



LORIEN TRUST

LIVE ACTION ROLE PLAY

Game Sheets and Information

Lorien Trust Guild Crafting Lists 2021

This downloadable file contains information about the products, prices, abilities and creating skills required for producing Craftable Items (Lammies and other in-game special items) for the Lorien Trust Game. Details of the skills required to produce these items in-game are listed in the Lorien Trust Handbook, downloadable from www.lorientrust.com/publications.

These lists are published yearly and are updated during the winter season (occasionally errors may be corrected if necessary) to be adjusted with price, power, requirement updates – and occasionally adding new items or deleting unavailable ones. The prices that are listed in each entry are in Gold (in-character money) or fractions of (for example 2.5 Gold would be 2 Gold and 2 Silver – a silver being a quarter of a Gold in value). The prices listed are only fixed as the creation cost for the year and not the actual in-game value of the item (which can vary depending on in-game roleplay). In addition these prices will be the base value used for determining values by characters with the Fence Occupational Skill as well as some in-game trading or selling functions organised by some Guilds. **Any item that is crafted at a Lorien Trust event MUST be created during time-in and MUST be attached immediately to an appropriate physrep (see the Lorien Trust Handbook for more details).** If you do not have an appropriate physrep at the point of creation you will not be allowed to create the item – in addition, during time-in the attached lammie must remain attached to the physrep and may not be detached unless it is being transferred to a new Physrep for Theft/Legitimate Exchange purposes. Retaining lammies in pouches, bags, folders, booklets, wallet or other place (not attached to an appropriate physrep during time-in) is regarded as cheating and any lammies found to be stored in this way will be confiscated and destroyed. **We recommend only printing the files you require for your character to minimise paper waste. Ensure that any used or replaced sheets are disposed of through a recognised recycling system.**

Crafted Items and the Economy

Once an item has been created and attached to a physrep it becomes an in-game item and can be used, sold, traded, stolen and lost. In addition some lammies will have an after-creation value for the intrinsic ingredients and/or materials they contain. Some items will have a 2 year duration and have a part of the lammie that may be hole-punched. These items may be **Disenchanted** (see Lorien Trust Handbook for description) which means that some Black-Market organisations and even some Guilds can accept these items and either destroy the item to recycle the materials or Magic contained in the item – or shave enough of the material to retain the effectiveness of the item but gain a smaller yield of material.

Disenchanted Crafted Items Only two-year Duration Crafted Items can become *Disenchanted*. This can happen naturally over time or the item can be put through a process that will *Disenchant* the item. Items that are not Crafted such as powerful Ritual Items or Iconic Weapons are impossible to *Disenchant* (or in the case of the Black Market Disenchancers – too hot to handle) and will very often be rejected or a token sum offered for its sale.

- A two year item that reaches its second year of existence will automatically become **Disenchanted** (an area on the lammie can be punched when this date is reached). A two year lammie that is still within its first year of existence can be sold on to some Characters who have the ability or facilities to extract any excess power or valuable material (without affecting the powers of the item). These items are often sold at a later date for a discounted price (and the lammie will have been punched in the same way as above).
- An item that has been **Disenchanted** is noticeable in-character (out-of-character an inspection of the punched lammie will show that it has been **Disenchanted**) and will almost certainly be rejected by the characters that can disenchant items.
- An item that has been Disenchanted retains its original abilities, power rating, and expiration date.

Selling an item to be Disenchanted The Armourers are one of the Guilds that have the facilities to Disenchant items and can often give up to half the make value of an item that is eligible to be Disenchanted (although this can be much lower depending on the needs of the Guild). Other characters can also offer in-character money for items that can be Disenchanted (and are not as fussy about how the item has been acquired) – these character will have the Fence Occupational Skill.

