



# LORIEN TRUST

## LIVE ACTION ROLE PLAY

### Game Sheets and Information

## Lorien Trust Guild Crafting Lists 2023

This file contains information about the products, prices, abilities and creating skills required for producing Craftable Item. Details of the skills required to produce these items in-game are listed in the Lorien Trust Handbook, downloadable from [www.lorientrust.com/publications](http://www.lorientrust.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). Crafted items when created will last for just over 1 calendar year (4 main events plus the event that they are created at – an example being an item created at the Spring Moot will last until the end of the following year Spring Moot).

**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. Once an item has been created and attached to a physrep (see the physrep section of the Lorien Trust Rules Handbook) it becomes an in-game item and can be used, sold, traded, stolen and lost.

**Any questions regarding the Lorien Trust Role-Playing System or Lorien Trust events should be directed to [enquiries@lorientrust.com](mailto:enquiries@lorientrust.com)**



## Alchemist Guild Potion and Antidotes

### Potion Items

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	No	Plate Resin	Mend Armour
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
1 (Novice)	1 Gold	0	No	Weavestitch	Global Remove Fatal

Crafting Lvl.	Gold	PR	Reagent	Name	Description & Notes
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	Yes	Thaumic Suspension	Suspends a level 1 or 2 spell for use later (Spell must be cast on creation of potion)
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)	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 (full day)

Crafting Lvl.	Gold	PR	Reagent	Name	Description & Notes
3 (Master)	6 Gold	1	No	Travelers Escape	Teleport
3 (Master)	8 Gold	1/6	No	Titans Boon	Grants the ability to strike for 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	Yes	Clear Thought	Ritualist booster (adds a medium amount of power - will not stack)
3 (Master)	6 Gold	1	Yes	Lifepollen	Mass Cure Wound Vapour (1 min fuse)
3 (Master)	6 Gold	1/2	No	Iron Skin	Natural Armour (+2 NAV) (full day)
3 (Master)	10 Gold	1	Yes	High Thaumic Suspension	Suspends a level 3 spell for use later (Spell must be cast on creation of potion)
3 (Master)	7 Gold	1/2	No	Weavehold	Immunity to Fatal (full day)
3 (Master)	8 Gold	1	Yes	Mastaba Slurry	Total Repair Unliving

Crafting Lvl.	Gold	PR	Reagent	Name	Description & Notes
4 (Magical)	7 Gold	1/6	No	Crushing Blow	Grants the ability to strike for Crush with a large weapon (4 days)
4 (Magical)	8 Gold	1/7	No	Demon Brew	Crush with a large weapon & +2LHV (may not be combined with Endurance) (full day)
4 (Magical)	25 Gold	1	No	Purification Potion	Can remove some Curses and other downsides/hinderances
4 (Magical)*	28 Gold	4	No	Elemental Tears	Removes a dismiss effect from an Elemental creature and raises all locations to 0LHV
4 (Magical)*	20 Gold	1	Yes	Pattern Temperament	Makes the target more receptive to Ritual effects
4 (Magical)*	30 Gold	1	Yes	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	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

**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 and consume a Level 4 (Magical) crafting slot for the event. **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) – for example: The Irin Skin Potion has a PR of 1 when it is in a container/bottle, but the second number (2) is the PR that the potion adds to the target of the potion when consumed/applied. **You may expend a higher-level crafting allocation to craft a lower-level crafted item.**



## Alchemist Guild Poison and Antidotes

### Poison Items

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	Inferno Oil	1x Flame Blow
1 (Novice)	1 Gold	0	No	Cyclophic Oil	1x Air Blow
1 (Novice)	1 Gold	1	No	Shush Oil	1x Mute Blow
1 (Novice)	4 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

Crafting Lvl.	Gold	PR	Reagent	Name	Description & Notes
2 (Artisan)	1 Gold	1	No	Noctis Oil	1x Sleep blow
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)	6 Gold	1	Yes	Greater Nervosum Oil	3x Paralysis Blows
2 (Artisan)	6 Gold	1	Yes	Noctis Spores	Mass Sleep Vapour
2 (Artisan)	6 Gold	2	No	Median Venom	Debilitation after 5 Minutes and Death after a further 5 Minutes

