

# Ingredients

Resulting Item	=	Item 1	+	Item 2	Skill	Recipe	Notes
Arrow Shaft (x3) 	=	Branch 	+	<u>Knife</u> 	-	Crafting and Cooking with Maradino	
Bonedust 	=	Bone 	+	<u>Mortar and Pestle</u> 	-	Secrets of the Scroll I	
Bonedust 	=	Orc Horn 	+	<u>Mortar and Pestle</u> 	-	Secrets of the Scroll I	
Bonedust 	=	<u>Skull</u> 	+	<u>Mortar and Pestle</u> 	-	Secrets of the Scroll I	
Bonedust 	=	Magic Skull 	+	<u>Mortar and Pestle</u> 	-		
Bonedust 	=	Magical Ancient Human Skull 	+	<u>Mortar and Pestle</u> 	-		
Bowstring 	=	<u>Sinew</u> 	+	<u>Sinew</u> 	-	The String Enthusiast I	
Branch (2x) 	=	Log 	+	<u>Hand Axe</u> 	-	The Adventurer's Field Guide V	
Wood Chips 							
Bucket with Milk 	=	Bucket 	+	Cow	-		Talk to the Cow with the Bucket in your inventory. Needs Pet Pal.
Bucket with Water 	=	Bucket 	+	Water Source: Water Barrel, Well	-		
Crossbow Without a Bowstring 	=	Iron Bar 	+	Branch 	Crafting 2	The String Enthusiast I	
Cup of Oil 	=	Empty Cup 	+	Oil Barrel	-		
Cup of Oil 	=	Empty Mug 	+	Oil Barrel	-		
Feather 	=	Pillow 	+	<u>Knife or Dagger</u> 	-		
Flour 	=	Wheat 	+	<u>Mortar and Pestle</u> 	-	Patty Cake, Patty Cake II	
Inert Voodoo Doll 	=	Wooden Figurine 	+	Needle 	-		
Ink Pot and Quill 	=	Quill 		Ink Pot 	-	Secrets of the Scroll IV	
Iron Bar 	=	Iron Ore 	+	Furnace	Blacksmithing 1		
Iron Bar 	=	<u>Shortsword</u> 	+	Furnace	Blacksmithing 1		
Large Iron Bar 	=	Iron Bar 	+	Iron Bar 	-		
Large Iron Bar 	=	<u>Two-Handed Sword</u> 	+	Furnace	-		
Large Steel Bar 	=	Large Iron Bar 	+	Furnace	Blacksmithing 1		
Large Steel Bar 	=	<u>Two-Handed Axe</u> 	+	Furnace	Blacksmithing 1		
Leather Scraps 	=	Animal Hide 	+	<u>Knife or Dagger</u> 	Crafting 1	The Adventurer's Field Guide XX	
Magic Antler 	=	Antler 	+	Pixie Dust 	Crafting 1		
Magic Chicken Foot 	=	Chicken Foot 	+	Pixie Dust 	Crafting 1		Bug: Magic Chicken Foot is called Chicken Foot
Magic Claw 	=	Claw 	+	Pixie Dust 	Crafting 1		
Magic Eye 	=	Eye 	+	Pixie Dust 	Crafting 1		

Magic Feather		=	Feather		+	Pixie Dust		Crafting 1		
Magic Needle and Thread		=	Needle and Thread		+	Pixie Dust		Crafting 1		
Magic Rabbit's Paw		=	Rabbit's Paw		+	Pixie Dust		Crafting 1	Secrets of the Scroll III	
Magic Rat's Tail		=	Rat's Tail		+	Pixie Dust		Crafting 2		
Magic Skull		=	<u>Skull</u>		+	Pixie Dust		Crafting 1		Note: Ancient Human Skull gives a better variant
Magic Starfish		=	Starfish (base price 17 gold)		+	Pixie Dust		Crafting 1		
Magic Tooth		=	Tooth		+	Pixie Dust		Crafting 2		
Magic Tusk		=	Tusk		+	Pixie Dust		Crafting 1		Bug: Magic Tusk is called Magic Tooth
Magical Adult Antler		=	Adult Antler		+	Pixie Dust		Crafting 1		
Magical Ancient Human Skull		=	Ancient Human Skull		+	Pixie Dust		Crafting 1		
Magical Big Chicken Foot		=	Big Chicken Foot		+	Pixie Dust		Crafting 1		
Magical Creepy Eye		=	Creepy Eye		+	Pixie Dust		Crafting 1		
Magical Fancy Feather		=	Fancy Feather		+	Pixie Dust		Crafting 1		
Magical Glowing Starfish		=	Starfish (base price 51 gold)		+	Pixie Dust		Crafting 1		
Magical Large Tusk		=	Large Tusk		+	Pixie Dust		Crafting 1		
Magical Long Rat Tail		=	Long Rat Tail		+	Pixie Dust		Crafting 2		
Magical Lucky Rabbit Paw		=	Lucky Rabbit Paw		+	Pixie Dust		Crafting 1		
Magical Sharp Claw		=	Sharp Claw		+	Pixie Dust		Crafting 1		
Magical Sharp Tooth		=	Sharp Tooth		+	Pixie Dust		Crafting 2		
Moondust		=	Moonstone		+	<i>Mortar and Pestle</i>		-	Secrets of the Scroll II	
Mush of Wood		=	Wood Chips		+	<i>Water Source: Water Barrel, Well</i>		-	Secrets of the Scroll VI	
Mush of Wood		=	Wood Chips		+	Bucket with Water		-		
Bucket										
Needle and Thread		=	Needle		+	Thread		-		
<u>Ore</u>		=	<i>Pickaxe</i>		+	<i>Vein</i>		-		Ore type depends on type of vein. Can be used 5 times.
Pixie Dust		=	Bonedust		+	Stardust		-	Secrets of the Scroll II	
Pixie Dust		=	Moondust		+	Stardust		-	Secrets of the Scroll II	
Quill		=	<u>Feather</u>		+	<i>Knife or Dagger</i>		-	Secrets of the Scroll IV	
Rope		=	Yarn		+	Yarn		-	The Adventurer's Field Guide XVII	
Sack of Grist		=	Sack of Barley		+	<i>Mill</i>		-	The Art of Wiskey, (Glen's House)	Used in the quest: Distill my Heart
Sheet of Paper		=	Mush of Wood		+	<i>Furnace</i>		-	Secrets of the Scroll VI	

Spirit		=	Wort		+	Pot Sill	-		Used in the quest: Distill my Heart
Stardust		=	Stardust Herb		+	Mortar and Pestle		-	Secrets of the Scroll II
Steel Bar		=	Iron Bar		+	Furnace		Blacksmithing 1	He Who Smells It IV
Steel Bar		=	Hand Axe		+	Furnace		Blacksmithing 1	
Tenebrium Bar		=	Tenebrium Ore		+	Furnace		Blacksmithing 4	
Thread		=	Hair		+	Hair		-	The Adventurer's Field Guide XIX
Wooden Figurine		=	Cloth Scraps		+	Thread		-	
Wool		=	Shears		+	Sheep		-	Talk to Sheep with the Shears in your inventory. Needs Pet Pal.
Wort		=	Sack of Grist		+	Bucket with Water		-	Used in the quest: Distill my Heart
Yarn		=	Wool		+	Wool		-	The Adventurer's Field Guide XVII