Any questions regarding the Lorien Trust Role-Playing System or Lorien Trust events should be directed to enquiries@lorientrust.com



Alchemist Guild Potion and Antidotes

Potion Items

Crafting	Gold	PR	Reagent	Name	Description & Notes
1 (Novice)	1 Gold	0	No	Malady Cleanse	Cure Decay and Disease
1 (Novice)	1 Gold	0	No	Concentrated Cure Vial	Cure Wound (as per Spell)
1 (Novice)	2 Gold	0	No	Plate Glue	Restores 1AV to physical armour on each location
1 (Novice)	3 Gold	0	No	Pure Thought	Ritualist booster (adds small amount of power - will not stack)
1 (Novice)	2 Gold	0	Yes	Broad Cure Vial	Global cure
1 (Novice)	3 Gold	0/1	Yes	Brawnfluid	Endurance (as per Spell)

Crafting	Gold	PR	Reagent	Name	Description & Notes
2 (Artisan)	1 Gold	0	No	Weavestitch	Remove Fatal (as per Spell)
2 (Artisan)	2 Gold	0	No	Plate Resin	Mend Armour (Single Location - as per Spell)
2 (Artisan)	2 Gold	0	No	Crypt Ichor	Full Repair Unliving to a single location (as per Spell)
2 (Artisan)	3 Gold	0	No	Sprite Poultice	Full Cure Ancestral to a single location (as per Spell)
2 (Artisan)	3 Gold	0	No	Runevial Brew	Full Cure Daemon to a single location (as per Spell)
2 (Artisan)	3 Gold	0	No	Djinn Balsam	Full Cure Elemental to a single location (as per Spell)
2 (Artisan)	2 Gold	0	No	Broad Cure Vial	Global Cure Wound (as per Spell)
2 (Artisan)	3 Gold	0	Yes	Thaumic Suspension	Suspends a first or second level spell for use later (Spellbind)
2 (Artisan)	3 Gold	0/1	Yes	Stone Skin	Natural Armour (+1NAV) Potion (full day)
2 (Artisan)	4 Gold	0	Yes	Lifebloom	Total Heal (as per Spell)
2 (Artisan)	9 Gold	0	Yes	Summoners Elixir	Whilst in a Ritual your summoning skill counts as one level higher (Max Level 3)
2 (Artisan)	3 Gold	0/1	No	Fleetfoot	Immunity to Halt Potion (full day)

Crafting	Gold	PR	Reagent	Name	Description & Notes
3 (Master)	4 Gold	0	No	Lifebloom	Total Heal (as per Spell)
3 (Master)	6 Gold	1	No	Travelers Escape	Teleport (as per Spell)
3 (Master)	8 Gold	0/4	No	Titans Might	May strike for Strikedown with a large weapon (full day)
3 (Master)	10 Gold	1/2	No	Titans Endurance	+2LHV (will not stack with Endurance spell) (full day)
3 (Master)	10 Gold	1	No	Clear Thought	Ritualist booster (adds a medium amount of power - will not stack)
3 (Master)	5 Gold	0/1	Yes	Weavehem	Damage Reduction Fatal (full day)
3 (Master)	6 Gold	1	Yes	Lifepollen	Mass Global Cure Wound Vapour (1 min fuse)
3 (Master)	6 Gold	1/2	No	Iron Skin	Natural Armour (+2 NAV) Potion (full day)
3 (Master)	10 Gold	1	Yes	High Thaumic Suspension	Suspends a third level spell for use later (Spellbind)
3 (Master)	7 Gold	1/2	No	Weavehold	Immunity to Fatal (full day)
3 (Master)	8 Gold	1	Yes	Mastaba Slurry	Total Repair Unliving Potion

Crafting	Gold	PR	Reagent	Name	Description & Notes
4 (Magical)	7 Gold	1/8	No	Crushing Blow	Strike for Crush with a large weapon (4 days)
4 (Magical)	8 Gold	1/7	No	Demon Brew	Strike for Crush with a large weapon & +2LHV (may not stack with endurance) (full day)
4 (Magical)	10 Gold	1/2	No	Inspiring Voice	Grants Rally occupational skill (4 days)
4 (Magical)	25 Gold	1	No	Purification Potion	Can remove most Curses and other downsides/hinderances
4 (Magical)*	20 Gold	1	No	Pattern Temperament	Makes the target more receptive to Ritual effects
4 (Magical)*	30 Gold	1	No	Perfect Thought	Ritualist booster (adds a large amount power - will not stack)