Crafting Lvl.	Gold	PR	Reagent	Name	Description & Notes
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)	10 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)	10 Gold	1	Yes	Greater Lightshard Oil	3x Smite Blows
3 (Master)	24 Gold	1	Yes	Fester Spores	Mass Decay Vapour

Crafting Lvl.	Gold	PR	Reagent	Name	Description & Notes
4 (Magical)	8 Gold	1	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	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	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

**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 and consume a Level 4 (Magical) crafting slot for the event. **You may expend a higher-level crafting allocation to craft a lower-level crafted item.**



## Armourers Guild Crafted Items

### Weaponsmith Items

Crafting Lvl.	Gold	PR	Description	Reforge	Notes & Other Requirements
1 (Apprentice)	2	0	Blade of Nature (Natural)	0	Natural Weapon Physrep Req.
1 (Apprentice)	3	2	Mithril Gecko Skin Blade (Immune to Fumble & Shatter)	0	
1 (Apprentice)	24	2 (3)	Harmonicblade (Enchanted)	0	PR2 when carried by a Beastkin/Olog or Awakened Beastkin/Olog, PR3 when carried by any other Race
1 (Apprentice)	6	3	Thaumblade (Enchanted)	0	

Crafting Lvl.	Gold	PR	Description	Reforge	Notes & Other Requirements
2 (Artisan)	10	5	Element Blade (Enchanted + Flame Invoke 1/10min)	0	Small/Medium Weapons
2 (Artisan)	10	5	Element Blade (Enchanted + Water Invoke 1/10min)	0	Small/Medium Weapons
2 (Artisan)	10	5	Element Blade (Enchanted + Air Invoke 1/10min)	0	Small/Medium Weapons
2 (Artisan)	10	5	Element Blade (Enchanted + Earth Invoke 1/10min)	0	Small/Medium Weapons
2 (Artisan)	14	4	Crystalblade (Through)	0	
2 (Artisan)	26	6	Etched Weapon (Enchanted + Fear Invoke 1/10min)	0	Arcane Crafting (Adept) Req.
2 (Artisan)	28	5	Onyxblade (Enchanted + Strikedown 1/10min)	0	Large Weapon Only/Arcane Crafting (Adept) Req.
2 (Artisan)	58	6	Rune Weapon (Enchanted + Sleep Invoke 1/10min)	1	Arcane Crafting (Adept) Req.
2 (Artisan)	61	6	Rune Weapon (Enchanted + Paralysis Invoke 1/10min)	1	Arcane Crafting (Adept) Req.
2 (Artisan)	63	6	Rune Weapon (Enchanted + Halt Invoke 1/10min)	1	Arcane Crafting (Adept) Req.
2 (Artisan)	30	3	Puresilver Weapon (Silver)	1	
2 (Artisan)	29	6	Tanzanite Blade (Enchanted Through)	1	

Crafting Lvl.	Gold	PR	Description	Reforge	Notes & Other Requirements
3 (Master)	32	6	Ironwood Staff (Strikes for Strikedown)	1	Large Weapon
3 (Master)	26	5	Steelwood Staff (Enchanted + Crush Invoke 1/10min)	1	Large Weapon /Arcane Crafting (Adept) Req.
3 (Master)	10	2	Frost-hex Blade (Single-Use Freeze Blade)	1	Small Weapon (Destroyed on use)
3 (Master)	16	3	Patternhex Blade (Single-Use Fatal Blade)	1	Small Weapon (Destroyed on use)
3 (Master)	16	3	Archonhex Blade (Single-Use Harm Blade)	1	Small Weapon (Destroyed on use)
3 (Master)	43	3 (6)	Efreetiblade (Enchanted Through)	1	PR3 when carried by an Elemental. PR6 when carried by any other Race
3 (Master)	58	5	Spiterace Blade (Affect Race)	1	
3 (Master)	88	6	Spitepattern Blade (Affect Pattern)	1	
3* (Master)	160	8	Patternfury (Affect Pattern + Bane Invoke 1/hour)	3	

### Shield Items

Crafting Lvl.	Gold	PR	Item	Reforge	Notes & Other Requirements
1 (Apprentice)	3	1 (3)	Karak Shield - Immune to Fumble & Shatter	0	PR1 when carried by a Dwarf/Halfling or Awakened Dwarf/Halfling, PR3 when carried by any other Race
1 (Apprentice)	2	2	Mithril Gecko Skin Shield - Immune to Fumble & Shatter	0	
2 (Artisan)	8	5	Drakeshield - Immune to Fumble, Shatter & Normal Crush	1	
3 (Master)	20	7	Naqashield - Immune to Fumble, Shatter & Crush	2	