Tools									
Resulting Item	=	Item 1	+	Item 2	Skill	Recipe	Notes		
Backpack		=	Leather Scraps		+	Rope		Crafting 1	
Blossius's Adapted Will		=	Blossius's Will		+	Ink Pot and Quill		-	
Blossius's Adapted Will		=	Blossius's Will		+	Magic Ink Pot and Quill		-	
Lockpicks		=	Needle		+	Needle		Crafting 2	
Lockpicks (x4)		=	Nine Inch Nails		+	Hammer		Crafting 3	
Lockpicks		=	Soap		+	Key		Crafting 2	Drag the Soap from the ground or a backpack to the key in inventory
Magic Ink Pot and Quill		=	Ink Pot and Quill		+	Pixie Dust		Crafting 1	Secrets of the Scroll IV
Mobile Kitchen		=	Cooking Pot		+	Campfire		-	Patty Cake, Patty Cake I Cannot be put in Inventory
Vocalisation Potion		=	Bottled Voice		+	Voxwood		-	Imal's Research
Washing Tub with a Washboard		=	Washing Tub		+	Washboard		-	

Scrolls & Skill Books									
Resulting Item	=	Item 1	+	Item 2	Skill	Recipe	Notes		
Blank Air Scroll		=	Sheet of Paper		+	Air Essence		Crafting 1	
Blank Air Scroll		=	Deck of Cards		+	Air Essence		Crafting 1	
Blank Air Scroll		=	Parchment		+	Air Essence		Crafting 1	
Blank Air Skillbook		=	Blank Air Scroll		+	Blank Air Scroll		Crafting 5	
Blank Earth Scroll		=	Sheet of Paper		+	Earth Essence		Crafting 1	
Blank Earth Scroll		=	Deck of Cards		+	Earth Essence		Crafting 1	

Blank Earth Scroll		=	Parchment		+	Earth Essence		Crafting 1		
Blank Fire Scroll		=	Sheet of Paper		+	Fire Essence		Crafting 1		
Blank Fire Scroll		=	Deck of Cards		+	Fire Essence		Crafting 1		
Blank Fire Scroll		=	Parchment		+	Fire Essence		Crafting 1		
Blank Skillbook Earth		=	Blank Earth Scroll		+	Blank Earth Scroll		Crafting 5		
Blank Skillbook Fire		=	Blank Fire Scroll		+	Blank Fire Scroll		Crafting 5		
Blank Skillbook Water		=	Blank Water Scroll		+	Blank Water Scroll		Crafting 5		
Blank Skillbook Witchcraft		=	Blank Witchcraft Scroll		+	Blank Witchcraft Scroll		Crafting 5		
Blank Water Scroll		=	Sheet of Paper		+	Water Essence		Crafting 1		
Blank Water Scroll		=	Deck of Cards		+	Water Essence		Crafting 1		
Blank Water Scroll		=	Parchment		+	Water Essence		Crafting 1		
Blank Witchcraft Scroll		=	Sheet of Paper		+	Pixie Dust		Crafting 1	Secrets of the Scroll V	
Blank Witchcraft Scroll		=	Deck of Cards		+	Pixie Dust		Crafting 1		
Blank Witchcraft Scroll		=	Parchment		+	Pixie Dust		Crafting 1	Secrets of the Scroll V	
Death Knight Bane Skillbook		=	Leandra's Spell		+	Vial of Leandra's Blood		-		Needed to be able to harm Death Knights
Random Air Scroll		=	Blank Air Scroll		+	<i>Magic Ink Pot and Quill</i>		Crafting 2+	Secrets of the Scroll V	Need Crafting 5 to be able to craft all scrolls

[C2]: Air Resistance Shield, Summon Air Elemental, Become Air, Blitz Bolt, Bitter Cold, Headvice, Remove Petrification, or Teleportation. [C3]: + Feather Drop, Immune to Electrified, Invisibility, Lightning Strike, or Shocking Touch. [C4]: + Tornado. [C5]: + Chain Lightning, Make Invisible, or Storm.

Random Earth Scroll		=	Blank Earth Scroll		+	<i>Magic Ink Pot and Quill</i>		Crafting 2+	Secrets of the Scroll V	Need Crafting 5 to be able to craft all scrolls
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[C2]: Earth Resistance Shield, Summon Earth Elemental, Fortify, Immune to Poisoning, Magical Poison Dart, Summon Wolf, Bless, or Midnight Oil. [C3]: + Bolder Dash, Petrifying Touch, or Summon Bloodswarm. [C4]: + Deadly Spores, Natures Curse, Acid Breath, or Summon Spider. [C5]: + Earthquake.

Random Fire Scroll		=	Blank Fire Scroll		+	<i>Magic Ink Pot and Quill</i>		Crafting 2+	Secrets of the Scroll V	Need Crafting 5 to be able to craft all scrolls
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[C2]: Burning Touch, Smokescreen, Small Fireball, Fire Resistance Shield, Summon Fire Elemental, Flare, Haste, Immune to Freezing, or Burn My Eyes. [C3]: + Purifying Fire, or Firefly. [C4]: + Immolation. [C5]: + Meteor Shower, or Infectious Flame.

Random Water Scroll		=	Blank Water Scroll		+	<i>Magic Ink Pot and Quill</i>		Crafting 2+	Secrets of the Scroll V	Need Crafting 5 to be able to craft all scrolls
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[C2]: Slow Current, Ice Shard, Summon Ice Elemental, Rain, Minor Heal, Slow, Water of Life, or Water Resistance Shield. [C3]: + Cleansing Water, Piercing Ice Shard, Ice Wall, Immunity to Burning, or Strong Regenerate. [C4]: + Mass Disease, Freezing Touch. [C5]: + Hail Attack, or Winterblast.

Random Witchcraft Scroll		=	Blank Witchcraft Scroll		+	<i>Magic Ink Pot and Quill</i>		Crafting 2+	Secrets of the Scroll V	Need Crafting 5 to be able to craft all scrolls
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[C2]: Bloodletting, Blind, Magical Unlock, Resurrect (Scroll only), Malediction, Oath Of Desecration, or Enfeebling Touch. [C3]: + Destroy Summon, Summon Undead Warrior, Drain Willpower, Absorb The Elements, or Vampiric Touch. [C4]: + Horrific Scream, Soulsap, Summon Armoured Undead Decapitator, or Mass Weakness. [C5]: + Death Punch, or Invulnerability.

<u>Specific Air Skillbook</u>		=	<u>Air Scroll</u>		+	Blank Air Skillbook		Crafting 2+	Secrets of the Scroll X	Requires the same Crafting skill as is needed to create the scroll
<u>Specific Earth Skillbook</u>		=	<u>Earth Scroll</u>		+	Blank Skillbook Earth		Crafting 2+	Secrets of the Scroll X	Requires the same Crafting skill as is needed to create the scroll
<u>Specific Fire Skillbook</u>		=	<u>Fire Scroll</u>		+	Blank Skillbook Fire		Crafting 2+	Secrets of the Scroll X	Requires the same Crafting skill as is needed to create the scroll
<u>Specific Water Skillbook</u>		=	<u>Water Scroll</u>		+	Blank Skillbook Water		Crafting 2+	Secrets of the Scroll X	Requires the same Crafting skill as is needed to create the scroll
<u>Specific Witchcraft Skillbook</u>		=	<u>Witchcraft Scroll</u>		+	Blank Skillbook Witchcraft		Crafting 2+	Secrets of the Scroll X	Requires the same Crafting skill as is needed to create the scroll

