



## Game Sheets and Information

# Lorien Trust Guild Crafting Lists 2024

This file contains information about the products, prices, abilities and creating skills required for producing Craftable Items. Details of the skills required to produce these items in-game are listed in the Lorient Trust Handbook, downloadable from [www.lorienttrust.com/publications](http://www.lorienttrust.com/publications).

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). The prices listed are only fixed as the creation cost and not the actual in-game value of the item (depending on in-game roleplay).

**Any item that is crafted at a Lorient Trust event MUST be created during time-in and MUST be attached immediately to an appropriate physrep (see the Lorient 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. Once an item has been created and attached to a physrep (see the physrep section of the Lorient Trust Rules Handbook) it becomes an in-game item and can be used, sold, traded, stolen and lost.

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.

### Guilds and Associated Guilds for creating items:

Occupational Skill	Item Types Created	Associated Guilds
Create Potions/Poisons/Antidotes	Potions/Poisons/Antidotes	Alchemist Guild
Weaponsmith/Armoursmith	Weapons, Armour and Shields	Armourers Guild
Bowyer	Bows, Crossbows, Bandoliers	Rangers Guild
Trap Lore	Cantrips	Scouts Guild
Arcane Crafting	Magical Items including Scrolls, Wands Amulets and other Magical items	Mages, Incantors, Healers, Corruptors and Watchers Guilds

### Other notes and information:

**Amulets and Glyphs** Items noted as Amulets and Glyphs must conform to all Lorient Trust decency and safety standards for game use. Details of Scroll and Glyph physrep standards can be found in the Lorient Trust Handbook. **Wands** Require a larp suitable non-combat prop phys rep no greater than a small weapon in size (18"). A wand may be held in the casting hand when casting its effect this is an exception to the handbook requirements for having an empty casting hand.

**Appropriate item** Must conform to Lorient Trust standards for decency and safety and be a weapon-checked item in the case of any weapon, shield, or armour. Other items such as an amulet, box or other non-combat prop may be Spell Tempered. The Lorient Trust reserve the right to refuse the use (and Spell Tempering) of a physrep if deemed inappropriate, unsafe, or otherwise unusable in the game.

**A Note on Bows/Crossbows** Lammied bows/crossbows 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. 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.

**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.

**Items marked with\*** can only be made once per year and consume a Magical/Master crafting slot for the event. **Reagents/Reforge (if required yes/no)** Must be used at the point of creation and may not be traded, sold, or otherwise swapped.

**You may expend a higher-level crafting allocation to craft a lower-level crafted item.**

### Some items have a lower PR if worn or carried by a particular race:

- \*\*Karak:** Use lower PR if worn/carried by a Dwarf/Halfling or Awakened Dwarf/Halfling
- \*\*Harmonic:** Use lower PR if worn/carried by a Beastkin/Olog or Awakened Beastkin/Olog,
- \*\*Efreeti:** Use lower PR if worn/carried by an Elemental
- \*\*Yanaric:** Use lower PR if worn/carried by a Elf/Uruk or Awakened Elf/Uruk
- \*\*Valour:** Use lower PR if worn/carried by a Human or Awakened Human



