30, High Satiation" healing 36 power every 6 seconds. Only the duration varies. "Ogre Swill" is used in this table as the cheapest Homemade Beer.

**Food (Provisioner 20+)**

Name	Level	Ingredients	Raw-Craft-Cost	Bland	Savory	Normal	Delectable
Boiled Crayfish	22 (PE22)	Thicket Crayfish + Liquid(6c)	5 Primary 0 Secondary	1 - 1 - 20c	45m	50m	54m 60m
Candied Almond	21 (PE21)	Almond + Refined Cinnamon	4 Primary 0 Secondary	2 - 2 - 34c	45m	50m	54m 60m
Candied Fayberry	20 (PE20)	Fayberry + Refined Cinnamon	5 Primary 1 Secondary	2 - 2 - 34c	45m	50m	54m 60m
Grilled Mackerel	22 (PE22)	Seafury Mackerel + Packet of Spice(1c)	2 Primary 0 Secondary	1 - 1 - 15c	45m	50m	54m 60m
Grilled Octopus	23 (PE23)	Octopus Tentacle + Packet of Spice(1c)	1 Primary 0 Secondary	1 - 1 - 15c	45m	50m	54m 60m
Lion Chops	22 (PE22)	Lion Meat + Packet of Spice(1c)	1 Primary 0 Secondary	1 - 1 - 15c	45m	50m	54m 60m
Marjoram Soup Broth	22 (PE22)	Liquid(6c) + Refined Marjoram	0 Primary 3 Secondary	1 - 2 - 40c	45m	50m	54m 60m
Pork Chop	22 (PE22)	Pig Meat + Packet of Spice(1c)	8 Primary 0 Secondary	1 - 1 - 15c	45m	50m	54m 60m
Roasted Sweet Onion	21 (PE21)	Sweet Onion + Refined Marjoram	2 Primary 2 Secondary	2 - 2 - 34c	45m	50m	54m 60m
Almond Crusted Mackerel	28 (PE28)	Grilled Mackerel + Almond + Packet of Spice(1c)		2 - 2 - 30c	1h 41m	1h 51m	2h 03m 2h 15m
Almond Fudge	29 (PE29)	Candied Almond + Chocolate Bar + Cream(6c)		2 - 4 - 79c	2h 32m	2h 47m	3h 04m 3h 22m
Almond Pie	28 (PE28)	Candied Almond + Refined Cinnamon + Dough(18c)		3 - 4 - 86c	3h 48m	4h 11m	4h 36m 5h 03m
Almond-Fayberry Trail Mix	27 (PE27)	Candied Almond + Candied Fayberry + Refined Cinnamon		5 - 6 - 102c	3h 48m	4h 11m	4h 36m 5h 03m
Beer Braised Pork	25 (PE25)	Pork Chop + Homemade Beer		1 - 3 - 43c	3h 48m	4h 11m	4h 36m 5h 03m
Chocolate Cake	28 (PE28)	Chocolate Bar + Refined Cinnamon + Flour(6c)		1 - 3 - 65c	1h 08m	1h 14m	1h 22m 1h 30m
Chocolate Covered Almond	26 (PE26)	Candied Almond + Chocolate Bar		2 - 4 - 73c	2h 32m	2h 47m	3h 04m 3h 22m
Chocolate Covered Fayberry	25 (PE25)	Candied Fayberry + Chocolate Bar		2 - 4 - 73c	2h 32m	2h 47m	3h 04m 3h 22m
Chocolate Fayberry Cake	29 (PE29)	Candied Fayberry + Chocolate Bar + Flour(6c)		2 - 3 - 79c	1h 41m	1h 51m	2h 03m 2h 15m
Cinnamon Cake	28 (PE28)	Refined Cinnamon + Egg(6c) + Flour(6c)		1 - 2 - 46c	45m	50m	54m 60m
Cinnamon Cookies	26 (PE26)	Refined Cinnamon + Dough(18c)		1 - 2 - 52c	1h 41m	1h 51m	2h 03m 2h 15m
Crayfish Casserole	29 (PE29)	Boiled Crayfish + Refined Marjoram + Roasted Sweet Onion		4 - 5 - 88c	3h 48m	4h 11m	4h 36m 5h 03m
Crayfish Jerky	25 (PE25)	Boiled Crayfish + Packet of Spice(1c)		1 - 2 - 35c	1h 41m	1h 51m	2h 03m 2h 15m
Crayfish Sandwich	27 (PE27)	Boiled Crayfish + Refined Marjoram + Bread(2c)		2 - 3 - 56c	3h 48m	4h 11m	4h 36m 5h 03m
Crayfish Soup	26 (PE26)	Boiled Crayfish + Marjoram Soup Broth		2 - 4 - 74c	2h 32m	2h 47m	3h 04m 3h 22m
Dried Fayberry	25 (PE25)	Candied Fayberry + Refined Cinnamon		3 - 4 - 68c	1h 41m	1h 51m	2h 03m 2h 15m
Fayberry Cheesecake	29 (PE29)	Candied Fayberry + Dough(18c) + Cream Cheese(6c)		2 - 3 - 72c	2h 32m	2h 47m	3h 04m 3h 22m
Fayberry Muffin	28 (PE28)	Candied Fayberry + Refined Cinnamon + Flour(6c)		3 - 4 - 74c	1h 41m	1h 51m	2h 03m 2h 15m
Fayberry Pie	27 (PE27)	Candied Fayberry + Refined Cinnamon + Dough(18c)		3 - 4 - 86c	3h 48m	4h 11m	4h 36m 5h 03m
Garnished Lion Steak	28 (PE28)	Lion Chops + Refined Marjoram + Packet of Spice(1c)		2 - 3 - 50c	2h 32m	2h 47m	3h 04m 3h 22m
Marinated Mackerel	28 (PE28)	Grilled Mackerel + Refined Marjoram + Sweet Onion		3 - 3 - 49c	1h 41m	1h 51m	2h 03m 2h 15m
Marjoram Grilled Crayfish	26 (PE26)	Boiled Crayfish + Refined Marjoram		2 - 3 - 54c	1h 41m	1h 51m	2h 03m 2h 15m
Marjoram Grilled Pork	25 (PE25)	Pork Chop + Refined Marjoram		2 - 3 - 49c	1h 41m	1h 51m	2h 03m 2h 15m
Octopus Pasta	27 (PE27)	Grilled Octopus + Refined Marjoram + Pasta(2c)		2 - 3 - 51c	3h 48m	4h 11m	4h 36m 5h 03m
Pork Casserole	28 (PE28)	Pork Chop + Refined Marjoram + Roasted Sweet Onion		4 - 5 - 83c	3h 48m	4h 11m	4h 36m 5h 03m
Pork Jerky	25 (PE25)	Pork Chop + Packet of Spice(1c)		1 - 2 - 30c	1h 41m	1h 51m	2h 03m 2h 15m
Pork Pasta	29 (PE29)	Pork Chop + Refined Marjoram + Pasta(2c)		2 - 3 - 51c	3h 48m	4h 11m	4h 36m 5h 03m
Pork Pie	28 (PE28)	Pork Chop + Refined Marjoram + Dough(18c)		2 - 3 - 67c	3h 48m	4h 11m	4h 36m 5h 03m
Pork Sandwich	27 (PE27)	Pork Chop + Refined Marjoram + Bread(2c)		2 - 3 - 51c	3h 48m	4h 11m	4h 36m 5h 03m
Pork Soup	24 (PE24)	Pork Chop + Marjoram Soup Broth		2 - 4 - 69c	2h 32m	2h 47m	3h 04m 3h 22m
Sweet Onion Omelet	24 (PE24)	Roasted Sweet Onion + Egg(6c)		2 - 3 - 54c	1h 08m	1h 14m	1h 22m 1h 30m
Sweet Onion Stew	24 (PE24)	Roasted Sweet Onion + Marjoram Soup Broth		3 - 5 - 88c	2h 32m	2h 47m	3h 04m 3h 22m

All foods in this table are "Level 30, High Satiation" healing 30 hp every 6 seconds. Only the duration varies. "Ogre Swill" is used in this table as the cheapest Homemade Beer.

**Inedible Food Ingredients (Provisioner 30+)**

Name	Level	Ingredients	Raw-Craft-Cost	Watery	Chilled	Normal	Refreshing
Green Leaf Tea	33 (PE30)	Raw Green Tea Leaf + Liquid(6c)	1 Primary 0 Secondary	1 - 1 - 61c			Not Edible
Honey	33 (PE30)	Raw Honey + Liquid (6c)	2 Primary 9 Secondary	1 - 1 - 61c			Not Edible
Shallot	33 (PE31)	Raw Shallot + Liquid (6c)	0 Primary 13 Secondary	1 - 1 - 61c			Not Edible
Roasted Rolled Oat Malt	33 (PE31)	Rolled Oat + Liquid (6c)	1 Primary 0 Secondary	1 - 1 - 61c			Not Edible
Rolled Oat Malt	33 (PE31)	Rolled Oat + Liquid (6c)	3 Primary 0 Secondary	1 - 1 - 61c			Not Edible

**Drinks (Provisioner 30+)**

Name	Level	Ingredients	Raw-Craft-Cost	Watery	Chilled	Normal	Refreshing
Dark Rolled Oat Malt	33 (PE32)	Roasted Rolled Oat Malt + Liquid(6c)	1 Primary 0 Secondary	1 - 2 - 122c	45m	50m	54m 60m
Green Tea	35 (PE35)	Green Tea Leaf + Liquid (6c)	1 Primary 1 Secondary	1 - 2 - 122c	45m	50m	54m 60m
Hog's Breath Bock	36 (PE36)	Dark Rolled Oat Malt + Raw Hops(6c) + Yeast (6c)	0 Primary 1 Secondary	1 - 3 - 189c	45m	50m	54m 60m
Honey Fizzlepop	34 (PE34)	Aerated Mineral Water + Honey	2 Primary 1 Secondary	1 - 2 - 122c	45m	50m	54m 60m
Honey Liqueur	35 (PE35)	Raw Honey + Liquid (6c) + Yeast(6c)	4 Primary 1 Secondary	1 - 1 - 67c	30m	33m	36m 40m
Ice Coffee	34 (PE34)	Everfrost Ice Bean + Liquid (6c)	1 Primary 1 Secondary	1 - 1 - 61c	30m	33m	36m 40m
Rolled Oat Malted Milk	34 (PE34)	Rolled Oat Malt + Milk (6c)	1 Primary 1 Secondary	1 - 2 - 122c	45m	50m	54m 60m
Schnapps	35 (PE35)	Wild Apple + Yeast (6c)	4 Primary 0 Secondary	1 - 1 - 61c	30m	33m	36m 40m
Wild Apple Cider	36 (PE36)	Wild Apple + Yeast (6c)	0 Primary 1 Secondary	1 - 1 - 61c	30m	33m	36m 40m
Wild Apple Juice	34 (PE33)	Wild Apple + Liquid (6c)	2 Primary 4 Secondary	1 - 1 - 61c	30m	33m	36m 40m
Wild Apple Wine	35 (PE35)	Wild Apple Juice + Sugar (6c) + Yeast (6c)	0 Primary 1 Secondary	1 - 1 - 67c	30m	33m	36m 40m
Afternoon Tea	36 (PE36)	Honey Liqueur + Green Tea	2 - 3 - 244c	2h 32m	2h 47m	3h 04m	3h 22m
Ambrosia	37 (PE37)	Schnapps + Honey Liqueur	2 - 3 - 244c	2h 32m	2h 47m	3h 04m	3h 22m
Bumble Bee	36 (PE36)	Honey Liqueur + Ice Coffee	2 - 3 - 244c	2h 32m	2h 47m	3h 04m	3h 22m
Cider Slider	37 (PE37)	Schnapps + Honey Fizzlepop + Wild Apple Cider	3 - 5 - 299c	3h 48m	4h 11m	4h 36m	5h 03m
Creamed Ice Coffee	38 (PE38)	Ice Coffee + Milk (6c) + Sugar (6c)	1 - 2 - 128c	1h 08m	1h 14m	1h 22m	1h 30m
Cucumber Kalish	38 (PE38)	Rolled Oat Malt + Cucumber + Yeast (6c)	2 - 2 - 122c	45m	50m	54m	60m
Gnoll Bite	39 (PE39)	Honey Liqueur + Hog's Breath Bock	2 - 5 - 311c	3h 48m	4h 11m	4h 36m	5h 03m
Meditation on the Beach	39 (PE39)	Schnapps + Wild Apple Juice + Vodka (Tier 2)	3 - 5 - 203c	3h 48m	4h 11m	4h 36m	5h 03m
Royal Mead	38 (PE38)	Rolled Oat Malt + Raw Honey + Yeast (6c)	2 - 3 - 183c	45m	50m	54m	60m
Summer Fireworks	35 (PE35)	Honey Liqueur + Wild Apple Wine	2 - 3 - 189c	2h 32m	2h 47m	3h 04m	3h 22m
Wild Apple Beer	37 (PE37)	Rolled Oat Malt + Wild Apple + Yeast (6c)	2 - 2 - 122c	45m	50m	54m	60m
Wild Apple Fizzlepop	35 (PE35)	Honey Fizzlepop + Wild Apple Juice	2 - 4 - 238c	2h 32m	2h 47m	3h 04m	3h 22m
Wild Apple Milk	34 (PE33)	Wild Apple Juice + Rolled Oat Malted Milk	2 - 3 - 177c	2h 32m	2h 47m	3h 04m	3h 22m
Wild Apple Sparkling Wine	38 (PE38)	Honey Fizzlepop + Wild Apple Juice + Yeast (6c)	2 - 4 - 244c	2h 32m	2h 47m	3h 04m	3h 22m
Wild Apple Tea	35 (PE35)	Green Tea + Wild Apple Juice	2 - 4 - 238c	2h 32m	2h 47m	3h 04m	3h 22m

All drinks in this table are "Level 40, High Satiation", healing 60 power every 6 seconds. Only the duration varies. "Ogre Swill" is used in this table as the cheapest Homemade Beer.

Food (Provisioner 30+)

Name	Level	Ingredients	Raw-Craft-Cost	Bland	Savory	Normal	Delectable
Baked Snapper	34 (PE32)	Blackwater Snapper + Packet of Spice (1c)	2 Primary 0 Secondary	1 - 1 - 56c	45m	50m	54m 60m
Bear Steak	33 (PE32)	Bear Meat + Packet of Spice (1c)	8 Primary 0 Secondary	1 - 1 - 56c	45m	50m	54m 60m
Candied Apple	34 (PE32)	Wild Apple + Honey	6 Primary 1 Secondary	2 - 2 - 116c	45m	50m	54m 60m
Candied Cashews	33 (PE30)	Cashew + Honey	3 Primary 1 Secondary	2 - 2 - 116c	45m	50m	54m 60m
Carp Steak	34 (PE32)	Murkwater Carp + Packet of Spice (1c)	5 Primary 0 Secondary	1 - 1 - 56c	45m	50m	54m 60m
Griffin Steak	32 (PE32)	Griffin Meat + Packet of Spice(1c)	1 Primary 0 Secondary	1 - 1 - 56c	45m	50m	54m 60m
Grilled Shark Fin	34 (PE34)	Shark Fin + Packet of Spice (1c)	1 Primary 0 Secondary	1 - 1 - 56c	45m	50m	54m 60m
Roasted Cucumber	34 (PE31)	Cucumber + Shallot	2 Primary 2 Secondary	2 - 2 - 116c	45m	50m	54m 60m
Shallot Soup Broth	33 (PE32)	Liquid (6c) + Shallot	0 Primary 4 Secondary	1 - 2 - 122c	45m	50m	54m 60m
Apple Cheesecake	37 (PE37)	Candied Apple + Dough(18c) + Cream Cheese (6c)	2 - 3 - 195c	2h 32m	2h 47m	3h 04m	3h 22m
Apple Muffins	38 (PE38)	Candied Apple + Honey + Flour (6c)	3 - 4 - 238c	1h 41m	1h 51m	2h 03m	2h 15m
Apple Pie	37 (PE37)	Candied Apple + Honey + Dough(18c)	3 - 4 - 250c	3h 48m	4h 11m	4h 36m	5h 03m
Bear Casserole	39 (PE39)	Bear Steak + Shallot + Roasted Cucumber	4 - 5 - 288c	3h 48m	4h 11m	4h 36m	5h 03m
Bear Jerky	35 (PE35)	Bear Steak + Packet of Spice (1c)	1 - 2 - 112c	1h 41m	1h 51m	2h 03m	2h 15m
Bear Pasta	37 (PE37)	Bear Steak + Shallot + Pasta (2c)	2 - 3 - 174c	3h 48m	4h 11m	4h 36m	5h 03m
Bear Pie	38 (PE38)	Bear Steak + Shallot + Dough(18c)	2 - 3 - 190c	3h 48m	4h 11m	4h 36m	5h 03m
Bear Sandwich	39 (PE39)	Bear Steak + Shallot + Bread (2c)	2 - 3 - 174c	3h 48m	4h 11m	4h 36m	5h 03m
Bear Soup	36 (PE36)	Bear Steak + Shallot Soup Broth	2 - 4 - 233c	2h 32m	2h 47m	3h 04m	3h 22m
Beer Braised Bear	35 (PE35)	Bear Steak + Homebrew Beer	2 - 4 - 131c	3h 48m	4h 11m	4h 36m	5h 03m
Carp Casserole	37 (PE37)	Carp Steak + Roasted Cucumber + Shallot	4 - 5 - 288c	3h 48m	4h 11m	4h 36m	5h 03m
Carp Jerky	36 (PE36)	Carp Steak + Packet of Spice (1c)	1 - 2 - 112c	1h 41m	1h 51m	2h 03m	2h 15m
Carp Sandwich	37 (PE37)	Carp Steak + Sh allot + Bread (2c)	2 - 3 - 174c	3h 48m	4h 11m	4h 36m	5h 03m
Carp Soup	35 (PE35)	Carp Steak + Shallot Soup Broth	2 - 4 - 233c	2h 32m	2h 47m	3h 04m	3h 22m
Cashew-Apple Trail Mix	38 (PE38)	Candied Cashews + Candied Apple + Honey	5 - 6 - 348c	3h 48m	4h 11m	4h 36m	5h 03m
Cashew Fudge	38 (PE38)	Chocolate Bar + Candied Cashews + Cream (6c)	2 - 4 - 202c	2h 32m	2h 47m	3h 04m	3h 22m
Cashew Pie	39 (PE39)	Candied Cashews + Honey + Dough(18c)	3 - 4 - 250c	3h 48m	4h 11m	4h 36m	5h 03m
Chocolate Apple Cake	37 (PE37)	Candied Apple + Chocolate Bar + Flour (6c)	2 - 4 - 202c	1h 41m	1h 51m	2h 03m	2h 15m
Chocolate Covered Apple	36 (PE36)	Candied Apple + Chocolate Bar	2 - 4 - 196c	2h 32m	2h 47m	3h 04m	3h 22m
Chocolate Covered Cashew	35 (PE35)	Candied Cashews + Chocolate Bar	2 - 4 - 196c	2h 32m	2h 47m	3h 04m	3h 22m
Crispy Snapper	37 (PE37)	Baked Snapper + Shallot + Packet of Spice (1c)	2 - 3 - 173c	2h 32m	2h 47m	3h 04m	3h 22m
Cucumber Omelet	36 (PE36)	Roasted Cucumber + Egg (6c)	2 - 3 - 177c	1h 08m	1h 14m	1h 22m	1h 30m
Cucumber Stew	35 (PE35)	Roasted Cucumber + Shallot Soup Broth	3 - 5 - 293c	2h 32m	2h 47m	3h 04m	3h 22m
Dried Apple	36 (PE36)	Candied Apple + Honey	3 - 4 - 232c	45m	50m	54m	60m
Griffin Souffle	33 (PE33)	Griffin Steak + Shallot + Egg (6c)	2 - 3 - 178c	2h 32m	2h 47m	3h 04m	3h 22m
Honey Cake	38 (PE38)	Honey + Egg (6c) + Flour (6c)	1 - 2 - 128c	45m	50m	54m	60m
Honey Cookies	39 (PE39)	Honey + Dough(18c)	1 - 2 - 134c	1h 41m	1h 51m	2h 03m	2h 15m
Hopple's Apple Pie	37 (**)	Candied Apple + Honey + Dough(18c)	3 - 4 - 250c	3h 48m	4h 11m	4h 36m	5h 03m
Mother's Apple Pie	35 (PE35)	Schnapps + Refined Cinnamon (Tier 3)	2 - 3 - 136c	1h 41m	1h 51m	2h 03m	2h 15m
Shallot Grilled Bear	36 (PE36)	Bear Steak + Shallot	2 - 3 - 172c	1h 41m	1h 51m	2h 03m	2h 15m
Shallot Grilled Carp	35 (PE35)	Carp Steak + Shallot	2 - 3 - 172c	1h 41m	1h 51m	2h 03m	2h 15m
Shark Fin Soup	38 (PE38)	Grilled Shark Fin + Shallot + Shallot Soup Broth	3 - 5 - 294c	3h 48m	4h 11m	4h 36m	5h 03m
Spicy Snapper Sandwich	37 (PE37)	Baked Snapper + Bread (2c) + Pepper (6c)	1 - 2 - 124c	2h 32m	2h 47m	3h 04m	3h 22m

All foods in this table are "Level 40, High Satiation" . Only the duration varies.  
 "Ogre Swill" is used in this table as the cheapest Homemade Beer.  
 Hopple's Apple Pie recipe is a quest reward from Deputy Hopple in Enchanted Forest.

**Inedible Food Ingredients (Provisioner 40+)**

Name	Level	Ingredients	Raw-Craft-Cost	Watery	Chilled	Normal	Refreshing
Cardamom	40 (PE40)	Raw Cardamom + Liquid(6c)	2 Primary 6 Secondary	1 - 1 - 227			Not Edible
Corn Malt	40 (PE40)	Raw Corn + Liquid(6c)	4 Primary 0 Secondary	1 - 1 - 227			Not Edible
Dark Corn Malt	42 (PE42)	Roasted Corn + Liquid(6c)	1 Primary 0 Secondary	1 - 2 - 454			Not Edible
Pu-erh Tea Leaf	41 (PE41)	Raw Pu-erh Tea Leaf + Liquid(6c)	1 Primary 0 Secondary	1 - 1 - 227			Not Edible
Roasted Corn	41 (PE41)	Raw Corn + Liquid(6c)	1 Primary 0 Secondary	1 - 1 - 227			Not Edible
Saffron	41 (PE41)	Raw Saffron + Liquid(6c)	0 Primary 14 Secondary	1 - 1 - 227			Not Edible

**Drinks (Provisioner 40+)**

Name	Level	Ingredients	Raw-Craft-Cost	Watery	Chilled	Normal	Refreshing
Absinthe	48 (PE48)	Raw Cardamom + Saffron + Raw Wormwood	4 Primary 0 Secondary	3 - 2 - 448	45m	50m	54m 60m
Cardamom Fizzlepop	45 (PE45)	Aerated Mineral Water(6c) + Cardamom	2 Primary 2 Secondary	1 - 2 - 448	45m	50m	54m 60m
Corn Malted Milk	44 (PE44)	Corn Malt + Milk(6c)	0 Primary 1 Secondary	1 - 2 - 454	45m	50m	54m 60m
Pu-erh Tea	45 (PE45)	Pu-erh Tea Leaf + Liquid(6c)	1 Primary 0 Secondary	1 - 2 - 454	45m	50m	54m 60m
Robust Coffee	46 (PE46)	Lavastorm Robusta Bean + Liquid (6c)	1 Primary 0 Secondary	1 - 1 - 227	30m	33m	36m 40m
Rum	45 (PE45)	Raw Cardamom + Yeast(6c)	4 Primary 1 Secondary	1 - 1 - 227	30m	33m	36m 40m
White Peach Juice	44 (PE44)	Raw White Peach + Liquid(6c)	2 Primary 3 Secondary	1 - 1 - 227	30m	33m	36m 40m
Color Flux	49 (PE49)	Absinthe + Cardamom Fizzlepop		3 - 5 - 1117	2h 32m	2h 47m	3h 04m 3h 22m
Creamed Robust Coffee	48 (PE48)	Robust Coffee + Milk(6c) + Sugar(6c)		1 - 2 - 460	1h 08m	1h 14m	1h 22m 1h 30m
Egg Nog	49 (PE49)	Rum + Egg(6c) + Milk(6c)		1 - 2 - 460	1h 08m	1h 14m	1h 22m 1h 30m
Golden Monkey	46 (PE46)	Rum + Orange Juice (Tier 2)		2 - 3 - 458	2h 32m	2h 47m	3h 04m 3h 22m
Green Fairy	49 (PE49)	Absinthe + Distilled Water(18c) + Sugar(6c)		3 - 4 - 693	1h 08m	1h 14m	1h 22m 1h 30m
Mushroom Kalish	47 (PE47)	Corn Malt + Raw Browncap Mushroom + Yeast(6c)		2 - 2 - 454	45m	50m	54m 60m
Nagafen's Flame	45 (PE45)	Rum + Cinnamon (Tier 3)		2 - 3 - 468	1h 41m	1h 51m	2h 03m 2h 15m
Reserve Lager	48 (PE48)	Corn Malt + Hops(6c) + Yeast(6c)		1 - 2 - 460	45m	50m	54m 60m
Rum and Fizz	46 (PE46)	Rum + Cardamom Fizzlepop		2 - 4 - 896	2h 32m	2h 47m	3h 04m 3h 22m
Sea Foam	48 (PE48)	Absinthe + Aerated Mineral Water(6c) + Sugar(6c)		3 - 4 - 681	1h 08m	1h 14m	1h 22m 1h 30m
Stolen Epitaph	49 (PE49)	Absinthe + Rum		4 - 4 - 896	2h 32m	2h 47m	3h 04m 3h 22m
Underfoot Draught	48 (PE48)	Dark Corn Malt + Hops(6c) + Yeast(6c)		1 - 3 - 687	45m	50m	54m 60m
White Peach Beer	49 (PE49)	Corn Malt + Raw White Peach + Yeast(6c)		2 - 2 - 454	45m	50m	54m 60m
White Peach Cider	45 (PE45)	Raw White Peach + Yeast(6c)		1 - 1 - 227	30m	33m	36m 40m
White Peach Fizzlepop	45 (PE45)	Cardamom Fizzlepop + White Peach Juice		2 - 4 - 902	2h 32m	2h 47m	3h 04m 3h 22m
White Peach Milk	44 (PE44)	White Peach Juice + Corn Malted Milk		2 - 4 - 902	2h 32m	2h 47m	3h 04m 3h 22m
White Peach Sparkling Wine	47 (PE47)	Cardamom Fizzlepop + White Peach Juice + Yeast(6c)		2 - 4 - 902	2h 32m	2h 47m	3h 04m 3h 22m
White Peach Tea	46 (PE46)	Pu-erh Tea + White Peach Juice		2 - 4 - 902	2h 32m	2h 47m	3h 04m 3h 22m
White Peach Wine	48 (PE48)	White Peach Juice + Sugar(6c) + Yeast(6c)		1 - 2 - 460	1h 08m	1h 14m	1h 22m 1h 30m

All drinks in this table are "Level 50, High Satiation", healing 75 power every 6 seconds. Only the duration varies. "Ogre Swill" is used in this table as the cheapest Homemade Beer.

**Food (Provisioner 40+)**

Name	Level	Ingredients	Raw-Craft-Cost	Bland	Savory	Normal	Delectable
Candied Kiola Nut	40 (PE40)	Raw Kiola Nut + Cardamom	3 Primary 1 Secondary	2 - 2 - 448	45m	50m	54m 60m
Candied Peach	40 (PE40)	Raw White Peach + Cardamom	4 Primary 1 Secondary	2 - 2 - 448	45m	50m	54m 60m
Grilled Blowfish	42 (PE42)	Cauldron Blowfish + Packet of Spice (1c)	2 Primary 0 Secondary	1 - 1 - 222	45m	50m	54m 60m
Manticore Steak	43 (PE43)	Manticore Meat + Packet of Spice (1c)	8 Primary 0 Secondary	1 - 1 - 222	45m	50m	54m 60m
Owlbeat Steak	42 (PE42)	Owlbear Meat + Packet of Spice (1c)	1 Primary 0 Secondary	1 - 1 - 222	45m	50m	54m 60m
Roasted Browncap Mushroom	41 (PE41)	Raw Browncap Mushroom + Saffron	2 Primary 2 Secondary	2 - 2 - 448	45m	50m	54m 60m
Saffron Soup Broth	42 (PE42)	Liquid(6c) + Saffron	0 Primary 3 Secondary	1 - 2 - 448	45m	50m	54m 60m
Trout Steak	43 (PE43)	Nerius Trout + Packet of Spice (1c)	5 Primary 0 Secondary	1 - 1 - 222	45m	50m	54m 60m
Wyrms Steak	43 (PE43)	Wyrms Meat + Packet of Spice (1c)	1 Primary 0 Secondary	1 - 1 - 222	45m	50m	54m 60m
Baked Owlbear Brisket	45 (PE45)	Owlbear Steak + Packet of Spice (1c)	1 - 2 - 444	1h 41m	1h 51m	2h 03m	2h 15m
Beer Braised Manticore	46 (PE46)	Manticore Steak + Homebrew Beer	2 - 4 - 463	3h 48m	4h 11m	4h 36m	5h 03m
Blowfish Pasta	48 (PE48)	Grilled Blowfish + Saffron + Pasta (2c)	2 - 3 - 674	3h 48m	4h 11m	4h 36m	5h 03m
Breaded Blowfish	49 (PE49)	Grilled Blowfish + Saffron + Bread(2c)	2 - 3 - 674	3h 48m	4h 11m	4h 36m	5h 03m
Browncap Mushroom Omelet	45 (PE45)	Roasted Browncap Mushroom + Egg(6c)	2 - 3 - 675	1h 08m	1h 14m	1h 22m	1h 30m
Browncap Mushroom Stew	46 (PE46)	Roasted Browncap Mushroom + Saffron Soup Broth	3 - 5 - 1117	2h 32m	2h 47m	3h 04m	3h 22m
Cardamom Cake	48 (PE48)	Cardamom + Egg(6c) + Flour(6c)	1 - 2 - 460	45m	50m	54m	60m
Cardamom Cookie	45 (PE45)	Cardamom + Dough(18c)	1 - 2 - 466	1h 41m	1h 51m	2h 03m	2h 15m
Chocolate Covered Kiola Nut	46 (PE46)	Candied Kiola Nut + Chocolate Bar	2 - 4 - 694	2h 32m	2h 47m	3h 04m	3h 22m
Chocolate Covered Peach	45 (PE45)	Candied Peach + Chocolate Bar	2 - 4 - 694	2h 32m	2h 47m	3h 04m	3h 22m
Chocolate Peach Cake	47 (PE47)	Candied Peach + Chocolate Bar + Flour(6c)	2 - 4 - 700	1h 41m	1h 51m	2h 03m	2h 15m
Dried White Peach	46 (PE46)	Candied Peach + Cardamom	3 - 4 - 896	1h 41m	1h 51m	2h 03m	2h 15m
Fiery Wyrms Steak	49 (PE49)	Wyrms Steak + Saffron + Pepper(6c)	2 - 3 - 676	1h 41m	1h 51m	2h 03m	2h 15m
Kiola Nut Fudge	48 (PE48)	Chocolate Bar + Candied Kiola Nut + Cream(6c)	2 - 4 - 700	2h 32m	2h 47m	3h 04m	3h 22m
Kiola Nut -Peach Trail Mix	48 (PE48)	Candied Kiola Nut + Candied Peach + Cardamom	5 - 6 - 1344	3h 48m	4h 11m	4h 36m	5h 03m
Kiola Nut Pie	47 (PE47)	Candied Kiola Nut + Cardamom + Dough(18c)	3 - 4 - 914	3h 48m	4h 11m	4h 36m	5h 03m
Manticore Casserole	49 (PE49)	Manticore Steak + Saffron + Roasted Browncap Mushroom	4 - 5 - 1117	3h 48m	4h 11m	4h 36m	5h 03m
Manticore Jerky	45 (PE45)	Manticore Steak + Packet of Spice (1c)	1 - 2 - 444	1h 41m	1h 51m	2h 03m	2h 15m
Manticore Pasta	49 (PE49)	Manticore Steak + Saffron + Pasta(2c)	2 - 3 - 672	3h 48m	4h 11m	4h 36m	5h 03m
Manticore Pie	48 (PE48)	Manticore Steak + Saffron + Dough(18c)	2 - 3 - 688	3h 48m	4h 11m	4h 36m	5h 03m
Manticore Sandwich	49 (PE49)	Manticore Steak + Saffron + Bread(2c)	2 - 3 - 672	3h 48m	4h 11m	4h 36m	5h 03m
Manticore Soup	46 (PE46)	Manticore Steak + Saffron Soup Broth	2 - 4 - 890	2h 32m	2h 47m	3h 04m	3h 22m
Peach Cheesecake	49 (PE49)	Candied Peach + Dough(18c) + Cream Cheese(6c)	2 - 3 - 693	2h 32m	2h 47m	3h 04m	3h 22m
Peach Muffins	48 (PE48)	Candied Peach + Cardamom + Flour(6c)	3 - 4 - 902	1h 41m	1h 51m	2h 03m	2h 15m
Peach Pie	47 (PE47)	Candied Peach + Cardamom + Dough(18c)	3 - 4 - 914	3h 48m	4h 11m	4h 36m	5h 03m
Saffron Grilled Manticore	45 (PE45)	Manticore Steak + Saffron	2 - 3 - 670	1h 41m	1h 51m	2h 03m	2h 15m
Saffron Grilled Trout	46 (PE46)	Trout Steak + Saffron	2 - 3 - 670	1h 41m	1h 51m	2h 03m	2h 15m
Trout Casserole	48 (PE48)	Trout Steak + Saffron + Roasted Browncap Mushroom	4 - 5 - 1118	3h 48m	4h 11m	4h 36m	5h 03m
Trout Jerky	45 (PE45)	Trout Steak + Packet of Spice (1c)	1 - 2 - 444	1h 41m	1h 51m	2h 03m	2h 15m
Trout Sandwich	47 (PE47)	Trout Steak + Saffron + Bread(2c)	2 - 3 - 672	3h 48m	4h 11m	4h 36m	5h 03m
Trout Soup	46 (PE46)	Trout Steak + Saffron Soup Broth	2 - 4 - 890	2h 32m	2h 47m	3h 04m	3h 22m

All foods in this table are "Level 50, High Satiation", healing 103 hp every 6 seconds. Only the duration varies. "Ogre Swill" is used in this table as the cheapest Homemade Beer.

**Inedible Food Ingredients (Provisioner 50+)**

Name	Level	Ingredients	Raw-Craft-Cost	Watery	Chilled	Normal	Refreshing
Refined Clove	50 (PE50)	Raw Clove + Liquid(6c)	2 Primary 9 Secondary	1 - 1 - 889			Not Edible
Refined Coriander	50 (PE50)	Raw Coriander + Liquid(6c)	0 Primary 12 Secondary	1 - 1 - 889			Not Edible
Refined Darjeeling Tea Leaf	50 (PE50)	Raw Darjeeling Tea Leaf + Liquid(6c)	1 Primary 0 Secondary	1 - 1 - 889			Not Edible
Roasted Prickly Pear	50 (PE50)	Raw Prickly Pear + Liquid(6c)	1 Primary 0 Secondary	1 - 1 - 889			Not Edible

**Drinks (Provisioner 50+)**

Name	Level	Ingredients	Raw-Craft-Cost	Watery	Chilled	Normal	Refreshing
Clove Fizzlepop	52 (PE52)	Liquid(6c) + Refined Clove	2 Primary 2 Secondary	1 - 2 - 1778			
Darjeeling Tea	51 (PE51)	Refined Darjeeling Tea Leaf + Liquid(6c)	2 Primary 0 Secondary	1 - 2 - 1778			
Dark Prickly Malt	50 (PE50)	Roasted Prickly Pear + Liquid(6c)	1 Primary 0 Secondary	1 - 2 - 1778			
Frizznik's Starcrest Cream	51 (PE51)	Prickly Malt + Cream(6c) + Yeast(6c)	5 Primary 0 Secondary	1 - 2 - 1774			
Maj'Dul Coffee	51 (PE51)	Maj'Dul Coffee Bean + Liquid(6c)	1 Primary 1 Secondary	1 - 1 - 889			
Pear Cider	55 (PE55)	Raw Prickly Pear + Yeast(6c)	1 Primary 0 Secondary	1 - 1 - 889			
Pear Juice	51 (PE51)	Raw Prickly Pear + Liquid(6c)	1 Primary 3 Secondary	1 - 1 - 889			
Pear Wine	52 (PE52)	Pear Juice + Sugar(6c) + Yeast(6c)	2 Primary 1 Secondary	1 - 2 - 1784			
Prickly Malt	50 (PE50)	Raw Prickly Pear + Liquid(6c)	3 Primary 0 Secondary	1 - 1 - 889			
Artichoke Kalish	57 (PE57)	Roasted Artichoke + Liquid(6c) + Yeast(6c)	2 - 3 - 2667				
Chai	55 (PE55)	Darjeeling Tea + Raw Clove	2 - 3 - 2661				
Creamed Maj'Dul Coffee	58 (PE58)	Maj'Dul Coffee + Milk(6c) + Sugar(6c)	1 - 2 - 1784				
Dark Pear Ale	53 (PE53)	Dark Prickly Malt + Yeast(6c)	1 - 3 - 2667				
Gingerbread Man	54 (PE54)	Frizznik's Starcrest Cream + Raw Clove + Sugar(6c)	2 - 3 - 2673				
Glogg	56 (PE56)	Frizznik's Starcrest Cream + Refined Clove	2 - 4 - 3556				
Golden Eye	53 (PE53)	Frizznik's Starcrest Cream + Raw Macadamia	2 - 3 - 2667				
Mental Core Breach	59 (PE59)	Pear Cider + Clove Fizzlepop + Pear Wine	3 - 6 - 5334				
Mulled Pear Wine	54 (PE54)	Pear Wine + Raw Clove	2 - 3 - 2667				
The Overlord	59 (PE59)	Pear Wine + Clove Fizzlepop	2 - 5 - 4945				
Pear Beer	53 (PE53)	Prickly Malt + Yeast(6c)	1 - 2 - 1778				
Pear Fizzlepop	56 (PE56)	Clove Fizzlepop + Pear Juice	2 - 4 - 3550				
Pear Malted Milk	53 (PE53)	Prickly Malt + Milk(6c)	1 - 2 - 1778				
Pear Sparkling Wine	57 (PE57)	Clove Fizzlepop + Pear Juice + Yeast(6c)	2 - 4 - 3556				
Pear Tea	54 (PE54)	Darjeeling Tea + Pear Juice	2 - 4 - 3550				
Starcrested Coffee	58 (PE58)	Frizznik's Starcrest Cream + Maj'Dul Coffee	2 - 4 - 3556				
Starcrest Kiss	56 (PE56)	Frizznik's Starcrest Cream + Raw Clove + Sugar(6c)	2 - 3 - 2673				

All drinks in this table are "Level 60, High Satiation", healing 90 power every 6 seconds. Only the duration varies. "Ogre Swill" is used in this table as the cheapest Homemade Beer.

