

## Appendix 4 – Crafting items

This section tells you what an item will be, not necessarily what the recipe is that requires it, so that you can plan what you might need to wear or use as a character to use your techniques:

### Mage Craft

- **Amulets** - Counter Magic, Dismiss Greater Created, Fear AREA, Fire Shield Other, Ice Shield Other, Lightning Shield Other, Pact AREA, Spell Guard Other, Restore Undead, Advanced Healing, Greater Magic Armour, Repel Undead AREA, Root Outsider Area, Ward Other
- **Necklaces** - Dismiss True Undead, Dismiss Undead, Dismiss Greater Undead, Terror Undead, Free Cast, Store Soul
- **Hoods** – Charm, Dominate Outsider, Dominate Undead, Dominate, Charm, Stabilise, Charm Outsider, Charm Undead, Petrify, Petrify Undead, Terror
- **Sashes** - Student of Death, Student of Dreams, Student of Fire, Student of Ice, Student of Life, Student of Storms, Student of the Veil
- **Robes** - Master of Death, Master of Dreams, Master of Fire, Master of Ice, Master of Life, Master of Storms, Master of the Veil
- **Wands** - Enchant Weapon Other, Dismiss Greater Outsider, Dismiss Outsider, Fire Bolt, Flame Weapon Other, Free Dart, Ice Weapon Other, Freeze Outsider, Freeze Outsider AREA, Ice Bolt, Lightning Bolt, Lightning Weapon Other, Stun Outsider, Dismiss Created
- **Staffs** - Charm AREA, Fire Storm, Freeze, True Healing, Terror AREA, Ice Storm, Lightning Storm, Strikedown AREA, Dismiss True Outsider, Dismiss True Created
- **Firearms** – Pistol, Rifle, Blunderbuss

### War Smith

War Smith recipes can be attached to either a bladed weapon, a hafted weapon or a piece of armour. Blades covers all types of swords, hafted covers all other types of weapons, and armour covers light and heavy armour recipes, and shield recipes.

Most of the recipes that can be put on a blade, can also be found as recipes for a hafted weapon, except for the following recipes:

- Roll will blow, can only be attached to a blade
- Shield Breaker, can only be attached to a throwing javelin or axe.
- Shield recipes can only be used with a shield, and a shield can only be used if you have taken at least COMBAT 1 with Weapon & Shield as your weapon style.
- Armour recipes must be attached to the appropriate physical armour. They cannot be used with armour as skin.