## Potions

Crafting Lvl.	Gold	PR	Reagent	Name	Description & Notes
1 (Novice)	1 Gold	0	No	Malady Cleanse	Cure Decay & Disease
1 (Novice)	1 Gold	0	No	Concentrated Cure Vial	Full Cure Location
1 (Novice)	2 Gold	0	Yes	Plate Resin	Mend Armour
1 (Novice)	2 Gold	0	No	Broad Cure Vial	Global Cure Wound
1 (Novice)	3 Gold	0	No	Pure Thought	Ritualist booster (adds small amount of power - will not stack)
1 (Novice)	3 Gold	0/1	Yes	Brawnfluid	Endurance
2 (Artisan)	1 Gold	0	No	Weavestitch	Global Remove Fatal
2 (Artisan)	2 Gold	0	No	Crypt Ichor	Full Repair Unliving
2 (Artisan)	3 Gold	0	No	Sprite Poultice	Full Cure Ancestral
2 (Artisan)	3 Gold	0	No	Runevial Brew	Full Cure Daemon
2 (Artisan)	3 Gold	0	No	Djinn Balsam	Full Cure Elemental
2 (Artisan)	3 Gold	0/1	Yes	Stone Skin	Natural Armour (+1NAV) (full day)
2 (Artisan)	4 Gold	0	No	Lifebloom	Total Heal
2 (Artisan)	5 Gold	0/1	No	Fleetfoot	Immunity to Halt (full day)
2 (Artisan)	9 Gold	1	No	Summoners Elixir	Whilst in a Ritual your summoning skill counts as one level higher (Max Level 3)
3 (Master)	6 Gold	1	Yes	Travelers Escape	Teleport
3 (Master)	6 Gold	1	Yes	Lifebubble	Mass Global Cure Wound
3 (Master)	6 Gold	1/2	Yes	Iron Skin	Natural Armour (+2 NAV) (full day)
3 (Master)	7 Gold	1/4	No	Weavehold	Immunity to Fatal (full day)
3 (Master)	8 Gold	1	Yes	Mastaba Slurry	Total Repair Unliving
3 (Master)	8 Gold	1/4	No	Titans Boon	Strikedown with a large weapon (full day)
3 (Master)	10 Gold	1/2	No	Titans Endurance	+2LHV (may not be combined with Endurance) (full day)
3 (Master)	10 Gold	1	No	Clear Thought	Ritualist booster (adds a medium amount of power - will not stack)
4 (Magical)	7 Gold	1/7	No	Crushing Blow	Crush with a large weapon (4 days)
4 (Magical)	8 Gold	1/5	No	Demon Brew	Crush with a large weapon & +2LHV (may not be combined with Endurance) (full day)
4 (Magical)	12 Gold	3	No	Titans Fortitude	Grants a living pattern +1Base LHV (4 days)
4 (Magical)*	20 Gold	1	No	Pattern Temperament	Makes the target more receptive to Ritual effects
4 (Magical)*	28 Gold	4	No	Elemental Tears	Removes a dismiss effect from an Elemental creature and raises all locations to 0LHV
4 (Magical)*	30 Gold	1	No	Perfect Thought	Ritualist booster (adds a large amount power - will not stack)

## Antidotes

Antidote Lvl.	Gold	PR	Name	Description & Notes
Level 1	1 Gold	0	Venom Remedy	Removes a non-magical venom from the target
Level 1	3 Gold	1/1	Venom Prevention	Immunity to non-magical Venoms (full day)
Level 2	25 Gold	0	Magical Venom Remedy	Removes all non-tailored magical venom effects from the target





## Poisons

Crafting Lvl.	Gold	PR	Reagent	Name	Description & Notes
1 (Novice)	1 Gold	0	No	Thaumic Oil	Enchanted (1 Min)
1 (Novice)	1 Gold	0	No	Hydros Oil	1x Water Blow
1 (Novice)	1 Gold	0	No	Cyclophic Oil	1 x Air Blow
1 (Novice)	1 Gold	1	No	Shush Oil	1x Mute Blow
1 (Novice)	3 Gold	0	Yes	Nervosum Spores	Mass Paralysis Vapour
1 (Novice)	4 Gold	1	No	Creeping Venom	Debilitation after 1 Min and Death after a further 9 minutes
2 (Artisan)	1 Gold	1	No	Noctis Oil	1x Sleep Blow
2 (Artisan)	2 Gold	1	No	Nervosum Oil	1x Paralysis Blow
1 (Novice)	2 Gold	2	No	Greater Inferno Oil	3x Flame Blow
2 (Artisan)	2 Gold	2	Yes	Greater Noctis Oil	3x Sleep Blows
2 (Artisan)	4 Gold	1	Yes	Spiterace Oil	Affect (Race) (1 Min)
2 (Artisan)	6 Gold	2	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
2 (Artisan)	13 Gold	3	Yes	Noctisshroud	Mass Sleep Vapour
3 (Master)	2 Gold	1	No	Ice Oil	1x Freeze Blow
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	2	Yes	Greater Ice Oil	3x Freeze Blows
3 (Master)	10 Gold	2	Yes	Greater Archon Oil	3x Harm Blows
3 (Master)	10 Gold	2	Yes	Greater Wraith Oil	3x Fatal Blows
3 (Master)	10 Gold	2	Yes	Greater Lightshard Oil	3x Smite Blows
3 (Master)	24 Gold	2	Yes	Fester Spores	Mass Decay Vapour
4 (Magical)	18 Gold	4	No	Atuic Oil	1x Daemon Bane Blow
4 (Magical)	18 Gold	4	No	Hesayin Oil	1x Elemental Bane Blow
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	Tailored venom - Complex Cure Required. affects all pattern types