**Food (Provisioner 50+)**

Name	Level	Ingredients	Raw-Craft-Cost	Bland	Savory	Normal	Delectable
Caiman Steak	51 (PE51)	Caiman Meat + Packet of Spice(1c)	7 Primary 0 Secondary	1 - 1 - 884			
Candied Macadamia	50 (PE50)	Raw Macadamia + Refined Clove	4 Primary 0 Secondary	2 - 2 - 1772			
Candied Pear	50 (PE50)	Raw Prickly Pear + Refined Clove	6 Primary 1 Secondary	2 - 2 - 1772			
Coriander Soup Broth	51 (PE51)	Refined Coriander + Liquid(6c)	0 Primary 3 Secondary	1 - 1 - 889			
Eel Steak	51 (PE51)	Conger Eel + Packet of Spice(1c)	1 Primary 0 Secondary	1 - 1 - 884			
Grilled Herring	51 (PE51)	Red Herring + Packet of Spice(1c)	4 Primary 0 Secondary	1 - 1 - 884			
Roasted Artichoke	50 (PE50)	Raw Artichoke + Refined Coriander	3 Primary 2 Secondary	2 - 2 - 1772			
Sabertooth Steak	51 (PE51)	Sabertooth Meat + Packet of Spice(1c)	2 Primary 0 Secondary	1 - 1 - 884			
Artichoke Omelet	52 (PE52)	Roasted Artichoke + Egg(6c)		2 - 3 - 2661			
Artichoke Stew	54 (PE54)	Roasted Artichoke + Coriander Soup Broth		3 - 4 - 3544			
Baked Sabertooth Brisket	54 (PE54)	Sabertooth Steak + Packet of Spike(1c)		1 - 2 - 1768			
Breaded Shrimp	53 (PE53)	Tiger Shrimp + Refined Coriander + Bread(2c)		2 - 2 - 1774			
Caiman Casserole	53 (PE53)	Caiman Steak + Refined Coriander + Roasted Artichoke		4 - 5 - 4428			
Caiman Jerky	53 (PE53)	Caiman Steak + Packet of Spice(1c)		1 - 2 - 1768			
Caiman Pasta	56 (PE56)	Caiman Steak + Refined Coriander + Pasta(2c)		2 - 3 - 2658			
Caiman Pie	56 (PE56)	Caiman Steak + Refined Coriander + Dough(18c)		2 - 3 - 2674			
Caiman Sandwich	58 (PE58)	Caiman Steak + Refined Coriander + Bread(2c)		2 - 3 - 2658			
Caiman Soup	53 (PE53)	Caiman Steak + Coriander Soup Broth		2 - 3 - 2656			
Chocolate Covered Macadamia	57 (PE57)	Candied Macadamia + Chocolate Bar		2 - 4 - 2680			
Chocolate Covered Pear	57 (PE57)	Candied Pear + Chocolate Bar		2 - 4 - 2680			
Chocolate Pear Cake	56 (PE56)	Candied Pear + Chocolate Bar + Flour(6c)		2 - 4 - 2686			
Clove Cake	57 (PE57)	Refined Clove + Egg(6c) + Flour(6c)		1 - 2 - 1784			
Clove Cookies	57 (PE57)	Refined Clove + Dough(18c)		1 - 2 - 1790			
Coriander Grilled Caiman	58 (PE58)	Caiman Steak + Refined Coriander		2 - 3 - 2656			
Coriander Grilled Herring	58 (PE58)	Grilled Herring + Refined Coriander		2 - 3 - 2656			
Denmother's Trail Mix	59 (PE59)	Candied Macadamia + Candied Pear + Refined Clove		5 - 6 - 5316			
Dried Pear	52 (PE52)	Candied Pear + Refined Clove		3 - 4 - 3544			
Eel Soup	56 (PE56)	Eel Steak + Coriander Soup Broth		2 - 3 - 2656			
Fiery Sabertooth Steak	56 (PE56)	Sabertooth Steak + Refined Coriander + Pepper(6c)		2 - 3 - 2662			
Herring Casseole	59 (PE59)	Grilled Herring + Refined Coriander + Roasted Artichoke		4 - 5 - 4428			
Herring Jerky	55 (PE55)	Grilled Herring + Packet of Spice(1c)		1 - 2 - 1768			
Herring Sandwich	54 (PE54)	Grilled Herring + Refined Coriander + Bread(2c)		2 - 3 - 2658			
Macadamia Fudge	54 (PE54)	Candied Macadamia + Chocolate Bar + Cream(6c)		2 - 4 - 2686			
Macadamia Pie	56 (PE56)	Candied Macadamia + Refined Clove + Dough(18c)		3 - 4 - 3562			
Pear Cheesecake	59 (PE59)	Candied Pear + Cream(6c) + Dough(18c)		2 - 3 - 2679			
Pear Muffins	58 (PE58)	Candied Pear + Refined Clove + Flour(6c)		3 - 4 - 3550			
Pear Pie	58 (PE58)	Candied Pear + Refined Clove + Dough(18c)		3 - 4 - 3562			
Shrimp Pasta	55 (PE55)	Tiger Shrimp + Refined Coriander + Pasta(2c)		2 - 2 - 1774			

All foods in this table are "Level 50, High Satiation". Only the duration varies.  
 "Ogre Swill" is used in this table as the cheapest Homemade Beer.

***Elm (Artisan)***

Name	Level	Ingredients	Description
Elm Lumber	3 (AE3)	Raw Elm + Chloro Resin(C)	Refine. Used: 4 Primary, 0 Secondary
Elm Dowel	5 (AE5)	Elm Lumber + Chloro Resin(C)	Interim. Used: 0 Primary, 16 Secondary
Elm Quill	4 (AE4)	Elm Lumber + Chloro Oil(C)	Interim. Used: 0 Primary, 20 Secondary
Elm Stave	4 (AE4)	Elm Lumber + Chloro Resin(C)	Interim. Used: 2 Primary, 3 Secondary
Planed Elm Lumber	4 (AE4)	Elm Lumber + Chloro Resin(C)	Interim. Used: 10 Primary, 0 Secondary
Elm Round Shield	7 (AE7)	Planed Elm Lumber + Rawhide Leather Cord(T) + 2* <i>Tin Stud</i> (A)	Finished Armor = Round Shield Skill, Shield, 2# Shaped = Skill 1 -30, SF 7, +2 health, +1 power Normal = Pristine =
Elm Short Bow	7 (AE7)	Elm Stave + Rawhide Leather Cord(T) + Threadbare Bowstring	Finished Weapon = Ranged, Bow Skill, 3#, 4.5 sec, 27 meters Shaped = Skill 1 -30, 3-15 dmg, +2 health, +2 power Normal = Pristine =
Elm Wand	9 (AE9)	Elm Stave + Lead Ornament(A) + Threadbare Fletching	Finished Weapon = One-Hand, Staff Skill, 1.8 sec Shaped = Skill 1 -30, 2-6 dmg, +3 health Normal = Pristine =
Tin Hunting Arrow	7 (AE7)	Tin Arrow Head + Elm Stave + Threadbare Fletching	Finished Ammo Generates 6/12/19/25 units based on quality

***Alder (Artisan)***

Name	Level	Ingredients	Description
Alder Lumber	4 (AR4)	Raw Alder + 2*Chloro Resin(C)	Refine. Used: 2 Primary, 0 Secondary
Alder Stave	6 (AC5/6)	Alder Lumber + 2*Chloro Resin(C)	Interim. Used: 2 Primary, 0 Secondary
Planed Alder Lumber	6 (AC5/6)	Alder Lumber + 2*Chloro Resin(C)	Interim. Used: 12 Primary, 0 Secondary
Alder Round Shield	6 (AES6)	Planed Alder Lumber + 2*Rawhide Leather Cord(T) + Tin Stud(A)	Finished Armor = Shaped = Normal = Pristine =
Alder Short Bow	7 (AW8)	Alder Stave + 2*Rawhide Leather Cord(T) + 2*Threadbare Bowstring + 5*Sandpaper	Finished Weapon = Shaped = Normal = Pristine =
Alder Wand	9 (AW8)	Alder Stave + 2*Lead Ornament(A) + 2*Threadbare Fletching	Finished Weapon = Shaped = Normal = Pristine =

**Fletching / Woodworking (Desk) [Fuel = Incense]**

***Paper (Artisan)***

Name	Level	Ingredients	Description
Pressed Papeterie	3 (AE3)	Raw Elm OR Raw Roots + Chloro Wash(C)	Refine. Used: 0 Primary, 23 Secondary

**Fletching / Woodworking (Forge) [Fuel = Coal]**

***Tin (Artisan)***

Name	Level	Ingredients	Description
Tin Arrow Head	4 (AE4)	Tin Bar + Fossil Temper(C)	Interim. Used: 1 Primary, 0 Secondary

**Fletching / Woodworking (Loom) [Fuel = Fillament]**

***Bow Components (Artisan)***

Name	Level	Ingredients	Description
Threadbare Bowstring	4 (AE4)	Threadbare Thread + Chloro Resin(C)	Interim. Used: 0 Primary, 2 Secondary
Threadbare Fletching	5 (AE5)	Threadbare Yarn + Chloro Resin(C)	Interim. Used: 0 Primary, 3 Secondary

## Fletching / Woodworking (Sawhorse) [Fuel = Abrasive Sandpaper] (Page 2 of 4)

### Maple (Craftsman)

Name	Level	Ingredients	Description
Maple Lumber	10 (CE10)	Raw Maple + <b>Stroma Resin(C/Y)</b>	Refine. Used: 5 Primary, 0 Secondary Scraps <b>NOTE: Also available under Timbercraft.</b> <b>** Also makes "Maple Scraps"</b>
Maple Dowel	10 (CE10)	Maple Lumber + <b>Stroma Resin(C/Y)</b>	Interim. Used: 0 Primary, 22 Secondary <b>NOTE: Also available under Timbercraft.</b>
Maple Quill	10 (CE10)	Maple Lumber + <b>Stroma Oil(C/Y)</b>	Interim. Used: 0 Primary, 156 Secondary <b>NOTE: Also available under Timbercraft.</b>
Maple Stave	10 (CE10)	Maple Lumber + <b>Stroma Resin(C/Y)</b>	Interim. Used: 9 Primary, 13 Secondary <b>NOTE: Also available under Timbercraft.</b>
Planed Maple Lumber	10 (CE10)	Maple Lumber + <b>Stroma Resin(C/Y)</b>	Interim. Used: 20 Primary, 0 Secondary <b>NOTE: Also available under Timbercraft.</b>
Turned Maple Lumber	10 (CE10)	Maple Scraps + <b>Stroma Resin(C/Y)</b>	Interim. Used: 4 Primary, 0 Secondary <b>NOTE: Also available under Timbercraft.</b>
Iron Bodkin Arrow	14 (CE14)	Iron Arrow Head + Maple Stave + Burlap Fletching	Finished Ammo. Quality generates 6/12/19/25 items.
Iron Hunting Arrow	14 (CE13)	Iron Arrow Head + Maple Stave + Burlap Fletching	Finished Ammo. Quality generates 6/12/19/25 items.
Maple Bo Staff	16 (CE16)	Maple Stave + Burlap Fletching + <b>2*Iron Shod(A/G)</b>	Finished Weapon = Two-Hand, Staff Skill, 5#, 1.7 sec Shaped = Skill 30-80, 5-14 dmg, +5 hp, +4 pow Normal = Pristine =
Maple Fighting Batons	16 (CE16)	Maple Stave + <b>Tanned Hilt(T/W)</b> + <b>Iron Shod(A/G)</b>	Finished Weapon = Dual Wield, Staff Skill, 2#, 1.5 sec Shaped = Normal = Skill 50-100, 5-16 dmg Pristine =
Maple Greatstaff	18 (CE18)	Maple Stave + Burlap Fletching + <b>2*Iron Shod(A/G)</b>	Finished Weapon = Shaped = Normal = Pristine =
Maple Long Bow	12 (CE14)	Maple Stave + Burlap Bowstring + <b>Tanned Hilt(T/W)</b>	Finished Weapon = Ranged, Bow Skill, 5#, 7 sec, 37 meters Shaped = Skill 30-80, 10-49 dmg, +7 hp, +2 pow Normal = Pristine =
Maple Pike	18 (CE18)	Maple Stave + <b>Iron Hook(A/G)</b> + <b>Iron Spike(M/G)</b>	Finished Weapon = Shaped = Normal = Pristine =
Maple Quarter Staff	16 (CE16)	Maple Stave + <b>Electrum Ornament(A/G)</b> + <b>2*Iron Shod(A/G)</b>	Finished Weapon = Two-Hand, Staff Skill, 3#, 1.7 sec Shaped = Skill 30-80, 2-7 dmg, +1 STR, +1 hp, +2 pow Normal = Pristine =
Maple Short Bow	14 (CE13)	Maple Stave + Burlap Bowstring + <b>Tanned Leather Cord(T/W)</b>	Finished Weapon = Ranged, Bow Skill, 3#, 4.5 sec, 27 meters Shaped = Skill 30-80, 6-31 dmg, +4 hp, +4 pow Normal = Pristine =
Maple Spell Binder's Staff	19 (CE19)	Maple Stave + <b>2*Electrum Ornament(A/G)</b> + <b>Faceted Turquoise(A/G)</b>	Finished Weapon = Shaped = Normal = Pristine =
Maple Wand	12 (CE19)	Maple Stave + Burlap Fletching + <b>Electrum Ornament(A/G)</b>	Finished Weapon = Shaped = Normal = Pristine =
Maple Buckler	12 (CE11)	Planed Maple Lumber + <b>Refined Tanned Leather(T/W)</b> + <b>Tanned Leather Cord(T/W)</b>	Finished Armor = Buckler Skill, Shield, 2# Shaped = Skill 30-80, SF 20, +2 hp, +4 pow Normal = Pristine =
Maple Kite Shield	18 (CE14)	Planed Maple Lumber + <b>2*Iron Sheet(H/G)</b> + <b>Iron Strut(A/G)</b>	Finished Armor = Shaped = Normal = Pristine =
Maple Round Shield	17 (CE12)	Planed Maple Lumber + <b>2*Iron Stud(A/G)</b> + <b>Tanned Leather Cord(T/W)</b>	Finished Armor = Round Shield Skill, Shield, 3# Shaped = Skill 30-80, SF 40, +3 hp, +2 pow Normal = Pristine = Skill 50-100, SF 40, +2 hp, +4 pow

## Fletching / Woodworking (Sawhorse) [Fuel = Abrasive Sandpaper] (Page 3 of 4)

### Maple (Craftsman)

Name	Level	Ingredients	Description
Spirit Totem of the Bear	15 (CE15)	Turned Maple Lumber + Maple Quill + Burlap Bowstring	Finished Equipment. 2s cast, 0.5s recovery, 60s re-use Activate to take bear form.
Spirit Totem of the Rat	15 (CE15)	Turned Maple Lumber + Maple Quill + Burlap Bowstring	Finished Equipment. 2s cast, 0.5s recovery, 60s re-use Activate to take rat form.
Totem of the Otter	14 (CE14)	Turned Maple Lumber + Maple Quill + Burlap Bowstring	Finished Equipment. 2s cast, 0.5s recovery, 60s re-use Activate to be able to breathe water.
Vision Totem of the Bee	11 (CE11)	Turned Maple Lumber + Maple Quill + Burlap Bowstring	Finished Equipment. 2s cast, 0.5s recovery, 60s re-use Activate to get sonic vision.
Maple Drum	12 (CE12)	Planed Maple Lumber + <b>2*Iron Stud(A/G)</b> + <b>Refined Tanned Leather(T/W)</b> + <b>Tanned Leather Strap(T/W)</b>	Finished Furniture.
Maple Flute	12 (CE12)	Planed Maple Lumber + <b>2*Iron Stud(A/G)</b> + <b>2*Burlap Padding(TW)</b> + <b>Iron Strut(A/G)</b>	Finished Furniture
Maple Lute	12 (CE12)	Planed Maple Lumber + <b>2*Iron Stud(A/G)</b> + Burlap Bowstring + <b>Tanned Leather Strap(T/W)</b>	Finished Furniture

### Bone (Craftsman)

Name	Level	Ingredients	Description
Bone Lumber	10 (ACR10)	Raw Bone + <b>2*Stroma Resin(C/Y)</b> + 2*Sandpaper	Refine. Used: 2 Primary, 0 Secondary
Bone Stave	10 (ACR10)	Bone Lumber + <b>2*Stroma Resin(C/Y)</b> + 5*Sandpaper	Interim. Used: 6 Primary, 0 Secondary
Planed Bone	10 (ACR10)	Bone Lumber + <b>2*Stroma Resin(C/Y)</b> + 5*Sandpaper	Interim. Used: 14 Primary, 0 Secondary
Bone Bo Staff	15 (ACR14)	Bone Stave + 2*Burlap Fletching + <b>2*Iron Shod(A/G)</b> + 7*Sandpaper	Finished Weapon = Shaped = Normal = Pristine =
Bone Fighting Batons	15 (ACR14)	Bone Stave + <b>2*Iron Shod(A/G)</b> + <b>Tanned Hilt(TW)</b> + 5*Sandpaper	Finished Weapon = Shaped = Normal = Pristine =
Bone Long Bow	19 (ACR18)	Bone Stave + 2*Burlap Bowstring + <b>Tanned Leather Cord(TW)</b> + 5*Sandpaper	Finished Weapon = Shaped = Normal = Pristine =
Bone Pike	17 (ACR16)	Bone Stave + <b>2*Iron Hook(A/G)</b> + <b>2*Iron Spike(MG)</b> + 5*Sandpaper	Finished Weapon = Shaped = Normal = Pristine =
Bone Short Bow	17 (ACR16)	Bone Stave + 2*Burlap Bowstring + <b>2*Tanned Leather Cord(TW)</b> + 5*Sandpaper	Finished Weapon = Shaped = Normal = Pristine =
Bone Wand	19 (ACR18)	Bone Stave + 2*Burlap Fletching + <b>2*Electrum Ornament(AG)</b> + 5*Sandpaper	Finished Weapon = Shaped = Normal = Pristine =

**Paper (Craftsman)**

Name	Level	Ingredients	Description
Cailun Paper	10 (CE10)	Raw Maple OR Raw Tuber + <b>Stroma Wash(C/Y)</b>	Refine. Used: 0 Primary, 154 Secondary <i>NOTE: Also available under Timbercraft.</i>

**Fletching / Woodworking (Forge) [Fuel = Brown Coal]**

**Iron (Craftsman)**

Name	Level	Ingredients	Description
Iron Bar	10 (CE10)	Raw Iron + <b>Eolith Temper(C/Y)</b>	Refine. Used: 12 Primary, 0 Secondary <i>NOTE: Also available under Artificing, Geomancy, and Metalworking.</i>
Iron Arrow Head	10 (CE10)	Iron Bar + <b>Eolith Temper(C/Y)</b>	Interim. Used: 2 Primary, 0 Secondary <i>NOTE: Also available under Geomancy.</i>
Iron Plate	11 (CE10)	Iron Bar + <b>Eolith Temper(C/Y)</b>	Interim. Used: 2 Primary, 0 Secondary <i>NOTE: Also available under Geomancy.</i>

**Fletching / Woodworking (Loom) [Fuel = Thread Filament]**

**Bow Components (Craftsman)**

Name	Level	Ingredients	Description
Burlap Bowstring	10 (CE10)	Burlap Thread + <b>Stroma Resin(C/Y)</b>	Interim. Used: 0 Primary, 9 Secondary <i>NOTE: Also available under Weaving.</i>
Burlap Fletching	10 (CE10)	Burlap Yarn + <b>Stroma Resin(C/Y)</b>	Interim. Used: 0 Primary, 7 Secondary <i>NOTE: Also available under Weaving.</i>

**Burlap (Craftsman)**

Name	Level	Ingredients	Description
Burlap Thread	10 (CE10)	Raw Tuber or Raw Burlap + <b>Stroma Oil(C/Y)</b>	Refine. Used: 3 Primary, 0 Secondary <i>NOTE: Also available under Tailoring and Weaving.</i>
Burlap Yarn	10 (CE10)	Raw Tuber or Raw Burlap + <b>Stroma Wash(C/Y)</b>	Refine. Used: 2 Primary, 4 Secondary. <i>NOTE: Also available under Tailoring and Weaving.</i>
Generic Burlap Pattern	10 (CE10)	Burlap Thread + Cailun Paper	Interim. Used: 0 Primary, 55 Secondary <i>NOTE: Also available under Weaving.</i>

**Roughspun (Craftsman)**

Name	Level	Ingredients	Description
Roughspun Thread	11 (ACR10)	Raw Sisal or Roughspun + <b>2*Stroma Oil(C/Y)</b> + 2*Filament	Interim. Used: 17 Primary, 0 Secondary. <i>NOTE: Also available under Tailoring.</i>
Roughspun Cloth	11 (ACR10)	Roughspun Thread + 2*Burlap Yarn + 5*Filament	Interim. Used: 17 Primary, 0 Secondary. <i>NOTE: Also available under Tailoring.</i>

**Boxes (Artisan)**

Name	Level	Ingredients	Description
Elm Strongbox	5 (AE5)	Planed Elm Lumber(F) + Tin Sheet(H) + Tin Stud(A)	Finished Bag = Box, 100# Crude = 5 slots Shaped = 6 slots Normal = 7 slots Pristine = 8 slots
Alder Strongbox	7 (AMA7)	Planed Alder Lumber(F) + Tin Sheet(H) + Tin Stud(A)	Finished Bag

**Elm Furniture (Artisan)**

Name	Level	Ingredients	Description
Elm Bedside Table	8 (AE8)	Planed Elm Lumber(F) + Elm Dowel(F) + Rawhide Leather Cord(T)	Finished Furniture. Quality has no effect.
Elm Dining Chair	6 (AE6)	Planed Elm Lumber(F) + Elm Dowel(F) + Threadbare Padding(T)	Finished Furniture. Quality has no effect.
Elm Dining Table	8 (AE8)	Planed Elm Lumber(F) + Elm Dowel(F) + Rawhide Leather Cord(T)	Finished Furniture. Quality has no effect.
Generic Elm Bed	5 (AE5)	Planed Elm Lumber(F) + Threadbare Padding(T) + Tin Spike(M)	Finished Furniture. Quality has no effect.
Generic Elm Chair	7 (AE7)	Planed Elm Lumber(F) + Elm Dowel(F) + Threadbare Padding(T)	Finished Furniture. Quality has no effect.
Generic Elm Table	9 (AE9)	Planed Elm Lumber(F) + Elm Dowel(F) + Rawhide Leather Cord(T)	Finished Furniture. Quality has no effect.
Primitive Elm Bookshelf	6 (AE6)	Planed Elm Lumber(F) + Elm Dowel(F) + Tin Strut(A)	Finished Furniture. Quality has no effect.
Primitive Elm Chair	7 (AE7)	Planed Elm Lumber(F) + Elm Dowel(F) + Threadbare Padding(T)	Finished Furniture. Quality has no effect.

**Alder Furniture (Artisan)**

Name	Level	Ingredients	Description
Alder Bookcase	6 (AES6)	Planed Alder Lumber(F) + Elm Dowel(F) + Tin Strut	Finished Furniture. Quality has no effect.
Alder Chest	6 (AES6)	Planed Alder Lumber(F) + Tin Sheet(H) + Tin Stud(A)	Finished Furniture. Quality has no effect.
Alder Dining Chair	6 (AES6)	Planed Alder Lumber(F) + Elm Dowel(F) + Threadbare Padding(T)	Finished Furniture. Quality has no effect.
Alder Sturdy Chair	6 (AES6)	Planed Alder Lumber(F) + Elm Dowel(F) + Threadbare Padding(T)	Finished Furniture. Quality has no effect.
Eccentric Alder Chair	6 (AES6)	Planed Alder Lumber(F) + Elm Dowel(F) + Threadbare Padding(T)	Finished Furniture. Quality has no effect.
Large Alder Militia Table	6 (AES6)	Planed Alder Lumber(F) + Elm Dowel(F) + Rawhide Leather Cord(T)	Finished Furniture. Quality has no effect.
Oval Alder Table	6 (AES6)	Planed Alder Lumber(F) + Elm Dowel(F) + Rawhide Leather Cord(T)	Finished Furniture. Quality has no effect.
Small Alder Desk	6 (AES6)	Planed Alder Lumber(F) + Elm Dowel(F) + Tin Shod(M)	Finished Furniture. Quality has no effect.
Small Alder Militia Table	6 (AES6)	Planed Alder Lumber(F) + Elm Dowel(F) + Rawhide Leather Cord(T)	Finished Furniture. Quality has no effect.
Standard Alder Table	6 (AES6)	Planed Alder Lumber(F) + Elm Dowel(F) + Rawhide Leather Cord(T)	Finished Furniture. Quality has no effect.

**Other (Artisan)**

Name	Level	Ingredients	Description
Sackcloth Portrait	6 (AES6)	Sackcloth Cloth(T) + Sepia Dye(C) + Tin Stud(A)	Finished Furniture. Quality has no effect.

***Furniture (Artisan)***

Name	Level	Ingredients	Description
Tin Sconce	9 (AE9)	Tin Plate(H) + Tin Spike(M) + Tin Stud(A)	Finished Furniture. Quality has no effect.
<i>Bronze Sconce</i>	6 (AES6)	Bronze Plate(M) + Tin Spike(M) + Tin Stud(A)	Finished Furniture. Quality has no effect.

**Sculpting / Craftsmanship (Loom) [Fuel = Filament]**

***Furniture (Artisan)***

Name	Level	Ingredients	Description
<i>Sackcloth Rug</i>	6 (AES6)	Sackcloth Cloth(T) + Rawhide Leather Cord(T) + Threadbare Padding(T)	Finished Furniture. Quality has no effect.

## Sculpting / Craftsmanship (Sawhorse) [Fuel = Abrasive Sandpaper] (Page 3 of 4)

### Maple Furniture (Craftsman)

Name	Level	Ingredients	Description
<i>Large Quaint Maple Table</i>	17 (CE17)	Planed Maple Lumber(F/E) + Maple Dowel(F/E) + <b>Tanned Leather Cord(T/W)</b>	Finished Furniture. Quality has no effect.
Maple Bookshelf	12 (CE12)	Planed Maple Lumber(F/E) + Maple Dowel(F/E) + <b>Iron Strut(A/G)</b>	Finished Furniture. Quality has no effect.
Maple Chest	14 (CE14)	Planed Maple Lumber(F/E) + <b>Iron Sheet(H/G)</b> + <b>Iron Stud(A/G)</b>	Finished Furniture. Quality has no effect.
Maple Dining Chair	12 (CE12)	Planed Maple Lumber(F/E) + Maple Dowel(F/E) + <b>Burlap Padding(T/W)</b>	Finished Furniture. Quality has no effect.
Maple Double Bed	11 (CE11)	Planed Maple Lumber(F/E) + <b>Burlap Padding(T/W)</b> + <b>Iron Spike(MG)</b>	Finished Furniture. Quality has no effect.
Maple Fancy Gnome Chair	13 (CE13)	Planed Maple Lumber(F/E) + Maple Dowel(F/E) + <b>Burlap Padding(T/W)</b>	Finished Furniture. Quality has no effect.
Maple High Backed Chair	13 (CE13)	Planed Maple Lumber(F/E) + Maple Dowel(F/E) + <b>Burlap Padding(T/W)</b>	Finished Furniture. Quality has no effect.
Maple Single Bed	11 (CE11)	Planed Maple Lumber(F/E) + <b>Burlap Padding(T/W)</b> + <b>Iron Spike(MG)</b>	Finished Furniture. Quality has no effect.
Medium Maple Shelves	16 (CE16)	Planed Maple Lumber(F/E) + Maple Dowel(F/E) + <b>Iron Stud(A/G)</b>	Finished Furniture. Quality has no effect.
Short Maple Shelves	12 (CE12)	Planed Maple Lumber(F/E) + Maple Dowel(F/E) + <b>Iron Stud(A/G)</b>	Finished Furniture. Quality has no effect.
<i>Small Quaint Maple Table</i>	18 (CE18)	Planed Maple Lumber(F/E) + Maple Dowel(F/E) + <b>Tanned Leather Cord(T/W)</b>	Finished Furniture. Quality has no effect.
<i>Standard Maple Stool</i>	17 (CE17)	Planed Maple Lumber(F/E) + Maple Dowel(F/E) + <b>Burlap Padding(T/W)</b>	Finished Furniture. Quality has no effect.
<i>Standard Maple Table</i>	18 (CE18)	Planed Maple Lumber(F/E) + Maple Dowel(F/E) + <b>Tanned Leather Cord(T/W)</b>	Finished Furniture. Quality has no effect.

### Bone Furniture (Craftsman)

Name	Level	Ingredients	Description
<i>Alluring Bone Table</i>	16 (ACR16)	Planed Bone(F) + Maple Dowel(F/E) + <b>Tanned Leather Cord(T/W)</b>	Finished Furniture. Quality has no effect.
<i>Bone Bookcase</i>	12 (ACR12)	Planed Bone(F) + Maple Dowel(F/E) + <b>Iron Strut(A/G)</b>	Finished Furniture. Quality has no effect.
<i>Bone Chest</i>	14 (ACR14)	Planed Bone(F) + <b>Iron Sheet(H/G)</b> + <b>Iron Stud(A/G)</b>	Finished Furniture. Quality has no effect.
<i>Bone Dining Chair</i>	12 (ACR12)	Planed Bone(F) + Maple Dowel(F/E) + <b>Burlap Padding(T/W)</b>	Finished Furniture. Quality has no effect.
<i>Bone Militia Bench</i>	12 (ACR12)	Planed Bone(F) + Maple Dowel(F/E) + <b>Iron Sheet(H/G)</b>	Finished Furniture. Quality has no effect.
<i>Bone Office Desk</i>	14 (ACR14)	Planed Bone(F) + Maple Dowel(F/E) + <b>Iron Shod(A/G)</b>	Finished Furniture. Quality has no effect.
<i>Bone Rocking Chair</i>	14 (ACR14)	Planed Bone(F) + Maple Dowel(F/E) + <b>Burlap Padding(T/W)</b>	Finished Furniture. Quality has no effect.
<i>Bone Shelf</i>	16 (ACR16)	Planed Bone(F) + Maple Dowel(F/E) + <b>Iron Stud(A/G)</b>	Finished Furniture. Quality has no effect.
<i>Charming Bone Table</i>	16 (ACR16)	Planed Bone(F) + Maple Dowel(F/E) + <b>Tanned Leather Cord(T/W)</b>	Finished Furniture. Quality has no effect.
<i>Elegant Bone Chair</i>	12 (ACR12)	Planed Bone(F) + Maple Dowel(F/E) + <b>Burlap Padding(T/W)</b>	Finished Furniture. Quality has no effect.
<i>Elegant Bone Stool</i>	18 (ACR18)	Planed Bone(F) + Maple Dowel(F/E) + <b>Burlap Padding(T/W)</b>	Finished Furniture. Quality has no effect.
<i>Elegant Bone Table</i>	18 (ACR18)	Planed Bone(F) + Maple Dowel(F/E) + <b>Tanned Leather Cord(T/W)</b>	Finished Furniture. Quality has no effect.
<i>Oval Bone Table</i>	18 (ACR18)	Planed Bone(F) + Maple Dowel(F/E) + <b>Tanned Leather Cord(T/W)</b>	Finished Furniture. Quality has no effect.
<i>Warped Bone Bed</i>	12 (ACR12)	Planed Bone(F) + <b>Iron Spike(MG)</b> + <b>Burlap Padding(T/W)</b>	Finished Furniture. Quality has no effect.

## Sculpting / Craftsmanship (Sawhorse) [Fuel = Abrasive Sandpaper] (Page 4 of 4)

### Boxes (Craftsman)

Name	Level	Ingredients	Description
Maple Strongbox	15 (CE15)	Planned Maple Lumber(F/E) + <b>Iron Sheet(H/G) + Iron Stud(A/G)</b>	Finished Bag = Box, 100# Crude = 9 slots Shaped = 10 slots Normal = 11 slots Pristine = 12 slots
Bone Strongbox	14 (ACR14)	Planned Bone(F) + <b>Iron Sheet(H/G) + Iron Stud(A/G)</b>	Finished Bag

### Burlap & Roughspun Furniture (Craftsman)

Name	Level	Ingredients	Description
Burlap Painting	15 (CE15)	<b>Burlap Cloth(T/W) + Iron Gual Dye(C/Y) + Iron Stud(A/G)</b>	Finished Furniture. Quality has no effect.
Roughspun Painting	14 (ACR14)	<b>Roughspun Cloth(T) + Iron Gual Dye(C/Y) + Iron Stud(A/G)</b>	Finished Furniture. Quality has no effect.
Roughspun Rug	16 (ACR16)	<b>Roughspun Cloth(T) + Burlap Padding(T/W) + Tanned Leather Cord(T/W)</b>	Finished Furniture. Quality has no effect.

## Sculpting / Craftsmanship (Forge) [Fuel = Brown Coal]

### Furniture (Craftsman)

Name	Level	Ingredients	Description
Blackened Iron Sconce	18 (ACR18)	<b>Blackened Iron Plate(M) + Iron Spike(M/G) + Iron Stud(A/G)</b>	Finished Furniture. Quality has no effect.
Comley Iron Chandelier	14 (CE14)	Iron Plate(F/G) + <b>Iron Sheet(H/G) + Iron Strut(A/G)</b>	Finished Furniture. Quality has no effect.
Iron Sconce	19 (CE19)	Iron Plate(F/G) + <b>Iron Spike(M/G) + Iron Stud(A/G)</b>	Finished Furniture. Quality has no effect.

## Sculpting / Craftsmanship (Loom) [Fuel = Thread Filament]

### Furniture (Craftsman)

Name	Level	Ingredients	Description
Large Burlap Rug	15 (CE15)	<b>Burlap Cloth(T/W) + Tanned Leather Cord(T/W) + Burlap Padding(T/W)</b>	Finished Furniture. Quality has no effect.
Small Burlap Rug	16 (CE16)	<b>Burlap Cloth(T/W) + Tanned Leather Cord(T/W) + Burlap Padding(T/W)</b>	Finished Furniture. Quality has no effect.