Antidote Lvl	Gold	PR	Name	Description & Notes
Level 1	1 Gold	0	Venom Remedy	Purge All Poison
Level 1	3 Gold	1/1	Venom Prevention	Grants the Occupational Skill Immune to Lethal Alchemical Venoms (all day)
Level 2	25 Gold	0	Magical Venom Remedy	Removes all non-tailored magical venom effects from the target

Distilling Two or more levels of Alchemy to be combined to make a higher level of product (up to Level 3). These can be your own make levels or from several different Alchemists (must all be present). Your used make will be recorded as used as you would for any normal Alchemical creation. May not be used to create a product that requires a Reagent.

Reagents Are catalyst ingredient that can help in the Alchemical process, they are volatile and will spoil quickly therefore can only be used at the point of creation and may not be traded, sold or otherwise swapped.

Items marked with * can only be made once per year as they are exceptional items in both quality and power - this is in addition to any items created at main events.

PR An item with two PR numbers (e.g. 1/2) indicates the PR when in the container (not consumed) and the PR added to the target (Usually a full day/4 day potion).

Spellbind For all of the Crafted items that are noted "(Spellbind)" the crafter/caster must have the ability and cast the spell required using their own spell list(s). Any power, spell list, ability or other way of casting the spell (including other characters casting the spell) will not work for the crafting process.



Alchemist Guild Poison and Antidotes

Poison Items

Crafting	Gold	PR	Reagent	Name	Description & Notes
1 (Novice)	1 Gold	0	No	Thaumatic Oil	Enchanted (1 Min)
1 (Novice)	1 Gold	0	No	Hydros Oil	1x Water Blow
1 (Novice)	1 Gold	0	No	Inferno Oil	1x Flame Blow
1 (Novice)	1 Gold	1	No	Shush Oil	1x Mute Blow
1 (Novice)	1 Gold	1	No	Banishing Oil	1x Dismiss (Rank 5) Blow
1 (Novice)	4 Gold	0	Yes	Nervosum Spores	Mass Paralysis Vapour
1 (Novice)	6 Gold	1	Yes	Sampling Catalyst	A Pre-Venom for a Tailored Magical Poison
1 (Novice)	4 Gold	1	No	Creeping Venom	Debilitation after 1 Min and Death after a further 9 minutes

Crafting	Gold	PR	Reagent	Name	Description & Notes
2 (Artisan)	1 Gold	1	No	Noctis Oil	1x Sleep blow
2 (Artisan)	2 Gold	0	No	Nervosum Spores	Mass Paralysis Vapour
2 (Artisan)	2 Gold	0	No	Nervosum Oil	1x Paralysis Blow
2 (Artisan)	4 Gold	1	Yes	Spiterace Oil	Affect (Race) (1 Min)
2 (Artisan)	2 Gold	1	Yes	Greater Noctis Oil	3x Sleep Blows
2 (Artisan)	4 Gold	1	Yes	Greater Hush Oil	3x Mute Blows
2 (Artisan)	6 Gold	1	Yes	Greater Nervosum Oil	3x Paralysis Blows
2 (Artisan)	6 Gold	2	No	Median Venom	Debilitation after 5 Minutes and Death after a further 5 Minutes

Crafting	Gold	PR	Reagent	Name	Description & Notes
3 (Master)	2 Gold	1	No	Ice Oil	1x Freeze Blow
3 (Master)	10 Gold	1	No	Lethargy Spores	Mass Debilitation (10 Mins) Vapour
3 (Master)	6 Gold	1	No	Archon Oil	1x Harm Blow
3 (Master)	6 Gold	1	No	Wraith Oil	1x Fatal Blow
3 (Master)	8 Gold	3	Yes	Rapid Venom	Debilitation after 30 Seconds and Death after a further 30 Seconds
3 (Master)	8 Gold	1	Yes	Greater Ice Oil	3x Freeze Blows
3 (Master)	10 Gold	1	Yes	Greater Archon Oil	3x Harm Blows
3 (Master)	10 Gold	1	Yes	Greater Wraith Oil	3x Fatal Blows
3 (Master)	16 Gold	2	Yes	Racefury Oil	3x Bane (Race) Blows
3 (Master)	24 Gold	1	Yes	Fester Spores	Mass Decay Vapour
3 (Master)	24 Gold	4	Yes	Blade Pomade	Allows a non-magical Venom to ignore armour (may be combined with a venom)

