

### **How do I craft stuff?**

Crafting involves either dragging and combining items in your inventory or dragging them to an anvil, forge or whetstone wheel depending on the recipe (DOS1), or using the Craft menu (DOS:EE), right-clicking an interactable crafting "station" or "tool" on the ground (such as anvil, forge, oven, or whetstone wheel, and clicking "combine with".

You will come across your first anvil, forge and whetstone wheel in Cyseal to the south west of the mortician.

### **How do I craft recipes involving 2 stackable items?**

If you want to make a large iron bar by combining 2 normal iron bars, but only have a single big stack of iron bars, you have to split the stack first by holding the SHIFT key and dragging the pile to an empty slot in your inventory. When you combine the piles again, you can select whether you want to craft or stack the items and how many of them you want to create (DOS1). For DOS:EE simply drag two different stacks into the crafting window boxes and you will be able to craft your Large (Iron or Steel) Bar for example.

### **How do I unlock recipes?**

It is not necessary to unlock the recipes, but some of them require a certain skill level in crafting / blacksmithing.

### **What do the books with recipes do?**

The recipes are typically described there with some kind of back story. After one of your characters has read the book the text of the whole book will be permanently listed in the recipe tab (click on the note symbol next to the minimap) and stay there even if you sell the book afterwards.

### **Help! It doesn't work!**

The inventory management can be a bit annoying, so make sure that you have actually selected your crafter after moving components around from inventory to inventory.

If your crafting/blacksmithing level is not high enough, a message is going to appear over the head of the crafter, so make sure that this isn't being blocked by something like the inventory screen (DOS). In DOS:EE, if your crafting/blacksmithing level isn't high enough, rather than yielding a new product, you will see a question mark in the crafted item box, and your materials will not be consumed.

If everything seems to fail try one of the simple recipes like the food stuff (Pizza Sauce = Tomato + Hammer) to make sure that you are doing it right.

### **Does my level or skill level affect the items?**

The quality of some items scales with both your level and how many skill points you have in crafting / blacksmithing. The crafted items that are not consumable have the same level as your crafter. This does not affect the attribute / skill / resistance bonus of crafted items, but only their damage + defense rating as well as their price.

Blacksmithing gives you a notable bonus to the damage and defense rating of the

forged items as well. If you are using items to boost your Crafting or Blacksmithing rating, always be sure you're wearing the right item for what you're crafting, as few recipes are forgiving in letting you re-create the item (typically only axes/swords).

### **Is it worth it?**

Absolutely! Crafting and blacksmithing allows you to significantly boost your weapons and armor at no cost and in some cases, provide attributes or abilities that you can't normally find in in-game items. For example, you can craft charisma rings and amulets for a +3 bonus (which goes a long way when trading or winning at RPS) or craft lucky charm belts and amulets for a +2 bonus. Your forged strength based melee weapons are also better than most of the non-unique weapons that you can find and can offer attribute bonuses of +2 STR + +2 DEX, and bonus maximum AP as well!

Crafting also allows you to significantly increase the value of items you want to sell. For e.g. you can purchase a weapon for 1000 gold, enhance it on the whetstone wheel and sell it for 1400. Obviously this is modified by your bartering and reputation, this example would imply 100 reputation with the vendor and 5 bartering, which sets buying and selling costs to the same value for goods. Alternately, you can purchase lower level or lower quality axes and swords, turn them into bars, and then turn those bars back into swords and axes that are now your level, which are often able to sell for more than you buy them for, regardless of your relative reputation/bartering.

Blacksmithing allows you to repair your gear when you're out and about without visiting a merchant, as long as the character with Blacksmithing has at least one "repair hammer" item in their inventory. In DOS:EE, you can right click even equipped gear to repair it, and through the magic of teamwork, your blacksmithing character will repair the armor right on their body. Weird.

### **Do I have to make one of my main characters a crafter/blacksmith?**

Since both crafting and blacksmithing are very powerful, having one crafter/blacksmith is very advisable. The companion Jahan starts with either 1 rank in crafting (DOS) or Scientist talent (DOS:EE), which gives 1 "virtual" point in both blacksmithing and crafting; if you find +1 crafting bracers and belt and (DOS) give him the Scientist talent, he will need 2 actual skill points in crafting/blacksmithing to reach skill level 5. A main character can also get +1 crafting from the Pragmatic trait will only need 1 crafting skill point to reach skill level 5 (+4 from Scientist, Bracers, Belt and Pragmatic).

Through crafting you can equip your party with decent rings, amulets and belts until you find a permanent replacement for them. The attribute bonus from rings, amulets and belts stay relevant till the midgame, because they can help you wear high level items, equip self-bearing items (like giving your int 5 warrior a Sarong with +1 int +15% resistance that requires 6 int). These attribute bonuses are especially important for characters with the Glass Cannon talent, since getting your speed to an odd number will give you +2 additional AP per turn, but at the same time you need to increase your maximum AP through constitution.

### Can I craft unlimited amount of money?

Yes. Every level up and every in-game hour all merchants refresh their offer. Establish regular shopping routes, and you can afford every item. As another guide states, with any level of effort, you can afford everything you need; with regular crafting you can afford everything you want.

## Crafting Skill and Gear

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You can find Bracers and Belts that provide +1 in both Crafting and Blacksmithing, although the belts only start showing up at vendors only around level 8-9, and is one of the bonuses you cannot craft on your own.

The Scientist Talent increases both Crafting and Blacksmithing by +1. The Pragmatic trait increases Crafting by +1.

With gear, talent and trait acquired, you will only need 1 point in Crafting and 2 points in Blacksmithing to max out.