**Tin (Artisan)**

Name	Level	Ingredients	Description
Tin Plate	5 (AE5)	Tin Bar + Fossil Temper(C) + 5*Coal	Interim. Used: 1 Primary, 0 Secondary
Tin Sheet	4 (AE4)	Tin Bar + Fossil Temper(C)	Interim. Used: 0 Primary, 5 Secondary

**Metal Shaping / Heavy Armoring (Forge) [Fuel = Brown Coal]**

**Iron (Outfitter)**

Name	Level	Ingredients	Description
Iron Rings	10 (OE10)	Iron Bar(M/F/G) + <b>Eolith Temper(C/Y)</b>	Interim. Used: 7 Primary, 0 Secondary <b>NOTE: Also available under Geomancy.</b>
Iron Sheet	10 (OE10)	Iron Bar(M/F/G) + <b>Eolith Temper (C/Y)</b>	Interim. Used: 0 Primary, 8 Secondary <b>NOTE: Also available under Geomancy.</b>

Iron Chainmail Boots	16 (OE13)	Iron Rings + 2*Burlap Padding(T/W) + <b>Generic Burlap Pattern(F/W)</b> + 2*Brown Coal	Finished Armor = Medium Armor, Feet, 3# Shaped = Skill 30-80, AC 36, +11 magic, +11 mental Normal = Skill 40-90, AC 44, +2 hp,+3 pow,+11 magic,+16 mental Pristine =
Iron Chainmail Bracers	16 (OE13)	Iron Rings + Burlap Padding(T/W) + <b>Generic Burlap Pattern(F/W)</b> + 2*Brown Coal	Finished Armor = Medium Armor, Forearms, 3# Shaped = Skill 30-80, AC 55, +11 divine, +11 poison Normal = Skill 40-90, AC 67, +3 hp,+2 pow,+16 divine,+11 poison Pristine =
Iron Chainmail Coat	19 (OE15)	Iron Rings + Burlap Padding(T/W) + <b>3*Generic Burlap Pattern(F/W)</b> + Tanned Leather Harness(T/W) + 2*Brown Coal	Finished Armor = Medium Armor, Chest, 3# Shaped = Skill 30-80, AC 91, +11 disease, +11 magic Normal = Skill 40-90, AC 111, +2 hp, +3 pow Pristine = Skill 50-100, AC 142, +11 divine, +16 magic
Iron Chainmail Coif	16 (OE13)	Iron Rings + Burlap Padding(T/W) + <b>Generic Burlap Pattern(F/W)</b> + 2*Brown Coal	Finished Armor = Medium Armor, Head, 3# Shaped = Skill 30-80, AC 36, +11 divine, +11 mental Normal = Skill 40-90, AC 44, +27 divine Pristine =
Iron Chainmail Gloves	16 (OE13)	Iron Rings + Burlap Padding(T/W) + <b>Generic Burlap Pattern(F/W)</b> + 2*Brown Coal	Finished Armor = Medium Armor, Hands, 3# Shaped = Skill 30-80, AC 36, +11 disease, +11 heat Normal = Skill 40-90, AC 44, +3 hp,+2power,+11 disease,+16 heat Pristine =
Iron Chainmail Leggings	18 (OE14)	Iron Rings + 3*Burlap Padding(T/W) + <b>Generic Burlap Pattern(F/W)</b> + Tanned Leather Harness(T/W) + 2*Brown Coal	Finished Armor = Medium Armor, Legs, 3# Shaped = Skill 30-80, AC 55, +5 cold, +16 poison Normal = Pristine = Skill 50-100, AC 86, +4 hp,+2 pow, +11 cold,+16 poison
Iron Chainmail Mantle	16 (OE13)	Iron Rings + 3*Burlap Padding(T/W) + <b>Generic Burlap Pattern(F/W)</b> + 2*Brown Coal	Finished Armor = Medium Armor, Shoulders, 3# Shaped = Skill 30-80, AC 55, +5 cold, +16 heat Normal = Skill 40-90, AC67, +22 cold, +5 heat Pristine =

**Blackened Iron (Outfitter)**

Name	Level	Ingredients	Description
Blackened Iron Chainmail Boots	17 (AOCA17)	Blackened Iron Rings(M) + 2*Burlap Padding (T/W) + <b>Generic Burlap Pattern(F/W)</b> +2*Brown Coal	Finished Armor = Shaped = Normal = Pristine =
Blackened Iron Chainmail Bracers	17 (AOCA17)	Blackened Iron Rings(M) + Burlap Padding(T/W) + <b>Generic Burlap Pattern(F/W)</b> +2*Brown Coal	Finished Armor = Shaped = Normal = Pristine =
Blackened Iron Chainmail Coat	19 (AOCL19)	Blackened Iron Rings(M) + 3*Burlap Padding (T/W) + Tanned Leather Harness(T/W) + <b>Generic Burlap Pattern(F/W)</b> +2*Brown Coal	Finished Armor = Shaped = Normal = Pristine =
Blackened Iron Chainmail Coif	17 (AOCA17)	Blackened Iron Rings(M) + Burlap Padding(T/W) + <b>Generic Burlap Pattern(F/W)</b> +2*Brown Coal	Finished Armor = Shaped = Normal = Pristine =
Blackened Iron Chainmail Gloves	17 (AOCA17)	Blackened Iron Rings(M) + Burlap Padding(T/W) + <b>Generic Burlap Pattern(F/W)</b> +2*Brown Coal	Finished Armor = Shaped = Normal = Pristine =
Blackened Iron Chainmail Leggings	19 (AOCL19)	Blackened Iron Rings(M) + 3*Burlap Padding (T/W) + Tanned Leather Harness(T/W) + <b>Generic Burlap Pattern(F/W)</b> +2*Brown Coal	Finished Armor = Shaped = Normal = Pristine =
Blackened Iron Chainmail Mantle	17 (AOCA17)	Blackened Iron Rings(M) + 3*Burlap Padding (T/W) + <b>Generic Burlap Pattern(F/W)</b> +2*Brown Coal	Finished Armor = Shaped = Normal = Pristine =

**Tin (Artisan)**

Name	Level	Ingredients	Description
Tin Bar	2	Tin Cluster + Fossil Temper(C)	Refine. Used: 14 Primary, 0 Secondary
Tin Crossguard	4 (AE4)	Tin Bar + Fossil Temper(C)	Interim. Used: 0 Primary, 9 Secondary
Tin Edge	4 (AE4)	Tin Bar + Fossil Temper(C)	Interim. Used: 8 Primary, 0 Secondary
Tin Hammer Head	5 (AE5)	Tin Bar + Fossil Temper(C)	Interim. Used: 1 Primary, 0 Secondary
Tin Spike	2	Tin Bar + Fossil Temper(C)	Interim. Used: 0 Primary, 21 Secondary
Tin Shod	5 (AE5)	Tin Bar + Fossil Temper(C)	Interim. Used: 0 Primary, 3 Secondary
Tin Battle Axe	6 (AE6)	Tin Edge + Rawhide Hilt(T) + Tin Stud(A)	Finished Weapon = One-Hand, Axe Skill, 4#, 1.7 sec Shaped = Skill 1 -30, 2-5 dmg Normal = Pristine =
Tin Flail	8 (AE8)	Tin Hammer Head + Rawhide Hilt(T) + Tin Chain Links(A)	Finished Weapon = Dual-Wield, Hammer Skill, 3#, 2.0 sec Shaped = Skill 1 -30, 2-5 dmg, +2 health, +1 power Normal = Pristine =
Tin Long Sword	8 (AE8)	Tin Edge + Tin Crossguard + Tin Pommel(A)	Finished Weapon = One-Hand, Sword Skill, 2.5#, 1.7 sec Shaped = Skill 1 -30, 2-5 dmg Normal = Pristine =
Tin Rapier	7 (AE7)	Tin Edge + Rawhide Hilt(T) + Tin Crossguard	Finished Weapon = Dual-Wield, Rapier Skill, 1#, 1.2 sec Shaped = Skill 1 -30, 1-2 dmg, +3 health Normal = Pristine =
Tin Short Sword	6 (AE6)	Tin Edge + Tin Crossguard + Tin Pommel(A)	Finished Weapon = Dual-Wield, Sword Skill, 1.7#, 1.2 sec Crude = Skill 1 -20, 1-2 dmg, +1 hp Shaped = Skill 1 -30, 1-2 dmg Normal = Pristine =
Tin Spear	6 (AE6)	Tin Edge + Elm Stave(F) + Tin Shod	Finished Weapon = One-Hand, Sword Skill, 4#, 1.7 sec Shaped = Skill 1 -30, 2-6 dmg Normal = Pristine =
Tin Tulwar	8 (AE8)	Tin Edge + Rawhide Hilt(T) + Tin Crossguard	Finished Weapon = Two-Hand, Great Sword Skill, 6#, 2.0 sec Shaped = Skill 1 -30, 3-8 dmg, +2 health, +2 power Normal = Pristine =
Tin Throwing Axe	6 (AE6)	Tin Edge + Rawhide Hilt(T) + Tin Pommel(A)	Finished Ammo Generates 6/12/19/25 units based on quality
Tin Throwing Daggers	6 (AE8)	Tin Edge + Rawhide Hilt(T) + Tin Pommel(A)	Finished Ammo Generates 6/12/19/25 units based on quality

**Bronze (Artisan)**

Name	Level	Ingredients	Description
Bronze Bar	4 (AR4)	Raw Bronze + 2*Fossil Temper(C) + 2*Coal	Interim. Used: 4 Primary, 0 Secondary
Bronze Edge	6 (AC5/6)	Bronze Bar + 2*Fossil Temper(C)	Interim. Used: 6 Primary, 0 Secondary
Bronze Hammer Head	6 (AC5/6)	Bronze Bar + 2*Fossil Temper(C)	Interim. Used: 1 Primary, 0 Secondary
Bronze Plate	5 (AC5/6)	Bronze Bar + Fossil Temper(C) + 5*Coal	Interim. Used: 1 Primary, 0 Secondary
Bronze Strut	4 (AR4)	Bronze Bar + Fossil Temper(C)	Interim. Used: Never
Bronze Battleaxe	6 (AW8)	Bronze Edge + Rawhide Hilt(T) + Tin Stud(A) + 4*Coal	Finished Weapon = Shaped = Normal = Pristine =
Bronze Flail	8 (AW8)	Bronze Hammer Head + Rawhide Hilt(T) + 3*Tin Chain Links(A)	Finished Weapon = Shaped = Normal = Pristine =
Bronze Long Sword	8 (AW8)	Bronze Edge + Tin Crossguard + Tin Pommel(A) + 6*Coal	Finished Weapon = Shaped = Normal = Pristine =
Bronze Rapier	7 (AW8)	Bronze Edge + Tin Crossguard + Rawhide Hilt(T) + 6*Coal	Finished Weapon = Shaped = Normal = Pristine =
Bronze Short Sword	8 (AW8)	Bronze Edge + Tin Crossguard + Tin Pommel(A) + 6*Coal	Finished Weapon = Shaped = Normal = Pristine =
Bronze Spear	6 (AW8)	Bronze Edge + Elm Stave(F) + 2*Tin Shod + 5*Coal	Finished Weapon = Shaped = Normal = Pristine =
Bronze Tulwar	8 (AW8)	Bronze Edge + Tin Crossguard + Rawhide Hilt(T) + 6*Coal	Finished Weapon = Shaped = Normal = Pristine =

**Metalworking / Weaponry (Forge) [Fuel = Brown Coal]**

**Iron Parts (Outfitter)**

Name	Level	Ingredients	Description
Iron Bar	10 (OE10)	Raw Iron + Eolith Temper(C/Y)	Refine. Used: 12 Primary, 0 Secondary <i>NOTE: Also available under Artificing, Fletching, and Geomancy.</i>
Iron Cross Guard	10 (OE10)	Iron Bar + Eolith Temper(C/Y)	Interim. Used: 0 Primary, 14 Secondary <i>NOTE: Also available under Geomancy.</i>
Iron Edge	10 (OE10)	Iron Bar + Eolith Temper(C/Y)	Interim. Used: 15 Primary, 0 Secondary <i>NOTE: Also available under Geomancy.</i>
Iron Hammer Head	10 (OE10)	Iron Bar + Eolith Temper(C/Y)	Interim. Used: 4 Primary, 0 Secondary <i>NOTE: Also available under Geomancy.</i>
Iron Spike	10 (OE10)	Iron Bar + Eolith Temper(C/Y)	Interim. Used: 0 Primary, 92 Secondary <i>NOTE: Also available under Geomancy.</i>

**Blackened Iron Parts (Outfitter)**

Name	Level	Ingredients	Description
Blackened Iron Bar	11 (AOR11)	Raw Blackened Iron + 2*Eolith Temper(C/Y) + 2*Coal	Refine. Used: 5 Primary, 0 Secondary
Blackened Iron Edge	11 (AOR11)	Blackened Iron Bar + Eolith Temper(C/Y) + 5*Coal	Interim. Used: 15 Primary, 0 Secondary
Blackened Iron Hammer Head	11 (AOR11)	Blackened Iron Bar + 2*Eolith Temper(C/Y) + 5*Coal	Interim. Used: 2 Primary, 0 Secondary
Blackened Iron Plate	11 (ACR10)	Blackened Iron Bar + Eolith Temper(C/Y) + 5*Coal	Interim. Used: 1 Primary, 0 Secondary
Blackened Iron Rings	11 (AOR11)	Blackened Iron Bar + 2*Eolith Temper(C/Y) + 5*Coal	Interim. Used: 7 Primary, 0 Secondary

**Iron Weapons (Outfitter)**

Name	Level	Ingredients	Description
<i>Iron Assault Axe</i>	15 (OE14)	Iron Edge + Iron Spike + Tanned Hilt(T/W)	Finished Weapon = Two-Hand, Great Axe Skill, 5#, 2.0 sec Shaped = Normal = Skill 40-90, 5-15 dmg, +5 hp, +3 pow Pristine = Skill 50-100, 6-17 dmg, +6 hp, +3 pow
Iron Battle Axe	11 (OE11)	Iron Edge + <b>Iron Stud(A/G)</b> + Tanned Hilt(T/W)	Finished Weapon = One-Hand, Axe Skill, 4#, 1.7 sec Shaped = Skill 30-80, 4-11 dmg, +4 hp, +1 pow Normal = Pristine = Skill 50-100, 5-14 dmg, +3 hp, +3 pow
Iron Battle Hammer	11 (OE11)	Iron Hammer Head + <b>Maple Stave(F/E)</b> + Tanned Hilt(T/W)	Finished Weapon = One-Hand, Hammer Skill, 4#, 2.0 sec Shaped = Skill 30-80, 4-11 dmg, +3 hp, +2 pow Normal = Pristine = Skill 50-100, 6-17 dmg, +4 hp, +2 pow
Iron Crescent Axe	13 (OE13)	Iron Edge + <b>Maple Stave(F/E)</b> + <b>Iron Stud(A/G)</b>	Finished Weapon = Dual Wield, Axe Skill, 2#, 1.5 sec Shaped = Skill 30-80, 2-6 dmg, +3 hp, +2 pow Normal = Pristine =
Iron Cutlass	11 (OE11)	Iron Edge + Iron Cross Guard + Tanned Hilt(T/W)	Finished Weapon = One-Hand, Rapier Skill, 2#, 1.3 sec Shaped = Skill 30-80, 3-9 dmg, +3 hp, +2 pow Normal = Skill 40-90, 4-11 dmg, +3 hp, +3 pow Pristine = Skill 50-100, 4-12 dmg, +3 hp, +3 pow
Iron Dirk	11 (OE11)	Iron Edge + <b>Iron Pommel(A/G)</b> + Tanned Hilt(T/W)	Finished Weapon = One-Hand, Dagger Skill, 2#, 1.5 sec Shaped = Skill 30-80, 3-10 dmg, +3 hp, +2 pow Normal = Pristine = Skill 50-100, 4-12 dmg, +3 hp, +4 pow
Iron Flail	13 (OE13)	Iron Hammer Head + <b>Iron Chain Links(A/G)</b> + Tanned Hilt(T/W)	Finished Weapon = One-Hand, Hammer Skill, 3#, 2.0 sec Shaped = Skill 30-80, 3-8 dmg, +2 hp, +4 pow Normal = Skill 40-90, 3-9 dmg, +2 hp, +3 pow Pristine =
<i>Iron Great Sword</i>	15 (OE14)	Iron Edge + Iron Cross Guard + Tanned Hilt(T/W)	Finished Weapon = Two-Hand, Great Sword Skill, 6#, 2.5 sec Shaped = Normal = Skill 40-90 8-23 dmg, +5 hp, +4 dmg Pristine = Skill 50-100, 9-26 dmg, +5 hp, +4 dmg
<i>Iron Halberd</i>	15 (OE14)	Iron Edge + Iron Spike + Tanned Hilt(T/W)	Finished Weapon = Two-Hand, Great Spear Skill, 6#, 2.2 sec Shaped = Normal = Skill 40-90, 7-21 dmg, +3 hp, +5 pow Pristine = Skill 50-100, 8-23 dmg, +7 hp, +2 pow
Iron Leaf Blade	13 (OE13)	Iron Edge + <b>Maple Stave(F/E)</b> + <b>Iron Shod(A/G)</b>	Finished Weapon = Dual Wield, Spear Skill, 3#, 2.0 sec Shaped = Skill 30-80, 3-9 dmg, +3 hp, +2 pow Normal = Skill 40-90, 3-10 dmg, +3 hp, +2 pow Pristine =
Iron Long Sword	11 (OE11)	Iron Edge + Iron Cross Guard + <b>Iron Pommel(A/G)</b>	Finished Weapon = One-Hand, Sword Skill, 2.5#, 1.7 sec Shaped = Skill 30-80, 4-11 dmg, +3 hp, +2 pow Normal = Skill 40-90, 4-13 dmg, +2 hp, +3 pow Pristine =
Iron Mace	11 (OE11)	Iron Hammer Head + <b>Maple Stave(F/E)</b> + Tanned Hilt(T/W)	Finished Weapon = Dual Wield, Mace Skill, 3#, 1.9 sec Shaped = Skill 30-80, 3-8 dmg, +3 hp, +3 pow Normal = Skill 40-90, 3-9 dmg, +2 hp, +3 pow Pristine = Skill 50-100, 3-10 dmg, +3 hp, +3 pow
Iron Rapier	13 (OE13)	Iron Edge + Iron Cross Guard + Tanned Hilt(T/W)	Finished Weapon = Dual Wield, Rapier Skill, 1#, 1.2 sec Shaped = Skill 30-80, 2-5 dmg, +4 hp, +1 pow Normal = Skill 40-90, 2-6 dmg, +3 hp, +2 pow Pristine =
Iron Short Sword	13 (OE13)	Iron Edge + Iron Cross Guard + <b>Iron Pommel(A/G)</b>	Finished Weapon = Dual Wield, Sword Skill, 1.7#, 1.2 sec Shaped = Skill 30-80, 2-5 dmg, +3 hp, +2 pow Normal = Pristine =
Iron Spear	11 (OE11)	Iron Edge + <b>Iron Shod(A/G)</b> + <b>Maple Stave(F/E)</b>	Finished Weapon = One-Hand, Spear Skill, 4#, 1.8 sec Shaped = Skill 30-80, 4-12 dmg, +3 hp, +2 pow Normal = Skill 40-90, 4-13 dmg, +4 hp, +1 pow Pristine = Skill 50-100, 5-15 dmg, +4 hp, +3 pow
Iron Stiletto	13 (OE13)	Iron Edge + Iron Cross Guard + Tanned Hilt(T/W)	Finished Weapon = Dual Wield, Dagger Skill, 1#, 1.5 sec Shaped = Skill 30-80, 2-6 dmg, +1 hp, +1 pow, +5 heat, +5 mental Normal = Skill 50-100, 3-8 dmg, +2 hp, +2 pow, +11 heat, +11 mental Pristine = Skill 50-100, 3-8 dmg, +2 hp, +2 pow, +11 heat, +11 mental
<i>Iron Tulwar</i>	15 (OE14)	Iron Edge + Iron Cross Guard + Tanned Hilt(T/W)	Finished Weapon = Two-Hand, Great Sword Skill, 6#, 2.0 sec Shaped = Normal = Pristine = Skill 50-100, 7-21 dmg, +4 hp, +5 pow
<i>Iron Throwing Axes</i>	18 (OE18)	Iron Edge + <b>Iron Pommel(A/G)</b> + Tanned Hilt(T/W)	Finished Ammo Generates 6/12/19/25 units based on quality
<i>Iron Throwing Daggers</i>	18 (OE18)	Iron Edge + <b>Iron Pommel(A/G)</b> + Tanned Hilt(T/W)	Finished Ammo Generates 6/12/19/25 units based on quality
<i>Iron Throwing Hammers</i>	19 (OE19)	Iron Hammer Head + <b>Iron Pommel(A/G)</b> + Tanned Hilt(T/W)	Finished Ammo Generates 6/12/19/25 units based on quality

**Blackened Iron Weapons (Outfitter)**

Name	Level	Ingredients	Description
<i>Blackened Iron Assault Axe</i>	16 (AO2H16)	Blackened Iron Edge + Iron Spike + Tanned Hilt(T/W) + 5*Brown Coal	Finished Weapon = Shaped = Normal = Pristine =
<i>Blackened Iron Battle Axe</i>	12 (AO1H12)	Blackened Iron Edge + <b>2*Iron Stud(A/G)</b> + Tanned Hilt(T/W) + 5*Brown Coal	Finished Weapon = Shaped = Normal = Pristine =
<i>Blackened Iron Battle Hammer</i>	12 (AO1H12)	Blackened Iron Hammer Head + <b>Maple Stave(F/E)</b> + Tanned Hilt(T/W) + 7*Brown Coal	Finished Weapon = Shaped = Normal = Pristine =
<i>Blackened Iron Crescent Axe</i>	14 (AOD14)	Blackened Iron Edge + <b>2*Iron Stud(A/G)</b> + <b>Maple Stave(F/E)</b> + 5*Brown Coal	Finished Weapon = Shaped = Normal = Pristine =
<i>Blackened Iron Cutlass</i>	12 (AO1H12)	Blackened Iron Edge + Iron Cross Guard + Tanned Hilt(T/W) + 7*Brown Coal	Finished Weapon = Shaped = Normal = Pristine =
<i>Blackened Iron Dirk</i>	12 (AO1H12)	Blackened Iron Edge + <b>Iron Pommel(A/G)</b> + Tanned Hilt(T/W) + 6*Brown Coal	Finished Weapon = Shaped = Normal = Pristine =
<i>Blackened Iron Flail</i>	14 (AOD14)	Blackened Iron Hammer Head + <b>2*Iron Chain Links(A/G)</b> + Tanned Hilt(T/W)	Finished Weapon = Shaped = Normal = Pristine =
<i>Blackened Iron Great Sword</i>	16 (AO2H16)	Blackened Iron Edge + Iron Cross Guard + Tanned Hilt(T/W) + 7*Brown Coal	Finished Weapon = Shaped = Normal = Pristine =
<i>Blackened Iron Halberd</i>	16 (AO2H16)	Blackened Iron Edge + 2*Iron Spike + Tanned Hilt(T/W)	Finished Weapon = Shaped = Normal = Pristine =
<i>Blackened Iron Leaf Blade</i>	14 (AOD14)	Blackened Iron Edge + <b>2*Iron Stud(A/G)</b> + <b>Maple Stave(F/E)</b> + 5*Brown Coal	Finished Weapon = Shaped = Normal = Pristine =
<i>Blackened Iron Long Sword</i>	12 (AO1H12)	Blackened Iron Edge + Iron Cross Guard + <b>Iron Pommel(A/G)</b> + 7*Brown Coal	Finished Weapon = Shaped = Normal = Pristine =
<i>Blackened Iron Mace</i>	12 (AO1H12)	Blackened Iron Edge + <b>Maple Stave(F/E)</b> + Tanned Hilt(T/W) + 7*Brown Coal	Finished Weapon = Shaped = Normal = Pristine =
<i>Blackened Iron Rapier</i>	14 (AOD14)	Blackened Iron Edge + Iron Cross Guard + Tanned Hilt(T/W) + 7*Brown Coal	Finished Weapon = Shaped = Normal = Pristine =
<i>Blackened Iron Short Sword</i>	14 (AOD14)	Blackened Iron Edge + Iron Cross Guard + <b>Iron Pommel(A/G)</b>	Finished Weapon = Shaped = Normal = Pristine =
<i>Blackened Iron Spear</i>	12 (AO1H12)	Blackened Iron Edge + <b>2*Iron Shod(A/G)</b> + <b>Maple Stave(F/E)</b>	Finished Weapon = Shaped = Normal = Pristine =
<i>Blackened Iron Stiletto</i>	14 (AOD14)	Blackened Iron Edge + Iron Cross Guard + Tanned Hilt(T/W) + 7*Brown Coal	Finished Weapon = Shaped = Normal = Pristine =
<i>Blackened Iron Tulwar</i>	16 (AO2H16)	Blackened Iron Edge + Iron Cross Guard + Tanned Hilt(T/W) + 7*Brown Coal	Finished Weapon = Shaped = Normal = Pristine =

**Rawhide Armor (Artisan)**

Name	Level	Ingredients	Description
Rawhide Leather	3 (AE3)	Sullied Low Quality Pelt + Chloro Wash(C)	Refine. Used: 6 Primary, 0 Secondary
Rawhide Harness	5 (AE5)	Rawhide Leather + Chloro Resin(C)	Interim. Used: 0 Primary, 12 Secondary
Rawhide Hide Plate	4 (AE4)	Rawhide Leather + Chloro Oil(C)	Interim. Used: 11 Primary, 0 Secondary
Rawhide Hilt	4 (AE4)	Rawhide Leather + Chloro Resin(C)	Interim. Used: 0 Primary, 10 Secondary
Rawhide Leather Binding	5 (AE5)	Rawhide Leather + Chloro Resin(C)	Interim. Used: 0 Primary, 8 Secondary
Rawhide Leather Cord	4 (AE4)	Rawhide Leather + Chloro Resin(C)	Interim. Used: 0 Primary, 34 Secondary
Rawhide Leather Strap	5 (AE5)	Rawhide Leather + Chloro Wash(C)	Interim. Used: 1 Primary, 0 Secondary

Rawhide Leather Backpack	5 (AE5)	Rawhide Hide Plate + Rawhide Leather Cord + Tin Buckle(A)	Finished Bag = Bag, 5# Crude = 4 slots Shaped = 5 slots Normal = 6 slots w/ 5% weight reduction Pristine = 6 slots w/ 10% weight reduction
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Rawhide Leather Bandolier	9 (AE9)	Rawhide Hide Plate + Rawhide Leather Cord + Tin Buckle(A)	Finished Weapon = Ranged, Thrown Weapon Skill, 2#, 2.7 sec, 27m range Shaped = Skill 1 -50, 4-9 dmg, +1 hp Normal = Pristine =
Rawhide Leather Pouch	9 (AE9)	Rawhide Hide Plate + Rawhide Leather Cord + Tin Buckle(A)	Finished Weapon = Ranged, Thrown Weapon Skill, 2#, 2.7 sec, 27m range Shaped = Skill 1 -50, 3-5 dmg, +1 hp, +2 pow Normal = Pristine =
Rawhide Leather Satchel	9 (AE9)	Rawhide Hide Plate + Rawhide Leather Cord + Tin Buckle(A)	Finished Weapon = Ranged, Thrown Weapon Skill, 2#, 2.7 sec, 27m range Shaped = Skill 1 -50, 4-9 dmg, +1 STR Normal = Pristine =
Rawhide Leather Sheath	9 (AE9)	Rawhide Hide Plate + Rawhide Leather Cord + Tin Buckle(A)	Finished Weapon = Ranged, Thrown Weapon Skill, 2#, 2.7 sec, 27m range Shaped = Skill 1 -50, 4-9 dmg, +1 hp Normal = Pristine =

Rawhide Leather Boots	6 (AE6)	Rawhide Hide Plate + Generic Threadbare Pattern(B) + Rawhide Leather Cord	Finished Armor = Light Armor Skill, Feet, 2# Shaped = Skill 1 -30, AC 8, +2 hp, +1 power Normal = Pristine =
Rawhide Leather Gloves	6 (AE6)	Rawhide Hide Plate + Generic Threadbare Pattern(B) + Rawhide Leather Cord	Finished Armor = Light Armor Skill, Hands, 2# Shaped = Skill 1 -30, AC 8, +2 hp, +1 pow Normal = Pristine =
Rawhide Leather Shoulder Pads	6 (AE6)	Rawhide Hide Plate + Generic Threadbare Pattern(B) + Rawhide Leather Cord	Finished Armor = Light Armor Skill, Shoulders, 2# Shaped = Skill 1 -30, AC 11, +2 hp, +1 pow Normal = Pristine =
Rawhide Leather Skullcap	6 (AE6)	Rawhide Hide Plate + Generic Threadbare Pattern(B) + Rawhide Leather Cord	Finished Armor = Light Armor Skill, Head, 2# Shaped = Skill 1 -30, AC 8, +1 divine, +2 mental Normal = Pristine =
Rawhide Leather Wristguard	6 (AE6)	Rawhide Hide Plate + Generic Threadbare Pattern(B) + Rawhide Leather Cord	Finished Armor = Light Armor Skill, Forearms, 2# Shaped = Skill 1 -30, AC 11, +2 divine, +1 poison Normal = Pristine =
Rawhide Pants	9 (AE9)	Rawhide Hide Plate + Generic Threadbare Pattern(B) + Rawhide Harness	Finished Armor = Light Armor Skill, Legs, 2# Shaped = Skill 1 -30, AC 11 Normal = Pristine =
Rawhide Tunic	9 (AE9)	Rawhide Hide Plate + Generic Threadbare Pattern(B) + Rawhide Harness	Finished Armor = Light Armor Skill, Chest, 2# Shaped = Skill 1 -30, AC 19, +2 hp, +1 pow Normal = Pristine =

**Threadbare Armor (Artisan)**

Name	Level	Ingredients	Description
Threadbare Thread	3 (AE3)	Raw Threadbare OR Raw Roots + Chloro Oil(C)	Refine. Used: 2 Primary, 1 Secondary
Threadbare Yarn	3 (AE3)	Raw Threadbare OR Raw Roots + Chloro Wash(C)	Refine. Used: 1 Primary, 6 Secondary
Threadbare Cloth	4 (AE4)	Threadbare Thread + Threadbare Yarn	Interim. Used: 14 Primary, 0 Secondary
Threadbare Padding	5 (AE5)	Threadbare Yarn + Chloro Wash(C)	Interim. Used: 0 Primary, 14 Secondary

Threadbare Cap	7 (AE7)	Threadbare Cloth + Generic Threadbare Pattern(B) + Threadbare Padding	Finished Armor = Very Light Armor Skill, Head, 0.8# Shaped = Skill 1 -30, AC 4, +1 divine, +2 mental Normal = Pristine =
Threadbare Cuffs	7 (AE7)	Threadbare Cloth + Generic Threadbare Pattern(B) + Threadbare Padding	Finished Armor = Very Light Armor Skill, Forearms , 0.8# Shaped = Skill 1 -30, AC 6 Normal = Pristine =
Threadbare Mitts	7 (AE7)	Threadbare Cloth + Generic Threadbare Pattern(B) + Threadbare Padding	Finished Armor = Very Light Armor Skill, Hands, 0.8# Shaped = Skill 1 -30, AC 4, +3 pow Normal = Pristine =
Threadbare Pantaloons	9 (AE9)	Threadbare Cloth + Generic Threadbare Pattern(B) + Rawhide Harness	Finished Armor = Very Light Armor Skill, Legs, 0.8# Shaped = Skill 1 -30, AC 6, +1 cold, +2 poison Normal = Pristine =
Threadbare Robe	9 (AE9)	Threadbare Cloth + Generic Threadbare Pattern(B) + Rawhide Harness	Finished Armor = Very Light Armor Skill, Chest, 0.8# Shaped = Skill 1 -30, AC 9, +2 disease, +1 magic Normal = Pristine =
Threadbare Shawl	7 (AE7)	Threadbare Cloth + Generic Threadbare Pattern(B) + Threadbare Padding	Finished Armor = Very Light Armor Skill, Shoulders, 0.8# Shaped = Skill 1 -30, AC 6, +3 pow Normal = Pristine =
Threadbare Slippers	7 (AE7)	Threadbare Cloth + Generic Threadbare Pattern(B) + Threadbare Padding	Finished Armor = Very Light Armor Skill, Feet, 0.8# Shaped = Skill 1 -30, AC 4 Normal = Pristine =

Laborer's Bloomers	9 (AE9)	Threadbare Cloth + Generic Threadbare Pattern(B) + Rawhide Harness	Finished Armor = Light Armor Skill, Feet, 1# Shaped = Skill 1 -30, AC 6, +1 cold, +2 poison Normal = Pristine =
Laborer's Cap	8 (AE8)	Threadbare Cloth + Generic Threadbare Pattern(B) + Rawhide Leather Binding	Finished Armor = Light Armor Skill, Feet, 1# Shaped = Skill 1 -30, AC 4 Normal = Pristine =
Laborer's Cape	8 (AE8)	Threadbare Cloth + Generic Threadbare Pattern(B) + Rawhide Leather Binding	Finished Armor = Light Armor Skill, Feet, 1# Shaped = Skill 1 -30, AC 6, +1 cold, +2 heat Normal = Pristine =
Laborer's Gloves	8 (AE8)	Threadbare Cloth + Generic Threadbare Pattern(B) + Rawhide Leather Cord	Finished Armor = Light Armor Skill, Feet, 1# Shaped = Skill 1 -30, AC 4, +1 disease, +2 heat Normal = Pristine =
Laborer's Shoes	8 (AE8)	Threadbare Cloth + Generic Threadbare Pattern(B) + Rawhide Leather Cord	Finished Armor = Light Armor Skill, Feet, 1# Shaped = Skill 1 -30, AC 4, +2 hp, +1 pow Normal = Pristine =
Laborer's Sleeves	8 (AE8)	Threadbare Cloth + Generic Threadbare Pattern(B) + Rawhide Leather Binding	Finished Armor = Light A rmor Skill, Feet, 1# Shaped = Skill 1 -30, AC 6, +2 hp, +1 pow Normal = Pristine =
Laborer's Vest	9 (AE9)	Threadbare Cloth + Generic Threadbare Pattern(B) + Rawhide Harness	Finished Armor = Light Armor Skill, Feet, 1# Shaped = Skill 1 -30, AC 6, +2 disease, +1 magic Normal = Pristine =

**Sackcloth Armor (Artisan)**

Name	Level	Ingredients	Description
<i>Sackcloth Thread</i>	4 (AR4)	Yarrow + 2*Chloro Oil(C) + 2*Filament	Interim. Used: 1 Primary, 0 Secondary
<i>Sackcloth Cloth</i>	6 (AC5/6)	Sackcloth Thread + 2*Threadbare Yarn	Interim. Used: 16 Primary, 0 Secondary

<i>Machinist's Bloomers</i>	8 (AMA7)	Sackcloth Cloth + Generic Threadbare Pattern(B) + Rawhide Harness + 6*Filament	Finished Armor = Shaped = Normal = Pristine =
<i>Machinist's Cap</i>	8 (AMA7)	Sackcloth Cloth + Generic Threadbare Pattern(B) + Rawhide Leather Binding + 4*Filament	Finished Armor = Shaped = Normal = Pristine =
<i>Machinist's Cape</i>	8 (AMA7)	Sackcloth Cloth + Generic Threadbare Pattern(B) + 3*Rawhide Leather Binding + 4*Filament	Finished Armor = Shaped = Normal = Pristine =
<i>Machinist's Gloves</i>	8 (AMA7)	Sackcloth Cloth + Generic Threadbare Pattern(B) + 2*Rawhide Leather Cord + 4*Filament	Finished Armor = Shaped = Normal = Pristine =
<i>Machinist's Shoes</i>	8 (AMA7)	Sackcloth Cloth + Generic Threadbare Pattern(B) + 2*Rawhide Leather Cord + 4*Filament	Finished Armor = Shaped = Normal = Pristine =
<i>Machinist's Sleeves</i>	8 (AMA7)	Sackcloth Cloth + Generic Threadbare Pattern(B) + 3*Rawhide Leather Binding + 4*Filament	Finished Armor = Shaped = Normal = Pristine =
<i>Machinist's Vest</i>	8 (AMA7)	Sackcloth Cloth + Generic Threadbare Pattern(B) + Rawhide Harness + 6*Filament	Finished Armor = Shaped = Normal = Pristine =

<i>Sackcloth Blouse</i>	8 (ACA8)	Sackcloth Cloth + Generic Threadbare Pattern(B) + Rawhide Harness + 5*Filament	Finished Armor = Shaped = Normal = Pristine =
<i>Sackcloth Cap</i>	8 (ACA8)	Sackcloth Cloth + Generic Threadbare Pattern(B) + 3*Threadbare Yarn + 2*Filament	Finished Armor = Shaped = Normal = Pristine =
<i>Sackcloth Cuffs</i>	8 (ACA8)	Sackcloth Cloth + Generic Threadbare Pattern(B) + 3*Threadbare Yarn + 2*Filament	Finished Armor = Shaped = Normal = Pristine =
<i>Sackcloth Mitts</i>	8 (ACA8)	Sackcloth Cloth + Generic Threadbare Pattern(B) + 3*Threadbare Yarn + 2*Filament	Finished Armor = Shaped = Normal = Pristine =
<i>Sackcloth Pantaloons</i>	8 (ACA8)	Sackcloth Cloth + Generic Threadbare Pattern(B) + Rawhide Harness + 5*Filament	Finished Armor = Shaped = Normal = Pristine =
<i>Sackcloth Shawl</i>	8 (ACA8)	Sackcloth Cloth + Generic Threadbare Pattern(B) + 3*Threadbare Yarn + 4*Filament	Finished Armor = Shaped = Normal = Pristine =
<i>Sackcloth Slippers</i>	8 (ACA8)	Sackcloth Cloth + Generic Threadbare Pattern(B) + Threadbare Padding	Finished Armor = Shaped = Normal = Pristine =

**Waxed Leather Armor (Artisan)**

Name	Level	Ingredients	Description
<i>Waxed Leather</i>	4 (AR4)	Low Quality Pelt + 2*Chloro Wash(C) + 2 Filament	Refine. Used: 2 Primary, 0 Secondary
<i>Waxed Leather Hide</i>	6 (AC5/6)	Waxed Leather + 2*Chloro Oil(C)	Interim. Used: 11 Primary, 0 Secondary
<i>Waxed Leather Strap</i>	6 (AC5/6)	Waxed Leather + 2*Chloro Wash(C)	Interim. Used: 1 Primary, 0 Secondary
<i>Waxed Leather Backpack</i>	5 (ALA7)	Waxed Leather Hide + Rawhide Leather Cord + Tin Buckle(A)	Finished Bag = Bag Crude = Shaped = Normal = Pristine =
<i>Waxed Leather Bandolier</i>	7 (AW8)	Waxed Leather Hide + Rawhide Leather Cord + Tin Buckle(A)	Finished Armor = Shaped = Normal = Pristine =
<i>Waxed Leather Boots</i>	7 (ALA7)	Waxed Leather Hide + Generic Threadbare Pattern(B) + 3*Rawhide Leather Cord + 4*Filament	Finished Armor = Shaped = Normal = Pristine =
<i>Waxed Leather Gloves</i>	7 (ALA7)	Waxed Leather Hide + Generic Threadbare Pattern(B) + 3*Rawhide Leather Cord + 3*Filament	Finished Armor = Shaped = Normal = Pristine =
<i>Waxed Leather Pants</i>	7 (ALA7)	Waxed Leather Hide + Generic Threadbare Pattern(B) + Rawhide Harness + 6*Filament	Finished Armor = Shaped = Normal = Pristine =
<i>Waxed Leather Satchel</i>	7 (AW8)	Waxed Leather Hide + Rawhide Leather Cord + Tin Buckle(A)	Finished Armor = Shaped = Normal = Pristine =
<i>Waxed Leather Sheath</i>	7 (AW8)	Waxed Leather Hide + Rawhide Leather Cord + Tin Buckle(A)	Finished Armor = Shaped = Normal = Pristine =
<i>Waxed Leather Shoulder Pads</i>	7 (ALA7)	Waxed Leather Hide + Generic Threadbare Pattern(B) + 3*Rawhide Leather Cord + 4*Filament	Finished Armor = Shaped = Normal = Pristine =
<i>Waxed Leather Skullcap</i>	7 (ALA7)	Waxed Leather Hide + Generic Threadbare Pattern(B) + 3*Rawhide Leather Cord + 3*Filament	Finished Armor = Shaped = Normal = Pristine =
<i>Waxed Leather Tunic</i>	7 (ALA7)	Waxed Leather Hide + Generic Threadbare Pattern(B) + Rawhide Harness + 8*Filament	Finished Armor = Shaped = Normal = Pristine =
<i>Waxed Leather Wristguards</i>	7 (ALA7)	Waxed Leather Hide + Generic Threadbare Pattern(B) + 3*Rawhide Leather Cord + 3*Filament	Finished Armor = Shaped = Normal = Pristine =