## Antidotes

Antidote Lvl.	Gold	PR	Name	Description & Notes
Level 1	1 Gold	0	Venom Remedy	Removes a non-magical venom from the target
Level 1	3 Gold	1/1	Venom Prevention	Immunity to non-magical Venoms (full day)
Level 2	25 Gold	0	Magical Venom Remedy	Removes all non-tailored magical venom effects from the target





## Weapons

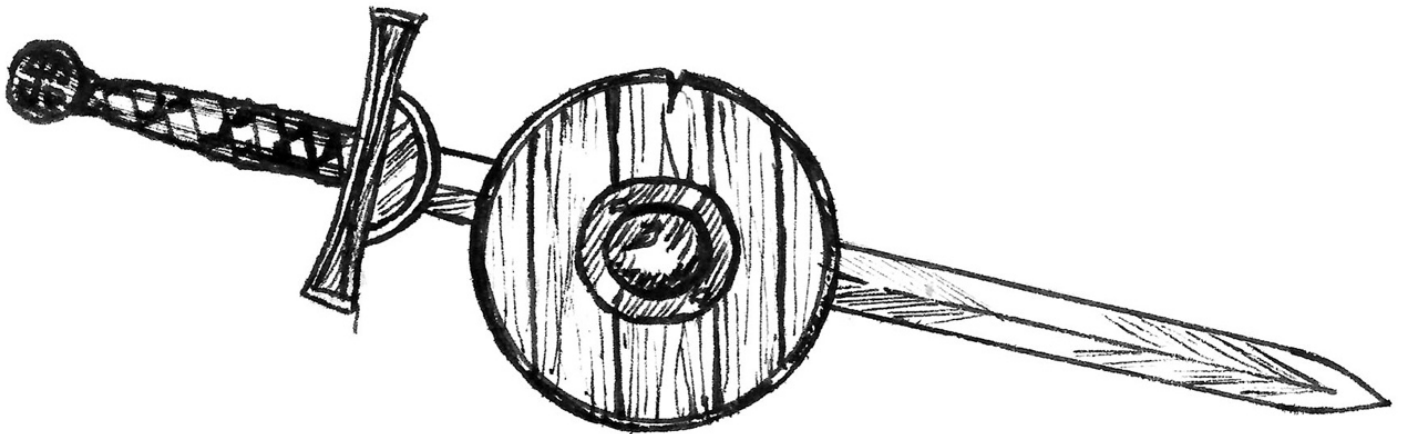
Crafting Lvl.	Gold	PR	Description	Reforge	Notes & Other Requirements
1 (Apprentice)	2	0	Blade of Nature (Natural)	Yes	Natural Weapon Physrep Req.
1 (Apprentice)	3	4	Mithril Gecko Skin Blade (Immune to Fumble & Shatter)	Yes	
1 (Apprentice)	8	3	Thaumblade (Enchanted)	No	
1 (Apprentice)	14	2 (3)	**Harmonicblade (Enchanted)	No	
1 (Apprentice)	20	2	Puresilver Weapon (Silver)	Yes	
2 (Artisan)	13	4	Element Blade (Enchanted, Invoke for 1x Flame blow 1/10min)	Yes	Small/Medium Weapons only
2 (Artisan)	13	4	Element Blade (Enchanted, Invoke for 1x Water blow 1/10min)	Yes	Small/Medium Weapons only
2 (Artisan)	13	4	Element Blade (Enchanted, Invoke for 1x Air blow 1/10min)	Yes	Small/Medium Weapons only
2 (Artisan)	13	4	Element Blade (Enchanted, Invoke for 1x Earth blow 1/10min)	Yes	Small/Medium Weapons only
2 (Artisan)	14	4	Crystalblade (Through)	No	
2 (Artisan)	22	3	Onyxblade (Enchanted + Strikedown Invoke 1/10min)	No	Large Weapon only
2 (Artisan)	36	4	Etched Weapon (Enchanted + Fear Invoke 1/10min)	No	
2 (Artisan)	36	5	Tanzanite Blade (Enchanted Through)	No	
2 (Artisan)	45	5	Rune Weapon (Enchanted + Paralysis Invoke 1/10min)	Yes	
2 (Artisan)	64	6	Rune Weapon (Enchanted + Sleep Invoke 1/10min)	Yes	
2 (Artisan)	71	6	Rune Weapon (Enchanted + Halt Invoke 1/10min)	Yes	
3 (Master)	10	2	Frosthex Blade (Single-Use Freeze Blade)	No	Small Weapon only (Destroyed on use)
3 (Master)	16	3	Patternhex Blade (Single-Use Fatal Blade)	No	Small Weapon only (Destroyed on use)
3 (Master)	16	3	Archonhex Blade (Single-Use Harm Blade)	No	Small Weapon only (Destroyed on use)
3 (Master)	26	5	Steelwood Staff (Enchanted + Crush Invoke 1/10min)	No	Large Weapon only
3 (Master)	32	4	Ironwood Staff (Strike for Strikedown)	Yes	Large Weapon only
3 (Master)	43	3 (5)	**Efreetblade (Enchanted Through)	Yes	
3 (Master)	58	5	Spiterace Blade (Affect Race)	Yes	(Race type chosen on creation)
3 (Master)	88	7	Spitepattern Blade (Affect Pattern)	Yes	(Pattern type chosen on creation)
3* (Master)	160	8	Patternfury (Affect Pattern + Bane Invoke 1/hour)	Yes	(Pattern type chosen on creation)