## Tools

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 Knife	 Hammer	 <u>Axe</u>
 Mortar & Pestle	 Cooking Pot	Anvil
Furnace (can be replaced by Mobile Kitchen in DOS:EE)		Whetstone/Whetstone Wheel

## Recipes

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"Req" - skill level requirement  
BR X For Blacksmithing Requirements  
CR X For Crafting Requirements  
Where X is skill required

**NOTE:** Exact stats are not mentioned on crafted items as these will scale depending on players level and crafting skill; important levels are @7 (resistance bonus from essence/ruby +10%->+15%, @12 resistance bonus goes to +20%, @14 tortured souls & sextant give +2 to stats, @17 crafted jewelry stat bonuses go from +1 -> +2, @22 stat bonuses for sextant, tortured soul, and crafted jewelry +2 -> +3, resistance bonus 20% -> 30%

NOTE: There is a possibility that some of these recipes will not work, because Larian Studios has changed some recipes within the game via patches and in Enhanced Edition (DOS:EE)

## Potion

Req	Item	Ingredients
CR 1	 Empty Potion Flask	 Fire Resistance Potion +  Water Resistance Potion
CR 1	 Empty Potion Flask	 Air Resistance Potion +  Earth Resistance Potion
CR 1	 Minor Healing Potion	 Empty Potion Flask +  Penny Bun Mushroom
CR 2	 Medium Healing Potion	 Minor Healing Potion +  Minor Healing Potion
CR 3	 Large Healing Potion	 Medium Healing Potion +  Medium Healing Potion
CR 2	 Magical Armour Potion	 Empty Potion Flask + Whisperwood
	Potion (Reason)	 Minor Healing Potion + Stardust Herb (Requires the recipe book to craft)
CR 1	Potion (Poison)	 Empty Potion Flask + Fly Agaric Mushroom
CR 0	Potion (Poison)	 Empty Potion Flask + Ooze Barrel

Req	Item	Ingredients
CR 1	Potion (Poison)	 Empty Potion Flask + Rotten Eggs
CR 1	Potion (Poison)	 Empty Potion Flask + Intestines
CR 1	Potion (Poison Resistance)	 Empty Potion Flask + Drudanae
CR 3	 Poison Antidote Potion	 Any Health Potion +  Apple
	Potion (Intimidation)	 Farhangite +  Minor Healing Potion (May required the recipe book to craft: unconfirmed)
CR 2	Potion (Speed)	 Empty Potion Flask + Fanny Blossom
	Potion (Losing)	Fly Agaric Mushroom +  Minor Healing Potion (May require recipe book; unconfirmed)
CR 2	Potion (CON)	 Empty Potion Flask +  Farhangite
CR 5	Potion (STR)	 Minor Constitution Potion + Bonedust
CR 5	Potion (DEX)	Speed Potion + Sinew
CR 5	Potion (INT)	 Minor Perception Potion + Void Essence (May required the recipe book to craft: unconfirmed)
CR 5	Potion (CON)	 Empty Potion Flask + Bonedust (May required the recipe book to craft: unconfirmed)
CR 5	Potion (SPD)	 Empty Potion Flask + Void Essence (May required the recipe book to craft: unconfirmed)

Req	Item	Ingredients
CR 5	Potion (PER)	 Empty Potion Flask + Eye (May required the recipe book to craft: unconfirmed)
CR 2	 Water Resistance Potion	Bluegill Mushroom + Empty Potion Flask
CR 2	<u>32px</u> Air Resistance Potion	Jellyroom + Empty Potion Flask
CR 2	<u>32px</u> Fire Resistance Potion	Guepinia Mushroom + Empty Potion Flask
CR 2	<u>32px</u> Earth Resistance Potion	Earth Tongue Mushroom + Empty Potion Flask
CR 3	Minor Resist All	<u>32px</u> Fire Resistance Potion + <u>32px</u> Earth Resistance Potion
CR 3	Minor Resist All	<u>32px</u> Air Resistance Potion +  Water Resistance Potion
CR 2	 Debuff Strength Potion	Poison Potion +  Tooth
CR 2	 Debuff Dexterity Potion	Poison Potion + Sinew
CR 2	 Debuff Intelligence Potion	Poison Potion + Tormented Soul
CR 2	 Debuff Constitution Potion	Poison Potion + Bonedust
CR 2	 Debuff Speed Potion	Poison Potion + Void Essence
CR 2	 Debuff	Poison Potion + Eye

Req	Item	Ingredients
	Perception Potion	
CR 3	Potion (Debuff All)	 Any Debuff Potion +  Any Other Debuff Potion
CR 4	Potion (Minor Invisible)	<u>32px</u> Air resistance Potion + Magical Armour Potion
CR 4	Potion (Invisible)	 Empty Potion Flask + Void Essence
CR 3	Potion (Telekinesis)	Minor Resist All + Drudanae
CR 3	Potion level up	Augmentor + Any Potion (Small to Medium to Large) E.g. Augmentor +Minor Healing Potion = Medium Healing Potion
CR 0	Filter Of The Fearless Imp	Apple + Pumpkin

## Misc & Ingredients

Req	Item	Ingredients
CR 1	Backpack	Leather Scraps + Rope
CR 0	Washtub w/ Board	Washboard + Washing Tub
CR 0	Branch (x2) & Wood Chips	Log + Any Axe (keep trying different axes if it doesn't work)
CR 0	Mush of Wood	Water + Wood Chips
CR 2	Lockpicks	Needle + Needle
CR 3	Lockpicks (x4)	Nine Inch Nails + Hammer
CR 3	Lockpicks	Soap + Key
CR 0	Moondust	Moonstone + Mortar and Pestle

Req	Item	Ingredients
CR 0	Stardust	Stardust Herb + Mortar and Pestle
CR 0	Bonedust	Bone + Mortar and Pestle
CR 0	Bonedust	Skull + Mortar and Pestle
CR 0	Bonedust	Orc Horn + Mortar and Pestle
CR 0	Pixie Dust	Moondust + Stardust
CR 0	Pixie Dust	Bonedust + Stardust
CR 0	Bucket with Water	Bucket + Water Barrel
CR 0	Thread	Hair + Hair
CR 0	Needle and Thread	Thread + Needle
CR 1	Magic Needle and Thread	Needle and Thread + Pixie Dust
CR 0	Wool	Shears + Sheep (Requires "Pet Pal" talent)
CR 0	Yarn	Wool + Wool
CR 0	Rope	Yarn + Yarn
CR 0	Cup of Oil	Empty Cup + Oil Barrel (Barrel must be in Inventory for recipe or right click "combine with" if on the ground)
CR 0	Blossius's Altered Will	Blossius's Will + Ink Pot and Quill
CR 0	Blossius's Altered Will	Blossius's Will + Magic Ink Pot and Quill
CR 0	Mobile Kitchen	Cooking Pot + Campfire (This will only move to your inventory in areas not "owned" by NPCs such as the woods, or skeleton areas)

Req	Item	Ingredients
		and will permanently stay wherever you drop it)
CR 1	Magic Ink Pot and Quill	Ink Pot and Quill + Pixie Dust (Secrets of the Scroll IV)

## Scrolls & Skill Books

NOTE: Since Update 1.0.72 the crafting of "Blank Elemental Scrolls" has been changed. Changes are reflected here.