Crafting	Gold	PR	Reagent	Name	Description & Notes
4 (Magical)	34 Gold	2	No	Magical Creeping Venom	Debilitation after 1 Minute and Death after a further 9 Minutes
4 (Magical)	64 Gold	3	No	Magical Median Venom	Debilitation after 5 Minutes and Death after a further 5 Minutes
4 (Magical)*	220 Gold	7	Yes	Magical Tailored Venom	Only affects creatures affected by a Magical Venom Catalyst Curse (Ritual Cure)

Antidote Items

Antidote Lvl	Gold	PR	Name	Description & Notes
Level 1	1 Gold	0	Venom Remedy	Purge All Poison
Level 1	3 Gold	1/1	Venom Prevention	Grants the Occupational Skill Immune to Lethal Alchemical Venoms (all day)
Level 2	25 Gold	0	Magical Venom Remedy	Removes all non-tailored magical venom effects from the target

Distilling Two or more levels of Alchemy to be combined to make a higher level of product (up to Level 3). These can be your own make levels or from several different Alchemists (must all be present). Your used make will be recorded as used as you would for any normal Alchemical creation. May not be used to create a product that requires a Reagent.

Reagents Are catalyst ingredient that can help in the Alchemical process, they are volatile and will spoil quickly therefore can only be used at the point of creation and may not be traded, sold or otherwise swapped.

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Armourers Guild Crafted Items

Weaponsmith Items

Crafting	Gold	PR	Description	Reforge	Notes & Other Requirements
1 (Apprentice)	2	0	Blade of Nature (Natural)	0	Any Melee Weapon Type (Natural Physrep Req.)
1 (Apprentice)	2	1	Gecko Skin Blade (Immune to Fumble)	0	Any Melee Weapon Type
1 (Apprentice)	2	1	Mithril Blade (Immune to Shatter)	0	Any Melee Weapon Type
1 (Apprentice)	3	2	Mithril Gecko Skin Blade (Immune to Fumble & Shatter)	0	Any Melee Weapon Type
1 (Apprentice)	6	10	Thaumiumsilver Weapon (Silver)	0	Any Melee Weapon Type
1 (Apprentice)	6	3	Thaumbblade (Enchanted)	0	Any Melee Weapon Type

