

Crafting Compendium v0.2.0
Items

Weapons

Name	Ore	Wood	Hide	Advanced Smith Materials	Base Damage	Base Durability	Enhancement Slots	Enhancement Slot Max
N. Thrown Weapon	1			0	1	10	0	0
N. Short Weapon	1		1	0	1	10	0	0
N. Long Sword	2		1	0	1	10	0	0
N. 2-Handed Sword	3		1	0	1	10	0	0
N. Long Mace	1	2		0	1	10	0	0
N. 2-Handed Mace	1	2	1	0	1	10	0	0
N. Long Axe	2	1		0	1	10	0	0
N. 2-Handed Axe	2	2		0	1	10	0	0
N. Bow		2	1	0	1	10	0	0
N. Compact X-Bow	1	2		0	1	10	0	0
N. X-Bow	1	3		0	2	10	0	0
A. Thrown Weapon	3	0	0	1	1	15	1	1
A. Short Weapon	3	0	3	1	1	15	1	2
A. Long Sword	6	0	3	1	1	15	1	3
A. 2-Handed Sword	9	0	3	1	1	15	1	4
A. Long Mace	3	6	0	1	1	15	1	3
A. 2-Handed Mace	3	6	3	1	1	15	1	4
A. Long Axe	6	3	0	1	1	15	1	3
A. 2-Handed Axe	6	6	0	1	1	15	1	4
A. Bow	0	6	3	1	1	15	1	3
A. Compact X-Bow	3	6	0	1	1	15	1	3
A. X-Bow	3	9	0	1	2	15	1	4
E. Thrown Weapon	9	0	0	3	1	20	2	2
E. Short Weapon	9	0	9	3	1	20	3	4
E. Long Sword	18	0	9	3	1	20	3	6
E. 2-Handed Sword	27	0	9	3	1	20	3	8
E. Long Mace	9	18	0	3	1	20	3	6
E. 2-Handed Mace	9	18	9	3	1	20	3	8
E. Long Axe	18	9	0	3	1	20	3	6
E. 2-Handed Axe	18	18	0	3	1	20	3	8
E. Bow	0	18	9	3	1	20	3	6
E. Compact X-Bow	9	18	0	3	1	20	3	6
E. X-Bow	9	27	0	3	2	20	3	8

Enhancement slots - A: armor; B: banner; C: character; F: focus; L: locations; T: tool; W: Weapon

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Armor

Name	Ore	Wood	Hide	Advanced Smith Materials	Base Durability	Enhancement Slots	Enhancement Slot Max
N. Armor 1-5 pts.	1	*	*	0	10	0	0
N. Armor 6-10 pts.	3	*	*	0	10	0	0
N. Armor 11-15 pts.	6	*	*	0	10	0	0
N. Armor 16-20 pts.	10	*	*	0	10	0	0
N. Armor 21-25 pts.	15	*	*	0	10	0	0
N. Armor 26-30 pts.	21	*	*	0	10	0	0
N. Armor 31-35 pts.	28	*	*	0	10	0	0
N. Armor 36-40 pts.	36	*	*	0	10	0	0
A. Armor 1-5 pts.	2	*	*	1	15	1	2
A. Armor 6-10 pts.	5	*	*	1	15	1	2
A. Armor 11-15 pts.	9	*	*	1	15	1	2
A. Armor 16-20 pts.	15	*	*	1	15	1	2
A. Armor 21-25 pts.	23	*	*	2	15	1	2
A. Armor 26-30 pts.	32	*	*	2	15	1	2
A. Armor 31-35 pts.	42	*	*	3	15	2	4
A. Armor 36-40 pts.	54	*	*	3	15	2	4
E. Armor 1-5 pts.	3	*	*	3	20	2	4
E. Armor 6-10 pts.	8	*	*	3	20	2	4
E. Armor 11-15 pts.	14	*	*	3	20	2	4
E. Armor 16-20 pts.	23	*	*	3	20	2	4
E. Armor 21-25 pts.	35	*	*	6	20	2	4
E. Armor 26-30 pts.	48	*	*	6	20	2	4
E. Armor 31-35 pts.	63	*	*	9	20	4	8
E. Armor 36-40 pts.	81	*	*	9	20	4	8

Focus, Tools, and Banners

Name	Crystal	Ink	Powder	Advanced Thaumaturgy Material	Base Durability	Enhancement Slots	Enhancement Slot Max
N. Foci	2	0	2	0	10	1	1
A. Foci	6	0	6	1	15	2	6
E. Foci	18	0	18	3	20	3	9
N. Tool	2	0	2	0	10	1	1
A. Tool	6	0	6	1	15	2	6
E. Tool	18	0	18	3	20	3	9
N. Banner	2	0	2	0	10	1	1
A. Banner	6	0	6	1	15	2	6
E. Banner	18	0	18	3	20	3	9

Enhancement slots - A: armor; B: banner; C: character; F: focus; L: locations; T: tool; W: Weapon

Crafting Compendium

Armoring Patch 10

Item Level: *novice*
Enhancement slot: A

Effect

Strengthen armor 10 encounter

Charges: 1 Rechargeable: No

Ingredients:
Ore: 2; Wood: *; Hide: 2
Advanced smithing: 0

Improved Armoring Patch 5

Item Level: *apprentice*
Enhancement slot: A

Effect

Strengthen armor 5 event

Charges: 1 Rechargeable: No

Ingredients:
Ore: 5; Wood: *; Hide: 5
Advanced smithing: 1

Greater Armoring Patch 5

Item Level: *expert*
Enhancement slot: A

Effect

Strengthen armor 5 - rechargeable

Charges: 1 Rechargeable: Yes

Ingredients:
Ore: 25; Wood: *; Hide: 25
Advanced smithing: 5

Armor Repair Patch

Item Level: *novice*
Enhancement slot: A

Effect

Refit armor in 1/2 time

Charges: 1 Rechargeable: No

Ingredients:
Ore: 1; Wood: *; Hide: 1
Advanced smithing: 0

Strengthening Patch

Item Level: *apprentice*
Enhancement slot: A

Effect

Imbue guard <normal> x1 on refit

Charges: 1 Rechargeable: No

Ingredients:
Ore: 1; Wood: *; Hide: 1
Advanced smithing: 1

Improved Strengthening Patch

Item Level: *expert*
Enhancement slot: A

Effect

Imbue guard <normal> x3 on refit

Charges: 1 Rechargeable: No

Ingredients:
Ore: 3; Wood: *; Hide: 3
Advanced smithing: 2

Guarding Patch

Item Level: *novice*
Enhancement slot: A

Effect

Imbue reduced 1 hit point

Charges: 1 Rechargeable: No

Ingredients:
Ore: 1; Wood: *; Hide: 1
Advanced smithing: 0

Improved Guarding Patch

Item Level: *apprentice*
Enhancement slot: A

Effect

Imbue reduced 1 hit point

Charges: 3 Rechargeable: No

Ingredients:
Ore: 3; Wood: *; Hide: 3
Advanced smithing: 1

Greater Guarding Patch

Item Level: *expert*
Enhancement slot: A

Effect

Imbue reduced 1 hit point

Charges: 3 Rechargeable: Yes

Ingredients:
Ore: 5; Wood: *; Hide: 5
Advanced smithing: 2

Mitigating Patch

Item Level: *novice*
Enhancement slot: A

Effect

Imbue reduced half time
<strike/normal>

Charges: 1 Rechargeable: No

Ingredients:
Ore: 1; Wood: *; Hide: 1
Advanced smithing: 0

Improved Mitigating Patch

Item Level: *apprentice*
Enhancement slot: A

Effect

Imbue reduced half time
<strike/normal>

Charges: 3 Rechargeable: No

Ingredients:
Ore: 3; Wood: *; Hide: 3
Advanced smithing: 1

Greater Mitigating Patch

Item Level: *expert*
Enhancement slot: A

Effect

Imbue reduced half time
<strike/normal>

Charges: 3 Rechargeable: Yes

Ingredients:
Ore: 5; Wood: *; Hide: 5
Advanced smithing: 2

Crafting Compendium

Deflecting Patch

Item Level: *novice*
Enhancement slot: A

Effect

Imbue reduced half <normal>

Charges: 1 Rechargeable: No

Ingredients:

Ore: 1; Wood: *; Hide: 1

Advanced smithing: 0

Improved Deflecting Patch

Item Level: *apprentice*
Enhancement slot: A

Effect

Imbue reduced half <normal>

Charges: 3 Rechargeable: No

Ingredients:

Ore: 3; Wood: *; Hide: 3

Advanced smithing: 1

Greater Deflecting Patch

Item Level: *expert*
Enhancement slot: A

Effect

Imbue reduced half <normal>

Charges: 3 Rechargeable: Yes

Ingredients:

Ore: 5; Wood: *; Hide: 5

Advanced smithing: 2

Reflecting Glyph

Item Level: *novice*
Enhancement slot: *Shield*

Effect

Expend avoid <effect> as reflect
<effect>

Charges: 1 Rechargeable: No

Ingredients:

Ore: 1; Wood: *; Hide: 1

Advanced smithing: 0

Improved Reflecting Glyph

Item Level: *apprentice*
Enhancement slot: *Shield*

Effect

Expend avoid <effect> as reflect
<effect>

Charges: 3 Rechargeable: No

Ingredients:

Ore: 2; Wood: *; Hide: 2

Advanced smithing: 1

Greater Reflecting Glyph

Item Level: *expert*
Enhancement slot: *Shield*

Effect

Expend avoid <effect> as reflect
<effect>

Charges: 3 Rechargeable: Yes

Ingredients:

Ore: 3; Wood: *; Hide: 3

Advanced smithing: 1

Arrow Guard Glyph

Item Level: *novice*
Enhancement slot: *Shield*

Effect

Reflect <ranged>

Charges: 1 Rechargeable: No

Ingredients:

Ore: 1; Wood: *; Hide: 1

Advanced smithing: 0

Improved Arrow Guard Glyph

Item Level: *apprentice*
Enhancement slot: *Shield*

Effect

Reflect <ranged>

Charges: 3 Rechargeable: No

Ingredients:

Ore: 3; Wood: *; Hide: 3

Advanced smithing: 1

Greater Arrow Guard Glyph

Item Level: *expert*
Enhancement slot: *Shield*

Effect

Reflect <ranged>

Charges: 3 Rechargeable: Yes

Ingredients:

Ore: 5; Wood: *; Hide: 5

Advanced smithing: 1

Deft Glyph

Item Level: *novice*
Enhancement slot: A,B,F,T

Effect

Expend avoid <effect> as avoid <all>

Charges: 1 Rechargeable: No

Ingredients:

Ore: 2; Wood: 2; Hide: 0

Advanced smithing: 0

Improved Deft Glyph

Item Level: *apprentice*
Enhancement slot: A,B,F,T

Effect

Expend avoid <effect> as avoid <all>

Charges: 3 Rechargeable: No

Ingredients:

Ore: 6; Wood: 6; Hide: 0

Advanced smithing: 3

Greater Deft Glyph

Item Level: *expert*
Enhancement slot: A,B,F,T

Effect

Expend avoid <effect> as avoid <all>

Charges: 3 Rechargeable: Yes

Ingredients:

Ore: 10; Wood: 10; Hide: 0

Advanced smithing: 5

Crafting Compendium

Riposting Glyph

Item Level: *apprentice*
Enhancement slot: *A,B,F,T*

Effect

Expend avoid <effect> as reflect
<effect>

Charges: 1 Rechargeable: *No*

Ingredients:
Ore: 4; Wood: 4; Hide: 0
Advanced smithing: 2

Strengthened Armor Glyph

Item Level: *apprentice*
Enhancement slot: *A*

Effect

Double armor value on refit

Charges: 1 Rechargeable: *No*

Ingredients:
Ore: 7; Wood: 0; Hide: 7
Advanced smithing: 1

Improved Strengthened Armor

Item Level: *expert*
Enhancement slot: *A*

Effect

Double armor value on refit

Charges: 3 Rechargeable: *No*

Ingredients:
Ore: 21; Wood: 0; Hide: 21
Advanced smithing: 3

Nimble Armor

Item Level: *apprentice*
Enhancement slot: *A*

Effect

Refit armor in 1/2 time

Charges: 3 Rechargeable: *No*

Ingredients:
Ore: 2; Wood: 0; Hide: 2
Advanced smithing: 1

Improved Nimble Armor

Item Level: *expert*
Enhancement slot: *A*

Effect

Refit armor in 1/2 time

Charges: 3 Rechargeable: *Yes*

Ingredients:
Ore: 6; Wood: 0; Hide: 6
Advanced smithing: 2

Absorbing Armor

Item Level: *apprentice*
Enhancement slot: *A*

Effect

Take 2x from explosion effect, call
avoid voice effect

Charges: 3 Rechargeable: *Yes*

Ingredients:
Ore: 3; Wood: 0; Hide: 3
Advanced smithing: 1

Impressive Armor

Item Level: *expert*
Enhancement slot: *A,B*

Effect

Expend charisma skill x2 to effect
extra target with single verbal

Charges: 3 Rechargeable: *Yes*

Ingredients:
Ore: 10; Wood: *; Hide: 10
Advanced smithing: 4

Captain's Armor

Item Level: *expert*
Enhancement slot: *A,B*

Effect

Add 2 targets for any strengthen or
imbue effect

Charges: 3 Rechargeable: *Yes*

Ingredients:
Ore: 10; Wood: *; Hide: 10
Advanced smithing: 4

Protective Shell

Item Level: *expert*
Enhancement slot: *A*

Effect

Expend apprentice skills as avoid
<normal/strike/poison> lasts 1
encounter

Charges: 1 Rechargeable: *No*

Ingredients: Ore: 10; Wood: 10; Hide:
Advanced smithing: 4

Turning Glyph (Forbidden)

Item Level: *novice*
Enhancement slot: *A*

Effect

Reduced altered effect heal
<numeric>

Charges: 3 Rechargeable: *No*

Ingredients:
Ore: 4; Wood: 4; Hide: 4
Advanced smithing: 0

Greater Turning Glyph (Forbidden)

Item Level: *apprentice*
Enhancement slot: *A*

Effect

Reduced altered effect heal
<numeric>

Charges: 3 Rechargeable: *Yes*

Ingredients:
Ore: 8; Wood: 8; Hide: 8
Advanced smithing: 4

Door Seal

Item Level: *apprentice*
Enhancement slot: *N/A*

Effect

Locks door from inside (removed from
the inside or shatter door).

Charges: 1 Rechargeable: *No*

Ingredients:
Ore: 2; Wood: 2; Hide:
Advanced smithing: 2

Crafting Compendium

Sure Strike Charm 1

Item Level: *novice*
Enhancement slot: *W*

Effect

Change normal weapon attack to strike

Charges: 1 Rechargeable: *No*

Ingredients:
Ore: 3; Wood: 0; Hide: 0
Advanced smithing: 0

Sure Strike Charm 3

Item Level: *apprentice*
Enhancement slot: *W*

Effect

Change normal weapon attack to strike

Charges: 3 Rechargeable: *No*

Ingredients:
Ore: 9; Wood: 0; Hide: 0
Advanced smithing: 1

Sure Strike Charm Chargeable

Item Level: *expert*
Enhancement slot: *W*

Effect

Change normal weapon attack to strike

Charges: 3 Rechargeable: *Yes*

Ingredients:
Ore: 15; Wood: 0; Hide: 0
Advanced smithing: 3

Honing Charm 1

Item Level: *novice*
Enhancement slot: *W*

Effect

Add pierce to normal weapon attack

Charges: 1 Rechargeable: *No*

Ingredients:
Ore: ; Wood: ; Hide: 3
Advanced smithing: 0

Honing Charm 3

Item Level: *apprentice*
Enhancement slot: *W*

Effect

Add pierce to normal weapon attack

Charges: 3 Rechargeable: *No*

Ingredients:
Ore: 0; Wood: 0; Hide: 9
Advanced smithing: 1

Honing Charm Chargeable

Item Level: *expert*
Enhancement slot: *W*

Effect

Add pierce to normal weapon attack

Charges: 3 Rechargeable: *Yes*

Ingredients:
Ore: 0; Wood: 0; Hide: 15
Advanced smithing: 3

Elemental Charm 1

Item Level: *novice*
Enhancement slot: *W*

Effect

Add stone/ice/lightning/flame to normal weapon attack

Charges: 1 Rechargeable: *No*

Ingredients:
Ore: 2; Wood: ; Hide: 1
Advanced smithing: 0

Elemental Charm 3

Item Level: *apprentice*
Enhancement slot: *W*

Effect

Add stone/ice/lightning/flame to normal weapon attack

Charges: 3 Rechargeable: *No*

Ingredients:
Ore: 6; Wood: 0; Hide: 3
Advanced smithing: 1

Elemental Charm Chargeable

Item Level: *expert*
Enhancement slot: *W*

Effect

Add stone/ice/lightning/flame to normal weapon attack

Charges: 3 Rechargeable: *Yes*

Ingredients:
Ore: 10; Wood: 0; Hide: 5
Advanced smithing: 3

Repelling Charm 1

Item Level: *novice*
Enhancement slot: *W*

Effect

Normal repel 5

Charges: 1 Rechargeable: *No*

Ingredients:
Ore: 1; Wood: ; Hide: 2
Advanced smithing: 0

Repelling Charm 3

Item Level: *apprentice*
Enhancement slot: *W*

Effect

Normal repel 5

Charges: 3 Rechargeable: *No*

Ingredients:
Ore: 3; Wood: 0; Hide: 6
Advanced smithing: 1

Repelling Charm Chargeable

Item Level: *expert*
Enhancement slot: *W*

Effect

Normal repel 5

Charges: 3 Rechargeable: *Yes*

Ingredients:
Ore: 5; Wood: 0; Hide: 10
Advanced smithing: 3

Crafting Compendium

Destructive Charm 1

Item Level: *novice*
Enhancement slot: *W*

Effect

Normal shatter <weapon>

Charges: 1 Rechargeable: *No*

Ingredients:

Ore: 1; Wood: 1; Hide: 1

Advanced smithing: 0

Destructive Charm 3

Item Level: *apprentice*
Enhancement slot: *W*

Effect

Normal shatter <weapon>

Charges: 3 Rechargeable: *No*

Ingredients:

Ore: 3; Wood: 3; Hide: 3

Advanced smithing: 1

Destructive Charm Chargeable

Item Level: *expert*
Enhancement slot: *W*

Effect

Normal shatter <weapon>

Charges: 3 Rechargeable: *Yes*

Ingredients:

Ore: 5; Wood: 5; Hide: 5

Advanced smithing: 3

Interposing Charm 1

Item Level: *novice*
Enhancement slot: *W*

Effect

Immediately call a second intercept when using intercept

Charges: 1 Rechargeable: *No*

Ingredients:

Ore: ; Wood: 3; Hide:

Advanced smithing: 0

Interposing Charm 3

Item Level: *apprentice*
Enhancement slot: *W*

Effect

Immediately call a second intercept when using intercept

Charges: 3 Rechargeable: *No*

Ingredients:

Ore: 0; Wood: 9; Hide: 0

Advanced smithing: 1

Interposing Charm Chargeable

Item Level: *expert*
Enhancement slot: *W*

Effect

Immediately call a second intercept when using intercept

Charges: 3 Rechargeable: *Yes*

Ingredients:

Ore: 0; Wood: 15; Hide: 0

Advanced smithing: 3

Adaptive Charm 1

Item Level: *novice*
Enhancement slot: *A, W*

Effect

Expend apprentice skill to renew up to an apprentice skill

Charges: 1 Rechargeable: *No*

Ingredients:

Ore: 1; Wood: 2; Hide:

Advanced smithing: 0

Adaptive Charm 3

Item Level: *apprentice*
Enhancement slot: *A, W*

Effect

Expend apprentice skill to renew up to an apprentice skill

Charges: 3 Rechargeable: *No*

Ingredients:

Ore: 3; Wood: 6; Hide: 0

Advanced smithing: 1

Adaptive Charm Chargeable

Item Level: *expert*
Enhancement slot: *A, W*

Effect

Expend apprentice skill to renew up to an apprentice skill

Charges: 3 Rechargeable: *Yes*

Ingredients:

Ore: 5; Wood: 10; Hide: 0

Advanced smithing: 3

Aggressive Charm 1

Item Level: *novice*
Enhancement slot: *W*

Effect

Add +10 to a 1-handed attack, add +20 to a 2-handed attack

Charges: 1 Rechargeable: *No*

Ingredients:

Ore: ; Wood: 2; Hide: 1

Advanced smithing: 0

Aggressive Charm 3

Item Level: *apprentice*
Enhancement slot: *W*

Effect

Add +10 to a 1-handed attack, add +20 to a 2-handed attack

Charges: 3 Rechargeable: *No*

Ingredients:

Ore: 0; Wood: 6; Hide: 3

Advanced smithing: 1

Aggressive Charm Chargeable

Item Level: *expert*
Enhancement slot: *W*

Effect

Add +10 to a 1-handed attack, add +20 to a 2-handed attack

Charges: 3 Rechargeable: *Yes*

Ingredients:

Ore: 0; Wood: 10; Hide: 5

Advanced smithing: 3

Crafting Compendium

Vampiric Blade – Lesser (Forbidden)

Item Level: *novice*
Enhancement slot: *W*

Effect

Pierce and heal self for damage inflicted with weapon attack

Charges: 3 Rechargeable: *No*

Ingredients:
Ore: 5; Wood: 5; Hide: 5
Advanced smithing: 0

Vampiric Blade – Greater (Forbidden)

Item Level: *expert*
Enhancement slot: *W*

Effect

Pierce and heal self for damage inflicted with weapon attack

Charges: 3 Rechargeable: *Yes*

Ingredients:
Ore: 10; Wood: 10; Hide: 10
Advanced smithing: 4

Defender's Charm - Lesser

Item Level: *novice*
Enhancement slot: *W*

Effect

Avoid <normal/strike> when expending using intercept

Charges: 3 Rechargeable: *No*

Ingredients:
Ore: 6; Wood: 6; Hide: 6
Advanced smithing: 4

Defender's Charm - Greater

Item Level: *expert*
Enhancement slot: *W*

Effect

Avoid <normal/strike> when expending using intercept

Charges: 3 Rechargeable: *Yes*

Ingredients:
Ore: 9; Wood: 9; Hide: 9
Advanced smithing: 5

Sharpened Charm - Lesser

Item Level: *apprentice*
Enhancement slot: *W*

Effect

Add 1 to weapon damage (event)

Charges: 0 Rechargeable: *N/A*

Ingredients:
Ore: 5; Wood: 5; Hide: 5
Advanced smithing: 1

Sharpened Charm - Greater

Item Level: *expert*
Enhancement slot: *W*

Effect

Add 1 to weapon damage (charged)

Charges: 0 Rechargeable: *N/A*

Ingredients:
Ore: 25; Wood: ; Hide: 25
Advanced smithing: 5

Skilled Charm - Lesser

Item Level: *apprentice*
Enhancement slot: *W*

Effect

No limit on simultaneous uses of focused strike, shank, or shank

Charges: 3 Rechargeable: *No*

Ingredients:
Ore: 3; Wood: 3; Hide: 3
Advanced smithing: 1

Skilled Charm - Greater

Item Level: *expert*
Enhancement slot: *W*

Effect

No limit on simultaneous uses of focused strike, shank, or shank

Charges: 3 Rechargeable: *Yes*

Ingredients:
Ore: 5; Wood: 5; Hide: 5
Advanced smithing: 3

Dancer's Blade

Item Level: *expert*
Enhancement slot: *W*

Effect

Dance of dissection continues until the character's feet stop moving

Charges: 1 Rechargeable: *Yes*

Ingredients:
Ore: 20; Wood: ; Hide:
Advanced smithing: 4

Force of Nature

Item Level: *expert*
Enhancement slot: *W*

Effect

Add 5 to numeric of bounce or wave bounce

Charges: 3 Rechargeable: *Yes*

Ingredients:
Ore: ; Wood: 20; Hide:
Advanced smithing: 4

Spinning Blade

Item Level: *expert*
Enhancement slot: *W*

Effect

Add 1 target to radius strike

Charges: 3 Rechargeable: *Yes*

Ingredients:
Ore: ; Wood: ; Hide: 20
Advanced smithing: 4

Bodyguard's Blade

Item Level: *expert*
Enhancement slot: *W*

Effect

Expend defenses without limit while using bodyguard

Charges: 1 Rechargeable: *Yes*

Ingredients:
Ore: 10; Wood: 10; Hide:
Advanced smithing: 4

Crafting Compendium

Anti-Magic Charm

Item Level: *expert*
Enhancement slot: *A, W*

Effect

Use avoid <normal> as avoid
<magic>

Charges: 3 Rechargeable: *No*

Ingredients:

Ore: ; Wood: 10; Hide: 10

Advanced smithing: 4

Anti-Poison Charm

Item Level: *expert*
Enhancement slot: *A, W*

Effect

Use avoid <normal> as avoid
<poison>

Charges: 3 Rechargeable: *No*

Ingredients:

Ore: 5; Wood: 10; Hide: 5

Advanced smithing: 4

Blademaster's Charm

Item Level: *expert*
Enhancement slot: *W*

Effect

Expend <skill> to avoid identical
<effect>

Charges: 3 Rechargeable: *Yes*

Ingredients:

Ore: 5; Wood: 5; Hide: 5

Advanced smithing: 3

Crafting Compendium

Poisoned Ammo x10

Item Level: *novice*
Enhancement slot: C

Effect

Use poison qualifier for arrows/bolts/thrown weapons

Charges: 10 Rechargeable: No

Ingredients:
Ore: 0; Wood: 5; Hide: 0
Advanced smithing: 0

Slowing Bomb

Item Level: *novice*
Enhancement slot: N/A

Effect

Poison stun <leg> 10

Charges: 1 Rechargeable: No

Ingredients:
Ore: 1; Wood: 1; Hide: 1
Advanced smithing: 0

Web Bomb

Item Level: *apprentice*
Enhancement slot: N/A

Effect

Poison stun legs 10

Charges: 1 Rechargeable: No

Ingredients:
Ore: 1; Wood: 1; Hide: 1
Advanced smithing: 1

Sleep Bomb

Item Level: *expert*
Enhancement slot: N/A

Effect

Poison stun consciousness 10

Charges: 1 Rechargeable: No

Ingredients:
Ore: 2; Wood: 2; Hide: 2
Advanced smithing: 3

Paralysis Bomb

Item Level: *expert*
Enhancement slot: N/A

Effect

Poison stun bod 10

Charges: 1 Rechargeable: No

Ingredients:
Ore: 2; Wood: 2; Hide: 2
Advanced smithing: 2

Fire Bomb

Item Level: *novice*
Enhancement slot: N/A

Effect

5 poison flame

Charges: 1 Rechargeable: No

Ingredients:
Ore: 1; Wood: 1; Hide: 1
Advanced smithing: 0

Improved Fire Bomb

Item Level: *apprentice*
Enhancement slot: N/A

Effect

10 poison flame

Charges: 1 Rechargeable: No

Ingredients:
Ore: 1; Wood: 1; Hide: 1
Advanced smithing: 1

Greater Fire Bomb

Item Level: *expert*
Enhancement slot: N/A

Effect

20 poison flame

Charges: 1 Rechargeable: No

Ingredients:
Ore: 2; Wood: 2; Hide: 2
Advanced smithing: 2

Acid Bomb

Item Level: *novice*
Enhancement slot: N/A

Effect

Poison shatter <weapon>

Charges: 1 Rechargeable: No

Ingredients:
Ore: 1; Wood: 1; Hide: 1
Advanced smithing: 0

Improved Acid Bomb

Item Level: *apprentice*
Enhancement slot: N/A

Effect

Poison shatter armor

Charges: 1 Rechargeable: No

Ingredients:
Ore: 1; Wood: 1; Hide: 1
Advanced smithing: 1

Greater Acid Bomb

Item Level: *expert*
Enhancement slot: N/A

Effect

Poison shatter <item>

Charges: 1 Rechargeable: No

Ingredients:
Ore: 3; Wood: 3; Hide: 3
Advanced smithing: 3

Flash Bomb

Item Level: *novice*
Enhancement slot: N/A

Effect

Poison stun defense 10

Charges: 1 Rechargeable: No

Ingredients:
Ore: 2; Wood: 1; Hide: 2
Advanced smithing: 0

Crafting Compendium

Smoke Bomb

Item Level: *novice*
Enhancement slot: *N/A*

Effect

Poison stun offense 10

Charges: 1 Rechargeable: *No*

Ingredients:

Ore: 2; Wood: 1; Hide: 1

Advanced smithing: 0

Distraction Bomb

Item Level: *novice*
Enhancement slot: *N/A*

Effect

Poison charisma calm

Charges: 1 Rechargeable: *No*

Ingredients:

Ore: 1; Wood: 1; Hide: 2

Advanced smithing: 0

Flashbang Bomb

Item Level: *apprentice*
Enhancement slot: *N/A*

Effect

Poison stun mind 10

Charges: 1 Rechargeable: *No*

Ingredients:

Ore: 2; Wood: 1; Hide: 2

Advanced smithing: 1

Daze Bomb

Item Level: *apprentice*
Enhancement slot: *N/A*

Effect

Poison command forget 60

Charges: 1 Rechargeable: *No*

Ingredients:

Ore: 1; Wood: 1; Hide: 3

Advanced smithing: 1

Rage Bomb

Item Level: *novice*
Enhancement slot: *N/A*

Effect

Poison command enrage 60

Charges: 1 Rechargeable: *No*

Ingredients:

Ore: 2; Wood: 1; Hide: 1

Advanced smithing: 0

Healing Bomb

Item Level: *novice*
Enhancement slot: *N/A*

Effect

5 poison healing

Charges: 1 Rechargeable: *No*

Ingredients:

Ore: 1; Wood: 1; Hide: 3

Advanced smithing: 0

Reinforcing Bomb

Item Level: *novice*
Enhancement slot: *N/A*

Effect

10 poison strengthen armor

Charges: 1 Rechargeable: *No*

Ingredients:

Ore: 1; Wood: 3; Hide: 1

Advanced smithing: 0

Explosive Bomb

Item Level: *novice*
Enhancement slot: *N/A*

Effect

5 poison flame explosion

Charges: 1 Rechargeable: *No*

Ingredients:

Ore: 2; Wood: 2; Hide: 2

Advanced smithing: 0

Improvised Bomb Dispenser

Item Level: *apprentice*
Enhancement slot: *C*

Effect

Divide bomb numeric in half and throw two bombs

Charges: 0 Rechargeable: *No*

Ingredients:

Ore: 5; Wood: 5; Hide: 0

Advanced smithing: 1

Clockwork Bomb Dispenser

Item Level: *expert*
Enhancement slot: *C*

Effect

Divide bomb numeric in half and throw two bombs

Charges: 0 Rechargeable: *No*

Ingredients:

Ore: 25; Wood: 25; Hide: 0

Advanced smithing: 5

Auto-Doser

Item Level: *novice*
Enhancement slot: *C*

Effect

Applies stored potion when character reaches bleeding out

Charges: 1 Rechargeable: *No*

Ingredients:

Ore: 1; Wood: 1; Hide: 2

Advanced smithing: 0

Delayed Doser

Item Level: *apprentice*
Enhancement slot: *C*

Effect

Applies stored potion 2 minutes after character begins bleeding out

Charges: 1 Rechargeable: *No*

Ingredients:

Ore: 1; Wood: 1; Hide: 4

Advanced smithing: 1

Crafting Compendium

Improve Auto Doser

Item Level: *expert*
Enhancement slot: C

Effect

Applies stored potion 2 minutes after character begins bleeding out

Charges: 3 Rechargeable: Yes

Ingredients:
Ore: 5; Wood: 5; Hide: 6
Advanced smithing: 3

Poison Applier

Item Level: *novice*
Enhancement slot: C

Effect

Change normal qualifier to poison qualifier

Charges: 1 Rechargeable: No

Ingredients:
Ore: 1; Wood: 1; Hide: 1
Advanced smithing: 0

Poison Cache

Item Level: *apprentice*
Enhancement slot: C

Effect

Change normal qualifier to poison qualifier

Charges: 3 Rechargeable: No

Ingredients:
Ore: 2; Wood: 2; Hide: 2
Advanced smithing: 1

Improved Poison Cache

Item Level: *expert*
Enhancement slot: C

Effect

Change normal qualifier to poison qualifier

Charges: 3 Rechargeable: Yes

Ingredients:
Ore: 3; Wood: 3; Hide: 3
Advanced smithing: 2

Chitin Plate

Item Level: *novice*
Enhancement slot: A,C

Effect

Guard pierce

Charges: 1 Rechargeable: No

Ingredients:
Ore: 1; Wood: 1; Hide: 1
Advanced smithing: 0

Improved Chitin Plate

Item Level: *apprentice*
Enhancement slot: A,C

Effect

Guard pierce

Charges: 3 Rechargeable: No

Ingredients:
Ore: 2; Wood: 1; Hide: 1
Advanced smithing: 1

Greater Chitin Plate

Item Level: *expert*
Enhancement slot: A,C

Effect

Avoid pierce

Charges: 1 Rechargeable: Yes

Ingredients:
Ore: 2; Wood: 2; Hide: 2
Advanced smithing: 2

Giant Braces

Item Level: *novice*
Enhancement slot: A,C

Effect

Guard weaken

Charges: 1 Rechargeable: No

Ingredients:
Ore: 1; Wood: ; Hide: 1
Advanced smithing: 0

Improved Giant Braces

Item Level: *apprentice*
Enhancement slot: A,C

Effect

Guard weaken

Charges: 3 Rechargeable: No

Ingredients:
Ore: 2; Wood: ; Hide: 1
Advanced smithing: 1

Greater Giant Braces

Item Level: *expert*
Enhancement slot: A,C

Effect

Avoid weaken

Charges: 1 Rechargeable: Yes

Ingredients:
Ore: 2; Wood: ; Hide: 2
Advanced smithing: 2

Brood Barrier

Item Level: *novice*
Enhancement slot: A,C

Effect

Guard execute

Charges: 1 Rechargeable: No

Ingredients:
Ore: ; Wood: 1; Hide: 1
Advanced smithing: 0

Improved Brood Barrier

Item Level: *apprentice*
Enhancement slot: A,C

Effect

Guard execute

Charges: 3 Rechargeable: No

Ingredients:
Ore: ; Wood: 2; Hide: 1
Advanced smithing: 1

Crafting Compendium

Greater Brood Barrier

Item Level: *expert*
Enhancement slot: A,C

Effect

Avoid execute

Charges: 1 Rechargeable: Yes

Ingredients:
Ore: ; Wood: 2; Hide: 2
Advanced smithing: 2

Beholder Lens

Item Level: *novice*
Enhancement slot: A,C

Effect

Guard stun

Charges: 1 Rechargeable: No

Ingredients:
Ore: 2; Wood: ; Hide:
Advanced smithing: 0

Improved Beholder Lens

Item Level: *apprentice*
Enhancement slot: A,C

Effect

Guard stun

Charges: 3 Rechargeable: No

Ingredients:
Ore: 2; Wood: 2; Hide:
Advanced smithing: 1

Greater Beholder Lens

Item Level: *expert*
Enhancement slot: A,C

Effect

Avoid stun

Charges: 1 Rechargeable: Yes

Ingredients:
Ore: 2; Wood: 2; Hide:
Advanced smithing: 2

Golem Strut

Item Level: *novice*
Enhancement slot: A,C

Effect

Guard shatter

Charges: 1 Rechargeable: No

Ingredients:
Ore: ; Wood: 2; Hide:
Advanced smithing: 0

Improved Golem Strut

Item Level: *apprentice*
Enhancement slot: A,C

Effect

Guard shatter

Charges: 3 Rechargeable: No

Ingredients:
Ore: ; Wood: 2; Hide: 1
Advanced smithing: 1

Greater Golem Strut

Item Level: *expert*
Enhancement slot: A,C

Effect

Avoid shatter

Charges: 1 Rechargeable: Yes

Ingredients:
Ore: ; Wood: 2; Hide: 2
Advanced smithing: 2

Dragon Bulwark

Item Level: *novice*
Enhancement slot: A,C

Effect

Guard repel

Charges: 1 Rechargeable: No

Ingredients:
Ore: ; Wood: ; Hide: 2
Advanced smithing: 0

Improved Dragon Bulwark

Item Level: *apprentice*
Enhancement slot: A,C

Effect

Guard repel

Charges: 3 Rechargeable: No

Ingredients:
Ore: 1; Wood: ; Hide: 2
Advanced smithing: 1

Greater Dragon Bulwark

Item Level: *expert*
Enhancement slot: A,C

Effect

Avoid repel

Charges: 1 Rechargeable: Yes

Ingredients:
Ore: 2; Wood: ; Hide: 2
Advanced smithing: 2

Fey Guard

Item Level: *novice*
Enhancement slot: A,C

Effect

Guard charisma

Charges: 1 Rechargeable: No

Ingredients:
Ore: 1; Wood: 1; Hide: 1
Advanced smithing: 0

Kobold Instincts

Item Level: *expert*
Enhancement slot: A,C

Effect

Avoid <all>

Charges: 1 Rechargeable: Yes

Ingredients:
Ore: 3; Wood: 3; Hide: 3
Advanced smithing: 3

Crafting Compendium

Goblin Instincts

Item Level: *apprentice*
Enhancement slot: A,C

Effect

Use intercept <effect> as avoid
<effect>

Charges: 1 Rechargeable: *No*

Ingredients:
Ore: 1; Wood: ; Hide:
Advanced smithing: 1

Improved Goblin Instincts

Item Level: *expert*
Enhancement slot: A,C

Effect

Use intercept <effect> as avoid
<effect>

Charges: 3 Rechargeable: *No*

Ingredients:
Ore: 1; Wood: 1; Hide: 1
Advanced smithing: 2

Muscle Braces

Item Level: *apprentice*
Enhancement slot: C

Effect

Imbue skill

Charges: 3 Rechargeable: *No*

Ingredients:
Ore: ; Wood: ; Hide: 1
Advanced smithing: 1

Improve Muscle Braces

Item Level: *expert*
Enhancement slot: C

Effect

Imbue skill

Charges: 3 Rechargeable: *Yes*

Ingredients:
Ore: ; Wood: 2; Hide: 2
Advanced smithing: 2

Retribution Field

Item Level: *apprentice*
Enhancement slot: C

Effect

Voice 5 flame explosion on killing
blow

Charges: 1 Rechargeable: *No*

Ingredients:
Ore: 2; Wood: 3; Hide: 2
Advanced smithing: 1

Improved Retribution Field

Item Level: *expert*
Enhancement slot: C

Effect

Voice 5 flame explosion on killing
blow

Charges: 3 Rechargeable: *Yes*

Ingredients:
Ore: 4; Wood: 4; Hide: 4
Advanced smithing: 4

Tripwire

Item Level: *apprentice*
Enhancement slot: *N/A*

Effect

Voice 10 flame on door opening

Charges: 1 Rechargeable: *No*

Ingredients:
Ore: 1; Wood: 1; Hide: 1
Advanced smithing: 3

Wrist Crossbow

Item Level: *expert*
Enhancement slot: *W*

Effect

Added to compact crossbow to create
a wrist mounted crossbow

Charges: 0 Rechargeable: *N/A*

Ingredients:
Ore: 1; Wood: 1; Hide: 1
Advanced smithing: 1

Scout Balloon

Item Level: *apprentice*
Enhancement slot: *N/A*

Effect

Expend imperative attack to call voice
radius social imbue avoid all

Charges: 3 Rechargeable: *No*

Ingredients:
Ore: 2; Wood: 3; Hide: 2
Advanced smithing: 5

Cloud Soles

Item Level: *apprentice*
Enhancement slot: *N/A*

Effect

Improves overland travel speed for up
to 50 targets

Charges: 1 Rechargeable: *No*

Ingredients:
Ore: ; Wood: ; Hide: 5
Advanced smithing: 5

Alchemical Monster (Forbidden)

Item Level: *expert*
Enhancement slot: *N/A*

Effect

Turns bleeding out character into
berserk monster

Charges: 1 Rechargeable: *No*

Ingredients:
Ore: 2; Wood: 2; Hide: 2
Advanced smithing: 3

Alchemical Zombie (Forbidden)