**Burlap Armor (Outfitter)**

Name	Level	Ingredients	Description
<i>Burlap Thread</i>	10 (OE10)	Raw Tuber OR Raw Burlap + <b>Stroma Oil(C/Y)</b>	Refine. Used: 3 Primary, 0 Secondary <b>NOTE: Also available under Fletching and Weaving.</b>
<i>Burlap Yarn</i>	10 (OE10)	Raw Tuber OR Raw Burlap + <b>Stroma Wash(C/Y)</b>	Refine. Used: 2 Primary, 4 Secondary. <b>NOTE: Also available under Fletching and Weaving.</b>
<i>Burlap Cloth</i>	10 (OE10)	Burlap Thread + Burlap Yarn	Interim. Used: 18 Primary, 0 Secondary <b>NOTE: Also available under Weaving.</b>
<i>Burlap Padding</i>	10 (OE10)	Burlap Yarn + <b>Stroma Wash(C/Y)</b>	Interim. Used: 0 Primary, 36 Secondary <b>NOTE: Also available under Weaving.</b>

<i>Burlap Blouse</i>	19 (OE15)	Burlap Cloth + Tanned Leather Harness + <b>Generic Burlap Pattern(F/W)</b>	Finished Armor = Very Light Armor Skill, Chest, 0.8# Shaped = Normal = Pristine =
<i>Burlap Cap</i>	12 (OE11)	Burlap Cloth + Burlap Padding + <b>Generic Burlap Pattern(F/W)</b>	Finished Armor = Very Light Armor Skill, Chest, 0.8# Shaped = Skill 30-80, AC 12, +1 hp, +4 pow, +11 divine, +11 mental Normal = Pristine =
<i>Burlap Cuffs</i>	12 (OE11)	Burlap Cloth + Burlap Padding + <b>Generic Burlap Pattern(F/W)</b>	Finished Armor = Very Light Armor Skill, Forearms , 0.8# Shaped = Skill 30-80, AC 18, +3 hp, +2 pow, +11 divine, +11 poison Normal = Pristine =
<i>Burlap Mitts</i>	12 (OE11)	Burlap Cloth + Burlap Padding + <b>Generic Burlap Pattern(F/W)</b>	Finished Armor = Very Light Armor Skill, Hands, 0.8# Shaped = Skill 30-80, AC 12, +5 disease, +16 heat Normal = Pristine =
<i>Burlap Pantaloons</i>	18 (OE14)	Burlap Cloth + Tanned Leather Harness + <b>Generic Burlap Pattern(F/W)</b>	Finished Armor = Very Light Armor Skill, Legs, 0.8# Shaped = Normal = Pristine =
<i>Burlap Shawl</i>	12 (OE11)	Burlap Cloth + Burlap Padding + <b>Generic Burlap Pattern(F/W)</b>	Finished Armor = Very Light Armor Skill, Shoulders, 0.8# Shaped = Skill 30-80, AC 18, +2 hp, +3 pow Normal = Pristine =
<i>Burlap Slippers</i>	12 (OE11)	Burlap Cloth + Burlap Padding + <b>Generic Burlap Pattern(F/W)</b>	Finished Armor = Very Light Armor Skill, Feet, 0.8# Shaped = Skill 30-80, AC 12, +3 hp, +2 pow Normal = Pristine =

<i>Inventor's Bloomers</i>	19 (OE19)	Burlap Cloth + Tanned Leather Harness + <b>Generic Burlap Pattern(F/W)</b>	Finished Armor = Light Armor Skill, Legs, 1# Shaped = Normal = Pristine =
<i>Inventor's Cap</i>	18 (OE18)	Burlap Cloth + Tanned Leather Binding + <b>Generic Burlap Pattern(F/W)</b>	Finished Armor = Light Armor Skill, Head, 1# Shaped = Normal = Pristine =
<i>Inventor's Cape</i>	16 (OE16)	Burlap Cloth + Tanned Leather Binding + <b>Generic Burlap Pattern(F/W)</b>	Finished Armor = Light Armor Skill, Shoulders, 1# Shaped = Normal = Pristine =
<i>Inventor's Gloves</i>	17 (OE17)	Burlap Cloth + Tanned Leather Cord + <b>Generic Burlap Pattern(F/W)</b>	Finished Armor = Light Armor Skill, Hands, 1# Shaped = Normal = Pristine =
<i>Inventor's Shoes</i>	16 (OE16)	Burlap Cloth + Tanned Leather Cord + <b>Generic Burlap Pattern(F/W)</b>	Finished Armor = Light Armor Skill, Feet, 1# Shaped = Normal = Pristine =
<i>Inventor's Sleeves</i>	17 (OE17)	Burlap Cloth + Tanned Leather Binding + <b>Generic Burlap Pattern(F/W)</b>	Finished Armor = Light Armor Skill, Forearms , 1# Shaped = Normal = Pristine =
<i>Inventor's Vest</i>	19 (OE19)	Burlap Cloth + Tanned Leather Harness + <b>Generic Burlap Pattern(F/W)</b>	Finished Armor = Light Armor Skill, Chest, 1# Shaped = Normal = Pristine =

**Tanned Leather Armor (Outfitter)**

Name	Level	Ingredients	Description
<i>Refined Tanned Leather</i>	10 (OE10)	Sullied Average Quality Pelt + <b>Stroma Wash(C/Y)</b>	Refine. Used: 7 Primary, 2 Secondary <b>NOTE: Also available under Weaving.</b>
<i>Tanned Hide Plate</i>	10 (OE10)	Refined Tanned Leather + <b>Stroma Oil(C/Y)</b>	Interim. Used: 12 Primary, 0 Secondary <b>NOTE: Also available under Weaving.</b>
<i>Tanned Hilt</i>	10 (OE10)	Refined Tanned Leather + <b>Stroma Resin(C/Y)</b>	Interim. Used: 0 Primary, 30 Secondary <b>NOTE: Also available under Weaving.</b>
<i>Tanned Leather Binding</i>	10 (OE10)	Refined Tanned Leather + <b>Stroma Resin(C/Y)</b>	Interim. Used: 1 Primary, 6 Secondary <b>NOTE: Also available under Weaving.</b>
<i>Tanned Leather Cord</i>	10 (OE10)	Refined Tanned Leather + <b>Stroma Resin(C/Y)</b>	Interim. Used: 0 Primary, 38 Secondary <b>NOTE: Also available under Weaving.</b>
<i>Tanned Leather Harness</i>	10 (OE10)	Refined Tanned Leather + <b>Stroma Resin(C/Y)</b>	Interim. Used: 0 Primary, 18 Secondary <b>NOTE: Also available under Weaving.</b>
<i>Tanned Leather Strap</i>	10 (OE10)	Refined Tanned Leather + <b>Stroma Wash(C/Y)</b>	Interim. Used: 1 Primary, 2 Secondary <b>NOTE: Also available under Weaving.</b>
<i>Tanned Leather Backpack</i>	15 (OE15)	Tanned Hide Plate + Tanned Leather Cord + <b>Iron Buckle(A/G)</b>	Finished bag. Crude = 7 slots Shaped = 7 slots Normal = 8 slots with 5% weight reduction Pristine = 8 slots with 10% weight reduction
<i>Tanned Leather Bandolier</i>	15 (OE15)	Tanned Hide Plate + Tanned Leather Cord + <b>Iron Buckle(A/G)</b>	Finished Weapon = Shaped = Normal = Pristine =
<i>Tanned Leather Satchel</i>	16 (OE16)	Tanned Hide Plate + Tanned Leather Cord + <b>Iron Buckle(A/G)</b>	Finished Weapon = Shaped = Normal = Pristine =
<i>Tanned Leather Sheath</i>	17 (OE17)	Tanned Hide Plate + Tanned Leather Cord + <b>Iron Buckle(A/G)</b>	Finished Weapon = Shaped = Normal = Pristine =
<i>Tanned Leather Pants</i>	18 (OE14)	Tanned Hide Plate + Tanned Leather Harness + <b>Generic Burlap Pattern(F/W)</b>	Finished Armor = Light Armor Skill, Legs, 2# Shaped = Normal = Pristine =
<i>Tanned Leather Boots</i>	14 (OE12)	Tanned Hide Plate + Tanned Leather Cord + <b>Generic Burlap Pattern(F/W)</b>	Finished Armor = Light Armor Skill, Feet, 2# Shaped = Skill 30-80, AC 24, +2 hp, +3 pow Normal = Pristine =
<i>Tanned Leather Bracers</i>	14 (OE12)	Tanned Hide Plate + Tanned Leather Cord + <b>Generic Burlap Pattern(F/W)</b>	Finished Armor = Light Armor Skill, Forearms, 2# Shaped = Skill 30-80, AC 36, +2 hp, +3 pow, +16 divine, +5 poison Normal = Pristine =
<i>Tanned Leather Gloves</i>	14 (OE12)	Tanned Hide Plate + Tanned Leather Cord + <b>Generic Burlap Pattern(F/W)</b>	Finished Armor = Light Armor Skill, Hands, 2# Shaped = Skill 30-80, AC 24, +11 disease, +11 heat Normal = Pristine =
<i>Tanned Leather Shoulder Pads</i>	14 (OE12)	Tanned Hide Plate + Tanned Leather Cord + <b>Generic Burlap Pattern(F/W)</b>	Finished Armor = Light Armor Skill, Shoulders, 2# Shaped = Skill 30-80, AC 36, +4 hp, +1 pow Normal = Pristine =
<i>Tanned Leather Skullcap</i>	14 (OE12)	Tanned Hide Plate + Tanned Leather Cord + <b>Generic Burlap Pattern(F/W)</b>	Finished Armor = Light Armor Skill, Head, 2# Shaped = Skill 30-80, AC 24, +2 hp, +3 pow Normal = Pristine =
<i>Tanned Tunic</i>	19 (OE15)	Tanned Hide Plate + Tanned Leather Harness + <b>Generic Burlap Pattern(F/W)</b>	Finished Armor = Light Armor Skill, Chest, 2# Shaped = Normal = Pristine =

**Roughspun Armor (Outfitter)**

Name	Level	Ingredients	Description
<i>Roughspun Thread</i>	11 (AOR11)	Raw Sisal or Roughspun + 2*Stroma Oil(C/Y) + 2*Filament	Refine. Used: 1 Primary, 0 Secondary. <b>NOTE: Also available under Fletching.</b>
<i>Roughspun Cloth</i>	11 (AOR11)	Roughspun Thread + 2*Burlap Yarn + 5*Filament	Interim. Used: 17 Primary, 0 Secondary. <b>NOTE: Also available under Fletching.</b>

<i>Roughspun Blouse</i>	19 (AOCL19)	Roughspun Cloth + Tanned Leather Harness + <b>Generic Burlap Pattern(F/W)</b>	Finished Armor = Shaped = Normal = Pristine =
<i>Roughspun Cap</i>	13 (AOC13)	Roughspun Cloth + Burlap Padding + <b>Generic Burlap Pattern(F/W)</b>	Finished Armor = Shaped = Normal = Pristine =
<i>Roughspun Cuffs</i>	13 (AOC13)	Roughspun Cloth + Burlap Padding + <b>Generic Burlap Pattern(F/W)</b>	Finished Armor = Shaped = Normal = Pristine =
<i>Roughspun Mitts</i>	13 (AOC13)	Roughspun Cloth + Burlap Padding + <b>Generic Burlap Pattern(F/W)</b>	Finished Armor = Shaped = Normal = Pristine =
<i>Roughspun Pantaloons</i>	19 (AOCL19)	Roughspun Cloth + Tanned Leather Harness + <b>Generic Burlap Pattern(F/W)</b>	Finished Armor = Shaped = Normal = Pristine =
<i>Roughspun Shawl</i>	13 (AOC13)	Roughspun Cloth + Burlap Padding + <b>Generic Burlap Pattern(F/W)</b>	Finished Armor = Shaped = Normal = Pristine =
<i>Roughspun Slippers</i>	13 (AOC13)	Roughspun Cloth + Burlap Padding + <b>Generic Burlap Pattern(F/W)</b>	Finished Armor = Shaped = Normal = Pristine =

<i>Merchantine Bloomers</i>	19 (AOCL19)	Roughspun Cloth + Tanned Leather Harness + <b>Generic Burlap Pattern(F/W)</b>	Finished Armor = Shaped = Normal = Pristine =
<i>Merchantine Cap</i>	18 (AOC18)	Roughspun Cloth + Tanned Leather Binding + <b>Generic Burlap Pattern(F/W)</b>	Finished Armor = Shaped = Normal = Pristine =
<i>Merchantine Cape</i>	18 (AOC18)	Roughspun Cloth + Tanned Leather Binding + <b>Generic Burlap Pattern(F/W)</b>	Finished Armor = Shaped = Normal = Pristine =
<i>Merchantine Gloves</i>	18 (AOC18)	Roughspun Cloth + Tanned Leather Cord + <b>Generic Burlap Pattern(F/W)</b>	Finished Armor = Shaped = Normal = Pristine =
<i>Merchantine Shoes</i>	18 (AOC18)	Roughspun Cloth + Tanned Leather Cord + <b>Generic Burlap Pattern(F/W)</b> + 5*Thread Filament	Finished Armor = Shaped = Normal = Pristine =
<i>Merchantine Sleeves</i>	18 (AOC18)	Roughspun Cloth + Tanned Leather Binding + <b>Generic Burlap Pattern(F/W)</b>	Finished Armor = Shaped = Normal = Pristine =
<i>Merchantine Vest</i>	19 (AOCL19)	Roughspun Cloth + Tanned Leather Harness + <b>Generic Burlap Pattern(F/W)</b>	Finished Armor = Shaped = Normal = Pristine =

**Cured Leather Armor (Outfitter)**

Name	Level	Ingredients	Description
<i>Cured Leather</i>	11 (AOR11)	Average Quality Pelt + 2*Stroma Wash(C/Y) + 3*Filament	Refine. Used: 2 Primary, 0 Secondary
<i>Cured Hide Plate</i>	11 (AOR11)	Cured Leather + Stroma Oil(C/Y) + 5*Filament	Refine. Used: 11 Primary, 0 Secondary
<i>Cured Leather Strap</i>	11 (AOR11)	Cured Leather + 2*Stroma Wash(C/Y) + 5*Filament	Refine. Used: 1 Primary, 0 Secondary
<i>Cured Leather Backpack</i>	15 (ACR15)	Cured Hide Plate + Tanned Leather Cord + Iron Buckle(A/G)	Finished bag. Crude = Shaped = Normal = Pristine =
<i>Cured Leather Bandolier</i>	12 (ACR12)	Cured Hide Plate + Tanned Leather Cord + Iron Buckle(A/G)	Finished Armor = Shaped = Normal = Pristine =
<i>Cured Leather Boots</i>	15 (ACR15)	Cured Hide Plate + Tanned Leather Cord + Generic Burlap Pattern(F/W)	Finished Armor = Shaped = Normal = Pristine =
<i>Cured Leather Bracers</i>	15 (ACR15)	Cured Hide Plate + Tanned Leather Cord + Generic Burlap Pattern(F/W)	Finished Armor = Shaped = Normal = Pristine =
<i>Cured Leather Gloves</i>	15 (ACR15)	Cured Hide Plate + Tanned Leather Cord + Generic Burlap Pattern(F/W)	Finished Armor = Shaped = Normal = Pristine =
<i>Cured Leather Leggings</i>	19 (AOCL19)	Cured Hide Plate + Tanned Leather Harness + Generic Burlap Pattern(F/W)	Finished Armor = Shaped = Normal = Pristine =
<i>Cured Leather Satchel</i>	12 (ACR12)	Cured Hide Plate + Tanned Leather Cord + Iron Buckle(A/G)	Finished Armor = Shaped = Normal = Pristine =
<i>Cured Leather Sheath</i>	12 (ACR12)	Cured Hide Plate + Tanned Leather Cord + Iron Buckle(A/G)	Finished Armor = Shaped = Normal = Pristine =
<i>Cured Leather Skullcap</i>	15 (ACR15)	Cured Hide Plate + Tanned Leather Cord + Iron Buckle(A/G)	Finished Armor = Shaped = Normal = Pristine =
<i>Cured Leather Shoulder Pads</i>	15 (ACR15)	Cured Hide Plate + Tanned Leather Cord + Generic Burlap Pattern(F/W)	Finished Armor = Shaped = Normal = Pristine =
<i>Cured Leather Tunic</i>	19 (AOCL19)	Cured Hide Plate + Tanned Leather Harness + Generic Burlap Pattern(F/W)	Finished Armor = Shaped = Normal = Pristine =

**Metal and Stone (Artisan)**

Name	Level	Ingredients	Description
Lead Bar	3 (AE3)	Lead Cluster + Fossil Temper(C)	Refine. Used: 3 Primary, 0 Secondary
Lead Ornament	5 (AE5)	Lead Bar + Chloro Resin(C)	Interim. Used: 0 Primary, 22 Secondary
Lead Setting	4 (AE4)	Lead Bar + Chloro Resin(C)	Interim. Used: 0 Primary, 6 Secondary
Lead Sheet	4 (AE4)	Lead Bar + Fossil Temper(C)	Interim. Used: 0 Primary, 4 Secondary

Malachite Gem	3 (AE3)	Rough Malachite + Chloro Resin(C)	Refine. Used: 1 Primary, 0 Secondary
Faceted Malachite	5 (AE5)	Malchite Gem + Chloro Oil(C)	Interim. Used: 5 Primary, 0 Secondary
Malachite Bracelet	8 (AE8)	Faceted Malachite + Lead Sheet + Tin Hook	Finished Equipment = Magic Affinity Skill, Wrist, 0.5# Shaped = Skill 1-30, AC 4, +2hp, +1 pow Normal = Pristine =
Malachite Earring	6 (AE6)	Faceted Malachite + Lead Setting + Tin Stud	Finished Equipment = Magic Affinity Skill, Ear, 0.5# Shaped = Skill 1-30, AC 4, +1 divine, +2 magic Normal = Pristine =
Malachite Necklace	7 (AE7)	Faceted Malachite + Lead Setting + Tin Chain Links	Finished Equipment = Magic Affinity Skill, Neck, 0.5# Shaped = Skill 1-30, AC 4, +1 INT, +1 STA, +1 STR Normal = Pristine =
Malachite Ring	7 (AE7)	Faceted Malachite + Lead Setting + Lead Sheet	Finished Equipment = Magic Affinity Skill, Ring, 0.5# Shaped = Skill 1-30, AC 4, +1 STA, +1 AGI, +1 WIS Normal = Pristine =
Tin Symbol	9 (AE9)	Faceted Malachite + Lead Ornament + Tin Sheet(H)	Finished Equipment = Symbols Skill, Secondary, 1# Shaped = Skill 1-30, Shield Factor ?, +1 INT Normal = Pristine =

Lapis Lazuli Gem	4 (AR4)	Rough Lapis Lazuli + 2*Chloro Oil(C) + 2*Candle	Refine. Used: 1 Primary, 0 Secondary
Faceted Lapis Lazuli	5 (AC5/6)	Lapis Lazuli Gem + 2*Chloro Oil(C)	Interim. Used: 5 Primary, 0 Secondary
Lapis Lazuli Bracelet	8 (AES6)	Faceted Lapis Lazuli Gem + 2*Lead Sheet + 3*Coal	Finished Equipment = Magic Affinity Skill, Wrist, 0.5# Shaped = Normal = Pristine =
Lapis Lazuli Earring	6 (AES6)	Faceted Lapis Lazuli Gem + Lead Setting + 2*Tin Stud	Finished Equipment = Magic Affinity Skill, Ear, 0.5# Shaped = Normal = Pristine =
Lapis Lazuli Necklace	7 (AES6)	Faceted Lapis Lazuli Gem + 2*Lead Setting + 2*Tin Chain Links	Finished Equipment = Magic Affinity Skill, Neck, 0.5# Shaped = Normal = Pristine =
Lapis Lazuli Ring	7 (AES6)	Faceted Lapis Lazuli Gem + 2*Lead Setting + 2*Lead Sheet	Finished Equipment = Magic Affinity Skill, Ring, 0.5# Shaped = Normal = Pristine =
Bronze Symbol	9 (AES6)	Faceted Lapis Lazuli + 3*Lead Ornament + 2*Tin Sheet(H)	Finished Equipment = Symbols Skill, Secondary, 1# Shaped = Normal = Pristine =

**Miscellaneous (Artisan)**

Name	Level	Ingredients	Description
Rawhide Belt	6 (AE6)	Rawhide Leather Strap(T) + Tin Buckle + Tin Stud	Finished Equipment = Magic Affinity Skill, Waist, 0.5# Shaped = Skill 1-30, AC 4, +2 hp, +1 pow Normal = Pristine =
Waxed Belt	6 (AES6)	Waxed Leather Strap(T) + Tin Buckle + 3 Tin Stud	Finished Equipment = Magic Affinity Skill, Waist, ??# Shaped = Normal = Pristine =

Rawhide Tome	9 (AE9)	Sepia Ink(C) + 2*Pressed Papeterie(F) + Rawhide Leather Binding(T)	Finished Equipment = Symbols Skill, Secondary, 1# Shaped = Skill 1-30, Shield Factor ?, +1 hp, +1 pow Normal = Pristine =
Waxed Tome	9 (AES6)	Cochineal Ink(C) + 2*Pressed Papeterie(F) + Rawhide Leather Binding(T)	Finished Equipment = Symbols Skill, Secondary, 1# Shaped = Normal = Pristine =

**Runes (Artisan)**

Name	Level	Ingredients	Description
Rune of Ambush (Apprentice III)	7 (AE7)	Sepia Ink(C) + Lead Ornament + Tin Spike(M)	Finished Item. Single use item to upgrade this ability. [Scout 7] Quality gets Apprentice II / II / III / IV.
Rune of Cheap Shot (Apprentice III)	6 (AE6)	Sepia Ink(C) + Lead Ornament + Tin Spike(M)	Finished Item. Single use item to upgrade this ability. [Scout 6] Quality gets Apprentice II / II / III / IV.
Rune of Dirty Tricks (Apprentice III)	8 (AE8)	Sepia Ink(C) + Lead Ornament + Tin Spike(M)	Finished Item. Single use item to upgrade this ability. [Scout 8] Quality gets Apprentice II / II / III / IV.
Rune of Ensare (Apprentice III)	9 (AE9)	Sepia Ink(C) + Lead Ornament + Tin Spike(M)	Finished Item. Single use item to upgrade this ability. [Scout 9] Quality gets Apprentice II / II / III / IV.
Rune of Evade (Apprentice III)	6 (AE6)	Sepia Ink(C) + Lead Ornament + Tin Spike(M)	Finished Item. Single use item to upgrade this ability. [Scout 4.6] Quality gets Apprentice II / II / III / IV.
Rune of Quick Strike (Apprentice III)	1 (AE5)	Sepia Ink(C) + Lead Ornament + Tin Spike(M)	Finished Item. Single use item to upgrade this ability. [Scout 1.8] Quality gets Apprentice II / II / III / IV.
Rune of Sneak (Apprentice III)	3 (AE5)	Sepia Ink(C) + Lead Ornament + Tin Spike(M)	Finished Item. Single use item to upgrade this ability. [Scout 3] Quality gets Apprentice II / II / III / IV.
Rune of Sneak Attack (Apprentice III)	5 (AE5)	Sepia Ink(C) + Lead Ornament + Tin Spike(M)	Finished Item. Single use item to upgrade this ability. [Scout 5] Quality gets Apprentice II / II / III / IV.

<i>Rune of Ambush (Adept III)</i>	7 (ASS9)	Cochineal Ink(C) + Lead Ornament + Tin Spike(M)	Finished Item. Single use item to upgrade this ability. [Scout 7] Quality gets Apprentice II / II / III / IV.
<i>Rune of Cheap Shot (Adept III)</i>	6 (ASS9)	Cochineal Ink(C) + Lead Ornament + Tin Spike(M)	Finished Item. Single use item to upgrade this ability. [Scout 6] Quality gets Apprentice II / II / III / IV.
<i>Rune of Dirty Tricks (Adept III)</i>	8 (ASS9)	Cochineal Ink(C) + Lead Ornament + Tin Spike(M)	Finished Item. Single use item to upgrade this ability. [Scout 8] Quality gets Apprentice II / II / III / IV.
<i>Rune of Ensare (Adept III)</i>	9 (ASS9)	Cochineal Ink(C) + Lead Ornament + Tin Spike(M)	Finished Item. Single use item to upgrade this ability. [Scout 9] Quality gets Apprentice II / II / III / IV.
<i>Rune of Evade (Adept III)</i>	9 (ASS9)	Cochineal Ink(C) + Lead Ornament + Tin Spike(M)	Finished Item. Single use item to upgrade this ability. [Scout 4.6] Quality gets Apprentice II / II / III / IV.
<i>Rune of Quick Strike (Adept III)</i>	1 (ASS9)	Cochineal Ink(C) + Lead Ornament + Tin Spike(M)	Finished Item. Single use item to upgrade this ability. [Scout 1.8] Quality gets Apprentice II / II / III / IV.
<i>Rune of Sneak (Adept III)</i>	3 (ASS9)	Cochineal Ink(C) + Lead Ornament + Tin Spike(M)	Finished Item. Single use item to upgrade this ability. [Scout 3] Quality gets Apprentice II / II / III / IV.
<i>Rune of Sneak Attack (Adept III)</i>	5 (ASS9)	Cochineal Ink(C) + Lead Ornament + Tin Spike(M)	Finished Item. Single use item to upgrade this ability. [Scout 5] Quality gets Apprentice II / II / III / IV.

There is no Rune for “Pathfinding [Scout 4]” or “Tracking [Scout 1]”.

**Glass (Artisan)**

Name	Level	Ingredients	Description
Mouthblown Glass	5 (AE5)	Isonoid Reagent(C) + Chloro Resin(C) + Fossil Temper	Interim. Used: 20 Primary, 0 Secondary
Tempered Glass	6 (AC5/6)	Dinoid Reagent(C) + Chloro Resin(C) + Fossil Temper(C)	Interim. Used: 22 Primary, 0 Secondary
Worked Poison Vial	3 (AE3)	Isonoid Reagent(C) + Chloro Oil(C) + Chloro Resin(C)	Interim. Used: 9 Primary, 0 Secondary
Worn Poison Vial	5 (AC5/6)	Dinoid Reagent(C) + Chloro Oil(C) + Chloro Resin(C)	Interim. Used: 10 Primary, 0 Secondary

**Artificing / Runecraft (Forge) [Fuel = Coal]****Tin (Artisan)**

Name	Level	Ingredients	Description
Tin Buckle	5 (AE5)	Tin Bar + Fossil Temper(C)	Interim. Used: 0 Primary, 10 Secondary
Tin Chain Links	4 (AE4)	Tin Bar + Fossil Temper(C)	Interim. Used: 0 Primary, 4 Secondary
Tin Hook	4 (AE4)	Tin Bar + Fossil Temper(C)	Interim. Used: 0 Primary, 1 Secondary
Tin Pommel	4 (AE4)	Tin Bar + Chloro Oil(C)	Interim. Used: 0 Primary, 6 Secondary
Tin Strut	5 (AE5)	Tin Bar + Fossil Temper(C)	Interim. Used: 0 Primary, 4 Secondary
Tin Stud	4 (AE4)	Tin Bar + Fossil Temper(C)	Interim. Used: 0 Primary, 16 Secondary

**Metal and Stone (Scholar)**

Name	Level	Ingredients	Description
<i>Electrum Bar</i>	10 (SE10)	Raw Electrum + Eolith Temper(C/Y)	Refine. Used: 3 Primary, 0 Secondary <b>NOTE: Also available under Geomancy.</b>
<i>Electrum Ornament</i>	10 (SE10)	Electrum Bar + Stroma Resin(C/Y)	Interim. Used: 0 Primary, 97 Secondary <b>NOTE: Also available under Geomancy.</b>
<i>Electrum Setting</i>	10 (SE10)	Electrum Bar + Stroma Resin(C/Y)	Interim. Used: 0 Primary, 8 Secondary <b>NOTE: Also available under Geomancy.</b>
<i>Electrum Sheet</i>	10 (SE10)	Electrum Bar + Eolith Temper(C/Y)	Interim. Used: 5 Primary, 3 Secondary <b>NOTE: Also available under Geomancy.</b>
<i>Electrum Band</i>	13 (SE13)	Electrum Sheet + Electrum Ornament + Iron Stud	Finished Equipment.
<i>Electrum Bangle</i>	13 (SE13)	Electrum Sheet + Electrum Ornament + Electrum Setting	Finished Equipment.
<i>Electrum Hoop</i>	13 (SE13)	Electrum Sheet + Electrum Ornament + Iron Stud	Finished Equipment.
<i>Electrum Symbol</i>	13 (SE13)	Electrum Sheet + Electrum Ornament + <b>Iron Sheet(HG)</b>	Finished Equipment.
<i>Electrum Torque</i>	13 (SE13)	Electrum Sheet + Electrum Ornament + Iron Stud	Finished Equipment.

<i>Turquoise Gem</i>	10 (SE10)	Rough Turquoise + Stroma Resin(C/Y)	Refine. Used: 1 Primary, 0 Secondary <b>NOTE: Also available under Geomancy.</b>
<i>Faceted Turquoise</i>	10 (SE10)	Turquoise Gem + Stroma Oil(C/Y)	Interim. Used: 5 Primary, 1 Secondary <b>NOTE: Also available under Geomancy.</b>
<i>Turquoise Bracelet</i>	15 (SE15)	Faceted Turquoise + Electrum Sheet + Iron Hook	Finished Equipment.
<i>Turquoise Earring</i>	15 (SE15)	Faceted Turquoise + Electrum Setting + Iron Stud	Finished Equipment.
<i>Turquoise Necklace</i>	16 (SE16)	Faceted Turquoise + Electrum Setting + Iron Chain Links	Finished Equipment.
<i>Turquoise Orb</i>	17 (SE17)	Faceted Turquoise + Electrum Ornament + <b>Iron Sheet(HG)</b>	Finished Equipment.
<i>Turquoise Ring</i>	16 (SE16)	Faceted Turquoise + Electrum Setting + Electrum Sheet	Finished Equipment.

<i>Silver Bar</i>	11 (ASR11)	Raw Silver + 2*Eolith Temper(C/Y) + 2*Coal	Refine. Used: 1 Primary, 0 Secondary
<i>Silver Sheet</i>	11 (ASR11)	Silver Bar + 3*Eolith Temper(C/Y) + 2*Coal	Interim. Used: 4 Primary, 0 Secondary
<i>Silver Band</i>	16 (ASA16)	Silver Sheet + 2*Electrum Ornament + 2*Iron Stud + 5*Coal	Finished Equipment.
<i>Silver Bangle</i>	16 (ASA16)	Silver Sheet + 2*Electrum Ornament + 2*Electrum Setting + 5*Coal	Finished Equipment.
<i>Silver Hoop</i>	16 (ASA16)	Silver Sheet + 2*Electrum Ornament + 2*Iron Stud + 5*Coal	Finished Equipment.
<i>Silver Torque</i>	16 (ASA16)	Silver Sheet + 2*Electrum Ornament + 2*Iron Stud + 5*Coal	Finished Equipment.

<i>Coral Gem</i>	11 (ASR11)	Raw Coral + 2*Stroma Resin(C/Y) + 3*Coal	Refine. Used: 1 Primary, 0 Secondary
<i>Faceted Coral</i>	11 (ASR11)	Coral Gem + 2*Stroma Oil(C/Y) + 5*Coal	Interim. Used: 4 Primary, 0 Secondary
<i>Coral Bracelet</i>	16 (ASA16)	Faceted Coral + 2*Electrum Sheet + 2*Iron Hook + 5*Coal	Finished Equipment.
<i>Coral Earring</i>	16 (ASA16)	Faceted Coral + 2*Electrum Setting + 2*Iron Stud + 5*Coal	Finished Equipment.
<i>Coral Necklace</i>	16 (ASA16)	Faceted Coral + 2*Electrum Setting + 2*Iron Chain Links + 5*Coal	Finished Equipment.
<i>Coral Ring</i>	16 (ASA16)	Faceted Coral + 2*Electrum Setting + 2*Electrum Sheet + 5*Coal	Finished Equipment.

**Glass (Scholar)**

Name	Level	Ingredients	Description
<i>Float Glass</i>	10 (SE10)	Trinoid Reagent(C/Y) + Stroma Resin(C/Y) + Eolith Temper(C/Y)	Interim. Used: 20 Primary, 0 Secondary <b>NOTE: Also available under Apothecary.</b>
<i>Poison Vial</i>	10 (SE10)	Trinoid Reagent(C/Y) + Stroma Resin(C/Y) + Eolith Temper(C/Y)	Interim. Used: 9 Primary, 0 Secondary <b>NOTE: Also available under Apothecary.</b>
<i>Lined Poison Vial</i>	10 (ASR11)	Tetranoid Reagent(C/Y) + Stroma Resin(C/Y) + Stroma Oil(C/Y)	Interim. Used: 7 Primary, 0 Secondary
<i>Muffled Glass</i>	11 (ASR11)	Tetranoid Reagent(C/Y) + Stroma Resin(C/Y) + Eolith Temper(C/Y) + 5*Coal	Interim. Used: 12 Primary, 0 Secondary

**Miscellaneous (Scholar)**

Name	Level	Ingredients	Description
<i>Burlap Sash</i>	13 (SE13)	<b>Burlap Cloth(T/W)</b> + Electrum Ornament + Iron Buckle	Finished Equipment = Affinity 1-30, Waist, 0.5# Shaped = AC 4, +2 health, +1 power
<i>Cured Belt</i>	16 (ASA16)	<b>Cured Leather Strap(T)</b> + 2*Iron Buckle + 2*Iron Stud + 5*Coal	Finished Equipment.
<i>Roughspun Sash</i>	16 (ASA16)	<b>Roughspun Cloth(T)</b> + 2*Electrum Ornament + 2*Iron Buckle + 5*Coal	Finished Equipment.
<i>Tanned Belt</i>	18 (SE18)	<b>Tanned Leather Strap(T/W)</b> + Iron Buckle + Iron Stud	Finished Equipment
<i>Tanned Tome</i>	19 (SE19)	<b>Tanned Leather Binding(T/W)</b> + 3*Cailun Paper(F/E)	Finished Equipment

**Artificing / Runecraft (Forge) [Fuel = Brown Coal]**

Name	Level	Ingredients	Description
<i>Iron Bar</i>	10 (SE10)	Raw Iron + Eolith Temper(C/Y)	Refine. Used: 12 Primary, 0 Secondary <b>NOTE: Also available under Fletching, Geomancy, and Metalworking.</b>
<i>Iron Buckle</i>	10 (SE10)	Iron Bar + Eolith Temper(C/Y)	Interim. Used: 0 Primary, 13 Secondary <b>NOTE: Also available under Geomancy.</b>
<i>Iron Chain Links</i>	10 (SE10)	Iron Bar + Eolith Temper(C/Y)	Interim. Used: 0 Primary, 5 Secondary <b>NOTE: Also available under Geomancy.</b>
<i>Iron Hook</i>	10 (SE10)	Iron Bar + Eolith Temper(C/Y)	Interim. Used: 0 Primary, 4 Secondary <b>NOTE: Also available under Geomancy.</b>
<i>Iron Pommel</i>	9 (SE10)	Iron Bar + Stoma Oil(C/Y)	Interim. Used: 0 Primary, 9 Secondary <b>NOTE: Also available under Geomancy.</b>
<i>Iron Shod</i>	9 (SE10)	Iron Bar + Eolith Temper(C/Y)	Interim. Used: 0 Primary, 10 Secondary <b>NOTE: Also available under Geomancy.</b>
<i>Iron Strut</i>	10 (SE10)	Iron Bar + Eolith Temper(C/Y)	Interim. Used: 0 Primary, 4 Secondary <b>NOTE: Also available under Geomancy.</b>
<i>Iron Stud</i>	10 (SE10)	Iron Bar + Eolith Temper(C/Y)	Interim. Used: 0 Primary, 29 Secondary <b>NOTE: Also available under Geomancy.</b>

**Blackened Iron (Scholar)**

Name	Level	Ingredients	Description
<i>Blackened Iron Strut</i>	12 (ASR11)	<b>Blackened Iron Bar(M)</b> + 2*Eolith Temper(C/Y) + 2*Coal	Interim. Used: Never.