Crafting	Gold	PR	Description	Reforge	Notes & Other Requirements
2 (Artisan)	10	4	Element Blade (Enchanted + Flame Invoke 1/10min)	0	Small/Medium Weapon Type Only
2 (Artisan)	10	4	Element Blade (Enchanted + Water Invoke 1/10min)	0	Small/Medium Weapon Type Only
2 (Artisan)	14	5	Crystalblade (Through)	0	Any Melee Weapon Type
2 (Artisan)	36	5	Etched Weapon (Enchanted + Fear Invoke 1/10min)	0	Any Melee Weapon Type/Arcane Crafting (Adept)
2 (Artisan)	36	5	Etched Weapon (Enchanted + Repel Invoke 1/10min)	0	Any Melee Weapon Type/Arcane Crafting (Adept)
2 (Artisan)	36	5	Etched Weapon (Enchanted + Fumble Invoke 1/10min)	0	Any Melee Weapon Type/Arcane Crafting (Adept)
2 (Artisan)	42	5	Etched Weapon (Enchanted + Confuse Invoke 1/10min)	0	Any Melee Weapon Type/Arcane Crafting (Adept)
2 (Artisan)	28	5	Onyxblade (Enchanted + Strikedown Invoke 1/10min)	0	Large Weapon Only/Arcane Crafting (Adept)
2 (Artisan)	60	6	Rune Weapon (Enchanted + Bind Unliving Invoke 1/10min)	1	Any Melee Weapon Type/Arcane Crafting (Adept)
2 (Artisan)	60	6	Rune Weapon (Enchanted + Shatter Invoke 1/10min)	1	Any Melee Weapon Type/Arcane Crafting (Adept)
2 (Artisan)	63	6	Rune Weapon (Enchanted + Mute Invoke 1/10min)	1	Any Melee Weapon Type/Arcane Crafting (Adept)
2 (Artisan)	74	6	Rune Weapon (Enchanted + Sleep Invoke 1/10min)	1	Any Melee Weapon Type/Arcane Crafting (Adept)
2 (Artisan)	76	6	Rune Weapon (Enchanted + Paralysis Invoke 1/10min)	1	Any Melee Weapon Type/Arcane Crafting (Adept)
2 (Artisan)	82	6	Rune Weapon (Enchanted + Halt Invoke 1/10min)	1	Any Melee Weapon Type/Arcane Crafting (Adept)
2 (Artisan)	30	4	Puresilver Weapon (Silver)	1	Any Melee Weapon Type
2 (Artisan)	36	7	Tanzanite Blade (Enchanted Through)	0	Any Melee Weapon Type

Crafting	Gold	PR	Description	Reforge	Notes & Other Requirements
3 (Master)	32	8	Ironwood Staff (Strikedown)	1	Large Weapon Only
3 (Master)	50	5	Hollow Blade (Requires Separate Venom)	0	Small Weapon Only (Pre-made Venom Required)
3 (Master)	26	6	Steelwood Staff (Enchanted + Crush Invoke 1/10min)	0	Large Weapon Only/Arcane Crafting (Adept)
3 (Master)	72	5	Inscribed Blade (Enchanted + Freeze 1 per day)	1	Any Melee Weapon Type/Arcane Crafting (Adept)
3 (Master)	74	5	Inscribed Blade (Enchanted + Fatal 1 per day)	0	Any Melee Weapon Type/Arcane Crafting (Adept)
3 (Master)	76	5	Inscribed Blade (Enchanted + Harm 1 per day)	0	Any Melee Weapon Type/Arcane Crafting (Adept)
3 (Master)	68	6	Spiterace Blade (Affect Race)	0	Any Melee Weapon Type
3 (Master)	130	10	Spitepattern Blade (Affect Pattern)	1	Any Melee Weapon Type
3* (Master)	108	10	Racefury Blade (Affect Race + Bane Invoke 1/10min)	2	Any Melee Weapon Type
3* (Master)	188	10	Patternfury (Affect Pattern + Bane Invoke 1/10min)	3	Any Melee Weapon Type

Shield Items

Crafting	Gold	PR	Item	Reforge	Notes & Other Requirements
1 (Apprentice)	1	1	Gecko Skin Shield - Immune to Fumble	0	
1 (Apprentice)	1	1	Mithril Shield - Immune to Shatter	0	
1 (Apprentice)	2	2	Mithril Gecko Skin Shield - Immune to Fumble & Shatter	0	
2 (Artisan)	8	5	Drakeshield - Immune to Fumble, Shatter & Normal Crush	0	
3 (Master)	22	6	Nagashield - Immune to Fumble, Shatter & Crush	1	

Items that have Arcane Crafter (X) in the notes indicate that the crafter must be able to craft items of that level to etch the required runes into the weapon - this does not affect the number of items that the same character can produce during an event.

Items that have (Invoke 1/10min) in the description Require invocation to activate the item or part of the items abilities.

Reforge (a process of heating and quenching) Allows more powerful, complex or desirable items to be made. The character may only use these reforge abilities on an item that they are creating themselves and some items may require more than one reforge to create.

Spiterace/Spitepattern Target race chosen on creation – Any Race incl Summonable/Plant/Mineral etc.

Racefury/Patternfury Target patten type chosen on creation – Living, Unliving or Magical Pattern.