## Armor

Resulting Item	=	Item 1	+	Item 2	Skill	Recipe	Notes
Adult Antler Helmet	=	Magical Adult Antler	+	Leather Helmet	Crafting 1		IL=HL. Constitution: +1(HL1) / +2(HL17). Water Resistance: +5%(HL1) / +10%(HL6) / +15%(HL11) / +20%(HL16) / +25%(HL21)
Battered Cooking Pot	=	Cooking Pot	+	Hammer	-	The Adventurer's Field Guide XVIII	
Boots	=	Cloth Scraps	+	Anvil	Crafting 1		C3+: Armor Rating or Movement bonus.
Cloth Armor	=	Cloth Scraps	+	Needle and Thread	Crafting 1	The Adventurer's Field Guide XVI	C5: Armor Rating, HP, or Lucky Charm bonus.
Crab Helmet	=	Crab's Claw	+	Leather Helmet	Crafting 2		IL=HL, + HP
Creapy Eye Helmet	=	Magical Creapy Eye	+	Leather Helmet	Crafting 2		IL=HL. + Sight. Perception: +1(HL1) / +2 (HL17)
Deer Helmet	=	Magic Antler	+	Leather Helmet	Crafting 1		IL=HL. Constitution: +1(HL1) / +2(HL17)
Fancy Feather Helmet	=	Magical Fancy Feather	+	Leather Helmet	Crafting 2		IL=HL. Sneaking: +1. Air Resistance: +5%(HL1) / +10%(HL4) / +15%(HL9) / +20%(HL14) / +25%(HL19)
Feather Helmet	=	Magic Feather	+	Leather Helmet	Crafting 2		IL=HL. Sneaking: +1. Air Resistance: +5%(HL1) / +10%(HL4) / +15%(HL11) / +20%(HL16) / +25%(HL21)
Glowing Starfish Helmet	=	Magical Glowing Starfish	+	Leather Helmet	Crafting 2		IL=HL. Leadership: +1. Water Resistance: +5%(HL1) / +10%(HL4) / +15%(HL9) / +20%(HL14) / +25%(HL19)
Leather Armor	=	Leather Scraps	+	Needle and Thread	Crafting 2	The Adventurer's Field Guide XVI	
Leather Armor	=	Leather Scraps	+	Magic Needle and Thread	Crafting 5		Armor Rating, HP, or Lucky Charm bonus.
Leather Boots	=	Leather Scraps	+	Anvil	Crafting 2	He Who Smells It VII	C5: Armor Rating or Movement bonus.
Metal Boots	=	Metal Scraps	+	Anvil	Crafting 3		C5: Armor Rating or Movement bonus.
Plate Armor	=	Metal Scraps	+	Hammer	Blacksmithing 3	He Who Smells It VI	C5: Armor Rating, HP, or Lucky Charm bonus.
Pumpkin Helmet	=	Pumpkin	+	Knife or Dagger	-		Fire Resistance: +10% (IL1) / +15% (IL3) / +20% (IL8) / +25%(IL13) / +30%(IL18). 5% chance to set Feared Status
Robe	=	Cloth Scraps	+	Magic Needle and Thread	Crafting 5	The Adventurer's Field Guide XVI	HP, Intelligence, Lucky Charm, or Speed bonus
Starfish Helmet	=	Magic Starfish	+	Leather Helmet	Crafting 2		IL=HL. Leadership: +1. Water Resistance: +5%(HL1) / +10%(HL6) / +15%(HL11) / +20%(HL16) / +25%(HL21)
The Third Eye Helmet	=	Magic Eye	+	Leather Helmet	Crafting 2		IL=HL. Perception: +1(HL1) / +2 (HL17)
Trethon's Old Robes	=	Cloth Scraps	+	Mysterious Fabric Dye	Crafting 1		IL=HL. Intelligence: +1(HL1) / +2 (HL17). +Speed. All Resistances except Poison: +5%(HL1) / +10%(HL6) / +15%(HL11) / +20%(HL16) / +25%(HL21)
Weresheep Armor (4 pieces)	=	Weresheep Wool	+	Elemental Forge	-	Weresheep Recipe	

## Weapons

Resulting Item	=	Item 1	+	Item 2	Skill	Recipe	Notes
Axe	=	Steel Bar	+	Anvil	Blacksmithing 1	He Who Smells It II	B5: Critical Chance, Damage, or Max Action Points bonus
Bow	=	Bowstring	+	Branch	Crafting 1	The String Enthusiast I	C5: Dexterity, Max Action Points, or Speed bonus
Buffalo Sabre	=	Buffalo Amulet	+	Old Sabre	Crafting 2		Damage, and Strength bonus
Crossbow	=	Crossbow Without a Bowstring	+	Bowstring	Crafting 2	The String Enthusiast I	C5: Critical Chance, Damage, or Dexterity bonus
Dagger	=	Knife	+	Anvil	Blacksmithing 1	The Adventurer's Field Guide IV	B5: Dexterity, Lucky Charm, Max Action Points, or Speed bonus
Nail-Fortified Branch	=	Branch	+	Nine Inch Nails	-	The Adventurer's Field Guide I	

Shambling Oak Death Wand		=	Branch		+	Tenebrium Ore		Crafting 5	Talk to Hilda in Hiberheim	Use it to kill Shambling Oaks
Spear		=	Branch		+	Dagger		Crafting 1	The Adventurer's Field Guide I	C5: Critical Chance or Damage bonus
Staff		=	Branch		+	Branch		Crafting 2	Crafting and Cooking with Maradino, The Adventurer's Field Guide VI	C3-4: Lucky Charm bonus. C5: Intelligence, Lucky Charm, or Max Action Points bonus.
Sword		=	Iron Bar		+	Anvil		Blacksmithing 1	He Who Smells It I	B5: Damage or Max Action Points bonus
Sword of Planets		=	Fiery Heart		+	Bottle of Swirling Mud		-		+ Fire Damage, All Elemental Resistances: +5%(HL1) / +10%(HL4) / +15%(HL9) / +20%(HL14) / +25%(HL19), + Chance to set Burning status
Two-Handed Sword		=	Large Iron Bar		+	Anvil		Blacksmithing 1	He Who Smells It III	B5: Damage or Strength bonus
Two-Handed Axe		=	Large Steel Bar		+	Anvil		Blacksmithing 2	He Who Smells It III	B5: Damage or Critical Chance bonus
Voodoo Doll		=	Inert Voodoo Doll		+	Pixie Dust		Crafting 1		C3-5: 20/40/75% to set Bleeding status bonus.
Wooden Stake		=	Log		+	Knife or Dagger		-	Crafting and Cooking with Maradino	

## Arrows & Arrowheads

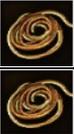
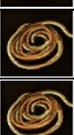
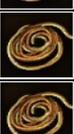
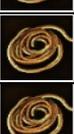
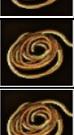
Resulting Item	=	Item 1	+	Item 2	Skill	Recipe	Notes
Arrow		Arrow Shaft		Arrowhead		-	Useless
Arrow of Ignorance		Debuff Intelligence Potion		Arrowhead		Crafting 2	The String Enthusiast II Lowers target's Intelligence
Blinding Arrow		Debuff Perception Potion		Arrowhead		Crafting 2	The String Enthusiast II Lowers target's Perception
Charming Arrow		Charming Arrowhead		Arrow Shaft		Crafting 4	Charms target
Charming Arrowhead		Drudanae		Arrowhead		Crafting 4	
Cursing Arrow		Debuff-All Potion		Arrowhead		Crafting 3	The String Enthusiast II Lowers all of target's Primary Stats
Explosive Arrow		Explosive Arrowhead		Arrow Shaft		Crafting 3	Creates an explosion
Explosive Arrowhead		Fire Arrowhead		Cup of Oil		Crafting 2	
Empty Cup							
Explosive Arrowhead		Fire Resistance Potion		Arrowhead		Crafting 3	The String Enthusiast II
Fire Arrow		Fire Arrowhead		Arrow Shaft		Crafting 1	Can Burn target
Freezing Arrow		Freezing Arrowhead		Arrow Shaft		Crafting 3	Can Freeze target
Knockdown Arrow		Knockdown Arrowhead		Arrow Shaft		Crafting 1	Can knock down target
Knockdown Arrowhead		Antler		Knife or Dagger		Crafting 1	
Poison Arrow		Poisoned Arrowhead		Arrow Shaft		Crafting 2	Can poison target
Poisoned Arrowhead		Intestines		Arrowhead		Crafting 2	
Poisoned Arrowhead		Poison Flask		Arrowhead		Crafting 2	The String Enthusiast III
Poisoned Arrowhead		Rotten Eggs		Arrowhead		Crafting 2	
Poisoned Arrowhead		Arrowhead		Ooze Barrel		Crafting 2	The Adventurer's Field Guide X