**Iron Gual Ink Runes (Part 1 of 2) (Scholar)**

Name	Level	Ingredients	Description
<i>Rune of Alin's Keening Lamentation (Apprentice III)</i>	15 (SE15)	Iron Gual Ink(C/Y) + Electrum Ornament + <b>Iron Spike(M/G)</b>	Finished Item. Single use item to upgrade this ability. [Bard 15] Quality gets Apprentice II / II / III / IV.
<i>Rune of Back Shot (Apprentice III)</i>	15 (SE15)	Iron Gual Ink(C/Y) + Electrum Ornament + <b>Iron Spike(M/G)</b>	Finished Item. Single use item to upgrade this ability. [Predator 15] Quality gets Apprentice II / II / III / IV.
<i>Rune of Backstab (Apprentice III)</i>	10 (SE11)	Iron Gual Ink(C/Y) + Electrum Ornament + <b>Iron Spike(M/G)</b>	Finished Item. Single use item to upgrade this ability. [Rogue 10] Quality gets Apprentice II / II / III / IV.
<i>Rune of Battle Fury (Apprentice III)</i>	17 (SE17)	Iron Gual Ink(C/Y) + Electrum Ornament + <b>Iron Spike(M/G)</b>	Finished Item. Single use item to upgrade this ability. [Predator 17] Quality gets Apprentice II / II / III / IV.
<i>Rune of Bleed (Apprentice III)</i>	12 (SE12)	Iron Gual Ink(C/Y) + Electrum Ornament + <b>Iron Spike(M/G)</b>	Finished Item. Single use item to upgrade this ability. [Predator 12] Quality gets Apprentice II / II / III / IV.
<i>Rune of Bludgeon (Apprentice III)</i>	15 (SE15)	Iron Gual Ink(C/Y) + Electrum Ornament + <b>Iron Spike(M/G)</b>	Finished Item. Single use item to upgrade this ability. [Rogue 15.6] Quality gets Apprentice II / II / III / IV.
<i>Rune of Bria's Stirring Ballad (Apprentice III)</i>	13 (SE13)	Iron Gual Ink(C/Y) + Electrum Ornament + <b>Iron Spike(M/G)</b>	Finished Item. Single use item to upgrade this ability. [Bard 13.6] Quality gets Apprentice II / II / III / IV.
<i>Rune of Circular Strike (Apprentice III)</i>	14 (SE14)	Iron Gual Ink(C/Y) + Electrum Ornament + <b>Iron Spike(M/G)</b>	Finished Item. Single use item to upgrade this ability. [Rogue 14] Quality gets Apprentice II / II / III / IV.
<i>Rune of Distracting Blade (Apprentice III)</i>	19 (SE19)	Iron Gual Ink(C/Y) + Electrum Ornament + <b>Iron Spike(M/G)</b>	Finished Item. Single use item to upgrade this ability. [Rogue 19.6] Quality gets Apprentice II / II / III / IV.
<i>Rune of Fancy Footwork (Apprentice III)</i>	18 (SE18)	Iron Gual Ink(C/Y) + Electrum Ornament + <b>Iron Spike(M/G)</b>	Finished Item. Single use item to upgrade this ability. [Rogue 18] Quality gets Apprentice II / II / III / IV.
<i>Rune of Gouge (Apprentice III)</i>	15 (SE15)	Iron Gual Ink(C/Y) + Electrum Ornament + <b>Iron Spike(M/G)</b>	Finished Item. Single use item to upgrade this ability. [Rogue 15] Quality gets Apprentice II / II / III / IV.
<i>Rune of Hunt (Apprentice III)</i>	17 (SE17)	Iron Gual Ink(C/Y) + Electrum Ornament + <b>Iron Spike(M/G)</b>	Finished Item. Single use item to upgrade this ability. [Predator 17.6] Quality gets Apprentice II / II / III / IV.
<i>Rune of Hunters Instinct (Apprentice III)</i>	13 (SE13)	Iron Gual Ink(C/Y) + Electrum Ornament + <b>Iron Spike(M/G)</b>	Finished Item. Single use item to upgrade this ability. [Predator 13] Quality gets Apprentice II / II / III / IV.
<i>Rune of Impale (Apprentice III)</i>	13 (SE13)	Iron Gual Ink(C/Y) + Electrum Ornament + <b>Iron Spike(M/G)</b>	Finished Item. Single use item to upgrade this ability. [Predator 13.6] Quality gets Apprentice II / II / III / IV.
<i>Rune of Insatiable Ardor (Apprentice III)</i>	18 (SE18)	Iron Gual Ink(C/Y) + Electrum Ornament + <b>Iron Spike(M/G)</b>	Finished Item. Single use item to upgrade this ability. [Bard 18] Quality gets Apprentice II / II / III / IV.
<i>Rune of Merciless Melody (Apprentice III)</i>	14 (SE14)	Iron Gual Ink(C/Y) + Electrum Ornament + <b>Iron Spike(M/G)</b>	Finished Item. Single use item to upgrade this ability. [Bard 14] Quality gets Apprentice II / II / III / IV.
<i>Rune of Open Shot (Apprentice III)</i>	16 (SE16)	Iron Gual Ink(C/Y) + Electrum Ornament + <b>Iron Spike(M/G)</b>	Finished Item. Single use item to upgrade this ability. [Predator 16] Quality gets Apprentice II / II / III / IV.
<i>Rune of Performers Talent (Apprentice III)</i>	13 (SE13)	Iron Gual Ink(C/Y) + Electrum Ornament + <b>Iron Spike(M/G)</b>	Finished Item. Single use item to upgrade this ability. [Bard 13] Quality gets Apprentice II / II / III / IV.
<i>Rune of Pierce (Apprentice III)</i>	15 (SE15)	Iron Gual Ink(C/Y) + Electrum Ornament + <b>Iron Spike(M/G)</b>	Finished Item. Single use item to upgrade this ability. [Predator 15.6] Quality gets Apprentice II / II / III / IV.
<i>Rune of Piercing Shriek (Apprentice III)</i>	12 (SE12)	Iron Gual Ink(C/Y) + Electrum Ornament + <b>Iron Spike(M/G)</b>	Finished Item. Single use item to upgrade this ability. [Bard 12] Quality gets Apprentice II / II / III / IV.
<i>Rune of Pounce (Apprentice III)</i>	19 (SE19)	Iron Gual Ink(C/Y) + Electrum Ornament + <b>Iron Spike(M/G)</b>	Finished Item. Single use item to upgrade this ability. [Predator 19] Quality gets Apprentice II / II / III / IV.
<i>Rune of Quick Flurry (Apprentice III)</i>	12 (SE12)	Iron Gual Ink(C/Y) + Electrum Ornament + <b>Iron Spike(M/G)</b>	Finished Item. Single use item to upgrade this ability. [Rogue 12] Quality gets Apprentice II / II / III / IV.
<i>Rune of Rash Advance (Apprentice III)</i>	13 (SE13)	Iron Gual Ink(C/Y) + Electrum Ornament + <b>Iron Spike(M/G)</b>	Finished Item. Single use item to upgrade this ability. [Rogue 13] Quality gets Apprentice II / II / III / IV.
<i>Rune of Reconnoiter (Apprentice III)</i>	11 (SE11)	Iron Gual Ink(C/Y) + Electrum Ornament + <b>Iron Spike(M/G)</b>	Finished Item. Single use item to upgrade this ability. [Predator 11] Quality gets Apprentice II / II / III / IV.
<i>Rune of Reproaching Discante (Apprentice III)</i>	19 (SE19)	Iron Gual Ink(C/Y) + Electrum Ornament + <b>Iron Spike(M/G)</b>	Finished Item. Single use item to upgrade this ability. [Bard 19] Quality gets Apprentice II / II / III / IV.
<i>Rune of Rousing Tune (Apprentice III)</i>	10 (SE11)	Iron Gual Ink(C/Y) + Electrum Ornament + <b>Iron Spike(M/G)</b>	Finished Item. Single use item to upgrade this ability. [Bard 10] Quality gets Apprentice II / II / III / IV.
<i>Rune of Self Preservation (Apprentice III)</i>	17 (SE17)	Iron Gual Ink(C/Y) + Electrum Ornament + <b>Iron Spike(M/G)</b>	Finished Item. Single use item to upgrade this ability. [Rogue 17] Quality gets Apprentice II / II / III / IV.
<i>Rune of Shadow Blade (Apprentice III)</i>	10 (SE11)	Iron Gual Ink(C/Y) + Electrum Ornament + <b>Iron Spike(M/G)</b>	Finished Item. Single use item to upgrade this ability. [Predator 10] Quality gets Apprentice II / II / III / IV.
<i>Rune of Shrouded Strike (Apprentice III)</i>	19 (SE19)	Iron Gual Ink(C/Y) + Electrum Ornament + <b>Iron Spike(M/G)</b>	Finished Item. Single use item to upgrade this ability. [Predator 19.6] Quality gets Apprentice II / II / III / IV.
<i>Rune of Singing Shot (Apprentice III)</i>	16 (SE16)	Iron Gual Ink(C/Y) + Electrum Ornament + <b>Iron Spike(M/G)</b>	Finished Item. Single use item to upgrade this ability. [Bard 16] Quality gets Apprentice II / II / III / IV.
<i>Rune of Smuggle (Apprentice III)</i>	11 (SE11)	Iron Gual Ink(C/Y) + Electrum Ornament + <b>Iron Spike(M/G)</b>	Finished Item. Single use item to upgrade this ability. [Rogue 11] Quality gets Apprentice II / II / III / IV.

**Iron Gual Ink Runes (Part 2 of 2) (Scholar)**

Name	Level	Ingredients	Description
<i>Rune of Smuggler's Talent (Apprentice III)</i>	19 (SE19)	Iron Gual Ink(C/Y) + Electrum Ornament + <b>Iron Spike(M/G)</b>	Finished Item. Single use item to upgrade this ability. [Rogue 19] Quality gets Apprentice II / II / III / IV.
<i>Rune of Snoop (Apprentice III)</i>	17 (SE17)	Iron Gual Ink(C/Y) + Electrum Ornament + <b>Iron Spike(M/G)</b>	Finished Item. Single use item to upgrade this ability. [Rogue 17.6] Quality gets Apprentice II / II / III / IV.
<i>Rune of Songster's Luck (Apprentice III)</i>	17 (SE17)	Iron Gual Ink(C/Y) + Electrum Ornament + <b>Iron Spike(M/G)</b>	Finished Item. Single use item to upgrade this ability. [Bard 17] Quality gets Apprentice II / II / III / IV.
<i>Rune of Sparkling Blade (Apprentice III)</i>	11 (SE11)	Iron Gual Ink(C/Y) + Electrum Ornament + <b>Iron Spike(M/G)</b>	Finished Item. Single use item to upgrade this ability. [Bard 11] Quality gets Apprentice II / II / III / IV.
<i>Rune of Stalk (Apprentice III)</i>	14 (SE14)	Iron Gual Ink(C/Y) + Electrum Ornament + <b>Iron Spike(M/G)</b>	Finished Item. Single use item to upgrade this ability. [Predator 14] Quality gets Apprentice II / II / III / IV.
<i>Rune of Strangling Shot (Apprentice III)</i>	16 (SE16)	Iron Gual Ink(C/Y) + Electrum Ornament + <b>Iron Spike(M/G)</b>	Finished Item. Single use item to upgrade this ability. [Rogue 16] Quality gets Apprentice II / II / III / IV.
<i>Rune of Street Smarts (Apprentice III)</i>	13 (SE13)	Iron Gual Ink(C/Y) + Electrum Ornament + <b>Iron Spike(M/G)</b>	Finished Item. Single use item to upgrade this ability. [Rogue 13] Quality gets Apprentice II / II / III / IV.
<i>Rune of Survival Instincts (Apprentice III)</i>	18 (SE18)	Iron Gual Ink(C/Y) + Electrum Ornament + <b>Iron Spike(M/G)</b>	Finished Item. Single use item to upgrade this ability. [Predator 18] Quality gets Apprentice II / II / III / IV.
<i>Rune of Taffos Brilliant Blade (Apprentice III)</i>	19 (SE19)	Iron Gual Ink(C/Y) + Electrum Ornament + <b>Iron Spike(M/G)</b>	Finished Item. Single use item to upgrade this ability. [Bard 19.6] Quality gets Apprentice II / II / III / IV.
<i>Rune of Walk Lightly (Apprentice III)</i>	17 (SE17)	Iron Gual Ink(C/Y) + Electrum Ornament + <b>Iron Spike(M/G)</b>	Finished Item. Single use item to upgrade this ability. [Bard 17.6] Quality gets Apprentice II / II / III / IV.
<i>Rune of Walts Singing Blade (Apprentice III)</i>	15 (SE15)	Iron Gual Ink(C/Y) + Electrum Ornament + <b>Iron Spike(M/G)</b>	Finished Item. Single use item to upgrade this ability. [Bard 15.6] Quality gets Apprentice II / II / III / IV.

**Suzuri Ink Runes (Part 1 of 2) (Scholar)**

Name	Level	Ingredients	Description
<i>Rune of Alin's Keening Lamentation (Adept III)</i>	15 (ASS15)	Suzuri Ink(C) + Electrum Ornament + <b>Iron Spike(M/G)</b>	Finished Item. Single use item to upgrade this ability. [Bard 15] Quality gets Adept II / II / III / IV.
<i>Rune of Back Shot (Adept III)</i>	15 (ASS15)	Suzuri Ink(C) + Electrum Ornament + <b>Iron Spike(M/G)</b>	Finished Item. Single use item to upgrade this ability. [Predator 15] Quality gets Adept II / II / III / IV.
<i>Rune of Backstab (Adept III)</i>	10 (ASR11)	Suzuri Ink(C) + Electrum Ornament + <b>Iron Spike(M/G)</b>	Finished Item. Single use item to upgrade this ability. [Rogue 10] Quality gets Adept II / II / III / IV.
<i>Rune of Battle Fury (Adept III)</i>	17 (ASS17)	Suzuri Ink(C) + Electrum Ornament + <b>Iron Spike(M/G)</b>	Finished Item. Single use item to upgrade this ability. [Predator 17] Quality gets Adept II / II / III / IV.
<i>Rune of Bleed (Adept III)</i>	12 (ASS12)	Suzuri Ink(C) + Electrum Ornament + <b>Iron Spike(M/G)</b>	Finished Item. Single use item to upgrade this ability. [Predator 12] Quality gets Adept II / II / III / IV.
<i>Rune of Bludgeon (Adept III)</i>	15 (ASS15)	Suzuri Ink(C) + Electrum Ornament + <b>Iron Spike(M/G)</b>	Finished Item. Single use item to upgrade this ability. [Rogue 15.6] Quality gets Adept II / II / III / IV.
<i>Rune of Bria's Stirring Ballad (Adept III)</i>	13 (ASS14)	Suzuri Ink(C) + Electrum Ornament + <b>Iron Spike(M/G)</b>	Finished Item. Single use item to upgrade this ability. [Bard 13.6] Quality gets Adept II / II / III / IV.
<i>Rune of Circular Strike (Adept III)</i>	13 (ASS14)	Suzuri Ink(C) + Electrum Ornament + <b>Iron Spike(M/G)</b>	Finished Item. Single use item to upgrade this ability. [Rogue 14] Quality gets Adept II / II / III / IV.
<i>Rune of Distracting Blade (Adept III)</i>	19 (ASS19)	Suzuri Ink(C) + Electrum Ornament + <b>Iron Spike(M/G)</b>	Finished Item. Single use item to upgrade this ability. [Rogue 19.6] Quality gets Adept II / II / III / IV.
<i>Rune of Fancy Footwork (Adept III)</i>	18 (ASS18)	Suzuri Ink(C) + Electrum Ornament + <b>Iron Spike(M/G)</b>	Finished Item. Single use item to upgrade this ability. [Rogue 18] Quality gets Adept II / II / III / IV.
<i>Rune of Gouge (Adept III)</i>	15 (ASS15)	Suzuri Ink(C) + Electrum Ornament + <b>Iron Spike(M/G)</b>	Finished Item. Single use item to upgrade this ability. [Rogue 15] Quality gets Adept II / II / III / IV.
<i>Rune of Hunt (Adept III)</i>	17 (ASS17)	Suzuri Ink(C) + Electrum Ornament + <b>Iron Spike(M/G)</b>	Finished Item. Single use item to upgrade this ability. [Predator 17.6] Quality gets Adept II / II / III / IV.
<i>Rune of Hunter's Instinct (Adept III)</i>	13 (ASS14)	Suzuri Ink(C) + Electrum Ornament + <b>Iron Spike(M/G)</b>	Finished Item. Single use item to upgrade this ability. [Predator 13] Quality gets Adept II / II / III / IV.
<i>Rune of Impale (Adept III)</i>	13 (ASS14)	Suzuri Ink(C) + Electrum Ornament + <b>Iron Spike(M/G)</b>	Finished Item. Single use item to upgrade this ability. [Predator 13.6] Quality gets Adept II / II / III / IV.
<i>Rune of Insatiable Ardor (Adept III)</i>	18 (ASS18)	Suzuri Ink(C) + Electrum Ornament + <b>Iron Spike(M/G)</b>	Finished Item. Single use item to upgrade this ability. [Bard 18] Quality gets Adept II / II / III / IV.
<i>Rune of Merciless Melody (Adept III)</i>	13 (ASS14)	Suzuri Ink(C) + Electrum Ornament + <b>Iron Spike(M/G)</b>	Finished Item. Single use item to upgrade this ability. [Bard 14] Quality gets Adept II / II / III / IV.
<i>Rune of Open Shot (Adept III)</i>	16 (ASA16)	Suzuri Ink(C) + Electrum Ornament + <b>Iron Spike(M/G)</b>	Finished Item. Single use item to upgrade this ability. [Predator 16] Quality gets Adept II / II / III / IV.
<i>Rune of Performer's Talent (Adept III)</i>	13 (ASS14)	Suzuri Ink(C) + Electrum Ornament + <b>Iron Spike(M/G)</b>	Finished Item. Single use item to upgrade this ability. [Bard 13] Quality gets Adept II / II / III / IV.

**Suzuri Ink Runes (Part 2 of 2) (Scholar)**

Name	Level	Ingredients	Description
<i>Rune of Pierce (Adept III)</i>	15 (ASS15)	Suzuri Ink(C) + Electrum Ornament + <b>Iron Spike(M/G)</b>	Finished Item. Single use item to upgrade this ability. [Predator 15.6] Quality gets Adept II / II / III / IV.
<i>Rune of Piercing Shriek (Adept III)</i>	12 (ASS12)	Suzuri Ink(C) + Electrum Ornament + <b>Iron Spike(M/G)</b>	Finished Item. Single use item to upgrade this ability. [Bard 12] Quality gets Adept II / II / III / IV.
<i>Rune of Pounce (Adept III)</i>	19 (ASS19)	Suzuri Ink(C) + Electrum Ornament + <b>Iron Spike(M/G)</b>	Finished Item. Single use item to upgrade this ability. [Predator 19] Quality gets Adept II / II / III / IV.
<i>Rune of Quick Flurry (Adept III)</i>	12 (ASS12)	Suzuri Ink(C) + Electrum Ornament + <b>Iron Spike(M/G)</b>	Finished Item. Single use item to upgrade this ability. [Rogue 12] Quality gets Adept II / II / III / IV.
<i>Rune of Rash Advice (Adept III)</i>	13 (ASS14)	Suzuri Ink(C) + Electrum Ornament + <b>Iron Spike(M/G)</b>	Finished Item. Single use item to upgrade this ability. [Rogue 13] Quality gets Adept II / II / III / IV.
<i>Rune of Reconnoiter (Adept III)</i>	11 (ASR11)	Suzuri Ink(C) + Electrum Ornament + <b>Iron Spike(M/G)</b>	Finished Item. Single use item to upgrade this ability. [Predator 11] Quality gets Adept II / II / III / IV.
<i>Rune of Reproaching Discante(Adept III)</i>	19 (ASS19)	Suzuri Ink(C) + Electrum Ornament + <b>Iron Spike(M/G)</b>	Finished Item. Single use item to upgrade this ability. [Bard 19] Quality gets Adept II / II / III / IV.
<i>Rune of Rousing Tune (Adept III)</i>	10 (ASR11)	Suzuri Ink(C) + Electrum Ornament + <b>Iron Spike(M/G)</b>	Finished Item. Single use item to upgrade this ability. [Bard 10] Quality gets Adept II / II / III / IV.
<i>Rune of Self Preservation (Adept III)</i>	17 (ASS17)	Suzuri Ink(C) + Electrum Ornament + <b>Iron Spike(M/G)</b>	Finished Item. Single use item to upgrade this ability. [Rogue 17] Quality gets Adept II / II / III / IV.
<i>Rune of Shadow Blade (Adept III)</i>	10 (ASR11)	Suzuri Ink(C) + Electrum Ornament + <b>Iron Spike(M/G)</b>	Finished Item. Single use item to upgrade this ability. [Predator 10] Quality gets Adept II / II / III / IV.
<i>Rune of Shrouding Strike (Adept III)</i>	19 (ASS19)	Suzuri Ink(C) + Electrum Ornament + <b>Iron Spike(M/G)</b>	Finished Item. Single use item to upgrade this ability. [Predator 19.6] Quality gets Adept II / II / III / IV.
<i>Rune of Singing Shot (Adept III)</i>	16 (ASA16)	Suzuri Ink(C) + Electrum Ornament + <b>Iron Spike(M/G)</b>	Finished Item. Single use item to upgrade this ability. [Bard 16] Quality gets Adept II / II / III / IV.
<i>Rune of Smuggle (Adept III)</i>	11 (ASR11)	Suzuri Ink(C) + Electrum Ornament + <b>Iron Spike(M/G)</b>	Finished Item. Single use item to upgrade this ability. [Rogue 11] Quality gets Adept II / II / III / IV.
<i>Rune of Smuggler's Talent (Adept III)</i>	19 (ASS19)	Suzuri Ink(C) + Electrum Ornament + <b>Iron Spike(M/G)</b>	Finished Item. Single use item to upgrade this ability. [Rogue 19] Quality gets Adept II / II / III / IV.
<i>Rune of Snoop (Adept III)</i>	17 (ASS17)	Suzuri Ink(C) + Electrum Ornament + <b>Iron Spike(M/G)</b>	Finished Item. Single use item to upgrade this ability. [Rogue 17.6] Quality gets Adept II / II / III / IV.
<i>Rune of Sparkling Blade (Adept III)</i>	11 (ASR11)	Suzuri Ink(C) + Electrum Ornament + <b>Iron Spike(M/G)</b>	Finished Item. Single use item to upgrade this ability. [Bard 11] Quality gets Adept II / II / III / IV.
<i>Rune of Stalk (Adept III)</i>	13 (ASS14)	Suzuri Ink(C) + Electrum Ornament + <b>Iron Spike(M/G)</b>	Finished Item. Single use item to upgrade this ability. [Predator 14] Quality gets Adept II / II / III / IV.
<i>Rune of Strangling Shot (Adept III)</i>	16 (ASA16)	Suzuri Ink(C) + Electrum Ornament + <b>Iron Spike(M/G)</b>	Finished Item. Single use item to upgrade this ability. [Rogue 16] Quality gets Adept II / II / III / IV.
<i>Rune of Street Smarts (Adept III)</i>	13 (ASS14)	Suzuri Ink(C) + Electrum Ornament + <b>Iron Spike(M/G)</b>	Finished Item. Single use item to upgrade this ability. [Rogue 13] Quality gets Adept II / II / III / IV.
<i>Rune of Survival Instincts (Adept III)</i>	18 (ASS18)	Suzuri Ink(C) + Electrum Ornament + <b>Iron Spike(M/G)</b>	Finished Item. Single use item to upgrade this ability. [Predator 18] Quality gets Adept II / II / III / IV.
<i>Rune of Taffos Brilliant Blade (Adept III)</i>	19 (ASS19)	Suzuri Ink(C) + Electrum Ornament + <b>Iron Spike(M/G)</b>	Finished Item. Single use item to upgrade this ability. [Bard 19.6] Quality gets Adept II / II / III / IV.

**Components (Artisan)**

Name	Level	Ingredients	Description
Allspice Compound	3 (AE3)	Allspice + Aerated Mineral Water	Refine. Used: 0 Primary, 1 Secondary
Allspice Emulsion	3 (AE3)	Allspice + Aerated Mineral Water	Refine. Used: 0 Primary, 1 Secondary
Allspice Mixture	3 (AE3)	Allspice + Aerated Mineral Water	Refine. Used: 0 Primary, 1 Secondary
Allspice Solvent	3 (AE3)	Allspice + Aerated Mineral Water	Refine. Used: 0 Primary, 1 Secondary
Allspice Wash	3 (AE3)	Allspice + Liquid	Refine. Used: 0 Primary, 1 Secondary
Birchroot Oil	3 (AE3)	Birchroot + Liquid	Refine. Used: 0 Primary, 1 Secondary (can buy shaped for 7c)
Birchroot Resin	3 (AE3)	Birchroot + Liquid	Refine. Used: 0 Primary, 1 Secondary (can buy shaped for 7c)
Birchroot Wash	3 (AE3)	Birchroot + Liquid	Refine. Used: 0 Primary, 1 Secondary (can buy shaped for 7c)
Birchwood Compound	3 (AE3)	Birchwood + Aerated Mineral Water	Refine. Used: 0 Primary, 1 Secondary (can buy shaped for 7c)
Birchwood Emulsion	3 (AE3)	Birchwood + Aerated Mineral Water	Refine. Used: Never (can buy shaped for 7c)
Birchwood Mixture	3 (AE3)	Birchwood + Aerated Mineral Water	Refine. Used: 0 Primary, 1 Secondary (can buy shaped for 7c)
Birchwood Solvent	3 (AE3)	Birchwood + Aerated Mineral Water	Refine. Used: 0 Primary, 1 Secondary (can buy shaped for 7c)
Chloro Compound	3 (AE3)	Raw Roots + Aerated Mineral Water	Refine. Used: 0 Primary, 1 Secondary (can buy shaped for 7c)
Chloro Emulsion	3 (AE3)	Raw Roots + Aerated Mineral Water	Refine. Used: 0 Primary, 1 Secondary (can buy shaped for 7c)
Chloro Mixture	3 (AE3)	Raw Roots + Aerated Mineral Water	Refine. Used: 0 Primary, 1 Secondary (can buy shaped for 7c)
Chloro Oil	3 (AE3)	Raw Roots + Liquid	Refine. Used: 0 Primary, 15 Secondary (can buy shaped for 7c) Get 1/2/3/4 items depending on quality.
Chloro Resin	3 (AE3)	Raw Roots OR Raw Elm + Liquid	Refine. Used: 0 Primary, 38 Secondary (can buy shaped for 7c) Get 1/2/3/4 items depending on quality.
Chloro Solvent	3 (AE3)	Raw Roots + Aerated Mineral Water	Refine. Used: 0 Primary, 1 Secondary (can buy shaped for 7c)
Chloro Wash	3 (AE3)	Raw Average Plant + Liquid	Refine. Used: 0 Primary, 11 Secondary (can buy shaped for 7c) Get 1/2/3/4 items depending on quality.
Fossil Temper	3 (AE3)	Raw Inorganic + Liquid	Refine. Used: 0 Primary, 24 Secondary (can buy shaped for 1c) Get 1/2/3/4 items depending on quality.
Juniper Compound	3 (AE3)	Juniper + Aerated Mineral Water	Refine. Used: 0 Primary, 1 Secondary (can buy shaped for 7c)
Juniper Emulsion	3 (AE3)	Juniper + Aerated Mineral Water	Refine. Used: 0 Primary, 1 Secondary (can buy shaped for 7c)
Juniper Mixture	3 (AE3)	Juniper + Aerated Mineral Water	Refine. Used: 0 Primary, 1 Secondary (can buy shaped for 7c)
Juniper Solvent	3 (AE3)	Juniper + Aerated Mineral Water	Refine. Used: 0 Primary, 1 Secondary (can buy shaped for 7c)
Liquified Allspice	3 (AE3)	Allspice + Aerated Mineral Water	Refine. Used: 0 Primary, 1 Secondary (can buy shaped for 7c)
Liquified Birchwood	3 (AE3)	Birchwood + Aerated Mineral Water	Refine. Used: 0 Primary, 1 Secondary (can buy shaped for 7c)
Liquified Chloro	3 (AE3)	Raw Roots + Aerated Mineral Water	Refine. Used: 0 Primary, 1 Secondary (can buy shaped for 7c)
Liquified Juniper	3 (AE3)	Juniper + Aerated Mineral Water	Refine. Used: 0 Primary, 1 Secondary (can buy shaped for 7c)
Liquified Milkweed	3 (AE3)	Milkweed + Aerated Mineral Water	Refine. Used: 0 Primary, 1 Secondary (can buy shaped for 7c)
Liquified Sassafras	3 (AE3)	Sassafras + Aerated Mineral Water	Refine. Used: 0 Primary, 1 Secondary (can buy shaped for 7c)
Liquified Snakeroot	3 (AE3)	Snakeroot + Aerated Mineral Water	Refine. Used: 0 Primary, 1 Secondary (can buy shaped for 7c)
Liquified Twinleaf	3 (AE3)	Twinleaf + Aerated Mineral Water	Refine. Used: 0 Primary, 1 Secondary (can buy shaped for 7c)
Milkweed Compound	3 (AE3)	Milkweed + Aerated Mineral Water	Refine. Used: 0 Primary, 1 Secondary (can buy shaped for 7c)
Milkweed Emulsion	3 (AE3)	Milkweed + Aerated Mineral Water	Refine. Used: 0 Primary, 1 Secondary (can buy shaped for 7c)
Milkweed Mixture	3 (AE3)	Milkweed + Aerated Mineral Water	Refine. Used: 0 Primary, 1 Secondary (can buy shaped for 7c)
Milkweed Oil	3 (AE3)	Milkweed + Liquid	Refine. Used: 0 Primary, 1 Secondary (can buy shaped for 7c)
Milkweed Resin	3 (AE3)	Milkweed + Liquid	Refine. Used: 0 Primary, 1 Secondary (can buy shaped for 7c)
Milkweed Solvent	3 (AE3)	Milkweed + Aerated Mineral Water	Refine. Used: 0 Primary, 1 Secondary (can buy shaped for 7c)
Milkweed Wash	3 (AE3)	Milkweed + Liquid	Refine. Used: 0 Primary, 1 Secondary (can buy shaped for 7c)
Sassafras Compound	3 (AE3)	Sassafras + Aerated Mineral Water	Refine. Used: 0 Primary, 1 Secondary (can buy shaped for 7c)
Sassafras Emulsion	3 (AE3)	Sassafras + Aerated Mineral Water	Refine. Used: 0 Primary, 1 Secondary (can buy shaped for 7c)
Sassafras Mixture	3 (AE3)	Sassafras + Aerated Mineral Water	Refine. Used: 0 Primary, 1 Secondary (can buy shaped for 7c)
Sassafras Oil	3 (AE3)	Sassafras + Liquid	Refine. Used: 0 Primary, 1 Secondary (can buy shaped for 7c)
Sassafras Resin	3 (AE3)	Sassafras + Liquid	Refine. Used: Never (can buy shaped for 7c)
Sassafras Solvent	3 (AE3)	Sassafras + Aerated Mineral Water	Refine. Used: 0 Primary, 1 Secondary (can buy shaped for 7c)
Sassafras Wash	3 (AE3)	Sassafras + Liquid	Refine. Used: 0 Primary, 1 Secondary (can buy shaped for 7c)
Silverberry Mixture	3 (AE3)	Silverberry + Aerated Mineral Water	Refine. Used: 0 Primary, 1 Secondary (can buy shaped for 7c)
Silverberry Solvent	3 (AE3)	Silverberry + Aerated Mineral Water	Refine. Used: 0 Primary, 1 Secondary (can buy shaped for 7c)
Snakeroot Compound	3 (AE3)	Snakeroot + Aerated Mineral Water	Refine. Used: 0 Primary, 1 Secondary (can buy shaped for 7c)
Snakeroot Emulsion	3 (AE3)	Snakeroot + Aerated Mineral Water	Refine. Used: 0 Primary, 1 Secondary (can buy shaped for 7c)
Snakeroot Mixture	3 (AE3)	Snakeroot + Aerated Mineral Water	Refine. Used: 0 Primary, 1 Secondary (can buy shaped for 7c)
Snakeroot Oil	3 (AE3)	Snakeroot + Liquid	Refine. Used: 0 Primary, 1 Secondary (can buy shaped for 7c)
Snakeroot Resin	3 (AE3)	Snakeroot + Liquid	Refine. Used: 0 Primary, 2 Secondary (can buy shaped for 7c)
Snakeroot Solvent	3 (AE3)	Snakeroot + Aerated Mineral Water	Refine. Used: 0 Primary, 1 Secondary (can buy shaped for 7c)
Snakeroot Wash	3 (AE3)	Snakeroot + Liquid	Refine. Used: 0 Primary, 1 Secondary (can buy shaped for 7c)
Twinleaf Compound	3 (AE3)	Twinleaf + Aerated Mineral Water	Refine. Used: 0 Primary, 1 Secondary (can buy shaped for 7c)
Twinleaf Emulsion	3 (AE3)	Twinleaf + Aerated Mineral Water	Refine. Used: 0 Primary, 1 Secondary (can buy shaped for 7c)
Twinleaf Mixture	3 (AE3)	Twinleaf + Aerated Mineral Water	Refine. Used: 0 Primary, 1 Secondary (can buy shaped for 7c)
Twinleaf Oil	3 (AE3)	Twinleaf + Liquid	Refine. Used: 0 Primary, 1 Secondary (can buy shaped for 7c)
Twinleaf Resin	3 (AE3)	Twinleaf + Liquid	Refine. Used: 0 Primary, 1 Secondary (can buy shaped for 7c)
Twinleaf Solvent	3 (AE3)	Twinleaf + Aerated Mineral Water	Refine. Used: 0 Primary, 1 Secondary (can buy shaped for 7c)
Twinleaf Wash	3 (AE3)	Twinleaf + Liquid	Refine. Used: 0 Primary, 1 Secondary (can buy shaped for 7c)

**Ink (Artisan)**

Name	Level	Ingredients	Description
Isonoid Reagent	3 (AE3)	Raw Lead OR Raw Malachite + Chloro Oil	Refine. Used: 2 Primary, 2 Secondary
Sepia Dye	5 (AE5)	Isonoid Reagent + Chloro Wash	Interim. Used: 1 Primary, 1 Secondary
Sepia Ink	5 (AE5)	Sepia Dye + Chloro Wash	Interim. Used: 28 Primary, 0 Secondary
Spirarenoxin Concoction	5 (AE5)	Isonoid Reagent + Chloro Resin	Interim. Used: Never

<i>Dinoid Reagent</i>	4 (AR4)	Rough Lapis Lazuli or Copper + 2*Chloro Oil + 2*Candle	Refine. Used: 0 Primary, 2 Secondary
<i>Cochineal Dye</i>	4 (AR4)	Dinoid Reagent + 2*Chloro Wash + 2*Candle	Refine. Used: 1 Primary, 0 Secondary
<i>Cochineal Ink</i>	6 (AC5/6)	Cochineal Dye + 2*Chloro Wash	Interim. Used: 28 Primary, 0 Secondary

**Mouthblow Glass Items (Artisan)**

Name	Level	Ingredients	Description
Alimaja's Awakening	7 (AE7)	Mouthblown Glass(A) + diluted Solution + Liquified Sassafras	Finished Item = Affinity 1-5
Concoction of the Wind	6 (AE6)	Mouthblown Glass(A) + diluted Solution + Milkweed Emulsion	Finished Item = Affinity 1-5
Crovsar's Invigoration	6 (AE6)	Mouthblown Glass(A)s + diluted Solution + Sassafras Compound	Finished Item = Affinity 1-5
Elixir of Enlightenment	5 (AE5)	Mouthblown Glass(A) + Diluted Solution + Milkweed Solvent	Finished Item = Affinity 1-5
Elixir of Incandescent Awareness	4 (AE4)	Mouthblown Glass(A) + Diluted Solution + Liquified Chloro	Finished Item = Affinity 1-5
Elixir of Invigoration	5 (AE5)	Mouthblown Glass(A) + Diluted Solution + Snakeroot Compound	Finished Item = Affinity 1-5
Elixir of Life	6 (AE6)	Mouthblown Glass(A) + Diluted Solution + Liquified Milkweed	Finished Item = Affinity 1-5
Elixir of Mental Protection	4 (AE4)	Mouthblown Glass(A) + Diluted Solution + Chloro Compound	Finished Item = Affinity 1-5
Elixir of Poison Protection	4 (AE4)	Mouthblown Glass(A) + Diluted Solution + Chloro Emulsion	Finished Item = Affinity 1-5
Elixir of Fleetfoot	4 (AE4)	Mouthblown Glass(A) + Diluted Solution + Chloro Mixture	Finished Item = Affinity 1-5
Elixir of Rejuvenation	5 (AE5)	Mouthblown Glass(A) + Diluted Solution + Snakeroot Mixture	Finished Item = Affinity 1-5
Elixir of the Clear Mind	4 (AE4)	Mouthblown Glass(A) + Diluted Solution + Liquified Snakeroot	Finished Item = Affinity 1-5
Elixir of the Myrmidon	4 (AE4)	Mouthblown Glass(A) + Diluted Solution + Chloro Solvent	Finished Item = Affinity 1-5
Elixir of the Quickfoot	4 (AE4)	Mouthblown Glass(A) + Diluted Solution + Snakeroot Solvent	Finished Item = Affinity 1-5
Elixir of Thought	5 (AE5)	Mouthblown Glass(A) + Diluted Solution + Snakeroot Emulsion	Finished Item = Affinity 1-5
Essence of the Treefolk	6 (AE6)	Mouthblown Glass(A) + diluted Solution + Sassafras Solvent	Finished Item = Affinity 1-5
Haldorak's Rejuvenation	7 (AE7)	Mouthblown Glass(A) + diluted Solution + Sassafras Emulsion	Finished Item = Affinity 1-5
Spirit of the Brute	6 (AE6)	Mouthblown Glass(A) + Diluted Solution + Milkweed Compound	Finished Item = Affinity 1-5
Spirit of the Hunt	6 (AE6)	Mouthblown Glass(A) + Diluted Solution + Sassafras Mixture	Finished Item = Affinity 1-5
Spirit of the Ox	5 (AE5)	Mouthblown Glass(A) + Diluted Solution + Milkweed Mixture	Finished Item = Affinity 1-5

**Worked Poison Vial Items (Artisan)**

Name	Level	Ingredients	Description
Abnormal Decline	6 (AE6)	Worked Poison Vial(A) + Suspension + Milkweed Oil	Finished Item = Poisoning 1-5
Ferocious Corruption	4 (AE4)	Worked Poison Vial(A) + Suspension + Chloro Resin	Finished Item = Poisoning 1-5
Influence of Hate	5 (AE5)	Worked Poison Vial(A) + Suspension + Snakeroot Oil	Finished Item = Poisoning 1-5
Mystical Influence	5 (AE5)	Worked Poison Vial(A) + Suspension + Snakeroot Resin	Finished Item = Poisoning 1-5
Revenous Incapacitation	5 (AE5)	Worked Poison Vial(A) + Suspension + Snakeroot Wash	Finished Item = Poisoning 1-5
Spinechill	6 (AE6)	Worked Poison Vial(A) + Suspension + Milkweed Wash	Finished Item = Poisoning 1-5
Unimaginable Agony	4 (AE4)	Worked Poison Vial(A) + Suspension + Chloro Oil	Finished Item = Poisoning 1-5
Untimely Concussion	6 (AE6)	Worked Poison Vial(A) + Suspension + Milkweed Resin	Finished Item = Poisoning 1-5
Vengeance of the Fallen	4 (AE4)	Worked Poison Vial(A) + Suspension + Chloro Wash	Finished Item = Poisoning 1-5

**Worn Poison Vial Items (Artisan)**

Name	Level	Ingredients	Description
<i>Enchanted Aura</i>	8 (AAA8)	Worn Poison Vial(A) + Suspension + Twinleaf Resin	Finished Item
<i>Ethereal Immunity</i>	7 (AAA7)	Worn Poison Vial(A) + Suspension + Sassafras Resin	Finished Item
<i>Spirit of the Berserker</i>	8 (AAA8)	Worn Poison Vial(A) + Suspension + Twinleaf Oil	Finished Item
<i>Touch of the Nightcrawler</i>	9 (AAA9)	Worn Poison Vial(A) + Suspension + Allspice Wash	Finished Item
<i>Touch of the Revenant</i>	9 (AAA9)	Worn Poison Vial(A) + Suspension + Birchroot Resin	Finished Item
<i>Uncomfortable Darkness</i>	7 (AAA7)	Worn Poison Vial(A) + Suspension + Sassafras Wash	Finished Item
<i>Visions of Madness</i>	7 (AAA7)	Worn Poison Vial(A) + Suspension + Sassafras Oil	Finished Item
<i>Wave of Doubt</i>	9 (AAA9)	Worn Poison Vial(A) + Suspension + Birchroot Oil	Finished Item
<i>Wave of Pestilence</i>	9 (AAA9)	Worn Poison Vial(A) + Suspension + Birchroot Wash	Finished Item
<i>Wave of Protection</i>	8 (AAA8)	Worn Poison Vial(A) + Suspension + Twinleaf Wash	Finished Item