Items marked with * can only be made once per year as they are exceptional items in both quality and power - this is in addition to any items created at main events.

Note that unless explicitly mentioned – items are not immune to Fumble/Shatter



Armourers Guild Crafted Items

Armour Items

Crafting	Gold	PR	Description	Reforge	Notes & Other Requirements
1 (Apprentice)	3	1	Spidersilk Armour	0	2 AV Light Armour (Max 2 AV)
1 (Apprentice)	3	1	Ironbark Armour	0	4 AV Medium Armour (Max 4 AV)
1 (Apprentice)	3	1	Steelheart Armour	0	6 AV Heavy Armour (Max 6 AV)

Crafting	Gold	PR	Description	Reforge	Notes & Other Requirements
2 (Artisan)	30	5	Greater Spidersilk Armour	0	2AV Light Armour (Max 4 AV)
2 (Artisan)	25	4	Greater Ironbark Armour	0	4AV Medium Armour (Max 6 AV)
2 (Artisan)	20	3	Greater Steelheart Armour	0	6AV Heavy Armour (Max 8 AV)
2 (Artisan)	22	4	Fluted Spidersilk Armour	0	2 AV Light Armour (Max 2 AV), Immune to Through
2 (Artisan)	24	4	Fluted Ironbark Armour	0	4 AV Medium Armour (Max 4 AV), Immune to Through
2 (Artisan)	26	4	Fluted Steelheart Armour	0	6 AV Heavy Armour (Max 6 AV), Immune to Through
2 (Artisan)	46	5	Impact Spidersilk Armour	1	2 AV Light Armour (Max 2 AV), DR Crush
2 (Artisan)	48	5	Impact Ironbark Armour	1	4 AV Medium Armour (Max 4 AV), DR Crush
2 (Artisan)	50	5	Impact Steelheart Armour	1	6 AV Heavy Armour (Max 6 AV), DR Crush

Crafting	Gold	PR	Description	Reforge	Notes & Other Requirements
3 (Master)	50	7	Artificer Fluted Spidersilk Armour	1	2 AV Light Armour (Max 4 AV), Immune to Through
3 (Master)	46	6	Artificer Fluted Ironbark Armour	1	4 AV Medium Armour (Max 6 AV), Immune to Through
3 (Master)	44	5	Artificer Fluted Steelheart Armour	1	6 AV Heavy Armour (Max 8 AV), Immune to Through
3 (Master)	74	8	Artificer Impact Spidersilk Armour	2	2 AV Light Armour (Max 4 AV), DR Crush
3 (Master)	72	7	Artificer Impact Ironbark Armour	2	4 AV Medium Armour (Max 6 AV), DR Crush
3 (Master)	68	6	Artificer Impact Steelheart Armour	2	6 AV Heavy Armour (Max 8 AV), DR Crush
3* (Master)	94	9	Artificer Fortress Armour	2	8 AV Heavy Armour (Max 8 AV), DR Crush, Immune to Through, Immune to Repel

Shield Items

Crafting	Gold	PR	Item	Reforge	Notes & Other Requirements
1 (Apprentice)	1	1	Gecko Skin Shield (Immune to Fumble)	0	
1 (Apprentice)	1	1	Mithril Shield (Immune to Shatter)	0	
1 (Apprentice)	2	2	Mithril Gecko Skin Shield (Immune to Fumble & Shatter)	0	
2 (Artisan)	8	5	Drakeshield (Immune to Fumble, Shatter & Normal Crush)	0	
3 (Master)	22	6	Naqashield (Immune to Fumble, Shatter & Crush)	1	

Items that have Arcane Crafter (X) in the notes indicate that the crafter must be able to craft items of that level to etch the required runes into the weapon - this does not affect the number of items that the same character can produce during an event.

Reforge (a process of heating and quenching) Allows more powerful, complex or desirable items to be made. The character may only use these reforge abilities on an item that they are creating themselves and some items may require more than one reforge to create.