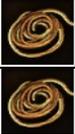
Poisoncloud Arrow	=	Poisoncloud Arrowhead	+	Arrow Shaft	Crafting 3		Creates Poison Cloud
Poisoncloud Arrowhead	=	Poisoned Arrowhead	+	Poisoned Arrowhead	Crafting 3		
Silver Arrow	=	Silver Arrowhead	+	Arrow Shaft	Crafting 2		Breaks Armor
Silver Arrowhead (x4)	=	Silver Bar	+	Anvil	Crafting 2		
Slowdown Arrow	=	Slowdown Arrowhead	+	Arrow Shaft	Crafting 2		Slows down target
Slowdown Arrowhead	=	Cup of Oil	+	Arrowhead	Crafting 2		
Empty Cup							
Slowdown Arrowhead	=	Arrowhead	+	Oil Barrel	Crafting 2		
Slowness Arrow	=	Debuff Speed Potion	+	Arrowhead	Crafting 2	The String Enthusiast II	Lowers target's Speed
Smokscreen Arrow	=	Smokscreen Arrowhead	+	Arrow Shaft	Crafting 1		Creates a Smokscreen
Static Cloud Arrow	=	Static Cloud Arrowhead	+	Arrow Shaft	Crafting 3		Creates a Static Cloud
Static Cloud Arrowhead	=	Stunning Arrowhead	+	Cup of Water	Crafting 2		
Empty Cup							
Static Cloud Arrowhead	=	Air Resistance Potion	+	Arrowhead	Crafting 3	The String Enthusiast II	
Steamcloud Arrow	=	Steamcloud Arrowhead	+	Arrow Shaft	Crafting 2		Creates a Steam Cloud
Steamcloud Arrowhead	=	Fire Arrowhead	+	Cup of Water	Crafting 2		
Empty Cup							
Steamcloud Arrowhead	=	Water Resistance Potion	+	Arrowhead	Crafting 2	The String Enthusiast II	
Stunning Arrow	=	Stunning Arrowhead	+	Arrow Shaft	Crafting 1		Stuns target
Stunning Arrowhead	=	Tooth	+	Knife or Dagger	Crafting 1		
Weakening Arrow	=	Debuff Strength Potion	+	Arrowhead	Crafting 2	The String Enthusiast II	Lowers target's Strength
Withering Arrow	=	Debuff Constitution Potion	+	Arrowhead	Crafting 2	The String Enthusiast II	Lowers target's Constitution

## Amulets

Resulting Item	=	Item 1	+	Item 2	Skill	Recipe	Notes
Ancient Skull Amulet	=	Magical Ancient Human Skull	+	Thread	Crafting 3	The Adventurer's Field Guide XIX	Intelligence: +1(HL1) / +2 HL17), Earth Resistance: +5%(HL1) / +10%(HL6) / +15%(HL11) / +20%(HL16) / +25%(HL21)
Chicken Amulet	=	Magic Chicken Foot	+	Thread	Crafting 1	The Adventurer's Field Guide XIX	Initiative: +1
Chicken Amulet	=	Magical Big Chicken Foot	+	Thread	Crafting 1	The Adventurer's Field Guide XIX	Initiative: +1 (Probably a bug)
Claw Amulet	=	Magic Claw	+	Thread	Crafting 1	The Adventurer's Field Guide XIX	Strength: +1 (HL1) / +2 (HL17)
Creepy Eye Amulet	=	Magical Creepy Eye	+	Thread	Crafting 1	The Adventurer's Field Guide XIX	Perception: +1 (HL1) / +2 (HL17), + Sight
Fancy Feather Amulet	=	Magical Fancy Feather	+	Thread	Crafting 1	The Adventurer's Field Guide XIX	Dexterity: +1 (HL1) / +2 (HL17), + HP

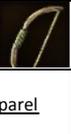
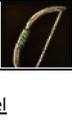
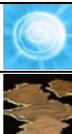
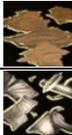
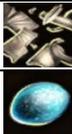
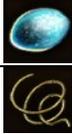
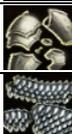
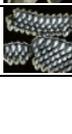
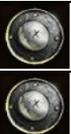
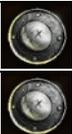
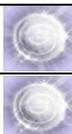
Feather Amulet		=	Magic Feather		+	Thread		Crafting 1	The Adventurer's Field Guide XIX	Dexterity: +1 (HL1) / +2 (HL17)
Glowing Star Fish Amulet		=	Magical Glowing Starfish		+	Thread		Crafting 1	The Adventurer's Field Guide XIX	+ HP, Water Resistance: +5%(HL1) / +10%(HL6) / +15%(HL11) / +20%(HL16) / +25%(HL21)
Large Tusk Amulet		=	Magical Large Tusk		+	Thread		Crafting 1	The Adventurer's Field Guide XIX	Loremaster: +1. Intelligence: +1(HL1) / +2(HL17). Air Resistance: +5%(HL1) / +10%(HL6) / +15%(HL11) / +20%(HL16) / +25%(HL21)
Long Rat Tail Amulet		=	Magical Long Rat Tail		+	Thread		Crafting 2	The Adventurer's Field Guide XIX	Poison Resistance: +5%(HL1) / +10%(HL4) / +15%(HL9) / +20%(HL14) / +25%(HL19)
Lucky Rabbit Paw Amulet		=	Magical Lucky Rabbit Paw		+	Thread		Crafting 1	The Adventurer's Field Guide XIX	Lucky Charm: +1, +Movement
Lucky Rabbit Paw Super Amulet		=	Lucky Rabbit Paw Amulet		+	Bowstring		Crafting 3		Lucky Charm: +1, +Movement
Lucky Rabbit's Paw Amulet		=	Rabbit's Paw Amulet		+	Bowstring		Crafting 3		Lucky Charm: +1, +Movement
Rabbit's Paw Amulet		=	Magic Rabbit's Paw		+	Thread		Crafting 1	Secrets of the Scroll III, The Adventurer's Field Guide XIX	Lucky Charm: +1
Rat Tail Amulet		=	Magic Rat's Tail		+	Thread		Crafting 2	The Adventurer's Field Guide XIX	Poison Resistance: +5%(HL1) / +10%(HL6) / +15%(HL11) / +20%(HL16) / +25%(HL21)
Sharp Claw Amulet		=	Magical Sharp Claw		+	Thread		Crafting 1	The Adventurer's Field Guide XIX	Strength: +1 (HL1) / +2 (HL17), + Sight
Sharp Tooth Amulet		=	Magical Sharp Tooth		+	Thread		Crafting 2	The Adventurer's Field Guide XIX	Charisma: +1. Fire Resistance: + 5%(HL1) / +10%(HL6) / +15%(HL11) / +20%(HL16) / +25%(HL21)
Skull Amulet		=	Magic Skull		+	Thread		Crafting 1	The Adventurer's Field Guide XIX	Intelligence: +1 (HL1) / +2 (HL17)
Starfish Amulet		=	Magic Starfish		+	Thread		Crafting 1	The Adventurer's Field Guide XIX	+ HP
The Third Eye Amulet		=	Magic Eye		+	Thread		Crafting 1	The Adventurer's Field Guide XIX	Perception: +1 (HL1) / +2 (HL17)
Tooth Amulet		=	Magic Tooth		+	Thread		Crafting 2	The Adventurer's Field Guide XIX	Charisma: +1
Tusk Amulet		=	Magic Tusk		+	Thread		Crafting 1	The Adventurer's Field Guide XIX	Loremaster: +1