## Shields

Crafting Lvl.	Gold	PR	Item	Reforge	Notes & Other Requirements
1 (Apprentice)	2	4	Mithril Gecko Skin Shield - Immune to Fumble & Shatter	No	
2 (Artisan)	8	6	Drakeshield - Immune to Fumble, Shatter & Normal Crush	Yes	
1 (Apprentice)	14	2 (4)	**Karak Shield - Immune to Fumble & Shatter	No	
3 (Master)	22	8	Nagashield - Immune to Fumble, Shatter & Crush	Yes	

## Spell Tempering

Crafting Lvl.	Gold	PR	Item
Spell Tempering	2	1	Any appropriate item (weapon, armour, box, amulet etc.)
Master Spell Tempering	6	1	Any appropriate item (weapon, shield armour, box, amulet etc.)





## Armour

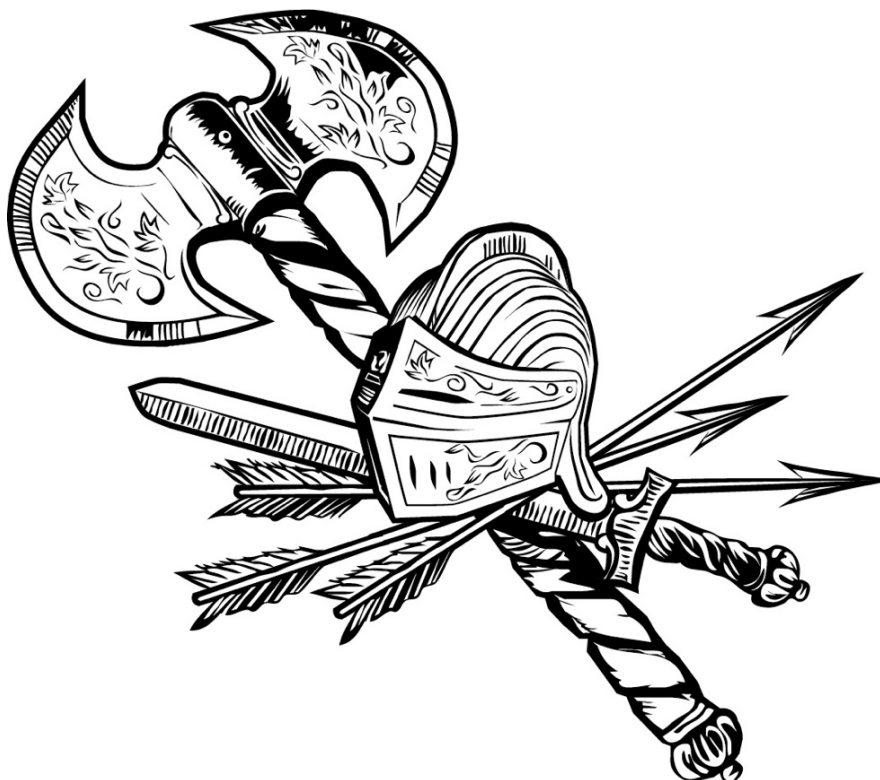
Crafting Lvl.	Gold	PR	Description	Reforge	Notes & Other Requirements
1 (Apprentice)	4	1	Spidersilk Armour	Yes	2 AV Light Armour (Max 2 AV)
1 (Apprentice)	6	2	Ironbark Armour	Yes	4 AV Medium Armour (Max 4 AV)
1 (Apprentice)	10	3	Steelheart Armour	Yes	6 AV Heavy Armour (Max 6 AV)
2 (Artisan)	20	4	Artificer Spidersilk Armour	No	2AV Light Armour (Max 4 AV)
2 (Artisan)	20	4	Artificer Ironbark Armour	No	4AV Medium Armour (Max 6 AV)
2 (Artisan)	20	4	Artificer Steelheart Armour	No	6AV Heavy Armour (Max 8 AV)
2 (Artisan)	35	4	Fluted Spidersilk Armour	Yes	2 AV Light Armour (Max 2 AV), Immune to Through
2 (Artisan)	35	4	Fluted Ironbark Armour	Yes	4 AV Medium Armour (Max 4 AV), Immune to Through
2 (Artisan)	35	4	Fluted Steelheart Armour	Yes	6 AV Heavy Armour (Max 6 AV), Immune to Through
2 (Artisan)	40	3 (4)	Fluted Valour Armour	No	6 AV Heavy Armour (Max 6 AV), Immune to Through,
2 (Artisan)	50	5	Artificer Fluted Spidersilk Armour	Yes	2 AV Light Armour (Max 4 AV), Immune to Through
2 (Artisan)	50	5	Artificer Fluted Ironbark Armour	Yes	4 AV Medium Armour (Max 6 AV), Immune to Through
2 (Artisan)	50	5	Artificer Fluted Steelheart Armour	Yes	6 AV Heavy Armour (Max 8 AV), Immune to Through
3 (Master)	50	5	Impact Spidersilk Armour	No	2 AV Light Armour (Max 2 AV), DR Crush
3 (Master)	50	5	Impact Ironbark Armour	No	4 AV Medium Armour (Max 4 AV), DR Crush
3 (Master)	50	5	Impact Steelheart Armour	No	6 AV Heavy Armour (Max 6 AV), DR Crush
3 (Master)	70	6	Artificer Impact Spidersilk Armour	Yes	2 AV Light Armour (Max 4 AV), DR Crush
3 (Master)	70	6	Artificer Impact Ironbark Armour	Yes	4 AV Medium Armour (Max 6 AV), DR Crush
3 (Master)	70	6	Artificer Impact Steelheart Armour	Yes	6 AV Heavy Armour (Max 8 AV), DR Crush
3* (Master)	80	9	Artificer Fortress Armour	No	8 AV Heavy Armour (Max 8 AV), DR Crush, Immune to Through, Immune to Repel
3* (Master)	95	7 (9)	Artificer **Karak Armour	No	8 AV Heavy Armour (Max 8 AV), DR Crush, Immune to Through, Immune to Repel