Req	Item	Ingredients
CR 0	Feather	Pillow + Any Knife
CR 0	Quill	Feather + Any Knife
CR 0	Ink Pot and Quill	Ink Pot + Quill
CR 0	Magic Ink Pot and Quill (does not disappear after use)	Ink Pot and Quill + Pixie Dust
CR 0	Sheet of Paper	Mush of Wood + Furnace
CR 1	Blank Witchcraft Scroll)	Sheet of Paper + Pixie Dust (Secrets of the Scroll V) Deck Of Cards + Pixie Dust Parchment + Pixie Dust (Secrets of the Scroll V)
CR 1	Blank Earth Scroll	Sheet of Paper + Earth Essence Parchment + Earth Essence
CR 1	Blank Fire Scroll	Sheet of Paper + Fire Essence Parchment + Fire Essence
CR 1	Blank Water Scroll	Sheet of Paper + Water

Req	Item	Ingredients
		Essence Parchment + Water Essence
CR 1	Blank Air Scroll	Sheet of Paper + Air Essence Parchment + Air Essence
CR 2	Random Earth Scroll: Earth Resistance Shield, Summon Earth Elemental, Fortify, Avatar of Poison, Magical Poison Dart, Summon Wolf, Bless, Midnight Oil	Blank Earth Scroll + Magic Ink Pot and Quill
CR 3	Random Earth Scroll: CR 2 + Bolder Dash, Petrifying Touch, Summon Bloodswarm	Blank Earth Scroll + Magic Ink Pot and Quill
CR 4	Random Earth Scroll: CR 2, CR3 + Deadly Spores, Natures Curse, Acid Breath, Summon Spider	Blank Earth Scroll + Magic Ink Pot and Quill
CR 5	Random Earth Scroll: CR 2, CR 3, CR 4 + Earthquake	Blank Earth Scroll + Magic Ink Pot and Quill
CR 2	Random Fire Scroll: Burning Touch, Smokescreen, Small Fireball, Fire Resistance Shield, Summon Fire Elemental, Flare, Haste, Avatar of Fire, Burn My Eyes	Blank Fire Scroll + Magic Ink Pot and Quill
CR 3	Random Fire Scroll: CR 2 + Purifying Fire, Firefly, Flare (level 9)	Blank Fire Scroll + Magic Ink Pot and Quill
CR 4	Random Fire Scroll: CR 2, CR3 + Immolation	Blank Fire Scroll + Magic Ink Pot and Quill
CR 5	Random Fire Scroll: CR 2, CR3, CR4 + Meteor Shower, Infectious Flame	Blank Fire Scroll + Magic Ink Pot and Quill
CR 2	Random Air Scroll: Air Resistance Shield, Summon Air Elemental, Become Air, Blitz Bolt, Bitter Cold, Headvice, Remove Petrification, Teleportation	Blank Air Scroll + Magic Ink Pot and Quill

Req	Item	Ingredients
CR 3	Random Air Scroll: CR 2 + Feather Drop, Immune to Electrified, Invisibility, Lightning Strike, Shocking Touch	Blank Air Scroll + Magic Ink Pot and Quill
CR 4	Random Air Scroll: CR 2, CR3 + Tornado, Blitz Bolt (level 12)	Blank Air Scroll + Magic Ink Pot and Quill
CR 5	Random Air Scroll: CR 2, CR3, CR4 + Chain Lightning, Make Invisible, Storm	Blank Air Scroll + Magic Ink Pot and Quill
CR 2	Random Water Scroll: Slow Current, Ice Shard, Summon Ice Elemental, Rain, Regeneration, Slow, Water of Life, Water Resistance Shield	Blank Water Scroll + Magic Ink Pot and Quill
CR 3	Random Water Scroll: CR 2 + Cleansing Water, Piercing Ice Shard, Ice Wall, Immunity to Burning, Strong Regenerate	Blank Water Scroll + Magic Ink Pot and Quill
CR 4	Random Water Scroll: CR 2, CR 3 + Mass Disease, Freezing Touch	Blank Water Scroll + Magic Ink Pot and Quill
CR 5	Random Water Scroll: CR 2, CR 3, CR 4 + Hail Attack, Winterblast	Blank Water Scroll + Magic Ink Pot and Quill
CR 2	Random Witchcraft Scroll: Bloodletting, Blind, Magical Unlock (no Book), Resurrect (no Book), Malediction, Oath Of Desecration, Decaying Touch	Blank Witchcraft Scroll + Magic Ink Pot and Quill
CR 3	Random Witchcraft Scroll: CR 2 + Destroy Summon, Summon Undead Warrior, Drain Willpower, Absorb The Elements, Vampiric Touch	Blank Witchcraft Scroll + Magic Ink Pot and Quill
CR 4	Random Witchcraft Scroll: CR 2, CR 3 + Horrific Scream, Soulsap, Summon Armoured Undead Decapitator, Mass Weakness	Blank Witchcraft Scroll + Magic Ink Pot and Quill

Req	Item	Ingredients
CR 5	Random Witchcraft Scroll: CR 2, CR 3, CR 4 + Death Punch, Invulnerability	Blank Witchcraft Scroll + Magic Ink Pot and Quill
CR 5	Blank Skillbook Earth	Blank Earth Scroll + Blank Earth Scroll
CR 5	Blank Skillbook Fire	Blank Fire Scroll + Blank Fire Scroll
CR 5	Blank Air Skillbook	Blank Air Scroll + Blank Air Scroll
CR 5	Blank Skillbook Water	Blank Water Scroll + Blank Water Scroll
CR 5	Blank Skillbook Witchcraft	Blank Witchcraft Scroll + Blank Witchcraft Scroll
CR 2	Earth Skill Book	Blank Skillbook Earth + Earth Skill scroll of choice (CR Based on skill of scroll)
CR 2	Fire Skill Book	Blank Skillbook Fire + Fire Skill scroll of choice (CR Based on skill of scroll)
CR 2	Air Skill Book	Blank Air Skillbook + Air Skill scroll of choice (CR Based on skill of scroll)
CR 2	Water Skill Book	Blank Skillbook Water + Water Skill scroll of choice (CR Based on skill of scroll)
CR 2	Witchcraft Skill Book	Blank Skillbook Witchcraft + Witchcraft Skill scroll of choice (CR Based on skill of scroll)
CR 0	Death Knight Bane Skillbook	Leandra's Spell + Vial Of Leandra's Blood

- If you need to create a certain scroll that needs [CR x], you should craft it with EXACTLY [CR x] and NOT with higher Crafting. Doing so will increase the odds of crafting the certain scroll you need because you cannot possibly create a scroll that needs higher [CR]. For example, if you need a [Magical Unlock Scroll], your odds of crafting it at [CR 2] is 14.28% (1 out of 7), but if you attempt to craft it at [CR 5], the odds drop to 5.55% (1 out of 18). (Note that this is the best way to attain the Magical Unlock Scroll, do NOT anticipate on acquiring many from random shopkeepers or treasure chests.)