Belts										
Resulting Item	=	Item 1	+	Item 2	Skill	Recipe	Notes			
Ancient Skull Belt		=	Magical Ancient Human Skull		+	Rope		Crafting 1		Constitution: +1(HL1) / +2 (HL17), Earth Resistance: +5%(HL1) / +10%(HL6) / +15%(HL11) / +20%(HL16) / +25%(HL21)
Big Chicken Claw Belt		=	Magical Big Chicken Foot		+	Rope		Crafting 2		Initiative: +2
Chicken Belt		=	Magic Chicken Foot		+	Rope		Crafting 2		Initiative: +1
Claw Belt		=	Magic Claw		+	Rope		Crafting 1		Strength: +1 (HL1) / +2 (HL17)
Fancy Feather Belt		=	Magical Fancy Feather		+	Rope		Crafting 1		Initiative: +1. + HP
Feather Belt		=	Magic Feather		+	Rope		Crafting 1		Initiative: +1
Long Rat Tail Belt		=	Magical Long Rat Tail		+	Rope		Crafting 2		Poison Resistance: +5%(HL1) / +10%(HL4) / +15%(HL9) / +20%(HL14) / +25%(HL19)
Rabbit's Paw Belt		=	Magic Rabbit's Paw		+	Rope		Crafting 1	Secrets of the Scroll III	Lucky Charm: +1
Rat Tail Belt		=	Magic Rat's Tail		+	Rope		Crafting 2		Poison Resistance: +5%(HL1) / +10%(HL6) / +15%(HL11) / +20%(HL16) / +25%(HL21)
Sharp Claw Belt		=	Magical Sharp Claw		+	Rope		Crafting 1		Strength: +1 (HL1) / +2 (HL17), + Sight
Sharp Tooth Belt		=	Magical Sharp Tooth		+	Rope		Crafting 2		Charisma: +1. Fire Resistance: + 5%(HL1) / +10%(HL6) / +15%(HL11) / +20%(HL16) / +25%(HL21)
Skull Belt		=	Magic Skull		+	Rope		Crafting 1		Constitution: +1 (HL1) / +2 (HL17)

Tooth Belt		=	Magic Tooth		+	Rope		Crafting 2		Charisma: +1
Tusk Belt		=	Magic Tusk		+	Rope		Crafting 1		Body Building: +1

Rings										
Resulting Item	=	Item 1	+	Item 2	Skill	Recipe	Notes			
Ancient Skull Ring		=	Magical Ancient Human Skull		+	Jeweller's Kit: Ring		Crafting 2		Constitution: +1(HL1) / +2 HL17), Earth Resistance: +5%(HL1) / +10%(HL6) / +15%(HL11) / +20%(HL16) / +25%(HL21)
Big Chicken Claw Ring		=	Magical Big Chicken Foot		+	Jeweller's Kit: Ring		Crafting 2		+ Movement
Chicken Ring		=	Magic Chicken Foot		+	Jeweller's Kit: Ring		Crafting 2		+ Movement
Claw Ring		=	Magic Claw		+	Jeweller's Kit: Ring		Crafting 2		Constitution: +1 (HL1) / +2 (HL17)
Fancy Feather Ring		=	Magical Fancy Feather		+	Jeweller's Kit: Ring		Crafting 2		Telekenesis: +1, + HP
Feather Ring		=	Magic Feather		+	Jeweller's Kit: Ring		Crafting 2		Telekenesis: +1
Large Tusk Ring		=	Magical Large Tusk		+	Jeweller's Kit: Ring		Crafting 2		Intelligence: +1(HL1) / +2(HL17), Air & Poison Resistance: +5%(HL1) / +10%(HL6) / +15%(HL11) / +20%(HL16) / +25%(HL21)
Long Rat Tail Ring		=	Magical Long Rat Tail		+	Jeweller's Kit: Ring		Crafting 2		Poison Resistance: +5%(HL1) / +10%(HL4) / +15%(HL9) / +20%(HL14) / +25%(HL19)
Lucky Rabbit Paw Ring		=	Magical Lucky Rabbit Paw		+	Jeweller's Kit: Ring		Crafting 2	Secrets of the Scroll III	Speed: +1 (HL1) / +2 (HL17), +Movement
Lucky Rabbit Paw Super Ring		=	Lucky Rabbit Paw Super Amulet		+	Jeweller's Kit: Ring		Crafting 2		Speed: +1 (HL1) / +2 (HL17), +Movement
Lucky Rabbit's Paw Ring		=	Lucky Rabbit's Paw Amulet		+	Jeweller's Kit: Ring		Crafting 2	Secrets of the Scroll III	Speed: +1 (HL1) / +2 (HL17), +Movement
Rabbit's Paw Ring		=	Magic Rabbit's Paw		+	Jeweller's Kit: Ring		Crafting 2	Secrets of the Scroll III	Speed: +1 (HL1) / +2 (HL17)
Rat Tail Ring		=	Magic Rat's Tail		+	Jeweller's Kit: Ring		Crafting 2		Poison Resistance: +5%(HL1) / +10%(HL6) / +15%(HL11) / +20%(HL16) / +25%(HL21)
Sharp Claw Ring		=	Magical Sharp Claw		+	Jeweller's Kit: Ring		Crafting 2		Constitution: +1 (HL1) / +2 (HL17), + Sight
Sharp Tooth Ring		=	Magical Sharp Tooth		+	Jeweller's Kit: Ring		Crafting 2		Charisma: +1, Fire Resistance: +5%(HL1) / +10%(HL6) / +15%(HL11) / +20%(HL16) / +25%(HL21)
Skull Ring		=	Magic Skull		+	Jeweller's Kit: Ring		Crafting 2		Constitution: +1 (HL1) / +2 (HL17)
Tooth Ring		=	Magic Tooth		+	Jeweller's Kit: Ring		Crafting 2		Charisma: +1
Tusk Ring		=	Magic Tusk		+	Jeweller's Kit: Ring		Crafting 2		Poison Resistance: +5%(HL1) / +10%(HL6) / +15%(HL11) / +20%(HL16) / +25%(HL21)

Enchanting										
Resulting Item	=	Item 1	+	Item 2	Skill	Recipe	Notes			
<u>Boosted Apparel</u>	=	<u>Apparel</u>	+	<u>Fabric Dye</u>	-		Changes color of the Apparel			
<u>Boosted Apparel</u>	=	<u>Apparel</u>	+	<u>Golden Grail</u>			Changes color of the Apparel to yellow			
<u>Boosted Apparel</u>	=	<u>Apparel</u>	+	Pearl		Crafting 1	The Adventurer's Field Guide VII + Gold Value			
<u>Boosted Apparel</u>	=	<u>Apparel</u>	+	Ruby		Crafting 5	Secrets of the Scroll IX + Air, Earth, Fire, and Water Resistance. +5%(HL1) / +10%(HL2) / +15%(HL7) / +20%(HL12) / +25%(HL17) / +30%(HL22).			
<u>Boosted Apparel</u>	=	<u>Apparel</u>	+	Void Essence		Crafting 5	The Adventurer's Field Guide XV Sneaking: +1, Changes color of the Apparel			
<u>Boosted Boots</u>	=	<u>Boots</u>	+	Nine Inch Nails		Crafting 5	+ Immunity to Slipping			