**Tempered Glass Items (Artisan)**

Name	Level	Ingredients	Description
<i>Aegis of Ortallis</i>	9 (AAA9)	Tempered Glass(A) + Diluted Solution + Allspice Compound	Finished Item
<i>Aegis of the Silverback</i>	9 (AAA9)	Tempered Glass(A) + Diluted Solution + Silverberry Solvent	Finished Item
<i>Aegis of the Windrider</i>	9 (AAA9)	Tempered Glass(A) + Diluted Solution + Juniper Compound	Finished Item
<i>Alchtonion's Protection</i>	9 (AAA9)	Tempered Glass(A) + Diluted Solution + Allspice Emulsion	Finished Item
<i>Baelin's Refreshment</i>	7 (AAA7)	Tempered Glass(A) + Diluted Solution + Twinleaf Compound	Finished Item
<i>Barodreth's Refreshment</i>	7 (AAA7)	Tempered Glass(A) + Diluted Solution + Twinleaf Solvent	Finished Item
<i>Blagro's Replenishment</i>	7 (AAA7)	Tempered Glass(A) + Diluted Solution + Twinleaf Mixture	Finished Item
<i>Bulwark of the Forestrunner</i>	9 (AAA9)	Tempered Glass(A) + Diluted Solution + Juniper Emulsion	Finished Item
<i>Dagda's Blessing</i>	8 (AAA8)	Tempered Glass(A) + Diluted Solution + Liquified Birchwood	Finished Item
<i>Elixir of Light</i>	9 (AAA9)	Tempered Glass(A) + Diluted Solution + Liquified Juniper	Finished Item
<i>Gubaku's Resurgence</i>	8 (AAA8)	Tempered Glass(A) + Diluted Solution + Birchwood Compound	Finished Item
<i>Kizdean's Warding</i>	8 (AAA8 & AAA9)	Tempered Glass(A) + Diluted Solution + Allspice Mixture	Finished Item
<i>LuSun's Replenishment</i>	7 (AAA7)	Tempered Glass(A) + Diluted Solution + Twinleaf Emulsion	Finished Item
<i>Margyn's Refreshment</i>	8 (AAA8)	Tempered Glass(A) + Diluted Solution + Liquified Twinleaf	Finished Item
<i>Pherlondien's Safeguard</i>	9 (AAA9)	Tempered Glass(A) + Diluted Solution + Liquified Allspice	Finished Item
<i>Protection of the Songweaver</i>	9 (AAA9)	Tempered Glass(A) + Diluted Solution + Silverberry Mixture	Finished Item
<i>Roglio's Awakening</i>	8 (AAA8)	Tempered Glass(A) + Diluted Solution + Birchwood Mixture	Finished Item
<i>Sartar's Resurgence</i>	8 (AAA8)	Tempered Glass(A) + Diluted Solution + Birchwood Solvent	Finished Item
<i>Slate's Awakening</i>	8 (AAA8)	Tempered Glass(A) + Diluted Solution + Birchwood Emulsion	Finished Item
<i>Stormreaper's Blessing</i>	9 (AAA9)	Tempered Glass(A) + Diluted Solution + Juniper Solvent	Finished Item
<i>Thubir's Sanctification</i>	9 (AAA9)	Tempered Glass(A) + Diluted Solution + Allspice Solvent	Finished Item
<i>Vox's Sanctification</i>	9 (AAA9)	Tempered Glass(A) + Diluted Solution + Juniper Mixture	Finished Item

**Sepia Ink Items (Artisan)**

Name	Level	Ingredients	Description
Essence of Assault (Apprentice III)	7 (AE7)	Sepia Ink + Suspension + Chloro Resin	Finished Item. Single use item to upgrade this ability. [Fighter 7] Quality gets Apprentice II / II / III / IV.
Essence of Call to Arms (Apprentice III)	9 (AE9)	Sepia Ink + Suspension + Chloro Resin	Finished Item. Single use item to upgrade this ability. [Fighter 9] Quality gets Apprentice II / II / III / IV.
Essence of Intervene (Apprentice III)	6 (AE5)	Sepia Ink + Suspension + Chloro Resin	Finished Item. Single use item to upgrade this ability. [Fighter 6] Quality gets Apprentice II / II / III / IV.
Essence of Kick (Apprentice III)	5 (AE5)	Sepia Ink + Suspension + Chloro Resin	Finished Item. Single use item to upgrade this ability. [Fighter 5] Quality gets Apprentice II / II / III / IV.
Essence of Shout (Apprentice III)	8 (AE8)	Sepia Ink + Suspension + Chloro Resin	Finished Item. Single use item to upgrade this ability. [Fighter 8] Quality gets Apprentice II / II / III / IV.
Essence of Taunt (Apprentice III)	3 (AE5)	Sepia Ink + Suspension + Chloro Resin	Finished Item. Single use item to upgrade this ability. [Fighter 3] Quality gets Apprentice II / II / III / IV.
Essence of Toughness (Apprentice III)	4 (AE5)	Sepia Ink + Suspension + Chloro Resin	Finished Item. Single use item to upgrade this ability. [Fighter 4] Quality gets Apprentice II / II / III / IV.
Essence of Wild Swing (Apprentice III)	1 (AE5)	Sepia Ink + Suspension + Chloro Resin	Finished Item. Single use item to upgrade this ability. [Fighter 1.8] Quality gets Apprentice II / II / III / IV.

**Cochineal Ink Items (Artisan)**

Name	Level	Ingredients	Description
Essence of Assault (Adept III)	7 (ASS9)	Cochineal Ink + Suspension + Chloro Resin	Finished Item. Single use item to upgrade this ability. [Fighter 7] Quality gets Adept II / II / III / IV.
Essence of Call to Arms (Adept III)	9 (ASS9)	Cochineal Ink + Suspension + Chloro Resin	Finished Item. Single use item to upgrade this ability. [Fighter 9] Quality gets Adept II / II / III / IV.
Essence of Intervene (Adept III)	6 (ASS9)	Cochineal Ink + Suspension + Chloro Resin	Finished Item. Single use item to upgrade this ability. [Fighter 6] Quality gets Adept II / II / III / IV.
Essence of Kick (Adept III)	5 (ASS9)	Cochineal Ink + Suspension + Chloro Resin	Finished Item. Single use item to upgrade this ability. [Fighter 5] Quality gets Adept II / II / III / IV.
Essence of Shout (Adept III)	8 (ASS9)	Cochineal Ink + Suspension + Chloro Resin	Finished Item. Single use item to upgrade this ability. [Fighter 8] Quality gets Adept II / II / III / IV.
Essence of Taunt (Adept III)	3 (ASS9)	Cochineal Ink + Suspension + Chloro Resin	Finished Item. Single use item to upgrade this ability. [Fighter 3] Quality gets Adept II / II / III / IV.
Essence of Toughness (Adept III)	4 (ASS9)	Cochineal Ink + Suspension + Chloro Resin	Finished Item. Single use item to upgrade this ability. [Fighter 4] Quality gets Adept II / II / III / IV.
Essence of Wild Swing (Adept III)	1 (ASS9)	Cochineal Ink + Suspension + Chloro Resin	Finished Item. Single use item to upgrade this ability. [Fighter 1.8] Quality gets Adept II / II / III / IV.

Components (Part 1 of 2) (Scholar)

Name	Level	Ingredients	Description
Eolith Temper	10 (SE10)	Raw Iron OR Raw Electrum OR Raw Turquoise + Liquid	Refine. Used: 0 Primary, 29 Secondary (can buy shaped for 7c) <b>NOTE: Also available under Apothecary.</b>
Field Maple Compound	10 (SE10)	Field Maple + Aerated Mineral Water	Refine. Used: 0 Primary, 1 Secondary (can buy shaped for 14c)
Field Maple Emulsion	10 (SE10)	Field Maple + Aerated Mineral Water	Refine. Used: Never (can buy shaped for 14c)
Field Maple Mixture	10 (SE10)	Field Maple + Aerated Mineral Water	Refine. Used: 0 Primary, 4 Secondary (can buy shaped for 14c)
Field Maple Oil	10 (SE10)	Field Maple + Liquid	Refine. Used: 0 Primary, 1 Secondary (can buy shaped for 14c)
Field Maple Resin	10 (SE10)	Field Maple + Liquid	Refine. Used: 0 Primary, 1 Secondary (can buy shaped for 14c)
Field Maple Solvent	10 (SE10)	Field Maple + Aerated Mineral Water	Refine. Used: Never (can buy shaped for 14c)
Field Maple Wash	10 (SE10)	Field Maple + Liquid	Refine. Used: 0 Primary, 1 Secondary (can buy shaped for 14c)
Fig Compound	10 (SE10)	Fig + Aerated Mineral Water	Refine. Used: Never (can buy shaped for 14c)
Fig Emulsion	10 (SE10)	Fig + Aerated Mineral Water	Refine. Used: Never (can buy shaped for 14c)
Fig Mixture	10 (SE10)	Fig + Aerated Mineral Water	Refine. Used: Never (can buy shaped for 14c)
Fig Solvent	10 (SE10)	Fig + Aerated Mineral Water	Refine. Used: Never (can buy shaped for 14c)
Fig Wash	10 (SE10)	Fig + Liquid	Refine. Used: 0 Primary, 1 Secondary (can buy shaped for 14c)
Liquified Fig	10 (SE10)	Fig + Aerated Mineral Water	Refine. Used: Never (can buy shaped for 14c)
Liquified Radish	10 (SE10)	Radish + Aerated Mineral Water	Refine. Used: 0 Primary, 1 Secondary (can buy shaped for 14c)
Liquified Soapweed	10 (SE10)	Soapweed + Aerated Mineral Water	Refine. Used: 0 Primary, 1 Secondary (can buy shaped for 14c)
Liquified Spoonleaf Yucca	10 (SE10)	Spoonleaf Yucca + Aerated Mineral Water	Refine. Never (can buy shaped for 14c)
Liquified Stroma	10 (SE10)	Raw Tuber + Aerated Mineral Water	Refine. Used: 0 Primary, 1 Secondary (can buy shaped for 14c)
Liquified Sycamore	10 (SE10)	Sycamore + Aerated Mineral Water	Refine. Used: 0 Primary, 1 Secondary (can buy shaped for 14c)
Liquified Withered Mushroom	10 (SE10)	Withered Mushroom + Aerated Mineral Water	Refine. Used: 0 Primary, 1 Secondary (can buy shaped for 14c)
Radish Compound	10 (SE10)	Radishes + Aerated Mineral Water	Refine. Used: 0 Primary, 1 Secondary (can buy shaped for 14c)
Radish Emulsion	10 (SE10)	Radishes + Aerated Mineral Water	Refine. Used: 0 Primary, 1 Secondary (can buy shaped for 14c)
Radish Mixture	10 (SE10)	Radishes + Aerated Mineral Water	Refine. Used: 0 Primary, 1 Secondary (can buy shaped for 14c)
Radish Solvent	10 (SE10)	Radishes + Aerated Mineral Water	Refine. Used: 0 Primary, 1 Secondary (can buy shaped for 14c)
Soapweed Compound	10 (SE10)	Soapweed + Aerated Mineral Water	Refine. Used: 0 Primary, 1 Secondary (can buy shaped for 14c)
Soapweed Emulsion	10 (SE10)	Soapweed + Aerated Mineral Water	Refine. Used: 0 Primary, 1 Secondary (can buy shaped for 14c)
Soapweed Mixture	10 (SE10)	Soapweed + Aerated Mineral Water	Refine. Used: 0 Primary, 1 Secondary (can buy shaped for 14c)
Soapweed Oil	10 (SE10)	Soapweed + Liquid	Refine. Used: 0 Primary, 1 Secondary (can buy shaped for 14c)
Soapweed Resin	10 (SE10)	Soapweed + Liquid	Refine. Used: 0 Primary, 1 Secondary (can buy shaped for 14c)
Soapweed Solvent	10 (SE10)	Soapweed + Aerated Mineral Water	Refine. Used: 0 Primary, 1 Secondary (can buy shaped for 14c)
Soapweed Wash	10 (SE10)	Soapweed + Liquid	Refine. Used: 0 Primary, 1 Secondary (can buy shaped for 14c)
Spoonleaf Yucca Compound	10 (SE10)	Spoonleaf Yucca + Aerated Mineral Water	Refine. Never (can buy shaped for 14c)
Spoonleaf Yucca Emulsion	10 (SE10)	Spoonleaf Yucca + Aerated Mineral Water	Refine. Never (can buy shaped for 14c)
Spoonleaf Yucca Mixture	10 (SE10)	Spoonleaf Yucca + Aerated Mineral Water	Refine. Never (can buy shaped for 14c)
Spoonleaf Yucca Oil	10 (SE10)	Spoonleaf Yucca + Liquid	Refine. Never (can buy shaped for 14c)
Spoonleaf Yucca Resin	10 (SE10)	Spoonleaf Yucca + Liquid	Refine. Used: 0 Primary, 1 Secondary (can buy shaped for 14c)
Spoonleaf Yucca Solvent	10 (SE10)	Spoonleaf Yucca + Liquid	Refine. Never (can buy shaped for 14c)
Spoonleaf Yucca Wash	10 (SE10)	Spoonleaf Yucca + Liquid	Refine. Never (can buy shaped for 14c)
Stroma Compound	10 (SE10)	Raw Tuber + Aerated Mineral Water	Refine. Used: 0 Primary, 1 Secondary (can buy shaped for 14c)
Stroma Emulsion	10 (SE10)	Raw Tuber + Aerated Mineral Water	Refine. Used: 0 Primary, 2 Secondary (can buy shaped for 14c)
Stroma Mixture	10 (SE10)	Raw Tuber + Aerated Mineral Water	Refine. Used: 0 Primary, 1 Secondary (can buy shaped for 14c)
Stroma Oil	10 (SE10)	Raw Tuber + Liquid	Refine. Used: 0 Primary, 14 Secondary (can buy shaped for 7c) <b>NOTE: Also available under Apothecary.</b>
Stroma Resin	10 (SE10)	Raw Tuber OR Raw Maple + Liquid	Refine. Used: 0 Primary, 103 Secondary (can buy shaped for 7c) <b>NOTE: Also available under Apothecary.</b>
Stroma Solvent	10 (SE10)	Raw Tuber + Aerated Mineral Water	Refine. Used: 0 Primary, 1 Secondary (can buy shaped for 14c)
Stroma Wash	10 (SE10)	Raw Tuber + Liquid	Refine. Used: 0 Primary, 13 Secondary (can buy shaped for 7c) <b>NOTE: Also available under Apothecary.</b>
Sycamore Compound	10 (SE10)	Sycamore + Aerated Mineral Water	Refine. Used: 0 Primary, 1 Secondary (can buy shaped for 14c)
Sycamore Emulsion	10 (SE10)	Sycamore + Aerated Mineral Water	Refine. Used: Never (can buy shaped for 14c)
Sycamore Mixture	10 (SE10)	Sycamore + Aerated Mineral Water	Refine. Used: 0 Primary, 1 Secondary (can buy shaped for 14c)
Sycamore Oil	10 (SE10)	Sycamore + Liquid	Refine. Used: 0 Primary, 1 Secondary (can buy shaped for 14c)
Sycamore Resin	10 (SE10)	Sycamore + Liquid	Refine. Used: 0 Primary, 1 Secondary (can buy shaped for 14c)
Sycamore Solvent	10 (SE10)	Sycamore + Aerated Mineral Water	Refine. Used: 0 Primary, 1 Secondary (can buy shaped for 14c)
Sycamore Wash	10 (SE10)	Sycamore + Liquid	Refine. Used: 0 Primary, 1 Secondary (can buy shaped for 14c)
Tree Fern Mixture	10 (SE10)	Tree Fern + Aerated Mineral Water	Refine. Used: 0 Primary, 1 Secondary (can buy shaped for 14c)
Tree Fern Solvent	10 (SE10)	Tree Fern + Aerated Mineral Water	Refine. Used: 0 Primary, 1 Secondary (can buy shaped for 14c)
Withered Mushroom Compound	10 (SE10)	Withered Mushroom + Aerated Mineral Water	Refine. Used: 0 Primary, 1 Secondary
Withered Mushroom Emulsion	10 (SE10)	Withered Mushroom + Aerated Mineral Water	Refine. Used: 0 Primary, 1 Secondary
Withered Mushroom Mixture	10 (SE10)	Withered Mushroom + Aerated Mineral Water	Refine. Used: 0 Primary, 1 Secondary

**Components (Part 2 of 2) (Scholar)**

Name	Level	Ingredients	Description
<i>Withered Mushroom Oil</i>	10 (SE10)	Withered Mushroom + Liquid	Refine. Used: Never
<i>Withered Mushroom Resin</i>	10 (SE10)	Withered Mushroom + Liquid	Refine. Used: Never
<i>Withered Mushroom Solvent</i>	10 (SE10)	Withered Mushroom + Aerated Mineral Water	Refine. Used: 0 Primary, 1 Secondary
<i>Withered Mushroom Wash</i>	10 (SE10)	Withered Mushroom + Liquid	Refine. Used: Never

**Ink (Scholar)**

Name	Level	Ingredients	Description
<i>Trinoid Reagent</i>	10 (SE10)	Raw Electrum OR Raw Turquoise + Stroma Oil	Refine. Used: 3 Primary, 0 Secondary <b>NOTE: Also available under Apothecary.</b>
<i>Iron Gual Dye</i>	10 (SE10) 10 (ASR11)	Trinoid Reagent + Stroma Wash	Interim. Used: 1 Primary, 2 Secondary <b>NOTE: Also available under Apothecary.</b>
<i>Iron Gual Ink</i>	10 (SE10)	Iron Gual Dye + Stroma Wash	Interim. Used: 159 Primary, 0 Secondary <b>NOTE: Also available under Apothecary.</b>

<i>Tetranoid Reagent</i>	11 (ASR11)	Raw Silver OR Raw Coral OR Tetranoid + Stroma Oil	Refine. Used: 3 Primary, 0 Secondary
<i>Suzuri Dye</i>	12 (ASR11)	Tetranoid Reagent + 2*Stroma Wash + 2*Candle	Interim. Used: 1 Primary, 0 Secondary
<i>Suzuri Ink</i>	11 (ASR11)	Suzuri Dye + 2*Stroma Wash + 5*Candle	Interim. Used: 145 Primary, 0 Secondary

**Float Glass Items (Scholar)**

Name	Level	Ingredients	Description
<i>Balaksen's Cure All</i>	13 (SE13)	Float Glass(A/Y) + Larent Solution + Field Maple Compound	Finished Item
<i>Concoction of Adventure</i>	14 (SE14)	Float Glass(A/Y) + Larent Solution + Withered Mushroom Solvent	Finished Item
<i>Elixir of Accuracy</i>	12 (SE12)	Float Glass(A/Y) + Larent Solution + Liquified Sycamore	Finished Item
<i>Elixir of Comprehension</i>	12 (SE12)	Float Glass(A/Y) + Larent Solution + Sycamore Emulsion	Finished Item
<i>Elixir of Endless Intellect</i>	11 (SE11)	Float Glass(A/Y) + Larent Solution + Stroma Mixture	Finished Item
<i>Elixir of Endurance</i>	13 (SE13)	Float Glass(A/Y) + Larent Solution + Field Maple Mixture	Finished Item
<i>Elixir of Energy</i>	13 (SE13)	Float Glass(A/Y) + Larent Solution + Field Maple Mixture	Finished Item
<i>Elixir of Liveliness</i>	13 (SE13)	Float Glass(A/Y) + Larent Solution + Field Maple Mixture	Finished Item
<i>Elixir of Mythical Awareness</i>	11 (SE11)	Float Glass(A/Y) + Larent Solution + Liquified Stroma	Finished Item
<i>Elixir of Purity</i>	14 (SE14)	Float Glass(A/Y) + Larent Solution + Withered Mushroom Mixture	Finished Item
<i>Elixir of Swiftness</i>	11 (SE11)	Float Glass(A/Y) + Larent Solution + Stroma Emulsion	Finished Item
<i>Elixir of the Champion</i>	11 (SE11)	Float Glass(A/Y) + Larent Solution + Stroma Compound	Finished Item
<i>Elixir of Resurgence</i>	12 (SE12)	Float Glass(A/Y) + Larent Solution + Sycamore Mixture	Finished Item
<i>Elixir of the Southeart</i>	11 (SE11)	Float Glass(A/Y) + Larent Solution + Stroma Solvent	Finished Item
<i>Elixir of Understanding</i>	13 (SE13)	Float Glass(A/Y) + Larent Solution + Field Maple Mixture	Finished Item
<i>Elixir of Vitality</i>	12 (SE12)	Float Glass(A/Y) + Larent Solution + Sycamore Solvent	Finished Item
<i>Elixir of Vitalization</i>	12 (SE12)	Float Glass(A/Y) + Larent Solution + Sycamore Compound	Finished Item
<i>Goriba's Reclamation</i>	14 (SE14)	Float Glass(A/Y) + Larent Solution + Withered Mushroom Compound	Finished Item
<i>Iony's Revitalization</i>	14 (SE14)	Float Glass(A/Y) + Larent Solution + Withered Mushroom Emulsion	Finished Item
<i>Sten's Invigoration</i>	14 (SE14)	Float Glass(A/Y) + Larent Solution + Liquified Withered Mushroom	Finished Item

**Poison Vial Items (Scholar)**

Name	Level	Ingredients	Description
<i>Abhorrent Deteriation</i>	14 (SE14)	Poison Vial(A/Y) + Larent Suspension + Field Maple Wash	Finished Item.
<i>Agonizing Invulnerability</i>	15 (SE15)	Poison Vial(A/Y) + Larent Suspension + Field Maple Resin	Finished Item.
<i>Altered Immunity</i>	13 (SE13)	Poison Vial(A/Y) + Larent Suspension + Sycamore Resin	Finished Item.
<i>Bloodburst</i>	13 (SE13)	Poison Vial(A/Y) + Larent Suspension + Sycamore Oil	Finished Item.
<i>Burning Radiance</i>	11 (SE11)	Poison Vial(A/Y) + Larent Suspension + Stroma Oil	Finished Item.
<i>Cranial Displacement</i>	14 (SE14)	Poison Vial(A/Y) + Larent Suspension + Field Maple Oil	Finished Item.
<i>Diabolic Fury</i>	12 (SE12)	Poison Vial(A/Y) + Larent Suspension + Stroma Resin	Finished Item.
<i>Malignant Decay</i>	12 (SE12)	Poison Vial(A/Y) + Larent Suspension + Sycamore Wash	Finished Item.
<i>Thirst for Blood</i>	11 (SE11)	Poison Vial(A/Y) + Larent Suspension + Stroma Wash	Finished Item.

**Muffled Glass Items (Scholar)**

Name	Level	Ingredients	Description
<i>Aura of Light</i>	16 (ASA16)	Muffled Glass(A) + Larent Suspension + Liquified Soapweed	Finished Item.
<i>Aura of the Planeswalker</i>	18 (ASS18)	Muffled Glass(A) + Larent Suspension + Radish Compound	Finished Item.
<i>Aura of the Starwatcher</i>	18 (ASS18)	Muffled Glass(A) + Larent Suspension + Liquified Radish	Finished Item.
<i>Durak's Salvation</i>	19 (ASS19)	Muffled Glass(A) + Larent Suspension + Tree Fern Solvent	Finished Item.
<i>Favor of the Froglok King</i>	18 (ASS18)	Muffled Glass(A) + Larent Suspension + Radish Solvent	Finished Item.
<i>Gubbin's Replenishment</i>	16 (ASA16)	Muffled Glass(A) + Larent Suspension + Soapweed Solvent	Finished Item.
<i>Jentry's Absolution</i>	18 (ASS18)	Muffled Glass(A) + Larent Suspension + Radish Mixture	Finished Item.
<i>Pyzin's Replenishment</i>	16 (ASA16)	Muffled Glass(A) + Larent Suspension + Soapweed Compound	Finished Item.
<i>Salvation of the Tranquil</i>	19 (ASS19)	Muffled Glass(A) + Larent Suspension + Tree Fern Mixture	Finished Item.
<i>Shielding of the Tranquilheart</i>	18 (ASS18)	Muffled Glass(A) + Larent Suspension + Radish Emulsion	Finished Item.
<i>Silverwind's Refreshment</i>	16 (ASA16)	Muffled Glass(A) + Larent Suspension + Soapweed Emulsion	Finished Item.
<i>Soonog's Refreshment</i>	16 (ASA16)	Muffled Glass(A) + Larent Suspension + Soapweed Mixture	Finished Item.

**Lined Poison Vial Items (Scholar)**

Name	Level	Ingredients	Description
<i>Miraculous Stability</i>	16 (ASA16)	Lined Poison Vial(A) + Larent Suspension + Withered Mushroom ???	Finished Item.
<i>Rotting Flesh</i>	19 (ASS19)	Lined Poison Vial(A) + Larent Suspension + Soapweed Resin	Finished Item.
<i>Spirit of Lifelessness</i>	18 (ASS18)	Lined Poison Vial(A) + Larent Suspension + Soapweed Wash	Finished Item.
<i>Superior Protection</i>	18 (ASS18)	Lined Poison Vial(A) + Larent Suspension + Spoonleaf Yucca Resin	Finished Item.
<i>Unnerving Breakdown</i>	19 (ASS19)	Lined Poison Vial(A) + Larent Suspension + Soapweed Oil	Finished Item.
<i>Visions of Dementia</i>	19 (ASS19)	Lined Poison Vial(A) + Larent Suspension + Fig Wash	Finished Item.
<i>Visions of Derangement</i>	16 (ASA16)	Lined Poison Vial(A) + Larent Suspension + Withered Mushroom ???	Finished Item.

**Iron Gual Ink Items (Part 1 of 2) (Scholar)**

Name	Level	Ingredients	Description
<i>Essence of Ancient Pledge (Apprentice III)</i>	18 (SE18)	Iron Gual Ink + Larent Suspension + Stroma Resin	Finished Item. Single use item to upgrade this ability. [Crusader 18] Quality gets Apprentice II / II / III / IV.
<i>Essence of Anger (Apprentice III)</i>	17 (SE17)	Iron Gual Ink + Larent Suspension + Stroma Resin	Finished Item. Single use item to upgrade this ability. [Warrior 17.6] Quality gets Apprentice II / II / III / IV.
<i>Essence of Battle Tactics (Apprentice III)</i>	19 (SE19)	Iron Gual Ink + Larent Suspension + Stroma Resin	Finished Item. Single use item to upgrade this ability. [Warrior 19] Quality gets Apprentice II / II / III / IV.
<i>Essence of Blessed Weapon (Apprentice III)</i>	10 (SE11)	Iron Gual Ink + Larent Suspension + Stroma Resin	Finished Item. Single use item to upgrade this ability. [Crusader 10] Quality gets Apprentice II / II / III / IV.
<i>Essence of Brawler's Stance (Apprentice III)</i>	16 (SE16)	Iron Gual Ink + Larent Suspension + Stroma Resin	Finished Item. Single use item to upgrade this ability. [Brawler 16] Quality gets Apprentice II / II / III / IV.
<i>Essence of Bruising Strike (Apprentice III)</i>	17 (SE17)	Iron Gual Ink + Larent Suspension + Stroma Resin	Finished Item. Single use item to upgrade this ability. [Brawler 17] Quality gets Apprentice II / II / III / IV.
<i>Essence of Charge (Apprentice III)</i>	19 (SE19)	Iron Gual Ink + Larent Suspension + Stroma Resin	Finished Item. Single use item to upgrade this ability. [Crusader 19.6] Quality gets Apprentice II / II / III / IV.
<i>Essence of Concussion (Apprentice III)</i>	17 (SE17)	Iron Gual Ink + Larent Suspension + Stroma Resin	Finished Item. Single use item to upgrade this ability. [Warrior 17] Quality gets Apprentice II / II / III / IV.
<i>Essence of Cry of Conviction (Apprentice III)</i>	14 (SE14)	Iron Gual Ink + Larent Suspension + Stroma Resin	Finished Item. Single use item to upgrade this ability. [Crusader 14] Quality gets Apprentice II / II / III / IV.
<i>Essence of Demonstration of Faith (Apprentice III)</i>	12 (SE12)	Iron Gual Ink + Larent Suspension + Stroma Resin	Finished Item. Single use item to upgrade this ability. [Crusader 12] Quality gets Apprentice II / II / III / IV.
<i>Essence of Faithful Swing (Apprentice III)</i>	15 (SE15)	Iron Gual Ink + Larent Suspension + Stroma Resin	Finished Item. Single use item to upgrade this ability. [Crusader 15.6] Quality gets Apprentice II / II / III / IV.
<i>Essence of Feign Death (Apprentice III)</i>	14 (SE14)	Iron Gual Ink + Larent Suspension + Stroma Resin	Finished Item. Single use item to upgrade this ability. [Brawler 14] Quality gets Apprentice II / II / III / IV.
<i>Essence of Flying Kick (Apprentice III)</i>	19 (SE19)	Iron Gual Ink + Larent Suspension + Stroma Resin	Finished Item. Single use item to upgrade this ability. [Brawler 19.6] Quality gets Apprentice II / II / III / IV.
<i>Essence of Focused Strike (Apprentice III)</i>	15 (SE15)	Iron Gual Ink + Larent Suspension + Stroma Resin	Finished Item. Single use item to upgrade this ability. [Warrior 15.6] Quality gets Apprentice II / II / III / IV.
<i>Essence of Forced Swing (Apprentice III)</i>	15 (SE15)	Iron Gual Ink + Larent Suspension + Stroma Resin	Finished Item. Single use item to upgrade this ability. [Brawler 15.6] Quality gets Apprentice II / II / III / IV.
<i>Essence of Hold the Line (Apprentice III)</i>	15 (SE15)	Iron Gual Ink + Larent Suspension + Stroma Resin	Finished Item. Single use item to upgrade this ability. [Warrior 15] Quality gets Apprentice II / II / III / IV.
<i>Essence of Hunker Down (Apprentice III)</i>	13 (SE13)	Iron Gual Ink + Larent Suspension + Stroma Resin	Finished Item. Single use item to upgrade this ability. [Warrior 13.6] Quality gets Apprentice II / II / III / IV.
<i>Essence of Indomitable Will (Apprentice III)</i>	13 (SE13)	Iron Gual Ink + Larent Suspension + Stroma Resin	Finished Item. Single use item to upgrade this ability. [Brawler 13] Quality gets Apprentice II / II / III / IV.
<i>Essence of Inflame (Apprentice III)</i>	17 (SE17)	Iron Gual Ink + Larent Suspension + Stroma Resin	Finished Item. Single use item to upgrade this ability. [Crusader 17.6] Quality gets Apprentice II / II / III / IV.
<i>Essence of Knee Break (Apprentice III)</i>	19 (SE19)	Iron Gual Ink + Larent Suspension + Stroma Resin	Finished Item. Single use item to upgrade this ability. [Warrior 19.6] Quality gets Apprentice II / II / III / IV.
<i>Essence of Knight's Stance (Apprentice III)</i>	16 (SE16)	Iron Gual Ink + Larent Suspension + Stroma Resin	Finished Item. Single use item to upgrade this ability. [Crusader 16] Quality gets Apprentice II / II / III / IV.
<i>Essence of Mangle (Apprentice III)</i>	11 (SE11)	Iron Gual Ink + Larent Suspension + Stroma Resin	Finished Item. Single use item to upgrade this ability. [Warrior 11] Quality gets Apprentice II / II / III / IV.
<i>Essence of Martial Focus (Apprentice III)</i>	12 (SE12)	Iron Gual Ink + Larent Suspension + Stroma Resin	Finished Item. Single use item to upgrade this ability. [Brawler 12] Quality gets Apprentice II / II / III / IV.
<i>Essence of Offering of Armament (Apprentice III)</i>	17 (SE17)	Iron Gual Ink + Larent Suspension + Stroma Resin	Finished Item. Single use item to upgrade this ability. [Crusader 17] Quality gets Apprentice II / II / III / IV.
<i>Essence of Power Strike (Apprentice III)</i>	10 (SE11)	Iron Gual Ink + Larent Suspension + Stroma Resin	Finished Item. Single use item to upgrade this ability. [Brawler 10] Quality gets Apprentice II / II / III / IV.
<i>Essence of Rallying Cry (Apprentice III)</i>	12 (SE12)	Iron Gual Ink + Larent Suspension + Stroma Resin	Finished Item. Single use item to upgrade this ability. [Warrior 12] Quality gets Apprentice II / II / III / IV.
<i>Essence of Rapid Swings (Apprentice III)</i>	19 (SE19)	Iron Gual Ink + Larent Suspension + Stroma Resin	Finished Item. Single use item to upgrade this ability. [Brawler 19] Quality gets Apprentice II / II / III / IV.
<i>Essence of Righteous Anger (Apprentice III)</i>	13 (SE13)	Iron Gual Ink + Larent Suspension + Stroma Resin	Finished Item. Single use item to upgrade this ability. [Crusader 13] Quality gets Apprentice II / II / III / IV.
<i>Essence of Righteous Blow (Apprentice III)</i>	11 (SE11)	Iron Gual Ink + Larent Suspension + Stroma Resin	Finished Item. Single use item to upgrade this ability. [Crusader 11] Quality gets Apprentice II / II / III / IV.
<i>Essence of Shield Bash (Apprentice III)</i>	13 (SE13)	Iron Gual Ink + Larent Suspension + Stroma Resin	Finished Item. Single use item to upgrade this ability. [Warrior 13] Quality gets Apprentice II / II / III / IV.
<i>Essence of Shoulder Charge (Apprentice III)</i>	13 (SE13)	Iron Gual Ink + Larent Suspension + Stroma Resin	Finished Item. Single use item to upgrade this ability. [Brawler 13] Quality gets Apprentice II / II / III / IV.
<i>Essence of Soldier's Stance (Apprentice III)</i>	16 (SE16)	Iron Gual Ink + Larent Suspension + Stroma Resin	Finished Item. Single use item to upgrade this ability. [Warrior 16] Quality gets Apprentice II / II / III / IV.

**Iron Gual Ink Items (Part 2 of 2) (Scholar)**

Name	Level	Ingredients	Description
<i>Essence of Staggering Stance (Apprentice III)</i>	18 (SE18)	Iron Gual Ink + Larent Suspension + Stroma Resin	Finished Item. Single use item to upgrade this ability. [Brawler 18] Quality gets Apprentice II / II / III / IV.
<i>Essence of Stand Firm (Apprentice III)</i>	18 (SE18)	Iron Gual Ink + Larent Suspension + Stroma Resin	Finished Item. Single use item to upgrade this ability. [Warrior 18] Quality gets Apprentice II / II / III / IV.
<i>Essence of Taunting Blow (Apprentice III)</i>	10 (SE11)	Iron Gual Ink + Larent Suspension + Stroma Resin	Finished Item. Single use item to upgrade this ability. [Warrior 10] Quality gets Apprentice II / II / III / IV.
<i>Essence of Taunting Slap (Apprentice III)</i>	17 (SE17)	Iron Gual Ink + Larent Suspension + Stroma Resin	Finished Item. Single use item to upgrade this ability. [Brawler 17.6] Quality gets Apprentice II / II / III / IV.
<i>Essence of Thrust Kick (Apprentice III)</i>	11 (SE11)	Iron Gual Ink + Larent Suspension + Stroma Resin	Finished Item. Single use item to upgrade this ability. [Brawler 11] Quality gets Apprentice II / II / III / IV.
<i>Essence of Thundering Fists (Apprentice III)</i>	15 (SE15)	Iron Gual Ink + Larent Suspension + Stroma Resin	Finished Item. Single use item to upgrade this ability. [Brawler 15] Quality gets Apprentice II / II / III / IV.
<i>Essence of Unyielding Advance (Apprentice III)</i>	13 (SE13)	Iron Gual Ink + Larent Suspension + Stroma Resin	Finished Item. Single use item to upgrade this ability. [Crusader 13] Quality gets Apprentice II / II / III / IV.
<i>Essence of Wound (Apprentice III)</i>	14 (SE14)	Iron Gual Ink + Larent Suspension + Stroma Resin	Finished Item. Single use item to upgrade this ability. [Warrior 14] Quality gets Apprentice II / II / III / IV.