## Weapon & Armor

Req	Item	Ingredients
BR 1	Iron Bar	Iron Ore + Furnace
CR 1	Iron Bar	Any 1 Handed Sword + Furnace
CR 1	Large Iron Bar	Iron Bar + Iron Bar
CR 1	Large Iron Bar	Any 2 Handed Sword + Furnace
CR 1	Steel Bar	Iron Bar + Furnace
CR 1	Steel Bar	Any 1 Handed Axe + Furnace
CR 1	Large Steel Bar	Any 2 Handed Axe + Furnace
CR 1	Large Steel Bar	Large Iron Bar + Furnace
CR 2	Silver Bar	Silver Ore + Furnace
BR 4	Tenebrium Bar	Tenebrium Ore + Furnace
Ores		

Req	Item	Ingredients
CR 0	Bowstring	Sinew + Sinew Also works with "Strong Sinew" (10/23/2020)
CR 2	Crossbow Wlthout A Bowstring	Branch + Iron Bar
CR 0	Thread	Hair + Hair
CR 0	Needle and Thread	Thread + Needle
CR 1	Magic Needle and Thread	Needle and Thread + Pixie Dust
CR 1	Leather Scraps	Animal Hide + Any Knife/Dagger
Tools		

Req	Item	Effect	Ingredients	Example
CR 1	Bow	At CR 5: +AP or +DEX or +SPD	Branch + Bowstring	At Lvl10 CR5: Superior Longbow
CR 2	Functional Crossbow	At CR 5: +DMG or +CRIT or +DEX	Crossbow Wlthout A Bowstring + Bowstring	
CR 2	Elemental Staff	At CR 5: +LCK or +AP or +INT	Branch + Branch	At Lvl10 CR5: Superior Earth Staff
CR 1	Spear	At CR 5: +DMG or +CRIT	Branch + Any Dagger	
BR 1	Dagger	At BR 5: +SPD or +DEX or +LCK or +AP	Any Knife + Anvil	At Lvl12 CR5: Superior Dagger
BR 1	Sword	At BR 5: +DMG or +AP	Iron Bar + Anvil	
BR 1	Hand Axe	At BR 5: +DMG or	Steel Bar + Anvil	

Req	Item	Effect	Ingredients	Example
		+CRIT or +AP		
BR 2	2 Handed Sword	At BR 5: +DMG or +STR	Large Iron Bar + Anvil	
BR 2	2 Handed Axe	At BR 5: +DMG or +CRIT	Large Steel Bar +Anvil	

### Weapons

Req	Item	Effect	Ingredients	Example
CR 0	Broken Bottle		Empty Bottle + Hammer	
CR 4	Armour Piercing Grenade		Empty Grenade + Broken Bottle	
CR 1	Firestorm Grenade		Bottle of Oil + Fuse	
CR 1	Fuse		Rope + Rope	
CR 3	Holy Hand Grenade		Sovereign's Orb + Magic Starfish or Sovereign's Orb + Magical Starfish Amulet or Sovereign's Orb + Magical Starfish (glowing) or Sovereign's Orb + Magical Starfish Amulet (glowing)	
CR 3	Frost		Empty Grenade	

Req	Item	Effect	Ingredients	Example
	Grenade		+ Water Essence	
CR 4	Love Grenade		Empty Perfume Bottle + Pixie Dust	
CR 5	Meteor Grenade		Empty Grenade + Fire Essence	
CR 2	Nail Bomb		Empty Grenade + Nine Inch Nails	
CR 3	Nightmare Grenade		Empty Canister + Tormented Soul	
CR 0	Oil Flask		Empty Flask + Oil Barrel or Empty Flask + Bottle of Oil or Empty Flask + Cup of Oil	
CR 2	Plague Grenade		Empty Canister + Intestines or Empty Canister + Rotten Eggs	
CR 0	Poison Flask		Empty Flask + Ooze Barrel	
CR 1	Poison Flask		Empty Flask + Small Poison Bottle or Empty Flask + Medium Poison Bottle or Empty Flask + Large Poison Bottle	
CR 4	Razzle Dazzle Grenade		Empty Canister + Jellyroom or Empty	

Req	Item	Effect	Ingredients	Example
			Canister + Small Air Resistance Potion or Empty Canister + Medium Air Resistance Potion or Empty Canister + Large Air Resistance Potion	
CR 4	Thunderbolt Grenade		Empty Canister + Air Essence	
CR 2	Toxic Grenade		Empty Grenade + Small Poison Bottle or Empty Grenade + Medium Poison Bottle or Empty Grenade + Large Poison Bottle	
CR 2	Tremor Grenade		Empty Canister + Earth Essence	
CR 1	Water Balloon		Intestines + Water Barrel or Intestines + Bucket with Water	
<b>Grenades (available only in DOS:EE)</b>				
Req	Item	Effect	Ingredients	Example
CR 1	armour (Cloth)	At CR 5: +VIT	Cloth Scraps + Needle and	At Lvl10 CR5:

Req	Item	Effect	Ingredients	Example
		or +LCK or +armour	Thread	Superior Cloth Armour
CR 5	armour (Magic Robe)	+INT or +VIT or +LCK or +SPD	Cloth Scraps + Magic Needle and Thread	At Lvl10 CR5: Homemade Robe
CR 2	armour (Leather)	At CR 5: No Bonus	Leather Scraps + Needle and Thread	At Lvl10 CR5: Polished Leather Armour
CR 5	armour (Magic Leather)	+VIT or +LCK or +armour	Leather Scraps + Magic Needle and Thread	At Lvl10 CR5: Superior Leather Armour
BR 3	armour (Metal)	At BR 5: +VIT or +LCK or +armour	Metal Scraps + Hammer	At Lvl10 CR5: Superior Plate Armour
CR 1	Boots (Cloth)	At CR 5: +Def or +Movement	Cloth Scraps + Anvil	At Lvl10 CR5: Hand- crafted Boots
CR 2	Boots (Leather)	At CR 5: +Def or +Movement	Leather Scraps + Anvil	At Lvl10 CR5: Superior Leather Boots
CR 3	Boots (Metallic)	At CR 5: +Def or +Movement	Metal Scraps + Anvil	At Lvl10 CR5: Superior Metal Boots
<b>Armour</b>				

