

Level 1

<p>Healing Potion (Minor)</p> <table border="1"> <thead> <tr> <th>Component</th> <th>Qty</th> </tr> </thead> <tbody> <tr> <td>Bitterleaf Extract</td> <td>1</td> </tr> <tr> <td>Beast Blood (any)</td> <td>1</td> </tr> <tr> <td>Clean Water</td> <td>1</td> </tr> <tr> <td>Glass or Clay vial</td> <td>1</td> </tr> </tbody> </table>	Component	Qty	Bitterleaf Extract	1	Beast Blood (any)	1	Clean Water	1	Glass or Clay vial	1	<p>Cheetah's Elixir (Lesser)</p> <table border="1"> <thead> <tr> <th>Component</th> <th>Qty</th> </tr> </thead> <tbody> <tr> <td>Bloodmoss</td> <td>1</td> </tr> <tr> <td>Saltbloom Crystals</td> <td>1</td> </tr> <tr> <td>Boiled Water</td> <td>1</td> </tr> <tr> <td>Glass or Clay vial</td> <td>1</td> </tr> </tbody> </table>	Component	Qty	Bloodmoss	1	Saltbloom Crystals	1	Boiled Water	1	Glass or Clay vial	1	<p>Alchemists Fire (Lesser)</p> <table border="1"> <thead> <tr> <th>Component</th> <th>Qty</th> </tr> </thead> <tbody> <tr> <td></td> <td></td> </tr> <tr> <td></td> <td></td> </tr> <tr> <td></td> <td></td> </tr> <tr> <td></td> <td></td> </tr> </tbody> </table>	Component	Qty								
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Energy Mutagen (Lesser)		Spear Frog Poison		Sanguine Mutagen (Lesser)	
Component	Qty	Component	Qty	Component	Qty
Leapers Elixer (Lesser)		Dread Ampoule (Lesser)		Animal Repellent (Minor)	
Component	Qty	Component	Qty	Component	Qty

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