### 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.)

**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. **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 and consume a Level 3 (Master) crafting slot for the event. **Appropriate item\*\*** Must conform to Lorien 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 Lorien Trust reserve the right to refuse the use (and Spell Tempering) of a physrep if deemed inappropriate, unsafe, or otherwise unusable in the game. **Note that unless explicitly mentioned – items are not immune to Fumble/Shatter. You may expend a higher-level crafting allocation to craft a lower-level crafted item.**



## Armourers Guild Crafted Items

### Armour Items

Crafting Lvl.	Gold	PR	Description	Reforge	Notes & Other Requirements
1 (Apprentice)	4	1	Spidersilk Armour	0	2 AV Light (Max 2 AV)
1 (Apprentice)	6	2	Ironbark Armour	0	4 AV Medium (Max 4 AV)
1 (Apprentice)	10	3	Steelheart Armour	0	6 AV Heavy (Max 6 AV)

Crafting Lvl.	Gold	PR	Description	Reforge	Notes & Other Requirements
2 (Artisan)	24	4	Greater Spidersilk Armour	0	2AV Light (Max 4 AV)
2 (Artisan)	20	4	Greater Ironbark Armour	0	4AV Medium (Max 6 AV)
2 (Artisan)	15	4	Greater Steelheart Armour	0	6AV Heavy (Max 8 AV)
2 (Artisan)	18	5	Fluted Spidersilk Armour	0	2 AV Light (Max 2 AV), Immune to Through
2 (Artisan)	20	5	Fluted Ironbark Armour	0	4 AV Medium (Max 4 AV), Immune to Through
2 (Artisan)	22	5	Fluted Steelheart Armour	0	6 AV Heavy (Max 6 AV), Immune to Through
2 (Artisan)	22	3 (5)	Fluted Valour Armour	0	6 AV Heavy (Max 6 AV), Immune to Through, PR3 when worn by a Human or Awakened Human, PR5 when worn by any other Race
2 (Artisan)	40	5	Artificer Fluted Spidersilk Armour	1	2 AV Light (Max 4 AV), Immune to Through
2 (Artisan)	40	5	Artificer Fluted Ironbark Armour	1	4 AV Medium (Max 6 AV), Immune to Through
2 (Artisan)	40	5	Artificer Fluted Steelheart Armour	1	6 AV Heavy (Max 8 AV), Immune to Through

Crafting Lvl.	Gold	PR	Description	Reforge	Notes & Other Requirements
3 (Master)	35	5	Impact Spidersilk Armour	1	2 AV Light (Max 2 AV), DR Crush
3 (Master)	40	5	Impact Ironbark Armour	1	4 AV Medium (Max 4 AV), DR Crush
3 (Master)	42	5	Impact Steelheart Armour	1	6 AV Heavy (Max 6 AV), DR Crush
3 (Master)	62	6	Artificer Impact Spidersilk Armour	2	2 AV Light (Max 4 AV), DR Crush
3 (Master)	64	6	Artificer Impact Ironbark Armour	2	4 AV Medium (Max 6 AV), DR Crush
3 (Master)	64	6	Artificer Impact Steelheart Armour	2	6 AV Heavy (Max 8 AV), DR Crush
3* (Master)	78	10	Artificer Fortress Armour	2	8 AV Heavy (Max 8 AV), DR Crush, Immune to Through, Immune to Repel

### Shield Items

Crafting Lvl.	Gold	PR	Item	Reforge	Notes & Other Requirements
1 (Apprentice)	3	1 (3)	Karak Shield - Immune to Fumble & Shatter	0	PR1 when carried by a Dwarf/Halfling or Awakened Dwarf/Halfling, PR3 when carried by any other Race
1 (Apprentice)	2	2	Mithril Gecko Skin Shield - Immune to Fumble & Shatter	0	
2 (Artisan)	8	5	Drakeshield - Immune to Fumble, Shatter & Normal Crush	1	
3 (Master)	20	7	Nagashield - Immune to Fumble, Shatter & Crush	2	