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Scouts & Rangers Guild Crafted Items

Bowyer Items

Crafting	Gold	PR	Description	Notes & Other Requirements
1 (Apprentice)	1	1	Gecko Skin Bow	Immune to Fumble
1 (Apprentice)	1	1	Mithril Bow	Immune to Shatter
1 (Apprentice)	3	2	Gecko Skin Mithril Bow	Immune to Fumble & Shatter
1 (Apprentice)	6	5	Yetiweave Bandolier	Water Damage (may only be combined with the through effect)
1 (Apprentice)	6	5	Lavaspine Bandolier	Flame Damage (may only be combined with the through effect)
1 (Apprentice)	6	5	Yetiweave Bow	Water Damage (may only be combined with the through effect)
1 (Apprentice)	6	5	Lavaspine Bow	Flame Damage (may only be combined with the through effect)
1 (Apprentice)	6	4	Enchanted Bandolier	Enchanted Damage
1 (Apprentice)	6	4	Enchanted Crystalbow	Enchanted Damage

Crafting	Gold	PR	Description	Notes & Other Requirements
2 (Master)	14	3	Puresilver Bow	Silver Damage
2 (Master)	16	3	Bowstring Hex (Single use)	Oathsworn Rangers Req. Add 1x Bane to a Spiterace/Spitepattern Bow
2 (Master)	14	6	Spiterace Bow (Beastkin)	Attune 1min - Affect Beastkin
2 (Master)	14	6	Spiterace Bow (Drow)	Attune 1min - Affect Drow
2 (Master)	14	6	Spiterace Bow (Dwarf)	Attune 1min - Affect Dwarf
2 (Master)	14	6	Spiterace Bow (Elf)	Attune 1min - Affect Elf
2 (Master)	14	6	Spiterace Bow (Fey)	Attune 1min - Affect Fey
2 (Master)	14	6	Spiterace Bow (Human)	Attune 1min - Affect Human
2 (Master)	14	6	Spiterace Bow (Olog)	Attune 1min - Affect Olog
2 (Master)	14	6	Spiterace Bow (Halfling)	Attune 1min - Affect Halfling
2 (Master)	14	6	Spiterace Bow (Uruk)	Attune 1min - Affect Uruk
2 (Master)	14	6	Spiterace Bow (Mineral)	Attune 1min - Affect Mineral
2 (Master)	14	6	Spiterace Bow (Plant)	Attune 1min - Affect Plant
2 (Master)	14	6	Spiterace Bow (Daemon)	Attune 1min - Affect Daemon
2 (Master)	14	6	Spiterace Bow (Elemental)	Attune 1min - Affect Elemental
2 (Master)	14	6	Spiterace Bow (Ancestral)	Attune 1min - Affect Ancestral
2* (Master)	40	9	Spitepattern Bow (Living)	Attune 1min - Affect Living
2* (Master)	40	9	Spitepattern Bow (Unliving)	Attune 1min - Affect Unliving
2* (Master)	40	9	Spitepattern Bow (Magical)	Attune 1min - Affect Magical

Items marked with * can only be made once per year and require a level 1 and level 2 crafting slot to create as they are exceptional items in both quality and power. Any item described as a Bow above may also be a Crossbow

A Note on Bows/Crossbows Lammied bows/crossbows plus any attached Bowstring Hexes may be stored in out-of-character areas during time-in only when conditions such as weather, darkness, high winds etc. (as described under the Bow Competency rules and test) prevent the item from being safely used. If the conditions improve to allow the use of the items again, the item should be retrieved from the out-of-character area and returned to the game. Under all other normal game circumstances the item must remain on a physrep and within the game area as per the normal weapon and item guidelines. This will be noted on appropriate lammies.