There is no Essence for “Power Cleave [Crusader 15]” or “Vigor of Trust [Crusader 18]”

**Suzuri Ink Items (Part 1 of 2) (Scholar)**

Name	Level	Ingredients	Description
<i>Essence of Ancient Pledge (Adept III)</i>	18 (ASS18)	Suzuri Ink + Larent Suspension + Stroma Resin	Finished Item. Single use item to upgrade this ability. [Crusader 18] Quality gets Adept II / II / III / IV.
<i>Essence of Anger (Adept III)</i>	17 (ASS17)	Suzuri Ink + Larent Suspension + Stroma Resin	Finished Item. Single use item to upgrade this ability. [Warrior 17.6] Quality gets Adept II / II / III / IV.
<i>Essence of Battle Tactics (Adept III)</i>	19 (ASS19)	Suzuri Ink + Larent Suspension + Stroma Resin	Finished Item. Single use item to upgrade this ability. [Warrior 19] Quality gets Adept II / II / III / IV.
<i>Essence of Blessed Weapon (Adept III)</i>	10 (ASR11)	Suzuri Ink + Larent Suspension + Stroma Resin	Finished Item. Single use item to upgrade this ability. [Crusader 10] Quality gets Adept II / II / III / IV.
<i>Essence of Brawler's Stance (Adept III)</i>	16 (ASA16)	Suzuri Ink + Larent Suspension + Stroma Resin	Finished Item. Single use item to upgrade this ability. [Brawler 16] Quality gets Adept II / II / III / IV.
<i>Essence of Bruising Strike (Adept III)</i>	17 (ASS17)	Suzuri Ink + Larent Suspension + Stroma Resin	Finished Item. Single use item to upgrade this ability. [Brawler 17] Quality gets Adept II / II / III / IV.
<i>Essence of Charge (Adept III)</i>	19 (ASS19)	Suzuri Ink + Larent Suspension + Stroma Resin	Finished Item. Single use item to upgrade this ability. [Crusader 19.6] Quality gets Adept II / II / III / IV.
<i>Essence of Concussion (Adept III)</i>	17 (ASS17)	Suzuri Ink + Larent Suspension + Stroma Resin	Finished Item. Single use item to upgrade this ability. [Warrior 17] Quality gets Adept II / II / III / IV.
<i>Essence of Cry of Conviction (Adept III)</i>	13 (ASS14)	Suzuri Ink + Larent Suspension + Stroma Resin	Finished Item. Single use item to upgrade this ability. [Crusader 14] Quality gets Adept II / II / III / IV.
<i>Essence of Demonstration of Faith (Adept III)</i>	12 (ASS12)	Suzuri Ink + Larent Suspension + Stroma Resin	Finished Item. Single use item to upgrade this ability. [Crusader 12] Quality gets Adept II / II / III / IV.
<i>Essence of Faithful Swing (Adept III)</i>	15 (ASS15)	Suzuri Ink + Larent Suspension + Stroma Resin	Finished Item. Single use item to upgrade this ability. [Crusader 15.6] Quality gets Adept II / II / III / IV.
<i>Essence of Feign Death (Adept III)</i>	13 (ASS14)	Suzuri Ink + Larent Suspension + Stroma Resin	Finished Item. Single use item to upgrade this ability. [Brawler 14] Quality gets Adept II / II / III / IV.
<i>Essence of Flying Kick (Adept III)</i>	19 (ASS19)	Suzuri Ink + Larent Suspension + Stroma Resin	Finished Item. Single use item to upgrade this ability. [Brawler 19.6] Quality gets Adept II / II / III / IV.
<i>Essence of Focused Strike (Adept III)</i>	15 (ASS15)	Suzuri Ink + Larent Suspension + Stroma Resin	Finished Item. Single use item to upgrade this ability. [Warrior 15.6] Quality gets Adept II / II / III / IV.
<i>Essence of Forced Swing (Adept III)</i>	15 (ASS15)	Suzuri Ink + Larent Suspension + Stroma Resin	Finished Item. Single use item to upgrade this ability. [Brawler 15.6] Quality gets Adept II / II / III / IV.
<i>Essence of Hold the Line (Adept III)</i>	15 (ASS15)	Suzuri Ink + Larent Suspension + Stroma Resin	Finished Item. Single use item to upgrade this ability. [Warrior 15] Quality gets Adept II / II / III / IV.
<i>Essence of Hunker Down (Adept III)</i>	13 (ASS14)	Suzuri Ink + Larent Suspension + Stroma Resin	Finished Item. Single use item to upgrade this ability. [Warrior 13.6] Quality gets Adept II / II / III / IV.
<i>Essence of Indomitable Will (Adept III)</i>	13 (ASS14)	Suzuri Ink + Larent Suspension + Stroma Resin	Finished Item. Single use item to upgrade this ability. [Brawler 13] Quality gets Adept II / II / III / IV.
<i>Essence of Inflame (Adept III)</i>	17 (ASS17)	Suzuri Ink + Larent Suspension + Stroma Resin	Finished Item. Single use item to upgrade this ability. [Crusader 17.6] Quality gets Adept II / II / III / IV.
<i>Essence of Knee Break (Adept III)</i>	19 (ASS19)	Suzuri Ink + Larent Suspension + Stroma Resin	Finished Item. Single use item to upgrade this ability. [Warrior 19.6] Quality gets Adept II / II / III / IV.
<i>Essence of Knight's Stance (Adept III)</i>	16 (ASA16)	Suzuri Ink + Larent Suspension + Stroma Resin	Finished Item. Single use item to upgrade this ability. [Crusader 16] Quality gets Adept II / II / III / IV.
<i>Essence of Mangle (Adept III)</i>	11 (ASR11)	Suzuri Ink + Larent Suspension + Stroma Resin	Finished Item. Single use item to upgrade this ability. [Warrior 11] Quality gets Adept II / II / III / IV.

**Suzuri Ink Items (Part 2 of 2) (Scholar)**

Name	Level	Ingredients	Description
<i>Essence of Martial Focus (Adept III)</i>	12 (ASS12)	Suzuri Ink + Larent Suspension + Stroma Resin	Finished Item. Single use item to upgrade this ability. [Brawler 12] Quality gets Adept II / II / III / IV.
<i>Essence of Offering of Armament (Adept III)</i>	17 (ASS17)	Suzuri Ink + Larent Suspension + Stroma Resin	Finished Item. Single use item to upgrade this ability. [Crusader 17] Quality gets Adept II / II / III / IV.
<i>Essence of Power Strike (Adept III)</i>	10 (ASR11)	Suzuri Ink + Larent Suspension + Stroma Resin	Finished Item. Single use item to upgrade this ability. [Brawler 10] Quality gets Adept II / II / III / IV.
<i>Essence of Righteous Anger (Adept III)</i>	12 (ASS12)	Suzuri Ink + Larent Suspension + Stroma Resin	Finished Item. Single use item to upgrade this ability. [Crusader 13] Quality gets Adept II / II / III / IV.
<i>Essence of Rallying Cry (Adept III)</i>	12 (ASS12)	Suzuri Ink + Larent Suspension + Stroma Resin	Finished Item. Single use item to upgrade this ability. [Warrior 12] Quality gets Adept II / II / III / IV.
<i>Essence of Rapid Swings (Adept III)</i>	19 (ASS19)	Suzuri Ink + Larent Suspension + Stroma Resin	Finished Item. Single use item to upgrade this ability. [Brawler 19] Quality gets Adept II / II / III / IV.
<i>Essence of Righteous Blow (Adept III)</i>	11 (ASR11)	Suzuri Ink + Larent Suspension + Stroma Resin	Finished Item. Single use item to upgrade this ability. [Crusader 11] Quality gets Adept II / II / III / IV.
<i>Essence of Shield Bash (Adept III)</i>	13 (ASS14)	Suzuri Ink + Larent Suspension + Stroma Resin	Finished Item. Single use item to upgrade this ability. [Warrior 13] Quality gets Adept II / II / III / IV.
<i>Essence of Shoulder Charge (Adept III)</i>	13 (ASS14)	Suzuri Ink + Larent Suspension + Stroma Resin	Finished Item. Single use item to upgrade this ability. [Brawler 13] Quality gets Adept II / II / III / IV.
<i>Essence of Soldier's Stance (Adept III)</i>	16 (ASA16)	Suzuri Ink + Larent Suspension + Stroma Resin	Finished Item. Single use item to upgrade this ability. [Warrior 16] Quality gets Adept II / II / III / IV.
<i>Essence of Staggering Stance (Adept III)</i>	18 (ASS18)	Suzuri Ink + Larent Suspension + Stroma Resin	Finished Item. Single use item to upgrade this ability. [Brawler 18] Quality gets Adept II / II / III / IV.
<i>Essence of Stand Firm (Adept III)</i>	18 (ASS18)	Suzuri Ink + Larent Suspension + Stroma Resin	Finished Item. Single use item to upgrade this ability. [Warrior 18] Quality gets Adept II / II / III / IV.
<i>Essence of Taunting Blow (Adept III)</i>	10 (ASR11)	Suzuri Ink + Larent Suspension + Stroma Resin	Finished Item. Single use item to upgrade this ability. [Warrior 10] Quality gets Adept II / II / III / IV.
<i>Essence of Taunting Slap (Adept III)</i>	17 (ASS17)	Suzuri Ink + Larent Suspension + Stroma Resin	Finished Item. Single use item to upgrade this ability. [Brawler 17.6] Quality gets Adept II / II / III / IV.
<i>Essence of Thrust Kick (Adept III)</i>	11 (ASR11)	Suzuri Ink + Larent Suspension + Stroma Resin	Finished Item. Single use item to upgrade this ability. [Brawler 11] Quality gets Adept II / II / III / IV.
<i>Essence of Thundering Fists (Adept III)</i>	15 (ASS15)	Suzuri Ink + Larent Suspension + Stroma Resin	Finished Item. Single use item to upgrade this ability. [Brawler 15] Quality gets Adept II / II / III / IV.
<i>Essence of Unyielding Advance (Adept III)</i>	13 (ASS14)	Suzuri Ink + Larent Suspension + Stroma Resin	Finished Item. Single use item to upgrade this ability. [Crusader 13] Quality gets Adept II / II / III / IV.
<i>Essence of Wound (Adept III)</i>	13 (ASS14)	Suzuri Ink + Larent Suspension + Stroma Resin	Finished Item. Single use item to upgrade this ability. [Warrior 14] Quality gets Adept II / II / III / IV.

There is no Essence for "Power Cleave [Crusader 15]" or "Vigor of Trust [Crusader 18]"

**Sepia Ink Items (Artisan)**

Name	Level	Ingredients	Description
Arcane Bindings (Apprentice III)	5 (AE5)	Sepia Ink(C) + Elm Quill(F) + Pressed Papeterie(F)	Finished Item. Single use item to upgrade this ability. [Mage 5] Quality gets Apprentice II / II / III / IV.
Courage (Apprentice III)	5 (AE5)	Sepia Ink(C) + Elm Quill(F) + Pressed Papeterie(F)	Finished Item. Single use item to upgrade this ability. [Priest 5] Quality gets Apprentice II / II / III / IV.
Gift of the Magi (Apprentice III)	7 (AE7)	Sepia Ink(C) + Elm Quill(F) + Pressed Papeterie(F)	Finished Item. Single use item to upgrade this ability. [Mage 7] Quality gets Apprentice II / II / III / IV.
Lightning Burst (Apprentice III)	1 (AE5)	Sepia Ink(C) + Elm Quill(F) + Pressed Papeterie(F)	Finished Item. Single use item to upgrade this ability. [Mage 1] Quality gets Apprentice II / II / III / IV.
Minor Arch Healing (Apprentice III)	4 (AE5)	Sepia Ink(C) + Elm Quill(F) + Pressed Papeterie(F)	Finished Item. Single use item to upgrade this ability. [Priest 4] Quality gets Apprentice II / II / III / IV.
Minor Healing (Apprentice III)	1 (AE5)	Sepia Ink(C) + Elm Quill(F) + Pressed Papeterie(F)	Finished Item. Single use item to upgrade this ability. [Priest 1] Quality gets Apprentice II / II / III / IV.
Smite (Apprentice III)	3 (AE5)	Sepia Ink(C) + Elm Quill(F) + Pressed Papeterie(F)	Finished Item. Single use item to upgrade this ability. [Priest 3] Quality gets Apprentice II / II / III / IV.
Static Pulse (Apprentice III)	3 (AE5)	Sepia Ink(C) + Elm Quill(F) + Pressed Papeterie(F)	Finished Item. Single use item to upgrade this ability. [Mage 3] Quality gets Apprentice II / II / III / IV.
Storm of Lightning (Apprentice III)	8 (AE8)	Sepia Ink(C) + Elm Quill(F) + Pressed Papeterie(F)	Finished Item. Single use item to upgrade this ability. [Mage 8] Quality gets Apprentice II / II / III / IV.
Weakness (Apprentice III)	7 (AE7)	Sepia Ink(C) + Elm Quill(F) + Pressed Papeterie(F)	Finished Item. Single use item to upgrade this ability. [Priest 7] Quality gets Apprentice II / II / III / IV.

No item for “Magi’s Shielding [Mage 4]”, “Cure Arcane [Mage 6]”, “See Invisibility [Mage 9]”, “Dispel Arcane [Mage 9.6]”, “Cure Noxious [Priest 6]”, “Summon Food and Water [Priest 6.6]”, or “Revive [Priest 8]”.

**Cochineal Ink Items (Artisan)**

Name	Level	Ingredients	Description
Arcane Bindings (Adept III)	5 (AAS9)	Cochineal Ink(C) + Elm Quill(F) + Pressed Papeterie(F)	Finished Item. Single use item to upgrade this ability. [Mage 5] Quality gets Adept II / II / III / IV.
Courage (Adept III)	5 (AAS9)	Cochineal Ink(C) + Elm Quill(F) + Pressed Papeterie(F)	Finished Item. Single use item to upgrade this ability. [Priest 5] Quality gets Adept II / II / III / IV.
Gift of the Magi (Adept III)	7 (AAS9)	Cochineal Ink(C) + Elm Quill(F) + Pressed Papeterie(F)	Finished Item. Single use item to upgrade this ability. [Mage 7] Quality gets Adept II / II / III / IV.
Lightning Burst (Adept III)	1 (AAS9)	Cochineal Ink(C) + Elm Quill(F) + Pressed Papeterie(F)	Finished Item. Single use item to upgrade this ability. [Mage 1] Quality gets Adept II / II / III / IV.
Minor Arch Healing (Adept III)	4 (AAS9)	Cochineal Ink(C) + Elm Quill(F) + Pressed Papeterie(F)	Finished Item. Single use item to upgrade this ability. [Priest 4] Quality gets Adept II / II / III / IV.
Minor Healing (Adept III)	1 (AAS9)	Cochineal Ink(C) + Elm Quill(F) + Pressed Papeterie(F)	Finished Item. Single use item to upgrade this ability. [Priest 1] Quality gets Adept II / II / III / IV.
Smite (Adept III)	3 (AAS9)	Cochineal Ink(C) + Elm Quill(F) + Pressed Papeterie(F)	Finished Item. Single use item to upgrade this ability. [Priest 3] Quality gets Adept II / II / III / IV.
Static Pulse (Adept III)	4 (AAS9)	Cochineal Ink(C) + Elm Quill(F) + Pressed Papeterie(F)	Finished Item. Single use item to upgrade this ability. [Mage 3] Quality gets Adept II / II / III / IV.
Storm of Lightning (Adept III)	8 (AAS9)	Cochineal Ink(C) + Elm Quill(F) + Pressed Papeterie(F)	Finished Item. Single use item to upgrade this ability. [Mage 8] Quality gets Adept II / II / III / IV.
Weakness (Adept III)	7 (AAS9)	Cochineal Ink(C) + Elm Quill(F) + Pressed Papeterie(F)	Finished Item. Single use item to upgrade this ability. [Priest 7] Quality gets Adept II / II / III / IV.

No item for “Magi’s Shielding [Mage 4]”, “Cure Arcane [Mage 6]”, “See Invisibility [Mage 9]”, “Dispel Arcane [Mage 9.6]”, “Cure Noxious [Priest 6]”, “Summon Food and Water [Priest 6.6]”, or “Revive [Priest 8]”.

**Scribing / Arcana (Loom) [Fuel = Filament]****Threadbare (Artisan)**

Name	Level	Ingredients	Description
Generic Threadbare Pattern	5 (AE5)	Threadbare Thread(T) + Pressed Papeterie(F)	Interim. Used: 0 Primary, 42 Secondary

**Iron Gual Ink Items (Part 1 of 3) (Scholar)**

Name	Level	Ingredients	Description
<i>Accord (Apprentice III)</i>	18 (SE18)	Iron Gual Ink(C/Y) + <b>Maple Quill(F/E) + Cailun Paper(F/E)</b>	Finished Item. Single use item to upgrade this ability. [Sorcerer 18.6] Quality gets Apprentice II / II / III / IV.
<i>Admonishing Spite (Apprentice III)</i>	18 (SE18)	Iron Gual Ink(C/Y) + <b>Maple Quill(F/E) + Cailun Paper(F/E)</b>	Finished Item. Single use item to upgrade this ability. [Cleric 18.6] Quality gets Apprentice II / II / III / IV.
<i>Agitation (Apprentice III)</i>	11 (SE11)	Iron Gual Ink(C/Y) + <b>Maple Quill(F/E) + Cailun Paper(F/E)</b>	Finished Item. Single use item to upgrade this ability. [Summoner 11] Quality gets Apprentice II / II / III / IV.
<i>Arch Healing (Apprentice III)</i>	17 (SE17)	Iron Gual Ink(C/Y) + <b>Maple Quill(F/E) + Cailun Paper(F/E)</b>	Finished Item. Single use item to upgrade this ability. [Cleric 17] Quality gets Apprentice II / II / III / IV.
<i>Auspice (Apprentice III)</i>	16 (SE16)	Iron Gual Ink(C/Y) + <b>Maple Quill(F/E) + Cailun Paper(F/E)</b>	Finished Item. Single use item to upgrade this ability. [Shaman 16.6] Quality gets Apprentice II / II / III / IV.
<i>Bestowal of Vitae (Apprentice III)</i>	12 (SE12)	Iron Gual Ink(C/Y) + <b>Maple Quill(F/E) + Cailun Paper(F/E)</b>	Finished Item. Single use item to upgrade this ability. [Cleric 12] Quality gets Apprentice II / II / III / IV.
<i>Blaze (Apprentice III)</i>	10 (SE11)	Iron Gual Ink(C/Y) + <b>Maple Quill(F/E) + Cailun Paper(F/E)</b>	Finished Item. Single use item to upgrade this ability. [Sorcerer 10] Quality gets Apprentice II / II / III / IV.
<i>Blinding Light (Apprentice III)</i>	19 (SE19)	Iron Gual Ink(C/Y) + <b>Maple Quill(F/E) + Cailun Paper(F/E)</b>	Finished Item. Single use item to upgrade this ability. [Enchanter 19] Quality gets Apprentice II / II / III / IV.
<i>Bloom (Apprentice III)</i>	13 (SE13)	Iron Gual Ink(C/Y) + <b>Maple Quill(F/E) + Cailun Paper(F/E)</b>	Finished Item. Single use item to upgrade this ability. [Druid 13] Quality gets Apprentice II / II / III / IV.
<i>Bludgeoning Earth (Apprentice III)</i>	17 (SE17)	Iron Gual Ink(C/Y) + <b>Maple Quill(F/E) + Cailun Paper(F/E)</b>	Finished Item. Single use item to upgrade this ability. [Summoner 17] Quality gets Apprentice II / II / III / IV.
<i>Breath of Spirits (Apprentice III)</i>	14 (SE14)	Iron Gual Ink(C/Y) + <b>Maple Quill(F/E) + Cailun Paper(F/E)</b>	Finished Item. Single use item to upgrade this ability. [Shaman 14] Quality gets Apprentice II / II / III / IV.
<i>Breeze (Apprentice III)</i>	18 (SE18)	Iron Gual Ink(C/Y) + <b>Maple Quill(F/E) + Cailun Paper(F/E)</b>	Finished Item. Single use item to upgrade this ability. [Enchanter 18.6] Quality gets Apprentice II / II / III / IV.
<i>Caustic Assault (Apprentice III)</i>	11 (SE11)	Iron Gual Ink(C/Y) + <b>Maple Quill(F/E) + Cailun Paper(F/E)</b>	Finished Item. Single use item to upgrade this ability. [??] Quality gets Apprentice II / II / III / IV.
<i>Cerebral Spasm (Apprentice III)</i>	15 (SE15)	Iron Gual Ink(C/Y) + <b>Maple Quill(F/E) + Cailun Paper(F/E)</b>	Finished Item. Single use item to upgrade this ability. [Enchanter 15] Quality gets Apprentice II / II / III / IV.
<i>Chill (Apprentice III)</i>	11 (SE11)	Iron Gual Ink(C/Y) + <b>Maple Quill(F/E) + Cailun Paper(F/E)</b>	Finished Item. Single use item to upgrade this ability. [Druid 11] Quality gets Apprentice II / II / III / IV.
<i>Combat Healing (Apprentice III)</i>	16 (SE16)	Iron Gual Ink(C/Y) + <b>Maple Quill(F/E) + Cailun Paper(F/E)</b>	Finished Item. Single use item to upgrade this ability. [Cleric 16] Quality gets Apprentice II / II / III / IV.
<i>Conflagration (Apprentice III)</i>	14 (SE14)	Iron Gual Ink(C/Y) + <b>Maple Quill(F/E) + Cailun Paper(F/E)</b>	Finished Item. Single use item to upgrade this ability. [Sorcerer 14] Quality gets Apprentice II / II / III / IV.
<i>Consume Ego (Apprentice III)</i>	13 (SE13)	Iron Gual Ink(C/Y) + <b>Maple Quill(F/E) + Cailun Paper(F/E)</b>	Finished Item. Single use item to upgrade this ability. [Enchanter 13] Quality gets Apprentice II / II / III / IV.
<i>Contagion (Apprentice III)</i>	11 (SE11)	Iron Gual Ink(C/Y) + <b>Maple Quill(F/E) + Cailun Paper(F/E)</b>	Finished Item. Single use item to upgrade this ability. [Shaman 11] Quality gets Apprentice II / II / III / IV.
<i>Daring (Apprentice III)</i>	19 (SE19)	Iron Gual Ink(C/Y) + <b>Maple Quill(F/E) + Cailun Paper(F/E)</b>	Finished Item. Single use item to upgrade this ability. [??] Quality gets Apprentice II / II / III / IV.
<i>Daunting Gaze (Apprentice III)</i>	13 (SE13)	Iron Gual Ink(C/Y) + <b>Maple Quill(F/E) + Cailun Paper(F/E)</b>	Finished Item. Single use item to upgrade this ability. [Enchanter 13.4] Quality gets Apprentice II / II / III / IV.
<i>Distract (Apprentice III)</i>	13 (SE13)	Iron Gual Ink(C/Y) + <b>Maple Quill(F/E) + Cailun Paper(F/E)</b>	Finished Item. Single use item to upgrade this ability. [Cleric 13.4] Quality gets Apprentice II / II / III / IV.
<i>Dust Blast (Apprentice III)</i>	13 (SE13)	Iron Gual Ink(C/Y) + <b>Maple Quill(F/E) + Cailun Paper(F/E)</b>	Finished Item. Single use item to upgrade this ability. [Summoner 13] Quality gets Apprentice II / II / III / IV.
<i>Earthly Brand (Apprentice III)</i>	12 (SE12)	Iron Gual Ink(C/Y) + <b>Maple Quill(F/E) + Cailun Paper(F/E)</b>	Finished Item. Single use item to upgrade this ability. [Summoner 12] Quality gets Apprentice II / II / III / IV.
<i>Effloresce (Apprentice III)</i>	18 (SE18)	Iron Gual Ink(C/Y) + <b>Maple Quill(F/E) + Cailun Paper(F/E)</b>	Finished Item. Single use item to upgrade this ability. [Druid 18.6] Quality gets Apprentice II / II / III / IV.
<i>Ego Shock (Apprentice III)</i>	10 (SE11)	Iron Gual Ink(C/Y) + <b>Maple Quill(F/E) + Cailun Paper(F/E)</b>	Finished Item. Single use item to upgrade this ability. [Enchanter 11] Quality gets Apprentice II / II / III / IV.
<i>Essence Shift (Apprentice III)</i>	15 (SE15)	Iron Gual Ink(C/Y) + <b>Maple Quill(F/E) + Cailun Paper(F/E)</b>	Finished Item. Single use item to upgrade this ability. [Summoner 15] Quality gets Apprentice II / II / III / IV.
<i>Fascinate (Apprentice III)</i>	10 (SE11)	Iron Gual Ink(C/Y) + <b>Maple Quill(F/E) + Cailun Paper(F/E)</b>	Finished Item. Single use item to upgrade this ability. [Enchanter 10] Quality gets Apprentice II / II / III / IV.
<i>Freeze (Apprentice III)</i>	16 (SE16)	Iron Gual Ink(C/Y) + <b>Maple Quill(F/E) + Cailun Paper(F/E)</b>	Finished Item. Single use item to upgrade this ability. [Sorcerer 16] Quality gets Apprentice II / II / III / IV.
<i>Freezing Whorl (Apprentice III)</i>	13 (SE13)	Iron Gual Ink(C/Y) + <b>Maple Quill(F/E) + Cailun Paper(F/E)</b>	Finished Item. Single use item to upgrade this ability. [Sorcerer 13.4] Quality gets Apprentice II / II / III / IV.
<i>Frozen Madness (Apprentice III)</i>	19 (SE19)	Iron Gual Ink(C/Y) + <b>Maple Quill(F/E) + Cailun Paper(F/E)</b>	Finished Item. Single use item to upgrade this ability. [Sorcerer 19] Quality gets Apprentice II / II / III / IV.
<i>Gloom (Apprentice III)</i>	14 (SE14)	Iron Gual Ink(C/Y) + <b>Maple Quill(F/E) + Cailun Paper(F/E)</b>	Finished Item. Single use item to upgrade this ability. [Enchanter 14] Quality gets Apprentice II / II / III / IV.
<i>Grey Wind (Apprentice III)</i>	15 (SE15)	Iron Gual Ink(C/Y) + <b>Maple Quill(F/E) + Cailun Paper(F/E)</b>	Finished Item. Single use item to upgrade this ability. [Shaman 15] Quality gets Apprentice II / II / III / IV.

**Iron Gual Ink Items (Part 2 of 3) (Scholar)**

Name	Level	Ingredients	Description
<i>Healing Ritual (Apprentice III)</i>	18 (SE18)	Iron Gual Ink(C/Y) + <b>Maple Quill(F/E) + Cailun Paper(F/E)</b>	Finished Item. Single use item to upgrade this ability. [Shaman 18.6] Quality gets Apprentice II / II / III / IV.
<i>Ice Spike (Apprentice III)</i>	15 (SE15)	Iron Gual Ink(C/Y) + <b>Maple Quill(F/E) + Cailun Paper(F/E)</b>	Finished Item. Single use item to upgrade this ability. [Sorcerer 15] Quality gets Apprentice II / II / III / IV.
<i>Immobilize (Apprentice III)</i>	19 (SE19)	Iron Gual Ink(C/Y) + <b>Maple Quill(F/E) + Cailun Paper(F/E)</b>	Finished Item. Single use item to upgrade this ability. [Summoner 19] Quality gets Apprentice II / II / III / IV.
<i>Incinerate (Apprentice III)</i>	17 (SE17)	Iron Gual Ink(C/Y) + <b>Maple Quill(F/E) + Cailun Paper(F/E)</b>	Finished Item. Single use item to upgrade this ability. [Sorcerer 17] Quality gets Apprentice II / II / III / IV.
<i>Invisibility (Apprentice III)</i>	18 (SE18)	Iron Gual Ink(C/Y) + <b>Maple Quill(F/E) + Cailun Paper(F/E)</b>	Finished Item. Single use item to upgrade this ability. [Summoner 10] Quality gets Apprentice II / II / III / IV.
<i>Mark of Pawns (Apprentice III)</i>	18 (SE18)	Iron Gual Ink(C/Y) + <b>Maple Quill(F/E) + Cailun Paper(F/E)</b>	Finished Item. Single use item to upgrade this ability. [Cleric 18] Quality gets Apprentice II / II / III / IV.
<i>Mind Jolt (Apprentice III)</i>	17 (SE17)	Iron Gual Ink(C/Y) + <b>Maple Quill(F/E) + Cailun Paper(F/E)</b>	Finished Item. Single use item to upgrade this ability. [Enchanter 17] Quality gets Apprentice II / II / III / IV.
<i>Nettleshield (Apprentice III)</i>	11 (SE11)	Iron Gual Ink(C/Y) + <b>Maple Quill(F/E) + Cailun Paper(F/E)</b>	Finished Item. Single use item to upgrade this ability. [Druid 10] Quality gets Apprentice II / II / III / IV.
<i>Overwhelming Silence (Apprentice III)</i>	16 (SE16)	Iron Gual Ink(C/Y) + <b>Maple Quill(F/E) + Cailun Paper(F/E)</b>	Finished Item. Single use item to upgrade this ability. [Enchanter 16.6] Quality gets Apprentice II / II / III / IV.
<i>Painful Meditation (Apprentice III)</i>	13 (SE13)	Iron Gual Ink(C/Y) + <b>Maple Quill(F/E) + Cailun Paper(F/E)</b>	Finished Item. Single use item to upgrade this ability. [Sorcerer 13] Quality gets Apprentice II / II / III / IV.
<i>Petrify (Apprentice III)</i>	16 (SE16)	Iron Gual Ink(C/Y) + <b>Maple Quill(F/E) + Cailun Paper(F/E)</b>	Finished Item. Single use item to upgrade this ability. [Summoner 16] Quality gets Apprentice II / II / III / IV.
<i>Phantasm (Apprentice III)</i>	13 (SE13)	Iron Gual Ink(C/Y) + <b>Maple Quill(F/E) + Cailun Paper(F/E)</b>	Finished Item. Single use item to upgrade this ability. [Shaman 13.4] Quality gets Apprentice II / II / III / IV.
<i>Prayer of Ameliorion (Apprentice III)</i>	15 (SE15)	Iron Gual Ink(C/Y) + <b>Maple Quill(F/E) + Cailun Paper(F/E)</b>	Finished Item. Single use item to upgrade this ability. [Cleric 15] Quality gets Apprentice II / II / III / IV.
<i>Radiant Strike (Apprentice III)</i>	11 (SE11)	Iron Gual Ink(C/Y) + <b>Maple Quill(F/E) + Cailun Paper(F/E)</b>	Finished Item. Single use item to upgrade this ability. [Cleric 11] Quality gets Apprentice II / II / III / IV.
<i>Rebuke (Apprentice III)</i>	10 (SE11)	Iron Gual Ink(C/Y) + <b>Maple Quill(F/E) + Cailun Paper(F/E)</b>	Finished Item. Single use item to upgrade this ability. [Cleric 10] Quality gets Apprentice II / II / III / IV.
<i>Redoubt (Apprentice III)</i>	16 (SE16)	Iron Gual Ink(C/Y) + <b>Maple Quill(F/E) + Cailun Paper(F/E)</b>	Finished Item. Single use item to upgrade this ability. [Cleric 16.6] Quality gets Apprentice II / II / III / IV.
<i>Regrowth (Apprentice III)</i>	12 (SE12)	Iron Gual Ink(C/Y) + <b>Maple Quill(F/E) + Cailun Paper(F/E)</b>	Finished Item. Single use item to upgrade this ability. [Druid 12] Quality gets Apprentice II / II / III / IV.
<i>Seism (Apprentice III)</i>	16 (SE16)	Iron Gual Ink(C/Y) + <b>Maple Quill(F/E) + Cailun Paper(F/E)</b>	Finished Item. Single use item to upgrade this ability. [Summoner 16.6] Quality gets Apprentice II / II / III / IV.
<i>Signet of Intuition (Apprentice III)</i>	12 (SE12)	Iron Gual Ink(C/Y) + <b>Maple Quill(F/E) + Cailun Paper(F/E)</b>	Finished Item. Single use item to upgrade this ability. [Enchanter 12] Quality gets Apprentice II / II / III / IV.
<i>Soothe Servant (Apprentice III)</i>	14 (SE14)	Iron Gual Ink(C/Y) + <b>Maple Quill(F/E) + Cailun Paper(F/E)</b>	Finished Item. Single use item to upgrade this ability. [Summoner 14] Quality gets Apprentice II / II / III / IV.
<i>Soothing Sermon (Apprentice III)</i>	14 (SE14)	Iron Gual Ink(C/Y) + <b>Maple Quill(F/E) + Cailun Paper(F/E)</b>	Finished Item. Single use item to upgrade this ability. [Cleric 14.6] Quality gets Apprentice II / II / III / IV.
<i>Spectral Ward (Apprentice III)</i>	12 (SE12)	Iron Gual Ink(C/Y) + <b>Maple Quill(F/E) + Cailun Paper(F/E)</b>	Finished Item. Single use item to upgrade this ability. [Shaman 12] Quality gets Apprentice II / II / III / IV.
<i>Spirit of the Badger (Apprentice III)</i>	19 (SE19)	Iron Gual Ink(C/Y) + <b>Maple Quill(F/E) + Cailun Paper(F/E)</b>	Finished Item. Single use item to upgrade this ability. [Shaman 19.6] Quality gets Apprentice II / II / III / IV.
<i>Spirit of the Bull (Apprentice III)</i>	18 (SE18)	Iron Gual Ink(C/Y) + <b>Maple Quill(F/E) + Cailun Paper(F/E)</b>	Finished Item. Single use item to upgrade this ability. [Shaman 18] Quality gets Apprentice II / II / III / IV.
<i>Spiritual Seal (Apprentice III)</i>	13 (SE13)	Iron Gual Ink(C/Y) + <b>Maple Quill(F/E) + Cailun Paper(F/E)</b>	Finished Item. Single use item to upgrade this ability. [Shaman 13] Quality gets Apprentice II / II / III / IV.
<i>Splinter of Essence (Apprentice III)</i>	18 (SE18)	Iron Gual Ink(C/Y) + <b>Maple Quill(F/E) + Cailun Paper(F/E)</b>	Finished Item. Single use item to upgrade this ability. [Summoner 18.6] Quality gets Apprentice II / II / III / IV.
<i>Stinging Swarm (Apprentice III)</i>	14 (SE14)	Iron Gual Ink(C/Y) + <b>Maple Quill(F/E) + Cailun Paper(F/E)</b>	Finished Item. Single use item to upgrade this ability. [Druid 14] Quality gets Apprentice II / II / III / IV.
<i>Stupefy (Apprentice III)</i>	18 (SE18)	Iron Gual Ink(C/Y) + <b>Maple Quill(F/E) + Cailun Paper(F/E)</b>	Finished Item. Single use item to upgrade this ability. [Enchanter 18] Quality gets Apprentice II / II / III / IV.
<i>Subterfuge (Apprentice III)</i>	13 (SE13)	Iron Gual Ink(C/Y) + <b>Maple Quill(F/E) + Cailun Paper(F/E)</b>	Finished Item. Single use item to upgrade this ability. [Druid 13.4] Quality gets Apprentice II / II / III / IV.
<i>Summon Shadows (Apprentice III)</i>	18 (SE18)	Iron Gual Ink(C/Y) + <b>Maple Quill(F/E) + Cailun Paper(F/E)</b>	Finished Item. Single use item to upgrade this ability. [Sorcerer 18] Quality gets Apprentice II / II / III / IV.
<i>Sylvan Wind (Apprentice III)</i>	17 (SE17)	Iron Gual Ink(C/Y) + <b>Maple Quill(F/E) + Cailun Paper(F/E)</b>	Finished Item. Single use item to upgrade this ability. [Druid 17] Quality gets Apprentice II / II / III / IV.
<i>Symbol of Transal (Apprentice III)</i>	14 (SE14)	Iron Gual Ink(C/Y) + <b>Maple Quill(F/E) + Cailun Paper(F/E)</b>	Finished Item. Single use item to upgrade this ability. [Cleric 14] Quality gets Apprentice II / II / III / IV.

**Iron Gual Ink Items (Part 3 of 3) (Scholar)**

Name	Level	Ingredients	Description
<i>Tellurian Recruit (Apprentice III)</i>	10 (SE11)	Iron Gual Ink(C/Y) + <b>Maple Quill(F/E)</b> + <b>Cailun Paper(F/E)</b>	Finished Item. Single use item to upgrade this ability. [Summoner 10] Quality gets Apprentice II / II / III / IV.
<i>Tongue Twist (Apprentice III)</i>	16 (SE16)	Iron Gual Ink(C/Y) + <b>Maple Quill(F/E)</b> + <b>Cailun Paper(F/E)</b>	Finished Item. Single use item to upgrade this ability. [Sorcerer 16.6] Quality gets Apprentice II / II / III / IV.
<i>Totemic Aid (Apprentice III)</i>	17 (SE17)	Iron Gual Ink(C/Y) + <b>Maple Quill(F/E)</b> + <b>Cailun Paper(F/E)</b>	Finished Item. Single use item to upgrade this ability. [Shaman 17] Quality gets Apprentice II / II / III / IV.
<i>Veil of the Unseen (Apprentice III)</i>	13 (SE13)	Iron Gual Ink(C/Y) + <b>Maple Quill(F/E)</b> + <b>Cailun Paper(F/E)</b>	Finished Item. Single use item to upgrade this ability. [Enchanter 13.8] Quality gets Apprentice II / II / III / IV.
<i>Verdure (Apprentice III)</i>	19 (SE19)	Iron Gual Ink(C/Y) + <b>Maple Quill(F/E)</b> + <b>Cailun Paper(F/E)</b>	Finished Item. Single use item to upgrade this ability. [Druid 19.6] Quality gets Apprentice II / II / III / IV.
<i>Vigor (Apprentice III)</i>	16 (SE16)	Iron Gual Ink(C/Y) + <b>Maple Quill(F/E)</b> + <b>Cailun Paper(F/E)</b>	Finished Item. Single use item to upgrade this ability. [Druid 16.6] Quality gets Apprentice II / II / III / IV.
<i>Vivid Seal (Apprentice III)</i>	12 (SE12)	Iron Gual Ink(C/Y) + <b>Maple Quill(F/E)</b> + <b>Cailun Paper(F/E)</b>	Finished Item. Single use item to upgrade this ability. [Sorcerer 12] Quality gets Apprentice II / II / III / IV.
<i>Wailing Haze (Apprentice III)</i>	10 (SE11)	Iron Gual Ink(C/Y) + <b>Maple Quill(F/E)</b> + <b>Cailun Paper(F/E)</b>	Finished Item. Single use item to upgrade this ability. [Shaman 10] Quality gets Apprentice II / II / III / IV.
<i>Wards of Spirit (Apprentice III)</i>	14 (SE14)	Iron Gual Ink(C/Y) + <b>Maple Quill(F/E)</b> + <b>Cailun Paper(F/E)</b>	Finished Item. Single use item to upgrade this ability. [Shaman 14.6] Quality gets Apprentice II / II / III / IV.
<i>Wild Spirit (Apprentice III)</i>	18 (SE18)	Iron Gual Ink(C/Y) + <b>Maple Quill(F/E)</b> + <b>Cailun Paper(F/E)</b>	Finished Item. Single use item to upgrade this ability. [Druid 18] Quality gets Apprentice II / II / III / IV.
<i>Willowskin (Apprentice III)</i>	16 (SE16)	Iron Gual Ink(C/Y) + <b>Maple Quill(F/E)</b> + <b>Cailun Paper(F/E)</b>	Finished Item. Single use item to upgrade this ability. [Druid 16] Quality gets Apprentice II / II / III / IV.
<i>Winds of Renewal (Apprentice III)</i>	14 (SE14)	Iron Gual Ink(C/Y) + <b>Maple Quill(F/E)</b> + <b>Cailun Paper(F/E)</b>	Finished Item. Single use item to upgrade this ability. [Druid 14.6] Quality gets Apprentice II / II / III / IV.