<u>Boosted Bow</u>		=	<u>Bow</u>		+	Bowstring		Crafting 2		+ Damage
<u>Boosted Bow</u>		=	<u>Bow</u>		+	Sextant		Crafting 3		Perception: +1 (IL1) / +2 (IL14) / +3 (IL22)
<u>Boosted Cloth Apparel</u>		=	<u>Cloth Apparel</u>		+	Air Essence		Crafting 2		+ Air Resistance. +5%(IL1) / +10%(IL2) / +15%(IL7) / +20%(IL12) / +25%(IL17) / +30%(IL22). Color change.
<u>Boosted Cloth Apparel</u>		=	<u>Cloth Apparel</u>		+	Earth Essence		Crafting 2		+ Earth Resistance. +5%(IL1) / +10%(IL2) / +15%(IL7) / +20%(IL12) / +25%(IL17) / +30%(IL22). Color change.
<u>Boosted Cloth Apparel</u>		=	<u>Cloth Apparel</u>		+	Fire Essence		Crafting 2		+ Fire Resistance. +5%(IL1) / +10%(IL2) / +15%(IL7) / +20%(IL12) / +25%(IL17) / +30%(IL22). Color change.
<u>Boosted Cloth Apparel</u>		=	<u>Cloth Apparel</u>		+	Water Essence		Crafting 2		+ Water Resistance. +5%(IL1) / +10%(IL2) / +15%(IL7) / +20%(IL12) / +25%(IL17) / +30%(IL22). Color change.
<u>Boosted Cloth Armor</u>		=	<u>Cloth Armor</u>		+	Leather Scraps		Crafting 4	The Adventurer's Field Guide XI	+ Armor Rating (worse than Metal Scraps)
<u>Boosted Cloth Armor</u>		=	<u>Cloth Armor</u>		+	Metal Scraps		Crafting 5	The Adventurer's Field Guide XI	+ Armor Rating (better than Leather Scraps)
<u>Boosted Club</u>		=	<u>Club</u>		+	Moonstone		Crafting 3	The Adventurer's Field Guide IX	+ Damage
<u>Boosted Crossbow</u>		=	<u>Crossbow</u>		+	Bowstring		Crafting 3		+ Damage
<u>Boosted Crossbow</u>		=	<u>Crossbow</u>		+	Sextant		Crafting 4		Perception: +1 (IL1) / +2 (IL14) / +3 (IL22)
<u>Boosted Edged Metal Weapon</u>		=	<u>Edged Metal Weapon</u>		+	Whetstone		Blacksmithing 2	The Adventurer's Field Guide VIII	+ Damage
<u>Boosted Edged Metal Weapon</u>		=	<u>Edged Metal Weapon</u>		+	<i>Whetstone Wheel</i>		Blacksmithing 2	The Adventurer's Field Guide VIII	+ Damage
<u>Boosted Leather Apparel</u>		=	<u>Leather Apparel</u>		+	Air Essence		Crafting 3		+ Air Resistance. +5%(IL1) / +10%(IL2) / +15%(IL7) / +20%(IL12) / +25%(IL17) / +30%(IL22). Color change.
<u>Boosted Leather Apparel</u>		=	<u>Leather Apparel</u>		+	Earth Essence		Crafting 3		+ Earth Resistance. +5%(IL1) / +10%(IL2) / +15%(IL7) / +20%(IL12) / +25%(IL17) / +30%(IL22). Color change.
<u>Boosted Leather Apparel</u>		=	<u>Leather Apparel</u>		+	Fire Essence		Crafting 3		+ Fire Resistance. +5%(IL1) / +10%(IL2) / +15%(IL7) / +20%(IL12) / +25%(IL17) / +30%(IL22). Color change.
<u>Boosted Leather Apparel</u>		=	<u>Leather Apparel</u>		+	Water Essence		Crafting 3		+ Water Resistance. +5%(IL1) / +10%(IL2) / +15%(IL7) / +20%(IL12) / +25%(IL17) / +30%(IL22). Color change.
<u>Boosted Leather Armor</u>		=	<u>Leather Armor</u>		+	<i>Mobile Kitchen</i>		Crafting 2	The Adventurer's Field Guide XII	+ Armor Rating (worse than Metal Scraps)
<u>Boosted Leather Armor</u>		=	<u>Leather Armor</u>		+	Metal Scraps		Crafting 5	The Adventurer's Field Guide XI	+ Armor Rating (better than Mobile Kitchen)
<u>Boosted Metal Apparel</u>		=	<u>Metal Apparel</u>		+	Air Essence		Crafting 5		+ Air Resistance. +5%(IL1) / +10%(IL2) / +15%(IL7) / +20%(IL12) / +25%(IL17) / +30%(IL22). Color change.
<u>Boosted Metal Apparel</u>		=	<u>Metal Apparel</u>		+	Earth Essence		Crafting 5		+ Earth Resistance. +5%(IL1) / +10%(IL2) / +15%(IL7) / +20%(IL12) / +25%(IL17) / +30%(IL22). Color change.
<u>Boosted Metal Apparel</u>		=	<u>Metal Apparel</u>		+	Fire Essence		Crafting 5		+ Fire Resistance. +5%(IL1) / +10%(IL2) / +15%(IL7) / +20%(IL12) / +25%(IL17) / +30%(IL22). Color change.
<u>Boosted Metal Apparel</u>		=	<u>Metal Apparel</u>		+	Water Essence		Crafting 5		+ Water Resistance. +5%(IL1) / +10%(IL2) / +15%(IL7) / +20%(IL12) / +25%(IL17) / +30%(IL22). Color change.
<u>Boosted Metal Armor</u>		=	<u>Metal Armor</u>		+	<i>Anvil</i>		Crafting 5	The Adventurer's Field Guide XIII	+ Movement of Armor
<u>Boosted Metal Armor</u>		=	<u>Metal Armor</u>		+	Cup of Oil		-	The Adventurer's Field Guide VIX	+ Movement of Armor
<u>Boosted Metal Armor</u>		=	<u>Metal Armor</u>		+	Plate Scraps		Crafting 5	The Adventurer's Field Guide XI	+ Armor Rating
<u>Boosted Metal Armor</u>		=	<u>Metal Armor</u>		+	Scale Scraps		Crafting 5	The Adventurer's Field Guide XI	+ Armor Rating
<u>Boosted Metal Shield</u>		=	<u>Metal Shield</u>		+	<i>Anvil</i>		Blacksmithing 2	The Adventurer's Field Guide III	B2: +Durability, B3+: + Blocking
<u>Boosted Metal Shield</u>		=	<u>Metal Shield</u>		+	Void Essence		Blacksmithing 4		+ Tenebrium Resistance. +5%(IL1) / +10%(IL4) / +15%(IL9) / +20%(IL14) / +25%(IL19)
<u>Boosted Shield</u>		=	<u>Shield</u>		+	Air Essence		Crafting 4		+ Air Resistance. +5%(IL1) / +10%(IL4) / +15%(IL9) / +20%(IL14) / +25%(IL19)
<u>Boosted Shield</u>		=	<u>Shield</u>		+	Earth Essence		Crafting 4		+ Earth Resistance. +5%(IL1) / +10%(IL4) / +15%(IL9) / +20%(IL14) / +25%(IL19)