Item Level: *expert*
Enhancement slot: *N/A*

Effect

Turns bleeding out character into
shambling zombie

Charges: 1 Rechargeable: *No*

Ingredients:
Ore: 2; Wood: 2; Hide: 2
Advanced smithing: 3

Crafting Compendium

Basic Potion 1

Item Level: *novice*
Enhancement slot: *N/A*

Effect

Potion of a basic spell

Charges: 1 Rechargeable: *No*

Ingredients:
Crystal: ; Ink: 1; Powder:
Advanced Thaumaturgy: 0

Novice Potion 1

Item Level: *novice*
Enhancement slot: *N/A*

Effect

Potion of a novice spell

Charges: 1 Rechargeable: *No*

Ingredients:
Crystal: ; Ink: 3; Powder:
Advanced Thaumaturgy: 0

Apprentice Doction 1

Item Level: *apprentice*
Enhancement slot: *N/A*

Effect

Liquid that will store an apprentice spell

Charges: 1 Rechargeable: *No*

Ingredients:
Crystal: ; Ink: 1; Powder:
Advanced Thaumaturgy: 1

Regeneration Kernel

Item Level: *apprentice*
Enhancement slot: *C*

Effect

Refit hp to full

Charges: 1 Rechargeable: *No*

Ingredients:
Crystal: 2; Ink: 2; Powder: 2
Advanced Thaumaturgy: 1

Regeneration Seed

Item Level: *expert*
Enhancement slot: *C*

Effect

Refit hp to full, breaking point, 10

Charges: 3 Rechargeable: *No*

Ingredients:
Crystal: 3; Ink: 3; Powder: 3
Advanced Thaumaturgy: 2

Lesser Arcane Reservoir

Item Level: *apprentice*
Enhancement slot: *C*

Effect

Allows the hands-free use of a pre-loaded potion

Charges: 1 Rechargeable: *No*

Ingredients:
Crystal: 3; Ink: 4; Powder: 3
Advanced Thaumaturgy: 1

Sacrifice Stone

Item Level: *novice*
Enhancement slot: *N/A*

Effect

Expend any novice skill for 10 magic healing

Charges: 1 Rechargeable: *No*

Ingredients:
Crystal: 3; Ink: ; Powder: 3
Advanced Thaumaturgy: 1

Improved Sacrifice Stone

Item Level: *apprentice*
Enhancement slot: *N/A*

Effect

Expend any apprentice skill for 20 magic healing

Charges: 1 Rechargeable: *No*

Ingredients:
Crystal: 3; Ink: 3; Powder: 3
Advanced Thaumaturgy: 1

Greater Sacrifice Stone

Item Level: *expert*
Enhancement slot: *N/A*

Effect

Expend any expert skill for 40 magic healing

Charges: 1 Rechargeable: *No*

Ingredients:
Crystal: 4; Ink: 4; Powder: 4
Advanced Thaumaturgy: 2

Potion Cache

Item Level: *apprentice*
Enhancement slot: *W*

Effect

Deliver potion effect via weapon strike

Charges: 1 Rechargeable: *No*

Ingredients:
Crystal: 2; Ink: 2; Powder: 2
Advanced Thaumaturgy: 1

Improved Potion Cache

Item Level: *expert*
Enhancement slot: *W*

Effect

Deliver potion effect via weapon strike

Charges: 1 Rechargeable: *Yes*

Ingredients:
Crystal: 6; Ink: 6; Powder: 6
Advanced Thaumaturgy: 2

Potion Defuser

Item Level: *apprentice*
Enhancement slot: *C*

Effect

Divide potion numeric equally between two targets

Charges: 3 Rechargeable: *No*

Ingredients:
Crystal: 1; Ink: 1; Powder: 3
Advanced Thaumaturgy: 1

Crafting Compendium

Improved Potion Defuser

Item Level: *expert*
Enhancement slot: C

Effect

Divide potion/doction numeric in half, apply to three targets

Charges: 3 Rechargeable: *No*

Ingredients:

Crystal: 2; Ink: 2; Powder: 3
Advanced Thaumaturgy: 2

Lesser Crucible

Item Level: *apprentice*
Enhancement slot: *N/A*

Effect

Convert 100 *materials* worth of crafted items into 50 *materials*

Charges: 3 Rechargeable: *No*

Ingredients:

Crystal: 3; Ink: 3; Powder: 3
Advanced Thaumaturgy: 3

Improved Crucible

Item Level: *expert*
Enhancement slot: *N/A*

Effect

Convert 200 materials worth of crafted items into 150 materials

Charges: 3 Rechargeable: *No*

Ingredients:

Crystal: 6; Ink: 6; Powder: 6
Advanced Thaumaturgy: 5

Draught of Viewing

Item Level: *apprentice*
Enhancement slot: *N/A*

Effect

Allows remote viewing of location without audio or people

Charges: 1 Rechargeable: *No*

Ingredients:

Crystal: 2; Ink: 2; Powder: 2
Advanced Thaumaturgy: 2

Magic Message

Item Level: *novice*
Enhancement slot: *N/A*

Effect

Store a 20 word message to be repeated upon touch

Charges: 5 Rechargeable: *No*

Ingredients:

Crystal: 1; Ink: ; Powder: 1
Advanced Thaumaturgy: 2

Divining Rod

Item Level: *expert*
Enhancement slot: *N/A*

Effect

Guides user toward a targeted item

Charges: 1 Rechargeable: *No*

Ingredients:

Crystal: 1; Ink: 1; Powder: 1
Advanced Thaumaturgy: 2

Fog Mind Draught

Item Level: *expert*
Enhancement slot: C

Effect

Provides guard against magic scrying

Charges: 3 Rechargeable: *No*

Ingredients:

Crystal: 2; Ink: 2; Powder:
Advanced Thaumaturgy: 1

Contract Ink

Item Level: *expert*
Enhancement slot: *N/A*

Effect

Ritual reagent - change the stars

Charges: 3 Rechargeable: *No*

Ingredients:

Crystal: 1; Ink: ; Powder: 1
Advanced Thaumaturgy: 2

Infusion of <Race>

Item Level: *expert*
Enhancement slot: *N/A*

Effect

Ritual reagent - race change

Charges: 1 Rechargeable: *No*

Ingredients:

Crystal: 1; Ink: 3; Powder: 1
Advanced Thaumaturgy: 5

Magical Girding

Item Level: *expert*
Enhancement slot: C

Effect

Strengthen character enhancement 3 event

Charges: 1 Rechargeable: *No*

Ingredients:

Crystal: 4; Ink: 4; Powder: 4
Advanced Thaumaturgy: 2

Cloak of Protection

Item Level: *expert*
Enhancement slot: C

Effect

Provides protection against environmental effects

Charges: 1 Rechargeable: *No*

Ingredients:

Crystal: 2; Ink: 2; Powder: 2
Advanced Thaumaturgy: 1

Blood Stone(Forbidden)

Item Level: *novice*
Enhancement slot: *N/A*

Effect

Take 10 damage for "voice 2 healing"

Charges: 1 Rechargeable: *No*

Ingredients:

Crystal: 1; Ink: 1; Powder: 1
Advanced Thaumaturgy: 1

Crafting Compendium

Greater Blood Stone(Forbidden)

Item Level: *expert*
Enhancement slot: *N/A*

Effect

Take 20 damage to deliver "voice 10 healing"

Charges: 1 Rechargeable: *No*

Ingredients:
Crystal: 3; Ink: 3; Powder: 3
Advanced Thaumaturgy: 2

Infusion of Perseverance

Item Level: *novice*
Enhancement slot: *C*

Effect

Guard <dispel>

Charges: 1 Rechargeable: *No*

Ingredients:
Crystal: ; Ink: 1; Powder: 1
Advanced Thaumaturgy: 0

Improved Infusion of Perseverance

Item Level: *apprentice*
Enhancement slot: *C*

Effect

Guard <dispel>

Charges: 3 Rechargeable: *No*

Ingredients:
Crystal: ; Ink: 2; Powder: 1
Advanced Thaumaturgy: 1

Greater Infusion of Perseverance

Item Level: *expert*
Enhancement slot: *C*

Effect

Guard <dispel>

Charges: 3 Rechargeable: *Yes*

Ingredients:
Crystal: ; Ink: 2; Powder: 2
Advanced Thaumaturgy: 2

Anti-toxin Infusion

Item Level: *novice*
Enhancement slot: *C*

Effect

Guard <poison>

Charges: 1 Rechargeable: *No*

Ingredients:
Crystal: 1; Ink: 1; Powder:
Advanced Thaumaturgy: 0

Improved Anti-toxin Infusion

Item Level: *apprentice*
Enhancement slot: *C*

Effect

Guard <poison>

Charges: 3 Rechargeable: *No*

Ingredients:
Crystal: 1; Ink: 2; Powder:
Advanced Thaumaturgy: 1

Greater Anti-toxin Infusion

Item Level: *expert*
Enhancement slot: *C*

Effect

Guard <poison>

Charges: 3 Rechargeable: *Yes*

Ingredients:
Crystal: 2; Ink: 2; Powder:
Advanced Thaumaturgy: 2

Infusion of Healing

Item Level: *novice*
Enhancement slot: *C*

Effect

Double <healing numeric>

Charges: 1 Rechargeable: *No*

Ingredients:
Crystal: 4; Ink: 0; Powder: 0
Advanced Thaumaturgy: 0

Improved Infusion of Healing

Item Level: *apprentice*
Enhancement slot: *C*

Effect

Double <healing numeric>

Charges: 3 Rechargeable: *No*

Ingredients:
Crystal: 8; Ink: 0; Powder: 0
Advanced Thaumaturgy: 1

Sympathetic Infusion

Item Level: *novice*
Enhancement slot: *C*

Effect

Heal self for ½ numeric when using healing

Charges: 1 Rechargeable: *No*

Ingredients:
Crystal: 2; Ink: 0; Powder: 0
Advanced Thaumaturgy: 0

Greater Sympathetic Infusion

Item Level: *apprentice*
Enhancement slot: *C*

Effect

Heal self for ½ numeric when using healing

Charges: 3 Rechargeable: *No*

Ingredients:
Crystal: 4; Ink: 0; Powder: 0
Advanced Thaumaturgy: 1

Conjuration Gem

Item Level: *novice*
Enhancement slot: *F*

Effect

Add 5 seconds to the duration of entangle

Charges: 0 Rechargeable: *Yes*

Ingredients:
Crystal: ; Ink: 2; Powder:
Advanced Thaumaturgy: 0

Crafting Compendium

Divination Gem

Item Level: *novice*
Enhancement slot: *F*

Effect

Add 5 to the numeric of sixth sense

Charges: 0 Rechargeable: Yes

Ingredients:

Crystal: 1; Ink: 1; Powder:
Advanced Thaumaturgy: 0

Enchantment Gem

Item Level: *novice*
Enhancement slot: *F*

Effect

Add 5 seconds to the duration of
futility

Charges: 0 Rechargeable: Yes

Ingredients:

Crystal: 2; Ink: ; Powder:
Advanced Thaumaturgy: 0

Evocation Gem

Item Level: *novice*
Enhancement slot: *F*

Effect

Add 5 to the numeric of elemental bolt

Charges: 0 Rechargeable: Yes

Ingredients:

Crystal: ; Ink: 1; Powder: 1
Advanced Thaumaturgy: 0

Transmutation Gem

Item Level: *novice*
Enhancement slot: *F*

Effect

Add 5 to the numeric of strengthen
armor

Charges: 0 Rechargeable: Yes

Ingredients:

Crystal: ; Ink: ; Powder: 2
Advanced Thaumaturgy: 0

Healing Gem

Item Level: *novice*
Enhancement slot: *F*

Effect

Add 5 to the numeric of mend wounds

Charges: 0 Rechargeable: Yes

Ingredients:

Crystal: 1; Ink: ; Powder: 1
Advanced Thaumaturgy: 0

Conjuration Admixture Gem

Item Level: *apprentice*
Enhancement slot: *F*

Effect

Add 5 seconds to the duration of
alternate signature spell

Charges: 0 Rechargeable: Yes

Ingredients:

Crystal: ; Ink: 4; Powder:
Advanced Thaumaturgy: 1

Divination Admixture Gem

Item Level: *apprentice*
Enhancement slot: *F*

Effect

Add 5 to the numeric of divination
alternate signature spell

Charges: 0 Rechargeable: Yes

Ingredients:

Crystal: 2; Ink: 2; Powder:
Advanced Thaumaturgy: 1

Enchantment Admixture Gem

Item Level: *apprentice*
Enhancement slot: *F*

Effect

Add 5 seconds to the duration of
enchantment alternate signature spell

Charges: 0 Rechargeable: Yes

Ingredients:

Crystal: 4; Ink: ; Powder:
Advanced Thaumaturgy: 1

Evocation Admixture Gem

Item Level: *apprentice*
Enhancement slot: *F*

Effect

Add 5 to the numeric of evocation
alternate signature spell

Charges: 0 Rechargeable: Yes

Ingredients:

Crystal: ; Ink: 2; Powder: 2
Advanced Thaumaturgy: 1

Transmutation Admixture Gem

Item Level: *apprentice*
Enhancement slot: *F*

Effect

Add 5 to the numeric of transmutation
alternate signature spell

Charges: 0 Rechargeable: Yes

Ingredients:

Crystal: ; Ink: ; Powder: 4
Advanced Thaumaturgy: 1

Healing Admixture Gem

Item Level: *apprentice*
Enhancement slot: *F*

Effect

Add 5 to the numeric of healing
alternate signature spell

Charges: 0 Rechargeable: Yes

Ingredients:

Crystal: 2; Ink: ; Powder: 2
Advanced Thaumaturgy: 1

Magic Well

Item Level: *apprentice*
Enhancement slot: *F*

Effect

Grants one additional use of <school>
signature spell

Charges: 1 Rechargeable: No

Ingredients:

Crystal: 8; Ink: ; Powder: 8
Advanced Thaumaturgy: 1

Crafting Compendium

Affixed Magic Well

Item Level: *expert*
Enhancement slot: *F*

Effect

Grants one additional use of <school> signature spell

Charges: 0 Rechargeable: Yes

Ingredients:
Crystal: 16; Ink: ; Powder: 16
Advanced Thaumaturgy: 3

Lesser Iron Deflection

Item Level: *novice*
Enhancement slot: *F*

Effect

Iron will grants reflect <all>

Charges: 1 Rechargeable: No

Ingredients:
Crystal: 2; Ink: 2; Powder: 2
Advanced Thaumaturgy:

Iron Deflection

Item Level: *apprentice*
Enhancement slot: *F*

Effect

Iron will grants reflect <all>

Charges: 0 Rechargeable: Yes

Ingredients:
Crystal: 6; Ink: 6; Powder: 6
Advanced Thaumaturgy: 1

Lesser Arcane Targeting

Item Level: *apprentice*
Enhancement slot: *F*

Effect

Use bombardment without arcing

Charges: 1 Rechargeable: No

Ingredients:
Crystal: 2; Ink: 2; Powder: 2
Advanced Thaumaturgy: 1

Arcane Targeting

Item Level: *expert*
Enhancement slot: *F*

Effect

Use bombardment without arcing

Charges: 0 Rechargeable: Yes

Ingredients:
Crystal: 6; Ink: 6; Powder: 6
Advanced Thaumaturgy: 2

Lesser Warp Counterspell

Item Level: *apprentice*
Enhancement slot: *F*

Effect

Counterspell grants reflect <all>

Charges: 1 Rechargeable: No

Ingredients:
Crystal: 3; Ink: 3; Powder: 3
Advanced Thaumaturgy: 1

Warp Counterspell

Item Level: *expert*
Enhancement slot: *F*

Effect

Counterspell grants reflect <all>

Charges: 0 Rechargeable: Yes

Ingredients:
Crystal: 9; Ink: 9; Powder: 9
Advanced Thaumaturgy: 3

Crafting Compendium

Basic Scroll 1

Item Level: *novice*
Enhancement slot: *N/A*

Effect

Scroll of a basic spell

Charges: 1 Rechargeable: *No*

Ingredients:
Crystal: 0; Ink: 1; Powder: 0
Advanced Thaumaturgy: 0

Novice Scroll 1

Item Level: *novice*
Enhancement slot: *N/A*

Effect

Scroll of a novice spell

Charges: 1 Rechargeable: *No*

Ingredients:
Crystal: 0; Ink: 3; Powder: 0
Advanced Thaumaturgy: 0

Apprentice Librus 1

Item Level: *apprentice*
Enhancement slot: *N/A*

Effect

Parchment that will store an apprentice spell

Charges: 1 Rechargeable: *No*

Ingredients:
Crystal: 0; Ink: 1; Powder: 0
Advanced Thaumaturgy: 1

Skill Focus

Item Level: *novice*
Enhancement slot: *N/A*

Effect

Allows enhancement recharge by expending an expert skill

Charges: 1 Rechargeable: *No*

Ingredients:
Crystal: 1; Ink: 1; Powder: 1
Advanced Thaumaturgy: 0

Spell Channel

Item Level: *apprentice*
Enhancement slot: *W*

Effect

Deliver spell from memory with weapon

Charges: 1 Rechargeable: *No*

Ingredients:
Crystal: 1; Ink: 1; Powder: 1
Advanced Thaumaturgy: 1

Greater Spell Channel

Item Level: *expert*
Enhancement slot: *W*

Effect

Deliver spell from memory with weapon

Charges: 1 Rechargeable: *Yes*

Ingredients:
Crystal: 3; Ink: 3; Powder: 3
Advanced Thaumaturgy: 1

Weapon Etching

Item Level: *apprentice*
Enhancement slot: *W*

Effect

Store scroll in weapon and deliver with weapon

Charges: 1 Rechargeable: *No*

Ingredients:
Crystal: 1; Ink: 1; Powder: 1
Advanced Thaumaturgy: 1

Greater Weapon Etching

Item Level: *expert*
Enhancement slot: *W*

Effect

Store scroll in weapon and deliver with weapon

Charges: 1 Rechargeable: *Yes*

Ingredients:
Crystal: 3; Ink: 3; Powder: 3
Advanced Thaumaturgy: 1

Lesser Magic Tattoo

Item Level: *apprentice*
Enhancement slot: *C*

Effect

Allows the hands-free use of a scroll

Charges: 1 Rechargeable: *No*

Ingredients:
Crystal: 4; Ink: 3; Powder: 3
Advanced Thaumaturgy: 1

Anti-Magic Stone

Item Level: *apprentice*
Enhancement slot: *B,C,F,T*

Effect

Expend avoid <effect> for avoid <magic>

Charges: 1 Rechargeable: *No*

Ingredients:
Crystal: 4; Ink: 4; Powder: 4
Advanced Thaumaturgy: 1

Greater Anti-Magic Stone

Item Level: *expert*
Enhancement slot: *B,C,F,T*

Effect

Expend avoid <effect> for avoid <magic>

Charges: 1 Rechargeable: *Yes*

Ingredients:
Crystal: 5; Ink: 5; Powder: 5
Advanced Thaumaturgy: 3

Arcanists Stone

Item Level: *novice*
Enhancement slot: *B,C,F,T*

Effect

Swap prepared spell up to basic

Charges: 1 Rechargeable: *No*

Ingredients:
Crystal: 1; Ink: 1; Powder: 1
Advanced Thaumaturgy: 1

Crafting Compendium

Improved Arcanists Stone

Item Level: *apprentice*
Enhancement slot: *B,C,F,T*

Effect

Swap prepared spell up to novice

Charges: 1 Rechargeable: *No*

Ingredients:

Crystal: 2; Ink: 2; Powder: 2
Advanced Thaumaturgy: 1

Greater Arcanists Stone

Item Level: *expert*
Enhancement slot: *B,C,F,T*

Effect

Swap prepared spell up to apprentice

Charges: 1 Rechargeable: *No*

Ingredients:

Crystal: 3; Ink: 3; Powder: 3
Advanced Thaumaturgy: 1

Master Arcanists Stone

Item Level: *expert*
Enhancement slot: *B,C,F,T*

Effect

Swap prepared spell up to expert

Charges: 1 Rechargeable: *No*

Ingredients:

Crystal: 5; Ink: 5; Powder: 5
Advanced Thaumaturgy: 2

Anti-Element Trinket

Item Level: *apprentice*
Enhancement slot: *B,C,F,T*

Effect

Guard element

Charges: 1 Rechargeable: *No*

Ingredients:

Crystal: 2; Ink: 2; Powder: 3
Advanced Thaumaturgy: 2

Greater Anti-Element Trinket

Item Level: *expert*
Enhancement slot: *B,C,F,T*

Effect

Avoid element

Charges: 1 Rechargeable: *No*

Ingredients:

Crystal: 3; Ink: 3; Powder: 3
Advanced Thaumaturgy: 3

Speaking Stone

Item Level: *apprentice*
Enhancement slot: *N/A*

Effect

Strengthen resting 30 minutes for a room

Charges: 5 Rechargeable: *No*

Ingredients:

Crystal: 2; Ink: 2; Powder: 2
Advanced Thaumaturgy: 2

Magic Mark

Item Level: *novice*
Enhancement slot: *N/A*

Effect

Add or remove a permanent mark from an item or character

Charges: 1 Rechargeable: *No*

Ingredients:

Crystal: 1; Ink: 0; Powder: 1
Advanced Thaumaturgy: 2

Peaceful Foundation

Item Level: *expert*
Enhancement slot: *L*

Effect

When *bedtime story* is used within a peaceful foundation, characters rest as though two identical performances are ongoing.