## Shields

Crafting Lvl.	Gold	PR	Item	Reforge	Notes & Other Requirements
1 (Apprentice)	2	4	Mithril Gecko Skin Shield - Immune to Fumble & Shatter	No	
2 (Artisan)	8	6	Drakeshield - Immune to Fumble, Shatter & Normal Crush	Yes	
1 (Apprentice)	14	2 (4)	**Karak Shield - Immune to Fumble & Shatter	No	
3 (Master)	22	8	Nagashield - Immune to Fumble, Shatter & Crush	Yes	

## Spell Tempering

Crafting Lvl.	Gold	PR	Item
Spell Tempering	2	1	Any appropriate item (weapon, armour, box, amulet etc.)
Master Spell Tempering	6	1	Any appropriate item (weapon, shield armour, box, amulet etc.)







## Bows and Bandoliers

Crafting Lvl.	Gold	PR	Description	Notes & Other Requirements
1 (Apprentice)	3	4	Gecko Skin Mithril Bow	Bow is immune to Fumble & Shatter
1 (Apprentice)	4	2 (4)	Yanaric Bow	Bow is Immune to Fumble & Shatter
1 (Apprentice)	6	4	Yetiweave Bow	Water Through Damage
1 (Apprentice)	6	4	Stormspike Bow	Air Through Damage
1 (Apprentice)	6	4	Lavaspine Bow	Flame Through Damage
1 (Apprentice)	6	4	Bassalic Bow	Earth Through Damage
1 (Apprentice)	6	3	Enchanted Crystalbow	Enchanted Damage
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	Stormspike Bandolier	Air Damage (may only be combined with the through effect)
1 (Apprentice)	6	5	Bassalic Bandolier	Earth Damage (may only be combined with the through effect)
1 (Apprentice)	6	4	Enchanted Bandolier	Enchanted Damage (may only be combined with the through effect)
1 (Apprentice)	8	3	Puresilver Bandolier	Silver Damage (may only be combined with the through effect)
2 (Master)	14	2	Puresilver Bow	Silver Damage
2 (Master)	14	5	Spiterace Bow	Attune 1min - Affect (Race type chosen on creation)
2* (Master)	40	7	Spitepattern Bow	Attune 1min - Affect (Pattern type chosen on creation)