There is no scroll for “Aqueous Stone [Summoner 13.4]”, “Blink [Enchanter 16]”, “Burning Radiance [Sorcerer 11]”, “Cure Trauma [Cleric 13]”, “Divine Awakening [Cleric 11.6]”, “Eidolic Ward [Shaman 15.6]”, “Elemental Aid [Cleric 19]”, “Elemental Amending [Druid 19]”, “Expunge Elements [Shaman 19]”, “Eye of Zonn [Sorcerer 13.8]”, “Favor of the Phoenix [Druid 11.6]”, “Mending Spirit [Shaman 16]”, “Mossy Balm [Druid 15]”, “Odyssey [Cleric 13.8]”, “Radiance [Cleric 15.6]”, “Spirit Guide [Shaman 11.6]”, “Spirit of the Wolf [Druid 13.8/Shaman 13.8]”, “Summon Servant [Summoner 13.8]”, “Sylvan Touch [Druid 15.6]”.

**Suzuri Ink Items (Part 1 of 3) (Scholar)**

Name	Level	Ingredients	Description
<i>Accord (Adept III)</i>	18 (ASS18)	Suzuri Ink(C) + <b>Maple Quill(F/E)</b> + <b>Cailun Paper(F/E)</b>	Finished Item. Single use item to upgrade this ability. [Sorcerer 18.6] Quality gets Adept II / II / III / IV.
<i>Admonishing Smite (Adept III)</i>	18 (ASS18)	Suzuri Ink(C) + <b>Maple Quill(F/E)</b> + <b>Cailun Paper(F/E)</b>	Finished Item. Single use item to upgrade this ability. [Cleric 18.6] Quality gets Adept II / II / III / IV.
<i>Agitation (Adept III)</i>	11 (ASR11)	Suzuri Ink(C) + <b>Maple Quill(F/E)</b> + <b>Cailun Paper(F/E)</b>	Finished Item. Single use item to upgrade this ability. [Summoner 11] Quality gets Adept II / II / III / IV.
<i>Arch Healing (Adept III)</i>	17 (ASS17)	Suzuri Ink(C) + <b>Maple Quill(F/E)</b> + <b>Cailun Paper(F/E)</b>	Finished Item. Single use item to upgrade this ability. [Cleric 17] Quality gets Adept II / II / III / IV.
<i>Auspice (Adept III)</i>	16 (ASA16)	Suzuri Ink(C) + <b>Maple Quill(F/E)</b> + <b>Cailun Paper(F/E)</b>	Finished Item. Single use item to upgrade this ability. [Shaman 16.6] Quality gets Adept II / II / III / IV.
<i>Bestowal of Vitae (Adept III)</i>	12 (ASS12)	Suzuri Ink(C) + <b>Maple Quill(F/E)</b> + <b>Cailun Paper(F/E)</b>	Finished Item. Single use item to upgrade this ability. [Cleric 12] Quality gets Adept II / II / III / IV.
<i>Binding Light (Adept III)</i>	19 (ASS19)	Suzuri Ink(C) + <b>Maple Quill(F/E)</b> + <b>Cailun Paper(F/E)</b>	Finished Item. Single use item to upgrade this ability. [Enchanter 19] Quality gets Adept II / II / III / IV.
<i>Blaze (Adept III)</i>	10 (ASR11)	Suzuri Ink(C) + <b>Maple Quill(F/E)</b> + <b>Cailun Paper(F/E)</b>	Finished Item. Single use item to upgrade this ability. [Sorcerer 10] Quality gets Adept II / II / III / IV.
<i>Bloom (Adept III)</i>	13 (ASS14)	Suzuri Ink(C) + <b>Maple Quill(F/E)</b> + <b>Cailun Paper(F/E)</b>	Finished Item. Single use item to upgrade this ability. [Druid 13] Quality gets Adept II / II / III / IV.
<i>Bludgeoning Earth (Adept III)</i>	17 (ASS17)	Suzuri Ink(C) + <b>Maple Quill(F/E)</b> + <b>Cailun Paper(F/E)</b>	Finished Item. Single use item to upgrade this ability. [Summoner 17] Quality gets Adept II / II / III / IV.
<i>Breath of Spirits (Adept III)</i>	14 (ASS14)	Suzuri Ink(C) + <b>Maple Quill(F/E)</b> + <b>Cailun Paper(F/E)</b>	Finished Item. Single use item to upgrade this ability. [Shaman 14] Quality gets Adept II / II / III / IV.
<i>Breeze (Adept III)</i>	18 (ASS18)	Suzuri Ink(C) + <b>Maple Quill(F/E)</b> + <b>Cailun Paper(F/E)</b>	Finished Item. Single use item to upgrade this ability. [Enchanter 18.6] Quality gets Adept II / II / III / IV.
<i>Burning Radiance (Adept III)</i>	11 (ASR11)	Suzuri Ink(C) + <b>Maple Quill(F/E)</b> + <b>Cailun Paper(F/E)</b>	Finished Item. Single use item to upgrade this ability. [Sorcerer 11] Quality gets Adept II / II / III / IV.
<i>Cerebral Spasm (Adept III)</i>	15 (ASS15)	Suzuri Ink(C) + <b>Maple Quill(F/E)</b> + <b>Cailun Paper(F/E)</b>	Finished Item. Single use item to upgrade this ability. [Enchanter 15] Quality gets Adept II / II / III / IV.
<i>Chill (Adept III)</i>	11 (ASR11)	Suzuri Ink(C) + <b>Maple Quill(F/E)</b> + <b>Cailun Paper(F/E)</b>	Finished Item. Single use item to upgrade this ability. [Druid 11] Quality gets Adept II / II / III / IV.

**Suzuri Ink Items (Part 2 of 3) (Scholar)**

Name	Level	Ingredients	Description
<i>Combat Healing (Adept III)</i>	16 (ASA16)	Suzuri Ink(C) + <b>Maple Quill(F/E)</b> + <b>Cailun Paper(F/E)</b>	Finished Item. Single use item to upgrade this ability. [Cleric 16] Quality gets Adept II / II / III / IV.
<i>Conflagration (Adept III)</i>	13 (ASS14)	Suzuri Ink(C) + <b>Maple Quill(F/E)</b> + <b>Cailun Paper(F/E)</b>	Finished Item. Single use item to upgrade this ability. [Sorcerer 14] Quality gets Adept II / II / III / IV.
<i>Consume Ego (Adept III)</i>	13 (ASS14)	Suzuri Ink(C) + <b>Maple Quill(F/E)</b> + <b>Cailun Paper(F/E)</b>	Finished Item. Single use item to upgrade this ability. [Enchanter 13] Quality gets Adept II / II / III / IV.
<i>Contagion (Adept III)</i>	11 (ASR11)	Suzuri Ink(C) + <b>Maple Quill(F/E)</b> + <b>Cailun Paper(F/E)</b>	Finished Item. Single use item to upgrade this ability. [Shaman 11] Quality gets Adept II / II / III / IV.
<i>Daring (Adept III)</i>	19 (ASS19)	Suzuri Ink(C) + <b>Maple Quill(F/E)</b> + <b>Cailun Paper(F/E)</b>	Finished Item. Single use item to upgrade this ability. [??] Quality gets Adept II / II / III / IV.
<i>Daunting Gaze (Adept III)</i>	13 (ASS14)	Suzuri Ink(C) + <b>Maple Quill(F/E)</b> + <b>Cailun Paper(F/E)</b>	Finished Item. Single use item to upgrade this ability. [Enchanter 13.4] Quality gets Adept II / II / III / IV.
<i>Distract (Adept III)</i>	13 (ASS14)	Suzuri Ink(C) + <b>Maple Quill(F/E)</b> + <b>Cailun Paper(F/E)</b>	Finished Item. Single use item to upgrade this ability. [Cleric 13.4] Quality gets Adept II / II / III / IV.
<i>Dust Blast (Adept III)</i>	13 (ASS14)	Suzuri Ink(C) + <b>Maple Quill(F/E)</b> + <b>Cailun Paper(F/E)</b>	Finished Item. Single use item to upgrade this ability. [Summoner 13] Quality gets Adept II / II / III / IV.
<i>Earthy Brand (Adept III)</i>	12 (ASS12)	Suzuri Ink(C) + <b>Maple Quill(F/E)</b> + <b>Cailun Paper(F/E)</b>	Finished Item. Single use item to upgrade this ability. [Summoner 12] Quality gets Adept II / II / III / IV.
<i>Effloresce (Adept III)</i>	18 (ASS18)	Suzuri Ink(C) + <b>Maple Quill(F/E)</b> + <b>Cailun Paper(F/E)</b>	Finished Item. Single use item to upgrade this ability. [Druid 18.6] Quality gets Adept II / II / III / IV.
<i>Ego Shock (Adept III)</i>	11 (ASR11)	Suzuri Ink(C) + <b>Maple Quill(F/E)</b> + <b>Cailun Paper(F/E)</b>	Finished Item. Single use item to upgrade this ability. [Enchanter 11] Quality gets Adept II / II / III / IV.
<i>Essence Shift (Adept III)</i>	15 (ASS15)	Suzuri Ink(C) + <b>Maple Quill(F/E)</b> + <b>Cailun Paper(F/E)</b>	Finished Item. Single use item to upgrade this ability. [Summoner 15] Quality gets Adept II / II / III / IV.
<i>Fascinate (Adept III)</i>	10 (ASR11)	Suzuri Ink(C) + <b>Maple Quill(F/E)</b> + <b>Cailun Paper(F/E)</b>	Finished Item. Single use item to upgrade this ability. [Enchanter 10] Quality gets Adept II / II / III / IV.
<i>Freeze(Adept III)</i>	16 (ASA16)	Suzuri Ink(C) + <b>Maple Quill(F/E)</b> + <b>Cailun Paper(F/E)</b>	Finished Item. Single use item to upgrade this ability. [Sorcerer 16] Quality gets Adept II / II / III / IV.
<i>Freezing Whorl (Adept III)</i>	13 (ASS14)	Suzuri Ink(C) + <b>Maple Quill(F/E)</b> + <b>Cailun Paper(F/E)</b>	Finished Item. Single use item to upgrade this ability. [Sorcerer 13.4] Quality gets Adept II / II / III / IV.
<i>Frozen Manacles (Adept III)</i>	19 (ASS19)	Suzuri Ink(C) + <b>Maple Quill(F/E)</b> + <b>Cailun Paper(F/E)</b>	Finished Item. Single use item to upgrade this ability. [Sorcerer 19] Quality gets Adept II / II / III / IV.
<i>Gloom (Adept III)</i>	14 (ASS14)	Suzuri Ink(C) + <b>Maple Quill(F/E)</b> + <b>Cailun Paper(F/E)</b>	Finished Item. Single use item to upgrade this ability. [Enchanter 14] Quality gets Adept II / II / III / IV.
<i>Grey Wind (Adept III)</i>	15 (ASS15)	Suzuri Ink(C) + <b>Maple Quill(F/E)</b> + <b>Cailun Paper(F/E)</b>	Finished Item. Single use item to upgrade this ability. [Shaman 15] Quality gets Adept II / II / III / IV.
<i>Healing Ritual (Adept III)</i>	18 (ASS18)	Suzuri Ink(C) + <b>Maple Quill(F/E)</b> + <b>Cailun Paper(F/E)</b>	Finished Item. Single use item to upgrade this ability. [Shaman 18.6] Quality gets Adept II / II / III / IV.
<i>Ice Spike (Adept III)</i>	15 (ASS15)	Suzuri Ink(C) + <b>Maple Quill(F/E)</b> + <b>Cailun Paper(F/E)</b>	Finished Item. Single use item to upgrade this ability. [Sorcerer 15] Quality gets Adept II / II / III / IV.
<i>Immobilize (Adept III)</i>	19 (ASS19)	Suzuri Ink(C) + <b>Maple Quill(F/E)</b> + <b>Cailun Paper(F/E)</b>	Finished Item. Single use item to upgrade this ability. [Summoner 19] Quality gets Adept II / II / III / IV.
<i>Incinerate (Adept III)</i>	17 (ASS17)	Suzuri Ink(C) + <b>Maple Quill(F/E)</b> + <b>Cailun Paper(F/E)</b>	Finished Item. Single use item to upgrade this ability. [Sorcerer 17] Quality gets Adept II / II / III / IV.
<i>Invisibility (Adept III)</i>	18 (ASS18)	Suzuri Ink(C) + <b>Maple Quill(F/E)</b> + <b>Cailun Paper(F/E)</b>	Finished Item. Single use item to upgrade this ability. [Summoner 18] Quality gets Adept II / II / III / IV.
<i>Mark of Pawns (Adept III)</i>	18 (ASS18)	Suzuri Ink(C) + <b>Maple Quill(F/E)</b> + <b>Cailun Paper(F/E)</b>	Finished Item. Single use item to upgrade this ability. [Cleric 18] Quality gets Adept II / II / III / IV.
<i>Mind Jolt (Adept III)</i>	17 (ASS17)	Suzuri Ink(C) + <b>Maple Quill(F/E)</b> + <b>Cailun Paper(F/E)</b>	Finished Item. Single use item to upgrade this ability. [Enchanter 17] Quality gets Adept II / II / III / IV.
<i>Nettleshield (Adept III)</i>	10 (ASR11)	Suzuri Ink(C) + <b>Maple Quill(F/E)</b> + <b>Cailun Paper(F/E)</b>	Finished Item. Single use item to upgrade this ability. [Druid 10] Quality gets Adept II / II / III / IV.
<i>Overwhelming Silence(Adept III)</i>	16 (ASA16)	Suzuri Ink(C) + <b>Maple Quill(F/E)</b> + <b>Cailun Paper(F/E)</b>	Finished Item. Single use item to upgrade this ability. [Summoner 16.6] Quality gets Adept II / II / III / IV.
<i>Painful Meditation (Adept III)</i>	13 (ASS14)	Suzuri Ink(C) + <b>Maple Quill(F/E)</b> + <b>Cailun Paper(F/E)</b>	Finished Item. Single use item to upgrade this ability. [Sorcerer 13] Quality gets Adept II / II / III / IV.
<i>Petrify (Adept III)</i>	16 (ASA16)	Suzuri Ink(C) + <b>Maple Quill(F/E)</b> + <b>Cailun Paper(F/E)</b>	Finished Item. Single use item to upgrade this ability. [Summoner 16] Quality gets Adept II / II / III / IV.
<i>Phantasm (Adept III)</i>	13 (ASS14)	Suzuri Ink(C) + <b>Maple Quill(F/E)</b> + <b>Cailun Paper(F/E)</b>	Finished Item. Single use item to upgrade this ability. [Shaman 13.4] Quality gets Adept II / II / III / IV.
<i>Prayer of Amelioration (Adept III)</i>	15 (ASS15)	Suzuri Ink(C) + <b>Maple Quill(F/E)</b> + <b>Cailun Paper(F/E)</b>	Finished Item. Single use item to upgrade this ability. [Cleric 15] Quality gets Adept II / II / III / IV.
<i>Radiant Strike (Adept III)</i>	11 (ASR11)	Suzuri Ink(C) + <b>Maple Quill(F/E)</b> + <b>Cailun Paper(F/E)</b>	Finished Item. Single use item to upgrade this ability. [Cleric 11] Quality gets Adept II / II / III / IV.
<i>Rebuke (Adept III)</i>	10 (ASR11)	Suzuri Ink(C) + <b>Maple Quill(F/E)</b> + <b>Cailun Paper(F/E)</b>	Finished Item. Single use item to upgrade this ability. [Cleric 10] Quality gets Adept II / II / III / IV.

**Suzuri Ink Items (Part 3 of 3) (Scholar)**

Name	Level	Ingredients	Description
<i>Redoubt (Adept III)</i>	16 (ASA16)	Suzuri Ink(C) + <b>Maple Quill(F/E)</b> + <b>Cailun Paper(F/E)</b>	Finished Item. Single use item to upgrade this ability. [Cleric 16.6] Quality gets Adept II / II / III / IV.
<i>Regrowth (Adept III)</i>	12 (ASS12)	Suzuri Ink(C) + <b>Maple Quill(F/E)</b> + <b>Cailun Paper(F/E)</b>	Finished Item. Single use item to upgrade this ability. [Druid 12] Quality gets Adept II / II / III / IV.
<i>Seism(Adept III)</i>	16 (ASA16)	Suzuri Ink(C) + <b>Maple Quill(F/E)</b> + <b>Cailun Paper(F/E)</b>	Finished Item. Single use item to upgrade this ability. [Summoner 16.6] Quality gets Adept II / II / III / IV.
<i>Signet of Intuition (Adept III)</i>	12 (ASS12)	Suzuri Ink(C) + <b>Maple Quill(F/E)</b> + <b>Cailun Paper(F/E)</b>	Finished Item. Single use item to upgrade this ability. [Enchanter 12] Quality gets Adept II / II / III / IV.
<i>Soothe Servant (Adept III)</i>	13 (ASS14)	Suzuri Ink(C) + <b>Maple Quill(F/E)</b> + <b>Cailun Paper(F/E)</b>	Finished Item. Single use item to upgrade this ability. [Summoner 14] Quality gets Adept II / II / III / IV.
<i>Soothing Sermon (Adept III)</i>	13 (ASS14)	Suzuri Ink(C) + <b>Maple Quill(F/E)</b> + <b>Cailun Paper(F/E)</b>	Finished Item. Single use item to upgrade this ability. [Cleric 14.6] Quality gets Adept II / II / III / IV.
<i>Spectral Ward (Adept III)</i>	12 (ASS12)	Suzuri Ink(C) + <b>Maple Quill(F/E)</b> + <b>Cailun Paper(F/E)</b>	Finished Item. Single use item to upgrade this ability. [Shaman 12] Quality gets Adept II / II / III / IV.
<i>Spirit of the Badger (Adept III)</i>	19 (ASS19)	Suzuri Ink(C) + <b>Maple Quill(F/E)</b> + <b>Cailun Paper(F/E)</b>	Finished Item. Single use item to upgrade this ability. [Shaman 19.6] Quality gets Adept II / II / III / IV.
<i>Spirit of the Bull (Adept III)</i>	18 (ASS18)	Suzuri Ink(C) + <b>Maple Quill(F/E)</b> + <b>Cailun Paper(F/E)</b>	Finished Item. Single use item to upgrade this ability. [Shaman 18] Quality gets Adept II / II / III / IV.
<i>Spiritual Seal (Adept III)</i>	13 (ASS14)	Suzuri Ink(C) + <b>Maple Quill(F/E)</b> + <b>Cailun Paper(F/E)</b>	Finished Item. Single use item to upgrade this ability. [Shaman 13] Quality gets Adept II / II / III / IV.
<i>Splinter of Essence (Adept III)</i>	18 (ASS18)	Suzuri Ink(C) + <b>Maple Quill(F/E)</b> + <b>Cailun Paper(F/E)</b>	Finished Item. Single use item to upgrade this ability. [Summoner 18.6] Quality gets Adept II / II / III / IV.
<i>Stinging Swarm(Adept III)</i>	13 (ASS14)	Suzuri Ink(C) + <b>Maple Quill(F/E)</b> + <b>Cailun Paper(F/E)</b>	Finished Item. Single use item to upgrade this ability. [Druid 14] Quality gets Adept II / II / III / IV.
<i>Stupefy (Adept III)</i>	18 (ASS18)	Suzuri Ink(C) + <b>Maple Quill(F/E)</b> + <b>Cailun Paper(F/E)</b>	Finished Item. Single use item to upgrade this ability. [Enchanter 18] Quality gets Adept II / II / III / IV.
<i>Subterfuge (Adept III)</i>	13 (ASS14)	Suzuri Ink(C) + <b>Maple Quill(F/E)</b> + <b>Cailun Paper(F/E)</b>	Finished Item. Single use item to upgrade this ability. [Druid 13.4] Quality gets Adept II / II / III / IV.
<i>Summon Shadows (Adept III)</i>	18 (ASS18)	Suzuri Ink(C) + <b>Maple Quill(F/E)</b> + <b>Cailun Paper(F/E)</b>	Finished Item. Single use item to upgrade this ability. [Sorcerer 18] Quality gets Adept II / II / III / IV.
<i>Sylvan Wind (Adept III)</i>	17 (ASS17)	Suzuri Ink(C) + <b>Maple Quill(F/E)</b> + <b>Cailun Paper(F/E)</b>	Finished Item. Single use item to upgrade this ability. [Druid 17] Quality gets Adept II / II / III / IV.
<i>Symbol of Transal (Adept III)</i>	13 (ASS14)	Suzuri Ink(C) + <b>Maple Quill(F/E)</b> + <b>Cailun Paper(F/E)</b>	Finished Item. Single use item to upgrade this ability. [Cleric 14] Quality gets Adept II / II / III / IV.
<i>Tellurian Recruit (Adept III)</i>	10 (ASR11)	Suzuri Ink(C) + <b>Maple Quill(F/E)</b> + <b>Cailun Paper(F/E)</b>	Finished Item. Single use item to upgrade this ability. [Summoner 10] Quality gets Adept II / II / III / IV.
<i>Tongue Twist (Adept III)</i>	16 (ASA16)	Suzuri Ink(C) + <b>Maple Quill(F/E)</b> + <b>Cailun Paper(F/E)</b>	Finished Item. Single use item to upgrade this ability. [Sorcerer 16.6] Quality gets Adept II / II / III / IV.
<i>Totemic Aid (Adept III)</i>	17 (ASS17)	Suzuri Ink(C) + <b>Maple Quill(F/E)</b> + <b>Cailun Paper(F/E)</b>	Finished Item. Single use item to upgrade this ability. [Shaman 17] Quality gets Adept II / II / III / IV.
<i>Veil of the Unseen (Adept III)</i>	13 (ASS14)	Suzuri Ink(C) + <b>Maple Quill(F/E)</b> + <b>Cailun Paper(F/E)</b>	Finished Item. Single use item to upgrade this ability. [Enchanter 13.8] Quality gets Adept II / II / III / IV.
<i>Verdure (Adept III)</i>	19 (ASS19)	Suzuri Ink(C) + <b>Maple Quill(F/E)</b> + <b>Cailun Paper(F/E)</b>	Finished Item. Single use item to upgrade this ability. [Druid 19.6] Quality gets Adept II / II / III / IV.
<i>Vigor (Adept III)</i>	16 (ASA16)	Suzuri Ink(C) + <b>Maple Quill(F/E)</b> + <b>Cailun Paper(F/E)</b>	Finished Item. Single use item to upgrade this ability. [Druid 16.6] Quality gets Adept II / II / III / IV.
<i>Vivid Seal (Adept III)</i>	12 (ASS12)	Suzuri Ink(C) + <b>Maple Quill(F/E)</b> + <b>Cailun Paper(F/E)</b>	Finished Item. Single use item to upgrade this ability. [Sorcerer 12] Quality gets Adept II / II / III / IV.
<i>Wailing Haze (Adept III)</i>	11 (ASR11)	Suzuri Ink(C) + <b>Maple Quill(F/E)</b> + <b>Cailun Paper(F/E)</b>	Finished Item. Single use item to upgrade this ability. [Shaman 10] Quality gets Adept II / II / III / IV.
<i>Wards of Spirit (Adept III)</i>	13 (ASS14)	Suzuri Ink(C) + <b>Maple Quill(F/E)</b> + <b>Cailun Paper(F/E)</b>	Finished Item. Single use item to upgrade this ability. [Shaman 14.6] Quality gets Adept II / II / III / IV.
<i>Wild Spirit (Adept III)</i>	18 (ASS18)	Suzuri Ink(C) + <b>Maple Quill(F/E)</b> + <b>Cailun Paper(F/E)</b>	Finished Item. Single use item to upgrade this ability. [Druid 18] Quality gets Adept II / II / III / IV.
<i>Willow Skin (Adept III)</i>	16 (ASA16)	Suzuri Ink(C) + <b>Maple Quill(F/E)</b> + <b>Cailun Paper(F/E)</b>	Finished Item. Single use item to upgrade this ability. [Druid 16] Quality gets Adept II / II / III / IV.
<i>Winds of Renewal (Adept III)</i>	14 (ASS14)	Suzuri Ink(C) + <b>Maple Quill(F/E)</b> + <b>Cailun Paper(F/E)</b>	Finished Item. Single use item to upgrade this ability. [Druid 14.6] Quality gets Adept II / II / III / IV.

There is no scroll for “Aqueous Stone [Summoner 13.4]”, “Blink [Enchanter 16]”, “Burning Radiance [Sorcerer 11]”, “Cure Trauma [Cleric 13]”, “Divine Awakening [Cleric 11.6]”, “Eidolic Ward [Shaman 15.6]”, “Elemental Aid [Cleric 19]”, “Elemental Amending [Druid 19]”, “Expunge Elements [Shaman 19]”, “Eye of Zonn [Sorcerer 13.8]”, “Favor of the Phoenix [Druid 11.6]”, “Mending Spirit [Shaman 16]”, “Mossy Balm [Druid 15]”, “Odyssey [Cleric 13.8]”, “Radiance [Cleric 15.6]”, “Spirit Guide [Shaman 11.6]”, “Spirit of the Wolf [Druid 13.8/Shaman 13.8]”, “Summon Servant [Summoner 13.8]”, “Sylvan Touch [Druid 15.6]”.

**Components (Level 10+)**

Name	Level	Ingredients	Description
Eolith Temper	10 (YE1)	Raw Iron OR Raw Electrum OR Raw Turquoise + Liquid	Refine. Used: 0 Primary, 29 Secondary (can buy shaped for 7c) <b>NOTE: Also available under Chemistry.</b>
Stroma Oil	10 (YE1)	Raw Tuber + Liquid	Refine. Used: 0 Primary, 14 Secondary (can buy shaped for 7c) <b>NOTE: Also available under Chemistry.</b>
Stroma Resin	10 (YE1)	Raw Tuber OR Raw Maple + Liquid	Refine. Used: 0 Primary, 103 Secondary (can buy shaped for 7c) <b>NOTE: Also available under Chemistry.</b>
Stroma Wash	10 (YE1)	Raw Tuber + Liquid	Refine. Used: 0 Primary, 13 Secondary (can buy shaped for 7c) <b>NOTE: Also available under Chemistry.</b>

**Ink (Level 10+)**

Name	Level	Ingredients	Description
Trinoid Reagent	10 (YE1)	Raw Electrum OR Raw Turquoise + Stroma Oil	Refine. Used: 3 Primary, 0 Secondary <b>NOTE: Also available under Chemistry.</b>
Iron Gual Dye	10 (YE1)	Trinoid Reagent + Stroma Wash + 2*Paraffin Candle	Interim. Used: 1 Primary, 2 Secondary <b>NOTE: Also available under Chemistry.</b>
Iron Gual Ink	10 (YE1)	Iron Gual Dye + Stroma Wash + 2*Paraffin Candle	Interim. Used: 159 Primary, 0 Secondary <b>NOTE: Also available under Chemistry.</b>

**Apothecary (Work Bench) [Fuel = Brown Coal]**

**Glass (Level 10+)**

Name	Level	Ingredients	Description
Float Glass	10 (YE1)	Trinoid Reagent + Stroma Resin + Eolith Temper + 10*Brown Coal	Interim. Used: 20 Primary, 0 Secondary <b>NOTE: Also available under Artificing.</b>
Poison Vial	10 (YE1)	Trinoid Reagent + Stroma Resin + Eolith Temper + 2*Brown Coal	Interim. Used: 9 Primary, 0 Secondary <b>NOTE: Also available under Artificing.</b>

**Metal and Stone (Level 10+)**

Name	Level	Ingredients	Description
Electrum Bar	10 (GE1)	Raw Electrum + <b>Eolith Temper(C/Y)</b>	Refine. Used: 3 Primary, 0 Secondary <i>NOTE: Also available under Artificing.</i>
Electrum Ornament	10 (GE1)	Electrum Bar + <b>Stroma Resin(C/Y)</b> + 2*Brown Coal	Interim. Used: 0 Primary, 97 Secondary <i>NOTE: Also available under Artificing.</i>
Electrum Setting	10 (GE1)	Electrum Bar + <b>Stroma Resin(C/Y)</b> + 2*Brown Coal	Interim. Used: 0 Primary, 8 Secondary <i>NOTE: Also available under Artificing.</i>
Electrum Sheet	10 (GE1)	Electrum Bar + <b>Eolith Temper(C/Y)</b> + 2*Brown Coal	Interim. Used: 5 Primary, 3 Secondary <i>NOTE: Also available under Artificing.</i>
Turquoise Gem	10 (GE1)	Rough Turquoise + <b>Stroma Resin(C/Y)</b>	Refine. Used: 1 Primary, 0 Secondary <i>NOTE: Also available under Artificing.</i>
Faceted Turquoise	10 (GE1)	Turquoise Gem + <b>Stroma Oil(C/Y)</b> + 2*Brown Coal	Interim. Used: 5 Primary, 1 Secondary <i>NOTE: Also available under Artificing.</i>

**Geomancy (Forge) [Fuel = Brown Coal]**

**Iron Parts (Level 10+)**

Name	Level	Ingredients	Description
Iron Bar	10 (GE1)	Raw Iron + <b>Eolith Temper(C/Y)</b>	Refine. Used: 12 Primary, 0 Secondary <i>NOTE: Also available under Artificing, Fletching and Metalworking.</i>
Iron Arrow Head	10 (GE1)	Iron Bar + <b>Eolith Temper(C/Y)</b> + 2*Brown Coal	Interim. Used: 2 Primary, 0 Secondary <i>NOTE: Also available under Fletching.</i>
Iron Buckle	10 (GE1)	Iron Bar + <b>Eolith Temper(C/Y)</b> + 2*Brown Coal	Interim. Used: 0 Primary, 13 Secondary <i>NOTE: Also available under Artificing.</i>
Iron Chain Links	10 (GE1)	Iron Bar + <b>Eolith Temper(C/Y)</b> + 2*Brown Coal	Interim. Used: 0 Primary, 5 Secondary <i>NOTE: Also available under Artificing.</i>
Iron Cross Guard	10 (GE1)	Iron Bar + <b>Eolith Temper(C/Y)</b> + 2*Brown Coal	Interim. Used: 0 Primary, 14 Secondary <i>NOTE: Also available under Metalworking.</i>
Iron Edge	10 (GE1)	Iron Bar + <b>Eolith Temper(C/Y)</b> + 2*Brown Coal	Interim. Used: 15 Primary, 0 Secondary <i>NOTE: Also available under Metalworking.</i>
Iron Hammer Head	10 (GE1)	Iron Bar + <b>Eolith Temper(C/Y)</b> + 2*Brown Coal	Interim. Used: 4 Primary, 0 Secondary <i>NOTE: Also available under Metalworking.</i>
Iron Hook	10 (GE1)	Iron Bar + <b>Eolith Temper(C/Y)</b> + 2*Brown Coal	Interim. Used: 0 Primary, 4 Secondary <i>NOTE: Also available under Artificing.</i>
Iron Plate	11 (GE1)	Iron Bar + <b>Eolith Temper(C/Y)</b> + 2*Brown Coal	Interim. Used: 2 Primary, 0 Secondary <i>NOTE: Also available under Fletching.</i>
Iron Pommel	10 (GE1)	Iron Bar + <b>Stoma Oil(C/Y)</b> + 2*Brown Coal	Interim. Used: 0 Primary, 9 Secondary <i>NOTE: Also available under Artificing.</i>
Iron Rings	10 (GE1)	Iron Bar(M) + <b>Eolith Temper(C/Y)</b> + 2*Brown Coal	Interim. Used: 7 Primary, 0 Secondary <i>NOTE: Also available under Metal Shaping.</i>
Iron Sheet	10 (GE1)	Iron Bar(M) + <b>Eolith Temper (C/Y)</b> + 2*Brown Coal	Interim. Used: 0 Primary, 8 Secondary <i>NOTE: Also available under Metal Shaping.</i>
Iron Shod	10 (GE1)	Iron Bar + <b>Eolith Temper(C/Y)</b> + 2*Brown Coal	Interim. Used: 0 Primary, 10 Secondary <i>NOTE: Also available under Artificing.</i>
Iron Spike	10 (GE1)	Iron Bar + <b>Eolith Temper(C/Y)</b> + 2*Brown Coal	Interim. Used: 0 Primary, 92 Secondary <i>NOTE: Also available under Metalworking.</i>
Iron Strut	10 (GE1)	Iron Bar + <b>Eolith Temper(C/Y)</b> + 2*Brown Coal	Interim. Used: 0 Primary, 4 Secondary <i>NOTE: Also available under Artificing.</i>
Iron Stud	10 (GE1)	Iron Bar + <b>Eolith Temper(C/Y)</b> + 2*Brown Coal	Interim. Used: 0 Primary, 29 Secondary <i>NOTE: Also available under Artificing.</i>

**Maple (Level 10+)**

Name	Level	Ingredients	Description
Maple Lumber	10 (TE1)	Raw Maple + <b>Stroma Resin(C/Y)</b>	Refine. Used: 5 Primary, 0 Secondary <i>NOTE: Also available under Fletching.</i> <b>** Also makes "Maple Scraps"</b>
Maple Dowel	10 (TE1)	Maple Lumber + <b>Stroma Resin(C/Y)</b> + 2* Abrasive Sandpaper	Interim. Used: 0 Primary, 22 Secondary <i>NOTE: Also available under Fletching.</i>
Maple Quill	10 (TE1)	Maple Lumber + <b>Stroma Oil(C/Y)</b> + 2* Abrasive Sandpaper	Interim. Used: 0 Primary, 156 Secondary <i>NOTE: Also available under Fletching.</i>
Maple Stave	10 (TE1)	Maple Lumber + <b>Stroma Resin(C/Y)</b> + 2* Abrasive Sandpaper	Interim. Used: 9 Primary, 13 Secondary <i>NOTE: Also available under Fletching.</i>
Planed Maple Lumber	10 (TE1)	Maple Lumber + <b>Stroma Resin(C/Y)</b> + 2* Abrasive Sandpaper	Interim. Used: 20 Primary, 0 Secondary <i>NOTE: Also available under Fletching.</i>
Turned Maple Lumber	10 (TE1)	Maple Scraps + <b>Stroma Resin(C/Y)</b> + 2* Abrasive Sandpaper	Interim. Used: 4 Primary, 0 Secondary <i>NOTE: Also available under Fletching.</i>

**Timbercraft (Desk) [Fuel = Cedar Incense]**

**Paper (Level 10+)**

Name	Level	Ingredients	Description
Cailun Paper	10 (TE1)	Raw Maple OR Raw Tuber + <b>Stroma Wash(C/Y)</b>	Refine. Used: 0 Primary, 154 Secondary <i>NOTE: Also available under Fletching.</i>

**Tanned Leather (Level 10+)**

Name	Level	Ingredients	Description
Refined Tanned Leather	10 (WE1)	Sullied Average Quality Pelt + <b>Stroma Wash(C/Y)</b>	Refine. Used: 7 Primary, 2 Secondary <i>NOTE: Also available under Tailoring.</i>
Tanned Hide Plate	10 (WE1)	Refined Tanned Leather + <b>Stroma Oil(C/Y)</b> + 2*Thread Filament	Interim. Used: 12 Primary, 0 Secondary <i>NOTE: Also available under Tailoring.</i>
Tanned Hilt	10 (WE1)	Refined Tanned Leather + <b>Stroma Resin(C/Y)</b> + 2*Thread Filament	Interim. Used: 0 Primary, 30 Secondary <i>NOTE: Also available under Tailoring.</i>
Tanned Leather Binding	10 (WE1)	Refined Tanned Leather + <b>Stroma Resin(C/Y)</b> + 2*Thread Filament	Interim. Used: 1 Primary, 6 Secondary <i>NOTE: Also available under Tailoring.</i>
Tanned Leather Cord	10 (WE1)	Refined Tanned Leather + <b>Stroma Resin(C/Y)</b> + 2*Thread Filament	Interim. Used: 0 Primary, 38 Secondary <i>NOTE: Also available under Tailoring.</i>
Tanned Leather Harness	10 (WE1)	Refined Tanned Leather + <b>Stroma Resin(C/Y)</b> + 2*Thread Filament	Interim. Used: 0 Primary, 18 Secondary <i>NOTE: Also available under Tailoring.</i>
Tanned Leather Strap	10 (WE1)	Refined Tanned Leather + <b>Stroma Wash(C/Y)</b> + 2*Thread Filament	Interim. Used: 1 Primary, 2 Secondary <i>NOTE: Also available under Tailoring.</i>

**Burlap (Level 10+)**

Name	Level	Ingredients	Description
Burlap Thread	10 (WE1)	Raw Tuber OR Raw Burlap + <b>Stroma Oil(C/Y)</b>	Refine. Used: 3 Primary, 0 Secondary <i>NOTE: Also available under Fletching and Tailoring.</i>
Burlap Yarn	10 (WE1)	Raw Tuber OR Raw Burlap + <b>Stroma Wash(C/Y)</b>	Refine. Used: 2 Primary, 4 Secondary. <i>NOTE: Also available under Fletching and Tailoring.</i>
Burlap Bowstring	10 (WE1)	Burlap Thread + <b>Stroma Resin(C/Y)</b> + 2*Thread Filament	Interim. Used: 0 Primary, 9 Secondary <i>NOTE: Also available under Fletching.</i>
Burlap Cloth	10 (WE1)	Burlap Thread + Burlap Yarn + 2*Thread Filament	Interim. Used: 18 Primary, 0 Secondary <i>NOTE: Also available under Tailoring.</i>
Burlap Fletching	10 (WE1)	Burlap Yarn + <b>Stroma Resin(C/Y)</b> + 2*Thread Filament	Interim. Used: 0 Primary, 7 Secondary <i>NOTE: Also available under Fletching.</i>
Burlap Padding	10 (WE1)	Burlap Yarn + <b>Stroma Wash(C/Y)</b> + 2*Thread Filament	Interim. Used: 0 Primary, 36 Secondary <i>NOTE: Also available under Tailoring.</i>
Generic Burlap Pattern	10 (WE1)	Burlap Thread + <b>Cailun Paper(F/E)</b> + 2*Thread Filament	Interim. Used: 0 Primary, 55 Secondary <i>NOTE: Also available under Fletching.</i>