<u>Boosted Shield</u>	=	<u>Shield</u>	+	Fire Essence		Crafting 4		+ Fire Resistance. +5%(IL1) / +10%(IL4) / +15%(IL9) / +20%(IL14) / +25%(IL19)
<u>Boosted Shield</u>	=	<u>Shield</u>	+	Water Essence		Crafting 4		+ Water Resistance. +5%(IL1) / +10%(IL4) / +15%(IL9) / +20%(IL14) / +25%(IL19)
<u>Boosted Staff</u>	=	<u>Staff</u>	+	Moonstone		Crafting 3	The Adventurer's Field Guide IX	+ Damage
<u>Boosted Weapon</u>	=	<u>Weapon</u>	+	Air Essence		Crafting 5	Secrets of the Scroll VIII	+ Air Damage (max 1 extra damage type)
<u>Boosted Weapon</u>	=	<u>Weapon</u>	+	Earth Essence		Crafting 5	Secrets of the Scroll VIII	+ Earth Damage (max 1 extra damage type)
<u>Boosted Weapon</u>	=	<u>Weapon</u>	+	Fire Essence		Crafting 5	Secrets of the Scroll VIII	+ Fire Damage (max 1 extra damage type)
<u>Boosted Weapon</u>	=	<u>Weapon</u>	+	Joshua's Spice		Crafting 2		+ Fire Damage (max 1 extra damage type)
<u>Boosted Weapon</u>	=	<u>Weapon</u>	+	Water Essence		Crafting 5	Secrets of the Scroll VIII	+ Water Damage (max 1 extra damage type)
<u>Boosted Weapon</u>	=	<u>Weapon</u>	+	<u>Poison Flask</u>		Crafting 1	The Adventurer's Field Guide X	+ Poison Damage (max 1 extra damage type)
<u>Boosted Weapon</u>	=	<u>Weapon</u>	+	Tenebrium Bar		Tenebrium 3		+ Tenebrium Damage (max 1 extra damage type)
<u>Boosted Weapon</u>	=	<u>Weapon</u>	+	Tormented Soul		Crafting 5	Secrets of the Scroll VII	Strength: +1(IL1) / +2(IL14) / +3(IL22), Dexterity: +1(IL1) / +2(IL14) / +3(IL22)
<u>Boosted Wooden Shield</u>	=	<u>Wooden Shield</u>	+	Metal Scraps		Blacksmithing 2	The Adventurer's Field Guide II	B2: +Durability, B3+: +Blocking
<u>Boosted Wooden Shield</u>	=	<u>Wooden Shield</u>	+	Void Essence		Crafting 4		+ Tenebrium Resistance. +5%(IL1) / +10%(IL4) / +15%(IL9) / +20%(IL14) / +25%(IL19)

## Potions

Resulting Item	=	Item 1	+	Item 2	Skill	Recipe	Notes
Air Resistance Potion	=	Jellyroom	+	Empty Potion Flask	Crafting 2	Fun With Fluids II	Air Resistance: +15%
Debuff Constitution Potion	=	Bonedust	+	<u>Poison Flask</u>	Crafting 2		Constitution: -2
Debuff Dexterity Potion	=	<u>Sinew</u>	+	<u>Poison Flask</u>	Crafting 2		Dexterity: -2
Debuff Intelligence Potion	=	Tormented Soul	+	<u>Poison Flask</u>	Crafting 2		Intelligence: -2
Debuff Perception Potion	=	<u>Eye</u>	+	<u>Poison Flask</u>	Crafting 2		Perception: -2
Debuff Speed Potion	=	Void Essence	+	<u>Poison Flask</u>	Crafting 2		Speed: -2
Debuff Strength Potion	=	<u>Tooth</u>	+	<u>Poison Flask</u>	Crafting 2	The String Enthusiast III	Strength: -2
Debuff-All Potion	=	<u>Debuff Potion</u>	+	<u>Different Debuff Potion</u>	Crafting 3		All Stats: -1
Dexterity Potion	=	<u>Sinew</u>	+	Speed Potion	Crafting 5	Fun With Fluids X	Dexterity: +1
Earth Resistance Potion	=	Earth Tongue Mushroom	+	Empty Potion Flask	Crafting 2	Fun With Fluids II	Earth Resistance: +15%
Empty Potion Flask (x2)	=	Air Resistance Potion	+	Earth Resistance Potion	Crafting 1	Fun With Fluids II	Both potions must be of the same strength
Empty Potion Flask (x2)	=	Fire Resistance Potion	+	Water Resistance Potion	Crafting 1	Fun With Fluids II	Both potions must be of the same strength
Filter of the Fearless Imp	=	Apple	+	Pumpkin	-	Lates Research (in Maradino's Library)	Use it on Yox. (in Hidden Lair)
Fire Resistance Potion	=	Guepinia Mushroom	+	Empty Potion Flask	Crafting 2	Fun With Fluids II	Fire Resistance: +15%
Intelligence Potion	=	Void Essence	+	Minor Perception Potion	Crafting 5	Fun With Fluids X	Intelligence: +1

Invisibility Potion		=	Air Resistance Potion		+	Magical Armour Potion		Crafting 4	Fun With Fluids VIII	Sets Invisibility status
Invisibility Potion		=	Void Essence		+	Empty Potion Flask		Crafting 4		Sets Invisibility status
Large Healing Potion		=	Minor Healing Potion		+	Minor Healing Potion		Crafting 3		Healing: +157
Magical Armour Potion		=	Whisperwood		+	Empty Potion Flask		Crafting 2		Armor: +32
Medium Healing Potion		=	Minor Healing Potion		+	Minor Healing Potion		Crafting 2		Healing: +98
Minor Constitution Potion		=	Farhangite		+	Empty Potion Flask		Crafting 2	Fun With Fluids VI	Constitution: +1
Minor Healing Potion		=	Penny Bun Mushroom		+	Empty Potion Flask		Crafting 1	Fun With Fluids I	Healing: +52
Minor Perception Potion		=	<u>Eye</u>		+	Empty Potion Flask		Crafting 5	Fun With Fluids VII, Druid's Alchemy Notes	Perception: +1
Minor Resist-All Potion		=	Air Resistance Potion		+	Water Resistance Potion		Crafting 3	Fun With Fluids II	All Resistances: +20% (Except Tenebrium)
Minor Resist-All Potion		=	Earth Resistance Potion		+	Fire Resistance Potion		Crafting 3	Fun With Fluids II	All Resistances: +20% (Except Tenebrium)
Minor Strength Potion		=	Minor Constitution Potion		+	Bonedust		Crafting 5	Fun With Fluids X	Strength: +1
Poison Antidote Potion		=	Apple		+	<u>Healing Potion</u>		Crafting 3		Cures Poison
Poison Flask		=	Empty Potion Flask		+	<i>Ooze Barrel</i>		-		100% chance to set Poisoned status
Poison Flask		=	Fly Agaric Mushroom		+	Empty Potion Flask		Crafting 1	Fun With Fluids I	100% chance to set Poisoned status
Poison Flask		=	Intestines		+	Empty Potion Flask		Crafting 1		100% chance to set Poisoned status
Poison Flask		=	Rotten Eggs		+	Empty Potion Flask		Crafting 1		100% chance to set Poisoned status
Poison Resistance Potion		=	Drudanae		+	Empty Potion Flask		Crafting 1	Fun With Fluids IV	Poison Resistance: +15%
Potion Level Up		=	Augmentor		+	<u>Potion</u>		Crafting 3+	Druid's Alchemy Notes	Minor -> Medium, Medium -> Large
Speed Potion		=	Fanny Blossom		+	Empty Potion Flask		Crafting 2	Fun With Fluids V	Speed: +1
Telekinesis Potion		=	Drudanae		+	Minor Resist-All Potion		Crafting 3	Fun With Fluids IX	Telekinesis: +1
Vial of Chicken Blood		=	Chicken Corpse		+	Empty Vial		-		Used in the quest: The Initiation
Water Resistance Potion		=	Bluegill Mushroom		+	Empty Potion Flask		Crafting 2	Fun With Fluids II	Water Resistance: +15%