Req	Item	Ingredients	Example
CR 0	Wooden Figurine	Cloth Scraps + Thread	
CR 1	Inert Voodoo Doll	Wooden Figurine + Needle	
CR 5	Real Voodoo Doll	Inert Voodoo Doll + Pixie Dust	At Lvl10 CR5: Perfect Voodoo Doll
<b>Real Voodoo Doll (Causes great piercing damage on any chosen enemy)</b>			

Req	Item	Effect	Ingredients	Example
CR 0	Sword of Planets (Unique)	+All Elemental RES +Fire DMG	"Bottle Of Swirling Mud" + "Fiery Heart"	
CR 2	Buffalo Sabre (Unique)	+STR	Buffalo Amulet + "Old Sabre" (Unique)	
CR 5	Shambling Oak Death Wand		Branch + Tenebrium Ore	
CR 0	Wooden Stake		Any Knife + Log	
CR 0	Branch With Nails		Branch + Nine Inch Nails	
CR 1	Shield (Wooden)		Rope + Barrel Lid (mod needed 10/23/2020)	
CR 0	Helmet (Pumpkin)		Any Knife + Pumpkin	At Lvl10 CR5: Pumpkin Helmet

Req	Item	Effect	Ingredients	Example
CR 0	Helmet Battered Cooking Pot)	-Sight -Hearing	Cooking Pot + Hammer	At Lvl10 CR5: Battered Cooking Pot
Special items				

## Arrow Crafting

Req	Item	Ingredients
CR 0	Arrows	Arrowhead + Arrow Shaft
CR 1	Arrows (Special)	Arrowhead (Special) + Arrow Shaft
CR 0	Arrow Shaft (x3)	Branch + Any Knife
CR 2	Arrowhead (Silver x4)	Silver Bar + Anvil
	Arrowhead (Fire)	Unknown
	Arrowhead (Water)	Unknown
	Arrowhead (Freezing)	Unknown
CR 1	Arrowhead (Stunning)	Tooth + Any Knife
CR 2	Arrowhead (Poison)	Poison Flask + Arrowhead
CR 2	Arrowhead (Poison)	Poison Flask Medium + Arrowhead
CR 2	Arrowhead (Poison)	Poison Flask Large + Arrowhead

Req	Item	Ingredients
CR 2	Arrowhead (Poison)	Rotten Eggs + Arrowhead
CR 2	Arrowhead (Poison)	Ooze Barrel + Arrowhead
CR 2	Arrowhead (Poison)	Intestines + Arrowhead
CR 3	Arrowhead (Poison Cloud)	Poison Arrowhead + Poison Arrowhead
CR 2	Arrowhead (Steam Cloud)	Water Resistance Potion + Arrowhead
CR 3	Arrowhead (Steam Cloud) + Empty Cup	Cup of Water + Fire Arrowhead
CR 3	Arrowhead (Static Cloud)	Air Resistance Potion + Arrowhead
	Arrowhead (Smokescreen)	No recipe found or unable to craft at this time
CR 4	Arrowhead (Charming)	Drudanae + Arrowhead
CR 2	Arrowhead (Explosive) + Empty Cup	Cup of Oil + Fire Arrow
CR 3	Arrowhead (Explosive)	Fire Resistance Potion + Arrowhead
CR 2	Arrowhead (Weakening)	STR Debuff Potion + Arrowhead
CR 2	Arrowhead (Ignorance)	INT Debuff Potion + Arrowhead
CR 2	Arrowhead (Withering)	CON Debuff Potion + Arrowhead
CR 2	Arrowhead	SPD Debuff Potion

Req	Item	Ingredients
	(Slowness)	+ Arrowhead
CR 2	Arrowhead (Blinding)	PER Debuff Potion + Arrowhead
CR 3	Arrowhead (Cursing)	Debuff All Potion + Arrowhead
CR 1	Arrowhead (Knockdown)	Antler + Any Knife
CR 2	Arrowhead (Slowdown)	Oil Barrel + Arrowhead
CR 2	Arrowhead (Slowdown) + Empty Cup	Cup of Oil + Arrowhead

## Enchanting Equipment

Req	Item	Effect	Ingredients
CR 5	Tenebrium Enchanted Weapon	+Tenebrium Effect	Any Weapon (Except Staff) + Tenebrium Bar (Requires three in Tenebrium Skill)
CR 2	Boosted Leather armour	+Def	Any Leather armour + Mobile Kitchen
CR 2	Boosted Metal armour	+Movement	Any Metal armour + Anvil
CR 4	Improved Cloth armour	+Def	Leather Scraps + Any Cloth armour
CR 5	Improved Cloth Chest armour	+Def	Metal Scraps + Any Cloth Chest armour

Req	Item	Effect	Ingredients
CR 5	Improved Leather armour	+Def	Metal Scraps + Any Leather armour
CR 5	Improved Plate armour	+Def	Plate Scraps + Any Plate armour Scale Scraps + Any Plate armour
BR 2	Boosted Metal Weapon Upgrades:	BR 2: +DMG, Sm BR 5: +DMG, Lg	Any Metal Weapon + Whetstone
CR 3	Boosted Crossbow Upgrades:	CR 3 +DMG, Sm CR 5 +DMG, Lg	Any Crossbow + Bowstring
CR 2	Boosted Bow Upgrades:	CR 2 +DMG, Sm CR 4 +DMG, Lg	Any Bow + Bowstring
CR 2	Boosted Wooden Shield Upgrades:	CR 2 +Durability CR 3 +Blocking, Sm CR 4 +Blocking, Med CR 5 +Blocking, Lg	Metal Scraps + Any Wooden Shield
BR 2	Boosted Metal Shield Upgrades:	BR 2 +Durability BR 3 +Blocking, Sm BR 4 +Blocking, Med BR 5 +Blocking, Lg	Any Metal Shield + Anvil
CR 3	Boosted Staff	+Dmg	Moonstone + Any Staff
CR 3	Boosted Club	+Dmg	Moonstone + Any Club

Req	Item	Effect	Ingredients
CR 1	Boosted Value	+Gold Value	Any armour + Pearl
CR 4	Boosted Minor Resistances (All)	+RES All	Any Bracer + Ruby
CR 5	Boosted Minor Resistances (All)	+RES All	Any Body armour + Ruby
CR 5	Boosted Minor Resistances (All)	+RES All	Any Plate or Leather Helmet + Ruby
CR 1	Add Poison Damage to Weapon	+Poison DMG	Any Weapon + Poison
CR 5	Add Water Damage to Weapon	+Water DMG	Any Weapon + Water Essence
CR 5	Add Fire Damage to Weapon	+Fire DMG	Any Weapon + Fire Essence
CR 5	Add Fire Damage to Weapon	+Fire DMG, more than with Fire Essence	Any Weapon (Except Staff) + Joshua's Spice
CR 5	Add Earth Damage to Weapon	+Earth DMG	Any Weapon + Earth Essence
CR 5	Add Air Damage to Weapon	+Air DMG	Any Weapon + Air Essence
CR 2	Add Water Resistance to Cloth Chest armour	+RES Water	Any Cloth Chest armour + Water Essence
CR 3	Add Water	+RES Water	Any Leather

