



LORIEN TRUST

LIVE ACTION ROLE PLAY

Game Sheets and Information

Lorien Trust Guild Crafting Lists 2022

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.

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 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.

Crafted Items and the Economy

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. 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.

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*.

- **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). 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*).**
- **An item that has been Disenchanted retains all of 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). The item will be retained by the Guild and cannot be repurchased after it has been disenchanted. Other characters can also offer in-character money for items that can be Disenchanted – these characters 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 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)	2 Gold	0	Yes	Broad Cure Vial	Global Cure Wound
1 (Novice)	3 Gold	0/1	Yes	Brawnfluid	Endurance

Crafting Lvl.	Gold	PR	Reagent	Name	Description & Notes
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)	2 Gold	0	No	Broad Cure Vial	Global Cure Wound
2 (Artisan)	3 Gold	0	Yes	Thaumatic Suspension	Suspends a first or second level spell for use later (Spellbind)
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	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)
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) (full day)
3 (Master)	10 Gold	1	Yes	High Thaumatic 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

Crafting Lvl.	Gold	PR	Reagent	Name	Description & Notes
4 (Magical)	7 Gold	1/8	No	Crushing Blow	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 most 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	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	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 Iron 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. **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. **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	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 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 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)	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 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)	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)	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)	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)	6	10	Thaumiumsilver Weapon (Silver)	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	Thaumbblade (Enchanted)	0	

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

Crafting Lvl.	Gold	PR	Description	Reforge	Notes & Other Requirements
3 (Master)	32	8	Ironwood Staff (Strikedown as per occupational skill)	1	Large Weapon
3 (Master)	50	5	Hollow Blade (Single use Venom delivery blade)	0	Small Weapon (Poison use is not required to use this weapon with a venom – Destroyed on use)
3 (Master)	26	6	Steelwood Staff (Enchanted + Crush Invoke 1/10min)	1	Large Weapon /Arcane Crafting (Adept) Req.
3 (Master)	10	2	Frosthex 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 (7)	Efreetblade (Enchanted Through)	1	PR3 when carried by an Elemental, PR7 when carried by any other Race
3 (Master)	58	6	Spiterace Blade (Affect Race)	1	
3 (Master)	88	7	Spitepattern Blade (Affect Pattern)	1	
3* (Master)	160	7	Patternfury (Affect Pattern + Bane Invoke 1/hour)	3	

Shield Items

Crafting Lvl.	Gold	PR	Item	Reforge	Notes & Other Requirements
1 (Apprentice)	3	1 (2)	Karak Shield - Immune to Fumble & Shatter	0	PR1 when carried by a Dwarf/Halfling or Awakened Dwarf/Halfling, PR2 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)	22	6	Naqashield - Immune to Fumble, Shatter & Crush		

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 Armour (Max 2 AV)
1 (Apprentice)	7	1	Ironbark Armour	0	4 AV Medium Armour (Max 4 AV)
1 (Apprentice)	12	1	Steelheart Armour	0	6 AV Heavy Armour (Max 6 AV)

Crafting Lvl.	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)	28	3 (4)	Fluted Valour Armour	0	6 AV Heavy Armour (Max 6 AV), Immune to Through, PR3 when worn by a Human or Awakened Human, PR4 when worn by any other Race
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 Lvl.	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 Lvl.	Gold	PR	Item	Reforge	Notes & Other Requirements
1 (Apprentice)	3	1 (2)	Karak Shield - Immune to Fumble & Shatter	0	PR1 when carried by a Dwarf/Halfling or Awakened Dwarf/Halfling, PR2 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)	22	6	Nagashield - Immune to Fumble, Shatter & Crush		

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	Lavaspine Bow	Flame Damage (may only be combined with the through effect)
1 (Apprentice)	6	4	Enchanted Bandolier	Enchanted Damage
1 (Apprentice)	8	4	Puresilver Bandolier	Silver Damage
1 (Apprentice)	6	4	Enchanted Crystalbow	Enchanted Damage
1 (Apprentice)	4	1	Thaumstring Scroll Tube	Holds up to three Astrobiotic Maps - Ignore the PR of maps placed inside the tube

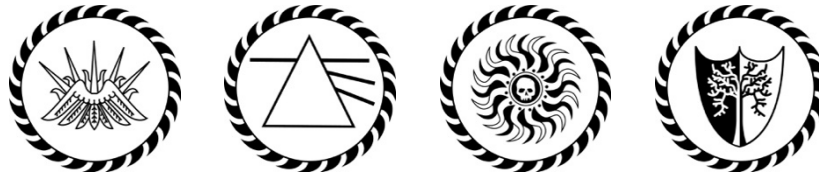
Crafting Lvl.	Gold	PR	Description	Notes & Other Requirements
2 (Master)	14	3	Puresilver Bow	Silver Damage
2 (Master)	16	3	Bowstring Hex (Single use)	Oathsworn Rangers Req. Add 1x Bane to a Spiterace/Spitepattern Bow
2 (Master)	14	6	Spiterace Bow (Beastkin)	Attune 1min - Affect Beastkin
2 (Master)	14	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)	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	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 Lvl.	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	Saviour 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 Lvl.	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)	2	2	Thaumcraft Glyph	Attune 10min. May be invoked to cast the Mend effect once per hour (Spellbind)
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 (Spellbind)
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 (Spellbind)
2 (Adept)	11	3	Copperfeet Amulet	Attune 1min. If targeted by the Blast effect takes enchanted hit to both legs instead of the Blast effect
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 (Spellbind) (*PR per scroll)
3 (Master)	22	4	Warmblood Amulet	Grants the wearer may call "Resist Freeze" to any Freeze effect (half-duration freeze)
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

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 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.**

Crafting Lists Version Numbers and Updates

From time to time this document will be updated, this may include additions or corrections that we hope will improve the game for all. Updates for these sheets will be noted below and the version number for each sheet updated regardless of changes to the individual page. We recommend downloading and familiarising yourself with the latest version and updates regularly and to check for changes before each event. This document can be downloaded from www.lorientrust.com/publications/

V4.01/6 Amalgamation of updates

V4.07 Updates adding new items from successful Research and deletions of items that are no longer available.