## Cantrips

Trap Lore req..	Gold	PR	Description	Notes & Other Requirements
-	4	2	Tanglefinger Pouch	Any searching effect on the attuned character will require 2 consecutive attempts
-	6	3	Tanglefoot Trap Bag	Req. Trap Lore to use. When bag is set in an appropriate area – Will trigger a Mass Halt effect
-	7	2	Slinky Trinket	Attune 1min. Whilst attuned halves the time to Traverse Faction Wards (5 seconds instead of 10 seconds)
-	12	2	Whetstone Scabbard	Once per hour a small weapon may be drawn from this scabbard to strike for a single Through blow
-	12	2	Spiralshroud Amulet	The wearer and any items they carry are immune to the Detect Magic effect
-	14	4	Cognize Headband	Wearer may Discern Pattern Type
-	22	4	Oilknee Bindings	Req. Trap Lore to use. Immune to all Halt Effects (Must be attached to leg location)





## Arcane

Crafting Lvl.	Gold	PR	Description	Notes & Other Requirements
1 (Apprentice)	1	0*	Level 1 Scroll Bundle	Create up to 5x Level 1 Spell Scrolls (*PR per scroll)
1 (Apprentice)	3	2	Quacks Headband	Wearer can Discern Wound, Poison, Pattern Effect or Disease
1 (Apprentice)	6	4	Voidgem Amulet	Attune 1min. Spell Reduction (1) Blast
1 (Apprentice)	10	4	Saviour Amulet	Attune 1min. Spell Reduction (1) Heal Fatal Wound
1 (Apprentice)	14	4	Nervosic Amulet	Attune 1min. Spell Reduction (1) Cause Paralysis
1 (Apprentice)	18	4	Napsilk Amulet	Attune 1min. Spell Reduction (1) Sleep
1 (Apprentice)	22	4	Surestride Amulet	Attune 1min. Spell Reduction (1) Halt
2 (Adept)	2	2	Greater Impfire Wand	Attune 10min. Used by any spellcaster to cast the Blast spell once per 30 mins for zero power
2 (Adept)	2	2	Greater Jawlock Wand	Attune 10min. Used by any spellcaster to cast the Mute spell once per 30 mins for zero power
2 (Adept)	2	2	Thaumcraft Glyph	Attune 10min. May cast the mend spell once per hour for zero power
2 (Adept)	4	0*	Level 2 Scroll Bundle	Create up to 4x Level 2 Spell Scrolls (*PR per scroll)
2 (Adept)	6	3	Contactium Amulet	Attune 1min. Attuned character may innately counter a Mute effect 1/hour (no power cost)
2 (Adept)	11	4	Augere Star	Counts as a transporter for performing a single transport rite (one use only)
2 (Adept)	13	3	Insom Amulet	Attune 1min. Attuned character may innately counter a Sleep effect 1/hour (no power cost)
2 (Adept)	14	4	Magus Headband	Attune 1min. Attuned character gains DR Magebolt (Head)
3 (Master)	10	4	Wyrmscale Scrollbook	Holds up to 15 Crafted Scrolls – Any Level 1 spell stored in this book when Invoked will trigger a second casting of the same spell within 10 seconds. Ignore the PR of scrolls held in the book.
3 (Master)	10	3	Patternthread Amulet	Attune 1min. Whilst attuned, grants the character Immune to Wasting
3 (Master)	12	1*	Level 3 Scroll Bundle	Create up to 3x Level 3 Spell Scrolls (*PR per scroll)
3 (Master)	20	6	Shatterstar Gem	Use in an active ritual to grant the Rite Master OS, or increases the skill level by one step
3 (Master)	22	4	Heartstrong Amulet	Attune 1min. Whilst attuned, grants the character Immune to Disease
3 (Master)	22	3	Warmblood Amulet	Grants the wearer may call "Resist Freeze" to any Freeze effect (half-duration freeze)
3 (Master)	24	5	Mindblade Amulet	Attune 1min. Whilst attuned, grants the character Immune to Charms

### Limited availability materials items (any level of Arcane Crafting) – see the Watchers Guild for details

2 Available	55	8	Argentich Gem	When activated within an active ritual circle, changes the Alignment to Magic for that ritual (one use item)
4 Available	55	8	Nemos Gem	When activated within an active ritual circle, changes the Alignment to Water for that ritual (one use item)