Trap Lore Items

Crafting	Gold	PR	Description	Notes & Other Requirements
Trap Lore	4	2	Tanglefinger Pouch	Any searching effect on the attuned character will require 2 consecutive attempts
Trap Lore	6	3	Tanglefoot Trap Bag	Req. Trap Lore to use. When bag is set in an appropriate area – Will trigger a Mass Halt effect
Trap Lore	22	4	Oilknee Bindings	Req. Trap Lore to use. Immune to all Halt Effects (Must be attached to leg location)



Arcane Guilds Crafted Items

Arcane Crafting Items

Crafting	Gold	PR	Description	Notes & Other Requirements
1 (Apprentice)	1	0*	Level 1 Scroll Bundle	Create 5x Level 1 Spell Scrolls (Spellbind) (*PR per scroll)
1 (Apprentice)	3	3	Quacks Headband	Wearer can Discern Wound, Poison, Pattern Effect or Disease (As per the ability of Healers, Corruptors or Triage Advanced) (Requires CS Healing or Corruption to Craft)
1 (Apprentice)	20	4	Surestride Amulet	Attune 1min. Spell Reduction (1) Halt (Spellbind)
1 (Apprentice)	8	4	Voidgem Amulet	Attune 1min. Spell Reduction (1) Blast (Spellbind)
1 (Apprentice)	8	4	Savoiur Amulet	Attune 1min. Spell Reduction (1) Heal Fatal Wound (Spellbind)
1 (Apprentice)	22	4	Nervosic Amulet	Attune 1min. Spell Reduction (1) Cause Paralysis (Spellbind)

Crafting	Gold	PR	Description	Notes & Other Requirements
2 (Adept)	4	0*	Level 2 Scroll Bundle	Create 4x Level 2 Spell Scrolls (Spellbind) (*PR per scroll)
2 (Adept)	6	2	Mongoose Chalice	Non-Magical Venoms placed in or on the vessel (see Master Poisoner) will be automatically spoiled
2 (Adept)	2	2	Thaumcraft Glyph	May be invoked to cast the Mend effect once per hour (Spellbind)
2 (Adept)	2	2	Impfire Wand	Attune 10min. May be used by any spellcaster to cast the Blast spell once per hour (Spellbind)
2 (Adept)	8	4	Lycanweave Sash	If worn under a Lycan Moon will improve wearers +1 MAV to +2 MAV (Will have no effect on Werecoaturs (Requires Shadowmagic to craft)
2 (Adept)	8	3	Mageblade Glyph	If invoked immediately before (Max 5 seconds) casting the Cause Corrosion spell it will improve the effect of the Cause Corrosion spell to be the next two non-parried successful blows (Spellbind)
2 (Adept)	14	4	Magus Headband	Attune 1min. Attuned character gains DR Magebolt (Head)

Crafting	Gold	PR	Description	Notes & Other Requirements
3 (Master)	12	1*	Level 3 Scroll Bundle	Create 3x Level 3 Spell Scrolls (Spellbind) (*PR per scroll)
3 (Master)	22	4	Wyrmskin Scrollbook	May hold up to 15 Crafted Scrolls - Ignore the PR of scrolls bound in the book
3 (Master)	3	2	Voidfocus Glyph	May be invoked once per day at Midday for a Global Full Cure Daemon effect (Spellbind)
3 (Master)	3	2	Caldera Glyph	May be invoked at Midday at a Caldera Dais MONOLITH for Spell Reduction (3) Speak to Daemon
3 (Master)	24	5	Mindblade Amulet	Attune 1min. Whilst attuned, grants the character Immune to Charms
3 (Master)	22	4	Heartstrong Amulet	Attune 1min. Whilst attuned, grants the character Immune to Disease
3 (Master)	20	4	Patternthread Amulet	Attune 1min. Whilst attuned, grants the character Immune to Wasting

Spellbind For all of the Crafted items that are noted "(Spellbind)" the crafter/caster must have the ability and cast the spell required using their own spell list(s). Any power, spell list, ability or other way of casting the spell (including other characters casting the spell) will not work for the crafting process. Items noted as Amulets and Glyphs must conform to all Lorien Trust decency and safety standards for game use. Details of Scroll and Glyph physrep standards can be found in the Lorien Trust Handbook. Scrolls to be used with a Wyrmskin Scrollbook may be bound into/removed from the Scrollbook with a minimum of 10 seconds appropriate roleplay.

Wands A wand may be held in the primary hand when casting its effect (requires concentration).