Charges: 1 Rechargeable: *No*

Ingredients:

Crystal: 3; Ink: 0; Powder: 0
Advanced Thaumaturgy: 3

Tuned Foundation

Item Level: *expert*
Enhancement slot: *L*

Effect

Improves enhanced resting used in location by one level

Charges: 1 Rechargeable: *No*

Ingredients:

Crystal: 2; Ink: 0; Powder: 1
Advanced Thaumaturgy: 3

Guarded Foundation

Item Level: *expert*
Enhancement slot: *L*

Effect

Travel does not work in building - event

Charges: 1 Rechargeable: *No*

Ingredients:

Crystal: 1; Ink: 0; Powder: 2
Advanced Thaumaturgy: 3

Fixed Foundation

Item Level: *expert*
Enhancement slot: *L*

Effect

Provides an target for a rune of travel

Charges: 1 Rechargeable: *No*

Ingredients:

Crystal: 0; Ink: 3; Powder: 0
Advanced Thaumaturgy: 3

Strategic Foundation

Item Level: *expert*
Enhancement slot: *L*

Effect

Strengthen effects used in building effect +1 targets - event

Charges: 1 Rechargeable: *No*

Ingredients:

Crystal: 1; Ink: 2; Powder: 0
Advanced Thaumaturgy: 3

Crafting Compendium

Diviners Foundation

Item Level: *expert*
Enhancement slot: *L*

Effect

Instant renew effects used in building effect +1 target - event

Charges: *1* Rechargeable: *No*

Ingredients:
Crystal: 0; Ink: 1; Powder: 2
Advanced Thaumaturgy: 3

Dark Guardian (Forbidden)

Item Level: *novice*
Enhancement slot: *N/A*

Effect

Reflect <magic> execute death

Charges: *1* Rechargeable: *No*

Ingredients:
Crystal: 1; Ink: 1; Powder: 1
Advanced Thaumaturgy: 1

Greater Dark Guardian (Forbidden)

Item Level: *expert*
Enhancement slot: *N/A*

Effect

Reflect <magic> execute death

Charges: *3* Rechargeable: *No*

Ingredients:
Crystal: 3; Ink: 3; Powder: 3
Advanced Thaumaturgy: 2

Elementalist Stone

Item Level: *novice*
Enhancement slot: *B,C,F,T*

Effect

Change element of evocation spell

Charges: *1* Rechargeable: *No*

Ingredients:
Crystal: 2; Ink: 0; Powder: 0
Advanced Thaumaturgy: 0

Improved Elementalist Stone

Item Level: *apprentice*
Enhancement slot: *B,C,F,T*

Effect

Change element of evocation spell

Charges: *3* Rechargeable: *No*

Ingredients:
Crystal: 6; Ink: 0; Powder: 0
Advanced Thaumaturgy: 1

Greater Elementalist Stone

Item Level: *expert*
Enhancement slot: *B,C,F,T*

Effect

Change element of evocation spell

Charges: *3* Rechargeable: *Yes*

Ingredients:
Crystal: 12; Ink: 0; Powder: 0
Advanced Thaumaturgy: 2

Memory Stone

Item Level: *novice*
Enhancement slot: *B,C,F,T*

Effect

Renewal expert

Charges: *1* Rechargeable: *No*

Ingredients:
Crystal: 1; Ink: 1; Powder: 1
Advanced Thaumaturgy: 0

Improved Memory Stone

Item Level: *apprentice*
Enhancement slot: *B,C,F,T*

Effect

Renewal expert

Charges: *3* Rechargeable: *No*

Ingredients:
Crystal: 3; Ink: 3; Powder: 3
Advanced Thaumaturgy: 1

Greater Memory Stone

Item Level: *expert*
Enhancement slot: *B,C,F,T*

Effect

Renewal expert

Charges: *3* Rechargeable: *Yes*

Ingredients:
Crystal: 5; Ink: 5; Powder: 5
Advanced Thaumaturgy: 3

Probing Needles

Item Level: *expert*
Enhancement slot: *N/A*

Effect

Ritual reagent - dredge memory

Charges: *1* Rechargeable: *No*

Ingredients:
Crystal: 3; Ink: 1; Powder: 1
Advanced Thaumaturgy: 5

Aether Netting

Item Level: *expert*
Enhancement slot: *N/A*

Effect

Ritual reagent - resurrection

Charges: *1* Rechargeable: *No*

Ingredients:
Crystal: 1; Ink: 1; Powder: 3
Advanced Thaumaturgy: 5

Isolation Matrix

Item Level: *expert*
Enhancement slot: *N/A*

Effect

Ritual reagent - sphere of peace

Charges: *1* Rechargeable: *No*

Ingredients:
Crystal: 1; Ink: 3; Powder: 1
Advanced Thaumaturgy: 5

Crafting Compendium

Arcane Cavitator Trinket

Item Level: *novice*
Enhancement slot: *T*

Effect

Reduce arcane reservoir cost by two basic materials

Charges: *0* Rechargeable: *Yes*

Ingredients:

Crystal: ; Ink: 2; Powder:

Advanced Thaumaturgy: 0

Eldritch Needle Trinket

Item Level: *novice*
Enhancement slot: *T*

Effect

Reduce magic tattoo cost by two basic materials

Charges: *0* Rechargeable: *Yes*

Ingredients:

Crystal: 1; Ink: 1; Powder:

Advanced Thaumaturgy: 0

Sorcerous Engraving Trinket

Item Level: *novice*
Enhancement slot: *T*

Effect

Reduce reinforce enchantment cost by two basic materials

Charges: *0* Rechargeable: *Yes*

Ingredients:

Crystal: ; Ink: 1; Powder: 1

Advanced Thaumaturgy: 0

Thamoflange Trinket

Item Level: *novice*
Enhancement slot: *T*

Effect

Reduce prototype bomb disperser cost by two basic materials

Charges: *0* Rechargeable: *Yes*

Ingredients:

Crystal: ; Ink: ; Powder: 2

Advanced Thaumaturgy: 0

Rapid Riveting Trinket

Item Level: *novice*
Enhancement slot: *T*

Effect

Reduce strengthen armor cost by two basic materials

Charges: *0* Rechargeable: *Yes*

Ingredients:

Crystal: 2; Ink: ; Powder:

Advanced Thaumaturgy: 0

Mithril Sharpening Trinket

Item Level: *novice*
Enhancement slot: *T*

Effect

Reduce upkeep weapon cost by two basic materials

Charges: *0* Rechargeable: *Yes*

Ingredients:

Crystal: 1; Ink: ; Powder: 1

Advanced Thaumaturgy: 0

Efficiency Trinket

Item Level: *apprentice*
Enhancement slot: *T*

Effect

Each use of stockpiles allows the creation of 2 items

Charges: *0* Rechargeable: *No*

Ingredients:

Crystal: ; Ink: ; Powder:

Advanced Thaumaturgy:

Scavenging Trinket

Item Level: *apprentice*
Enhancement slot: *T*

Effect

Each use of scavage provides an extra basic material

Charges: *0* Rechargeable: *No*

Ingredients:

Crystal: ; Ink: ; Powder:

Advanced Thaumaturgy:

Salvaging Trinket

Item Level: *apprentice*
Enhancement slot: *T*

Effect

Each use of salvage provides an extra basic material

Charges: *0* Rechargeable: *No*

Ingredients:

Crystal: ; Ink: ; Powder:

Advanced Thaumaturgy:

Gathering Trinket

Item Level: *expert*
Enhancement slot: *T*

Effect

Each use of gathering provides an extra advanced material

Charges: *0* Rechargeable: *Yes*

Ingredients:

Crystal: ; Ink: ; Powder:

Advanced Thaumaturgy:

Harvesting Trinket

Item Level: *expert*
Enhancement slot: *T*

Effect

Each use of harvesting provides an extra advanced material

Charges: *0* Rechargeable: *Yes*

Ingredients:

Crystal: ; Ink: ; Powder:

Advanced Thaumaturgy:

Defensive Trinket

Item Level: *expert*
Enhancement slot: *T*

Effect

Expend artisan defensive skills as avoids instead of guards

Charges: *0* Rechargeable: *Yes*

Ingredients:

Crystal: ; Ink: ; Powder:

Advanced Thaumaturgy:

Crafting Compendium

Improvisation Trinket

Item Level: *apprentice*
Enhancement slot: *T*

Effect

Use improvisation in half time

Charges: *0* Rechargeable: *No*

Ingredients:

Crystal: ; Ink: ; Powder:

Advanced Thaumaturgy:

Cobbling Trinket

Item Level: *apprentice*
Enhancement slot: *T*

Effect

Use cobble together to produce 2
items per use

Charges: *0* Rechargeable: *No*

Ingredients:

Crystal: ; Ink: ; Powder:

Advanced Thaumaturgy:

Crafting Compendium

Rune of Glibness

Item Level: *novice*
Enhancement slot: C

Effect

Guard <social>

Charges: 1 Rechargeable: *No*

Ingredients:
Crystal: 1; Ink: 1; Powder:
Advanced Thaumaturgy: 0

Improved Rune of Glibness

Item Level: *apprentice*
Enhancement slot: C

Effect

Guard <social>

Charges: 3 Rechargeable: *No*

Ingredients:
Crystal: 2; Ink: 1; Powder:
Advanced Thaumaturgy: 1

Greater Rune of Glibness

Item Level: *expert*
Enhancement slot: C

Effect

Guard <social>

Charges: 3 Rechargeable: *Yes*

Ingredients:
Crystal: 2; Ink: 2; Powder:
Advanced Thaumaturgy: 2

Rune of Control

Item Level: *novice*
Enhancement slot: C

Effect

Guard <command>

Charges: 1 Rechargeable: *No*

Ingredients:
Crystal: 1; Ink: ; Powder: 1
Advanced Thaumaturgy: 0

Improved Rune of Control

Item Level: *apprentice*
Enhancement slot: C

Effect

Guard <command>

Charges: 3 Rechargeable: *No*

Ingredients:
Crystal: 2; Ink: ; Powder: 1
Advanced Thaumaturgy: 1

Greater Rune of Control

Item Level: *expert*
Enhancement slot: C

Effect

Guard <command>

Charges: 3 Rechargeable: *Yes*

Ingredients:
Crystal: 2; Ink: ; Powder: 2
Advanced Thaumaturgy: 2

Rune of Durability

Item Level: *novice*
Enhancement slot: C

Effect

Guard <shatter>

Charges: 1 Rechargeable: *No*

Ingredients:
Crystal: 2; Ink: ; Powder:
Advanced Thaumaturgy: 0

Improved Rune of Durability

Item Level: *apprentice*
Enhancement slot: C

Effect

Guard <shatter>

Charges: 3 Rechargeable: *No*

Ingredients:
Crystal: 2; Ink: 2; Powder:
Advanced Thaumaturgy: 1

Greater Rune of Durability

Item Level: *expert*
Enhancement slot: C

Effect

Guard <shatter>

Charges: 3 Rechargeable: *Yes*

Ingredients:
Crystal: 2; Ink: 2; Powder:
Advanced Thaumaturgy: 2

Rune of Defense

Item Level: *novice*
Enhancement slot: C

Effect

Guard <normal>

Charges: 1 Rechargeable: *No*

Ingredients:
Crystal: ; Ink: 2; Powder:
Advanced Thaumaturgy: 0

Improved Rune of Defense

Item Level: *apprentice*
Enhancement slot: C

Effect

Guard <normal>

Charges: 3 Rechargeable: *No*

Ingredients:
Crystal: ; Ink: 2; Powder: 1
Advanced Thaumaturgy: 1

Greater Rune of Defense

Item Level: *expert*
Enhancement slot: C

Effect

Guard <normal>

Charges: 3 Rechargeable: *Yes*

Ingredients:
Crystal: ; Ink: 2; Powder: 2
Advanced Thaumaturgy: 2

Crafting Compendium

Rune of the Arcane

Item Level: *novice*
Enhancement slot: C

Effect

Guard <magic>

Charges: 1 Rechargeable: *No*

Ingredients:
Crystal: ; Ink: ; Powder: 2
Advanced Thaumaturgy: 0

Improved Rune of the Arcane

Item Level: *apprentice*
Enhancement slot: C

Effect

Guard <magic>

Charges: 3 Rechargeable: *No*

Ingredients:
Crystal: 1; Ink: ; Powder: 2
Advanced Thaumaturgy: 1

Greater Rune of the Arcane

Item Level: *expert*
Enhancement slot: C

Effect

Guard <magic>

Charges: 3 Rechargeable: *Yes*

Ingredients:
Crystal: 2; Ink: ; Powder: 2
Advanced Thaumaturgy: 2

Improved Rune of Weakening

Item Level: *apprentice*
Enhancement slot: A, B, C, F, T, W

Effect

Magic weaken damage

Charges: 3 Rechargeable: *No*

Ingredients:
Crystal: 3; Ink: 0; Powder: 6
Advanced Thaumaturgy: 1

Rune of Distance

Item Level: *novice*
Enhancement slot: A, B, C, F, T, W

Effect

Magic repel 10

Charges: 1 Rechargeable: *No*

Ingredients:
Crystal: 2; Ink: 1; Powder: 0
Advanced Thaumaturgy: 0

Improved Rune of Distance

Item Level: *apprentice*
Enhancement slot: A, B, C, F, T, W

Effect

Magic repel 10

Charges: 3 Rechargeable: *No*

Ingredients:
Crystal: 6; Ink: 3; Powder: 0
Advanced Thaumaturgy: 1

Rune of Silence

Item Level: *novice*
Enhancement slot: A, B, C, F, T, W

Effect

Magic stun voice

Charges: 1 Rechargeable: *No*

Ingredients:
Crystal: 0; Ink: 1; Powder: 2
Advanced Thaumaturgy: 0

Improved Rune of Silence

Item Level: *apprentice*
Enhancement slot: A, B, C, F, T, W

Effect

Magic stun voice

Charges: 3 Rechargeable: *No*

Ingredients:
Crystal: 0; Ink: 3; Powder: 6
Advanced Thaumaturgy: 1

Rune of Destruction

Item Level: *novice*
Enhancement slot: A, B, C, F, T, W

Effect

Magic shatter <target>

Charges: 1 Rechargeable: *No*

Ingredients:
Crystal: 0; Ink: 2; Powder: 1
Advanced Thaumaturgy: 0

Improved Rune of Destruction

Item Level: *apprentice*
Enhancement slot: A,B,C,F,T,W

Effect

Magic shatter <target>

Charges: 3 Rechargeable: *No*

Ingredients:
Crystal: 0; Ink: 6; Powder: 3
Advanced Thaumaturgy: 1

Rune of Spell Turning

Item Level: *expert*
Enhancement slot: C, F

Effect

Expend spell to reflect matching effect

Charges: 1 Rechargeable: *No*

Ingredients:
Crystal: 3; Ink: 0; Powder: 0
Advanced Thaumaturgy: 1

Rune of Bounty/Ruin

Item Level: *expert*
Enhancement slot: L

Effect

Improves/stifles crop growth

Charges: 1 Rechargeable: *No*

Ingredients:
Crystal: 3; Ink: 3; Powder: 3
Advanced Thaumaturgy: 3

Crafting Compendium

Rune of Growth/Defoliation

Item Level: *expert*
Enhancement slot: *L*

Effect

Improves/stifles natural growth

Charges: *1* Rechargeable: *No*

Ingredients:

Crystal: 3; Ink: 3; Powder: 3
Advanced Thaumaturgy: 3

Ritual Storage Rune

Item Level: *expert*
Enhancement slot: *A,B,C,F,T,W*

Effect

Store a cast ritual to be used instantly

Charges: *1* Rechargeable: *No*

Ingredients:

Crystal: 5; Ink: 5; Powder: 5
Advanced Thaumaturgy: 3

Rune of Spirit Harvest (Forbidden)

Item Level: *apprentice*
Enhancement slot: *C*

Effect

Capture the spirit of a character to provide 1 intercession

Charges: *1* Rechargeable: *No*

Ingredients:

Crystal: 2; Ink: 2; Powder: 2
Advanced Thaumaturgy: 1

Rune of Spirit Reaping (Forbidden)

Item Level: *expert*
Enhancement slot: *C*

Effect

Capture 2 spirits of characters to provide 2 intercessions

Charges: *2* Rechargeable: *No*

Ingredients:

Crystal: 6; Ink: 6; Powder: 6
Advanced Thaumaturgy: 3

Rune of Return

Item Level: *expert*
Enhancement slot: *C*

Effect

Recall character to fixed foundation

Charges: *1* Rechargeable: *No*

Ingredients:

Crystal: 3; Ink: 3; Powder: 3
Advanced Thaumaturgy: 1

Rune of Relearning

Item Level: *expert*
Enhancement slot: *N/A*

Effect

Ritual reagent - spirit forge

Charges: *1* Rechargeable: *No*

Ingredients:

Crystal: 2; Ink: 1; Powder: 2
Advanced Thaumaturgy: 5

Rune of Travel

Item Level: *expert*
Enhancement slot: *N/A*

Effect

Ritual reagent - item recall

Charges: *1* Rechargeable: *No*

Ingredients:

Crystal: 1; Ink: 1; Powder: 2
Advanced Thaumaturgy: 5

Summoning Stone

Item Level: *expert*
Enhancement slot: *N/A*

Effect

Ritual reagent - summon ally and summon creature

Charges: *1* Rechargeable: *No*

Ingredients:

Crystal: 2; Ink: 2; Powder: 1
Advanced Thaumaturgy: 5

Building Ward

Item Level: *expert*
Enhancement slot: *N/A*

Effect

Protect fixed structure, can be unlocked/locked on 10 count

Charges: *1* Rechargeable: *No*

Ingredients:

Crystal: 3; Ink: 3; Powder: 3
Advanced Thaumaturgy: 1

Universal Enhancement

Item Level: *expert*
Enhancement slot: *A,B,C,F,T,W*

Effect

Allows any enhancement to be affixed into an enhancement slot

Charges: *1* Rechargeable: *No*

Ingredients:

Crystal: 3; Ink: 3; Powder: 3
Advanced Thaumaturgy: 1

Sigil of Armor

Item Level: *novice*
Enhancement slot: *B*

Effect

Add 1 target to heroic talk when strengthening armor

Charges: *0* Rechargeable: *Yes*

Ingredients:

Crystal: 0; Ink: 4; Powder: 0
Advanced Thaumaturgy: 0

Sigil of Health

Item Level: *novice*
Enhancement slot: *B*

Effect

Add 2 to heroic talk when strengthening hp

Charges: *0* Rechargeable: *Yes*

Ingredients:

Crystal: 0; Ink: 4; Powder: 0
Advanced Thaumaturgy: 0

Crafting Compendium

Sigil of Ruin

Item Level: *novice*
Enhancement slot: *B*

Effect

Add 1 target to heroic talk when strengthening damage

Charges: 0 Rechargeable: Yes

Ingredients:
Crystal: 0; Ink: 4; Powder: 0
Advanced Thaumaturgy: 0

Sigil of Performance

Item Level: *novice*
Enhancement slot: *B*

Effect

Add 1 target to encore - event

Charges: 0 Rechargeable: Yes

Ingredients:
Crystal: 0; Ink: 4; Powder: 0
Advanced Thaumaturgy: 0

Sigil of Chance

Item Level: *novice*
Enhancement slot: *B*

Effect

Imbue targets of gaming with guard <all> - event

Charges: 0 Rechargeable: Yes

Ingredients:
Crystal: 0; Ink: 4; Powder: 0
Advanced Thaumaturgy: 0

Lesser Rune of Conversation

Item Level: *novice*
Enhancement slot: *B*

Effect

Add target to one on one

Charges: 1 Rechargeable: No

Ingredients:
Crystal: 1; Ink: 1; Powder: 1
Advanced Thaumaturgy: 0

Rune of Conversation

Item Level: *apprentice*
Enhancement slot: *B*

Effect

Add target to one on one

Charges: 3 Rechargeable: No

Ingredients:
Crystal: 3; Ink: 3; Powder: 3
Advanced Thaumaturgy: 1

Affixed Rune of Conversation

Item Level: *expert*
Enhancement slot: *B*

Effect

Add target to one on one - event

Charges: 0 Rechargeable: Yes

Ingredients:
Crystal: 9; Ink: 9; Powder: 9
Advanced Thaumaturgy: 3

Lesser Rune of Wisdom

Item Level: *novice*
Enhancement slot: *B*

Effect

Halve time for strengthen skill

Charges: 1 Rechargeable: No

Ingredients:
Crystal: 2; Ink: 1; Powder: 0
Advanced Thaumaturgy: 0

Rune of Wisdom

Item Level: *apprentice*
Enhancement slot: *B*

Effect

Halve time for strengthen skill

Charges: 3 Rechargeable: No

Ingredients:
Crystal: 6; Ink: 3; Powder: 0
Advanced Thaumaturgy: 1

Affixed Rune of Wisdom

Item Level: *expert*
Enhancement slot: *B*

Effect

Halve time for strengthen skill - event

Charges: 0 Rechargeable: Yes

Ingredients:
Crystal: 18; Ink: 9; Powder: 0
Advanced Thaumaturgy: 3

Lesser Rune of Alacrity

Item Level: *novice*
Enhancement slot: *B*

Effect

Use conversation skill with 30 seconds of communication

Charges: 1 Rechargeable: No

Ingredients:
Crystal: 0; Ink: 2; Powder: 1
Advanced Thaumaturgy: 0

Rune of Alacrity

Item Level: *apprentice*
Enhancement slot: *B*

Effect

Use conversation skill with 30 seconds of communication

Charges: 3 Rechargeable: No

Ingredients:
Crystal: 0; Ink: 6; Powder: 3
Advanced Thaumaturgy: 1

Affixed Rune of Alacrity

Item Level: *expert*
Enhancement slot: *B*

Effect

Use conversation skill with 30 seconds of communication

Charges: 0 Rechargeable: Yes

Ingredients:
Crystal: 0; Ink: 18; Powder: 9
Advanced Thaumaturgy: 3