Req	Item	Effect	Ingredients
	Resistance to Leather Chest armour		Chest armour + Water Essence
CR 4	Add Water Resistance to Shield	+RES Water	Any Shield + Water Essence
CR 5	Add Water Resistance to Metal Chest armour	+RES Water	Any Metal Chest armour + Water Essence
CR 2	Add Fire Resistance to Cloth Chest armour	+RES Fire	Any Cloth Chest armour + Fire Essence
CR 3	Add Fire Resistance to Leather Chest armour	+RES Fire	Any Leather Chest armour + Fire Essence
CR 4	Add Fire Resistance to Shield	+RES Fire	Any Shield + Fire Essence
CR 5	Add Fire Resistance to Metal Chest armour	+RES Fire	Any Metal Chest armour + Fire Essence
CR 2	Add Earth Resistance to Cloth Chest armour	+RES Earth	Any Cloth Chest armour + Earth Essence
CR 3	Add Earth Resistance to Leather Chest armour	+RES Earth	Any Leather Chest armour + Earth Essence
CR 4	Add Earth Resistance to Shield	+RES Earth	Any Shield + Earth Essence

Req	Item	Effect	Ingredients
CR 5	Add Earth Resistance to Metal Chest armour	+RES Earth	Any Metal Chest armour + Earth Essence
CR 2	Add Air Resistance to Cloth Chest armour	+RES Air	Any Cloth Chest armour + Air Essence
CR 3	Add Air Resistance to Leather Chest armour	+RES Air	Any Leather Chest armour + Air Essence
CR 4	Add Air Resistance to Shield	+RES Air	Any Shield + Earth Essence
CR 5	Add Air Resistance to Metal Chest armour	+RES Air	Any Metal Chest armour + Air Essence
CR 4	Add Tenebrium Resistance to Shield	+RES Tenebrium	Any Shield + Void Essence
CR 5	Enhance with Tormented Soul	+STR +Sm, DEX	Any Weapon + Tormented Soul
CR 4	Enhance with Sextant	+PER +Sm, DEX	Any Bow + Sextant
CR 5	Enhance with Sextant	+PER +Sm, DEX	Any Crossbow + Sextant
CR 5	Enhance with Void Essence	+Sneaking	Any Apparel + Void Essence
CR 5	Add Falling/Slippery immunity to Footwear	+ Immunity to Falling/Slippery	Any Footwear + Nine Inch Nails

## Magic Accessories & Items

Req	Item	Ingredients
CR 0	Thread	Hair + Hair
CR 0	Wool	Shears + Sheep
CR 0	Yarn	Wool + Wool
CR 0	Rope	Yarn + Yarn
CR 0	Bowstring	Sinew + Sinew
CR 1	Magic Feather	Pixie Dust + Feather
CR 1	Magical Fancy Feather	Pixie Dust + Fancy Feather
CR 1	Magic Eye	Pixie Dust + Eye
CR 1	Magical Creepy Eye	Pixie Dust + Creepy Eye
CR 1	Magic Claw	Pixie Dust + Claw
CR 1	Magical Sharp Claw	Pixie Dust + Sharp Claw
CR 1	Magic Rat's Tail	Pixie Dust + Rat's Tail
CR 1	Magical Long Rat Tail	Pixie Dust + Long Rat Tail
CR 1	Magic Starfish	Pixie Dust + Starfish (Normal)
CR 1	Magical Glowing Stafish	Pixie Dust + Starfish (Glowing)
CR 1	Magic Tooth (Tusk)	Pixie Dust + Tusk
CR 1	Magical Large Tusk	Pixie Dust + Large Tusk
CR 1	Magic Skull	Pixie Dust + Skull
CR 1	Magical Ancient Human Skull	Pixie Dust + Ancient Human Skull
CR 1	Magic Tattooed Skull	Pixie Dust + Tattooed Skull
CR 1	Magic Antler	Pixie Dust + Antler
CR 1	Magic Rabbit's Paw	Pixie Dust + Rabbit's Paw
CR 1	Magical Lucky Rabbit Paw	Pixie Dust + Lucky Rabbit Paw
CR 1	Magic Tooth	Pixie Dust + Tooth

Req	Item			Ingredients	
CR 1	Magical Sharp Tooth			Pixie Dust + Sharp Tooth	
Ingredients					
Req	Type	Item	Effect	Ingredients	Example
CR 1	Amulet	Amulet (Feather)	+DEX	Thread + Magic Feather	At Lvl10 CR5: Feather Amulet
CR 1	Amulet	Amulet (Fancy Feather)	+DEX +HP	Thread + Magical Fancy Feather	At Lvl10 CR5: Fancy Feather Amulet
CR 1	Amulet	Amulet (The Third Eye)	+PER	Thread + Magic Eye	At Lvl10 CR5: The Third Eye Amulet
CR 1	Amulet	Amulet (Creepy Eye)	+PER +Sight	Thread + Magical Creepy Eye	At Lvl10 CR5: Creepy Eye Amulet
CR 1	Amulet	Amulet (Rabbit Paw)	+Lucky Charm	Thread + Magic Rabbit's Paw	At Lvl10 CR5: Rabbit's Paw Amulet
CR 3	Amulet	Super Amulet (Rabbit Paw)	+Lucky Charm +Movement	Amulet (Rabbit Paw) + Bowstring	At Lvl10 CR5: Lucky Rabbit Paw Amulet
CR 1	Amulet	Amulet (Lucky Rabbit Paw)	+SPD +Movement	Thread + Magical Lucky Rabbit Paw	At Lvl10 CR5: Lucky Rabbit Paw