### 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.)

**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. **Items marked with\*** can only be made once per year as they are exceptional items in both quality and power and consume a Level 3 (Master) crafting slot for the event. **Appropriate item\*\*** Must conform to Lorien 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 Lorien Trust reserve the right to refuse the use (and Spell Tempering) of a physrep if deemed inappropriate, unsafe, or otherwise unusable in the game. **You may expend a higher-level crafting allocation to craft a lower-level crafted item.**



## Scouts & Rangers Guild Crafted Items

### Bowyer Items

Crafting Lvl.	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)	4	1 (2)	Yanaric Bow	Immune to Fumble & Shatter. PR1 when carried by an Elf/Uruk or Awakened Elf/Uruk. PR2 when carried by any other Race
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	Stormspike Bow	Air Damage (may only be combined with the through effect)
1 (Apprentice)	6	5	Bassalic Bow	Earth 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)	12	6	Stormhand Bandolier	Air Damage (may only be combined with the through effect)
1 (Apprentice)	8	3	Puresilver Bandolier	Silver Damage
1 (Apprentice)	6	4	Enchanted Crystalbow	Enchanted Damage

Crafting Lvl.	Gold	PR	Description	Notes & Other Requirements
2 (Master)	14	3	Puresilver Bow	Silver Damage
2 (Master)	14	6	Spiterace Bow (Race)	Attune 1min - Affect Race
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. You may expend a higher-level crafting allocation to craft a lower-level crafted item.

### Trap Lore Items

Crafting Lvl.	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	2	2	Gunnarson Key	If carried by a character with Escape Bonds skill – reduces the time to Escape Bonds to 30 seconds
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	7	2	Slinky Trinket	Attune 1min. Whilst attuned halves the time to Traverse Faction Wards (5 seconds instead of 10 seconds)
Trap Lore	16	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 Lvl.	Gold	PR	Description	Notes & Other Requirements
1 (Apprentice)	1	0	Level 1 Scroll Bundle	Create 5x Level 1 Spell Scrolls (*PR per scroll) (Spell must be cast on creation of scroll)
1 (Apprentice)	3	2	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)	8	4	Voidgem Amulet	Attune 1min. Spell Reduction (1) Blast
1 (Apprentice)	8	3	Saviour Amulet	Attune 1min. Spell Reduction (1) Heal Fatal Wound
1 (Apprentice)	8	3	Napsilk Amulet	Attune 1min. Spell Reduction (1) Sleep
1 (Apprentice)	18	4	Nervosic Amulet	Attune 1min. Spell Reduction (1) Cause Paralysis

Crafting Lvl.	Gold	PR	Description	Notes & Other Requirements
2 (Adept)	4	0	Level 2 Scroll Bundle	Create 4x Level 2 Spell Scrolls (*PR per scroll) (Spell must be cast on creation of scroll)
2 (Adept)	2	2	Thaumcraft Glyph	Attune 10min. May be invoked to cast the Mend effect once per hour
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)	14	4	Magus Headband	Attune 1min. Attuned character gains DR Magebolt (Head)
2 (Adept)	13	4	Insom Amulet	Attune 1min. Attuned character may innately counter a Sleep effect 1/hour (no power cost)

Crafting Lvl.	Gold	PR	Description	Notes & Other Requirements
3 (Master)	12	1	Level 3 Scroll Bundle	Create 3x Level 3 Spell Scrolls (*PR per scroll) (Spell must be cast on creation of scroll)
3 (Master)	22	4	Warmblood Amulet	Grants the wearer may call "Resist Freeze" to any Freeze effect (half-duration freeze)
3 (Master)	15	6	Shatterstar Gem	Use in an active ritual to grant the Rite Master OS, or increases the Rite Master OS tree by one step
3 (Master)	22	4	Wyrmskin Scrollbook	Holds up to 15 Crafted Scrolls - Ignore the PR of scrolls held in the book
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

#### Limited availability items – see the Arcane and Watchers Guilds for details

-	55	8	Mantlegem	When activated within a active ritual circle, changes the Alignment to Earth for that ritual (one use item)
-	55	8	Etherealgem	When activated within a active ritual circle, changes the Alignment to Spirit for that ritual (one use item)

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** 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 (requires concentration), this is an exception to the handbook requirements for having an empty casting hand. **You may expend a higher-level crafting allocation to craft a lower-level crafted item.**