## Food & Drinks

Resulting Item	=	Item 1	+	Item 2	Skill	Recipe	Notes		
Apple Juice		=	Apple		+	Empty Cup		-	Heals: +18, Poison Resistance: +10
Apple Juice		=	Apple		+	Empty Mug		-	Heals: +18, Poison Resistance: +10
Apple Pie		=	Apple Pie Dough		+	<i>Oven or Furnace</i>		-	Heals: +42, Poison Resistance: +10
Apple Pie Dough		=	Apple		+	Dough		-	Patty Cake, Patty Cake III Speed: -1, Heals: +13
Boiled Potato		=	Potato		+	<i>Mobile Kitchen</i>		-	Patty Cake, Patty Cake IV Constitution: +1, Heals: +22
Bottle of Beer		=	Empty Bottle		+	<i>Beer Barrel</i>		-	Intelligence: -1, Heals: +22 20% chance of getting Drunk

Bottle of Water		=	Empty Bottle		+	Water Source: Water Barrel, Well	-		Heals: +13	
Bottle of Wine		=	Empty Bottle		+	Wine Barrel	-		Speed: -1, Heals: +32, 20% chance of getting Drunk	
Bread		=	Dough		+	Oven or Furnace	-	Crafting and Cooking with Maradino	Strength: +1, Speed: -1, Heals: +10	
Cheese Bread		=	Cheese Bread Dough		+	Oven or Furnace	-	Crafting and Cooking with Maradino	Constitution: +1, Heals: +22	
Cheese Bread Dough		=	Cheese		+	Dough		-	Patty Cake, Patty Cake III, Crafting and Cooking with Maradino	Speed: -1, Heals: +13
Cold Fries		=	Potato		+	Knife or Dagger		-	Patty Cake, Patty Cake IV	Heals: +7
Cold Mashed Potatoes		=	Potato		+	Hammer		-	Patty Cake, Patty Cake IV	Heals: +7
Cup of Tea		=	Tea Herb		+	Cup of Water		-		Heals: +32
Cup of Water		=	Empty Cup		+	Water Source: Water Barrel, Well	-		Heals: +13	
Cup of Water		=	Empty Cup		+	Bottle of Water		-		Heals: +13
Empty Bottle										
Cyseal Pie		=	Fish Pie Dough		+	Oven or Furnace	-	Crafting and Cooking with Maradino	Intelligence: +1, Speed: -1, Heals: +71	
Dinner		=	Fish		+	Mobile Kitchen		-		Strength: +1, Heals: +74
Dinner		=	Fish		+	Oven or Furnace	-		Strength: +1, Heals: +74	
Dinner		=	Raw Meat		+	Mobile Kitchen		-		Strength: +1, Heals: +74
Dinner		=	Raw Meat		+	Oven or Furnace	-		Strength: +1, Heals: +74	
Dough		=	Flour		+	Bottle of Water		-	Crafting and Cooking with Maradino, Patty Cake, Patty Cake II	Speed: -1, Heals: +7
Empty Bottle										
Dough		=	Flour		+	Bucket with Water		-	Crafting and Cooking with Maradino, Patty Cake, Patty Cake II	Speed: -1, Heals: +7
Bucket										
Dough		=	Flour		+	Cup of Water		-	Crafting and Cooking with Maradino, Patty Cake, Patty Cake II	Speed: -1, Heals: +7
Empty Cup										
Dough		=	Flour		+	Mug of Water		-	Crafting and Cooking with Maradino, Patty Cake, Patty Cake II	Speed: -1, Heals: +7
Empty Mug										
Dwarven Stew		=	Mug of Beer		+	Dinner		-		Strength: +1, Heals: +74, 100% chance to get Slowed
Elven Stew		=	Dinner		+	Tomato Sauce		-		Dexterity: +1, Heals: +50
Fish Pie Dough		=	Fish		+	Dough		-	Patty Cake, Patty Cake III, Crafting and Cooking with Maradino	Speed: -1, Heals: +13
Glass of Wine		=	Empty Cup		+	Wine Barrel	-		Speed: -1, Heals: +32, 20% chance of getting Drunk	
Glass of Wine		=	Empty Cup		+	Bottle of Wine		-		Speed: -1, Heals: +32 20% chance of getting Drunk
Empty Bottle										
Jar of Honey		=	Jar		+	Beehive	-		Intelligence: +1, Heals: +16, Poison Resistance: +15%	

Mashed Potatoes		=	Cold Mashed Potatoes		+	Mobile Kitchen		-		Strength: +1, Heals: +71
Mashed Potatoes		=	Cold Mashed Potatoes		+	Oven or Furnace		-		Strength: +1, Heals: +71
Milk		=	Empty Cup		+	Bucket with Milk		-		Heals: +18, Armor: +21
Milk and Honey		=	Jar of Honey		+	Milk		-		Heals: +52, Armor: +32, Poison Resistance: +20%
Mug of Beer		=	Empty Mug		+	Beer Barrel		-		Intelligence: -1, Heals: +22 20% chance of getting Drunk
Mug of Beer		=	Empty Mug		+	Bottle of Beer		-		Intelligence: -1, Heals: +22 20% chance of getting Drunk
Empty Bottle										
Mug of Tea		=	Tea Herb		+	Mug of Water		-		Bug: Cannot be consumed
Mug of Water		=	Empty Mug		+	Water Source: Water Barrel, Well		-		Heals: +13
Mug of Water		=	Empty Mug		+	Bottle of Water		-		Heals: +13
Empty Bottle										
Mug of Wine		=	Empty Mug		+	Wine Barrel		-		Speed: -1, Heals: +32 20% chance of getting Drunk
Mug of Wine		=	Empty Mug		+	Bottle of Wine		-		Speed: -1, Heals: +32 20% chance of getting Drunk
Empty Bottle										
Orange Juice		=	Orange		+	Empty Cup		-		Dexterity: +1, Heals: +18
Orange Juice		=	Orange		+	Empty Mug		-		Dexterity: +1, Heals: +18
Pizza		=	Pizza Dough		+	Oven or Furnace		-	Crafting and Cooking with Maradino	Constitution: +1, Speed: -1, Heals: +61
Pizza Dough		=	Tomato Sauce		+	Dough		-	Patty Cake, Patty Cake III, Crafting and Cooking with Maradino	Speed: -1, Heals: +13
Poisoned Food or Poisoned Drink		=	Food or Drink		+	Ooze Barrel		-		100% chance to set Poisoned status
Poisoned Food or Poisoned Drink		=	Food or Drink		+	Fly Agaric Mushroom		-	Rat Extermination	100% chance to set Poisoned status
Poisoned Food or Poisoned Drink		=	Food or Drink		+	Intestines		-		100% chance to set Poisoned status
Poisoned Food or Poisoned Drink		=	Food or Drink		+	Poison Flask		-	Rat Extermination	100% chance to set Poisoned status
Porridge		=	Wheat		+	Milk		-		Strength: +1, Heals: +18
Potato Porridge		=	Potato		+	Milk		-		Strength: +1, Heals: +39
Pumpkin Soup		=	Pumpkin		+	Mobile Kitchen		-	Patty Cake, Patty Cake V	Perception: +1, Heals: +42
Rivellon Fries		=	Cold Fries		+	Mobile Kitchen		-		Constitution: +1, Dexterity: -1, Heals: +71
Talking Shell, Cooked		=	Ishmashell		+	Oven or Furnace		-		100% chance to set Infectious Diseased status
Talking Shell, Cooked		=	Ishmashell		+	Mobile Kitchen		-		100% chance to set Infectious Diseased status
Tomato Sauce		=	Tomato		+	Hammer		-	Crafting and Cooking with Maradino	Heals: +7, Poison Resistance: +10