Req	Type	Item	Effect	Ingredients	Example
					Amulet
CR 3	Amulet	Super Amulet (Lucky Rabbit Paw)	+SPD +Movement	Lucky Rabbit Paw Amulet + Bowstring	At Lvl10 CR5: Lucky Rabbit Paw Super Amulet
CR 1	Amulet	Amulet (Chicken Claw)	+Initiative	Thread + Magic Chicken Foot Bugged	At Lvl10 CR5: Chicken Amulet
CR 1	Amulet	Amulet (Big Chicken Claw)	+2 Initiative	Thread + Magical Big Chicken Foot	At Lvl10 CR5: Big Chicken Claw Amulet Bugged
CR 1	Amulet	Amulet (Rat Tail)	+Poison Resist (Lesser)	Thread + Magic Rat's Tail	At Lvl10 CR5: Rat Tail Amulet
CR 1	Amulet	Amulet (Long Rat Tail)	+Poison Resist (Greater)	Thread + Magical Long Rat Tail	At Lvl10 CR5: Long Rat Tail Amulet
CR 1	Amulet	Amulet (Skull)	+INT	Thread + Magic Skull	At Lvl10 CR5: Skull Amulet
CR 1	Amulet	Amulet (Ancient Skull)	+INT +Earth Resist	Thread + Magical Ancient Human Skull	
CR 1	Amulet	Amulet (Tattooed)		Thread + Magic Tattooed	

Req	Type	Item	Effect	Ingredients	Example
		Skull)		Skull	
CR 1	Amulet	Amulet (Starfish)	+HP	Thread + Magic Starfish	At Lvl10 CR5: Starfish Amulet
CR 1	Amulet	Amulet (Glowing Starfish)	+HP +Water Resist	Thread + Magical Glowing Starfish	At Lvl10 CR5: Glowing Star Fish Amulet
CR 1	Amulet	Amulet (Claw)	+STR	Thread + Magic Claw	At Lvl10 CR5: Claw Amulet
CR 1	Amulet	Amulet (Sharp Claw)	+STR +Sight	Thread + Magical Sharp Claw	At Lvl10 CR5: Sharp Claw Amulet Bugged
CR 1	Amulet	Amulet (Tooth)	+CHA	Thread + Magic Tooth	At Lvl10 CR5: Tooth Amulet
CR 1	Amulet	Amulet (Sharp Tooth)	+CHA +Fire RES	Thread + Magical Sharp Tooth	At Lvl10 CR5: Sharp Tooth Amulet
CR 1	Amulet	Amulet (Tusk)	+Loremaster	Thread + Magic Tooth (Tusk)	At Lvl10 CR5: Tusk Amulet
CR 1	Amulet	Amulet (Large Tusk)	+INT +Loremaster +Air Resist	Thread + Magical Large Tusk	At Lvl10 CR5: Large Tusk Amulet

Req	Type	Item	Effect	Ingredients	Example
CR 1	Ring	Ring (Chicken Claw)	+Movement	Jeweller's Kit Ring + Magic Chicken Foot Bugged	At Lvl10 CR5: Chicken Ring
CR 1	Ring	Ring (Big Chicken Claw)	+Movement	Jeweller's Kit Ring + Magical Big Chicken Foot	At Lvl10 CR5 Big Chicken Claw Ring
CR 1	Ring	Ring (Skull)	+CON	Jeweller's Kit Ring+ Magic Skull	At Lvl10 CR5: Skull Ring
CR 1	Ring	Ring (Ancient Skull)	+Con +Earth Resist	Jeweller's Kit Ring + Magical Ancient Human Skull	
CR 1	Ring	Ring (Tattooed Skull)		Jeweller's Kit Ring + Magic Tattooed Skull	
CR 1	Ring	Ring (Tusk)	+Poison RES	Jeweller's Kit Ring + Magic Tooth (Tusk)	At Lvl10 CR5: Tusk Ring
CR 1	Ring	Ring (Large Tusk)	+INT +Air Resist +Poison Resist	Jeweller's Kit Ring + Magical Large Tusk	At Lvl10 CR5: Large Tusk Ring
CR 2	Ring	Ring (Rabbit Paw)	+SPD	Jeweller's Kit Ring + Magic Rabbit's Paw	
CR 2	Ring	Super Ring (Rabbit Paw)	+SPD +Movement	Jeweller's Kit Ring+ Super Amulet (Rabbit Paw)	At Lvl10 CR5: Lucky Rabbit Paw Ring
CR 2	Ring	Ring	+Lucky	Jeweller's Kit	At Lvl10

Req	Type	Item	Effect	Ingredients	Example
		(Lucky Rabbit Paw)	Charm +Movement	Ring + Magical Lucky Rabbit Paw	CR5: Lucky Rabbit Paw Ring
CR 2	Ring	Super Ring (Lucky Rabbit Paw)		Jeweller's Kit Ring + Super Amulet (Lucky Rabbit Paw)	At Lvl10 CR5: Lucky Rabbit Paw Super Ring
CR 1	Ring	Ring (Rat Tail)	+Poison Resist (Lesser)	Jeweller's Kit Ring+ Magic Rat's Tail	At Lvl10 CR5: Rat Tail Ring
CR 1	Ring	Ring (Long Rat Tail)	+Poison Resist (Greater)	Jeweller's Kit Ring + Magical Long Rat Tail	At Lvl10 CR5: Long Rat Tail Ring
CR 1	Ring	Ring (Claw)	+CON	Jeweller's Kit Ring+ Magic Claw	At Lvl10 CR5: Claw Ring
CR 1	Ring	Ring (Sharp Claw)	+CON +Sight	Jeweller's Kit Ring+ Magical Sharp Claw	At Lvl10 CR5: Sharp Claw Ring Bugged
CR 1	Ring	Ring (Feather)	+Telekinesis	Jeweller's Kit Ring+ Magic Feather	At Lvl10 CR5: Feather Ring
CR 1	Ring	Ring (Fancy Feather)	+Telekinesis +HP	Jeweller's Kit Ring + Magical Fancy Feather	At Lvl10 CR5: Fancy Feather Ring
CR 1	Ring	Ring (Tooth)	+CHA	Jeweller's Kit Ring+ Magic	At Lvl10 CR5:

Req	Type	Item	Effect	Ingredients	Example
				Tooth	Tooth Ring
CR 1	Ring	Ring (Sharp Tooth)	+CHA +Fire Resist	Jeweller's Kit Ring + Magical Sharp Tooth	
CR 1	Belt	Belt (Skull)	+INT	Rope + Magic Skull	
CR 1	Belt	Belt (Rabbit Paw)	+Lucky Charm	Rope + Magic Rabbit's Paw	At Lvl10 CR5: Rabbit's Paw Belt
CR 3	Belt	Belt (Super Lucky Rabbit Paw)	+Lucky Charm +Movement	Rope + Lucky Rabbit Paw	At Lvl10 CR5: Lucky Rabbit's Paw Belt
CR 1	Belt	Belt (Tooth)	+CHA	Rope + Magic Tooth	At Lvl10 CR5: Tooth Belt
CR 1	Belt	Belt (Tusk)	+Body Building	Rope + Magic Tooth (Tusk)	At Lvl10 CR5: Tusk Belt
CR 1	Belt	Belt (Rat Tail)	+Poison Resist (Lesser)	Rope + Magic Rat's Tail	At Lvl10 CR5: Rat Tail Belt
CR 1	Belt	Belt (Claw)	+STR	Rope + Magic Claw	At Lvl10 CR5: Claw Belt
CR 1	Belt	Belt (Sharp Claw)	+STR	Rope + Magical Sharp Claw	At Lvl10 CR5: Sharp Claw Belt Bugged
CR 1	Belt	Belt (Feather)	+Initiative	Rope + Magic Feather	At Lvl10 CR5:

Req	Type	Item	Effect	Ingredients	Example
					Feather Belt
CR 1	Belt	Belt (Chicken Claw)	+Initiative	Rope + Magic Chicken Foot	At Lvl10 CR5: Chicken Belt
CR 1	Helmet	Helmet (Antler)	+CON +Water Resist +DEF	Leather Cap + Magic Antler	
CR 1	Helmet	Helmet (Crab Claw)	+VIT +DEF	Crab's Claw + Leather Helmet	
CR 1	Helmet	Helmet (Starfish)	+Leadership +Water Resist	Leather Cap + Magic Starfish	
CR 1	Helmet	Helmet (Glowing Starfish)	+Leadership +Water Resist	Leather Cap + Magical Glowing Stafish	
Items					

## Food & Drinks

Req	Item	Effect	Ingredients
CR 0	Talking Shell, Cooked	100% Chance to be Infected (infection will spread)	Ishmashell + Mobile Kitchen/Oven/Furnace
CR 0	Poisoned version of Food		Any Food + Fly Agaric Mushroom
CR 0	Poisoned version of Food		Any Food + Potion (Poison)
CR 0	Poisoned		Any Food + Potion (Medium Poison)

Req	Item	Effect	Ingredients
	version of Food		
CR 0	Poisoned version of Food		Any Food + Potion (Large Poison)
CR 0	Poisoned version of Food		Any Food + Ooze Barrel
CR 0	Mobile Kitchen		Cooking Pot + Campfire
CR 0	Bottle of Wine	Sm: SPD +Med: Heal (60% Chance to be drunk)	Empty Bottle + Wine Barrel
CR 0	Glass Of Wine	-Sm: SPD + Med: Heal (20% Chance to be drunk)	Empty Cup + Wine Barrel
CR 0	Mug of Beer	- Sm: INT + Med: Heal (20% Chance to be drunk)	Empty Mug + Beer Barrel
CR 0	Bottle of Beer	- Sm: INT + Med: Heal (60% Chance to be drunk)	Empty Bottle + Beer Barrel
CR 0	Cup of Water	+Sm: Heal	Empty Cup + Water Barrel
CR 0	Mug of Water	+Sm: Heal	Empty Mug + Water Barrel
CR 0	Bottle of Water	+Sm: Heal	Empty Bottle + Water Barrel
CR 0	Cup of Tea	+Med: Heal	Cup of Water + Tea Herbs
CR 0	Orange	+Sm: DEX, +Sm:	Empty Cup + Orange

Req	Item	Effect	Ingredients
	Juice	Heal	
CR 0	Apple Juice	+Med: Poison RES, +Sm: Heal	Empty Cup + Apple
CR 0	Bucket with Milk		Bucket + Cow (Requires Pet Pal Talent)
CR 0	Milk	+Sm: Heal, +Med: armour	Bucket with Milk + Empty Cup
CR 0	Honey Jar	+Sm: INT, Sm: Heal, Lg: Poison RES	Jar + Beehive
CR 0	Milk and Honey	+Med: Heal, +Lg: armour, +Lg: Poison RES (100% Chance to set Warm status)	Honey Jar + Milk
CR 0	Porridge	+Sm: STR, +Sm: Heal	Wheat + Milk
CR 0	Potato Porridge	+Sm: STR, +Med: Heal	Potato + Milk
CR 0	Boiled Potato	+Sm: CON, +Sm: Heal	Potato + Mobile Kitchen
CR 0	Cold Mashed Potatoes	+Sm: Heal	Potato + Hammer
CR 0	Mashed Potatoes	+Sm: STR, +Lg: Heal	Cold Mashed Potatoes + Oven or Mobile Kitchen
CR 0	Cold Fries	+Sm: Heal	Potato + Knife
CR 0	Rivellon Fries	-Sm: DEX, +Sm: CON, +Lg: Heal	Cold Fries + Mobile Kitchen
CR 0	Pumpkin Soup	+Sm: PER, +Med: Heal	Pumpkin + Mobile Kitchen
CR 0	Flour		Wheat + Mortar and Pestle

Req	Item	Effect	Ingredients
CR 0	Dough		Flour + Cup of Water
CR 0	Fish Pie Dough		Any Fish + Dough
CR 0	Apple Pie Dough		Apple + Dough
CR 0	Pizza Dough		Dough + Tomato Sauce
CR 0	Cheese Bread Dough		Dough + Cheese
CR 0	Bread	+Sm: STR, -Sm: SPD, +Sm: Heal	Dough + Oven
CR 0	Cyseal Fish Pie	+Sm: INT, -Sm: SPD, +Lg: Heal	Fish Pie Dough + Oven
CR 0	Apple Pie	+Med: Heal, +Med: Poison RES	Apple Pie Dough + Oven
CR 0	Tomato Sauce	+Sm: Heal, +Med: Poison RES	Tomato + Hammer
CR 0	Pizza	+Sm: CON, -Sm: SPD, +Lg: Heal (100% Chance to set Slowed status)	Pizza Dough + Oven
CR 0	Cheese Bread	+Sm: CON, +Sm: Heal	Cheese Bread Dough + Oven
CR 0	Dinner	+Sm: STR, +Lg: HP (100% Chance to set Slowed status)	Raw Meat or Fish + Oven or Mobile Kitchen
CR 0	Dwarven Stew	+Sm: STR, +Lg: Heal (100% Chance to set Slowed status)	Dinner + Beer (Possible Bug: You will retain the Beer after crafting this; you may only craft one stew at a time)
CR 0	Elven Stew	+Sm: DEX, +Lg:	Dinner + Tomato Sauce

Req	Item	Effect	Ingredients
		Heal	(Possible Bug: You will retain the Tomato Sauce after crafting this; you may only craft one stew at a time)