

Alchemist Blueprint

Basic Meal Additive-Batch

Item Type or Level N/A

Phys Rep: A small spice shaker

Description:

- Reduces a player's Maintenance costs by 5 when consumed.
- Expires at the end of the event
- A player can only use one "Basic Meal Additive" per event.

Number of Uses or Charges: 2

Components:	Animal	Mineral	Plant	Magic	And/Or *
Tier 1	1		1		or
Tier 2					
Exotic					
Currency (Jade or Soul Shards)	1				
Other Items					

*If *Or* is shown, item may be crafted use either component listed.

If *And* is shown, all listed components are required.

If blank, no components are required.

Alchemist Blueprint

Bitter Animus Potion

Item Type or Level N/A

Phys Rep: A small vial of red liquid or sand

Description:

- The Alchemist crafts a potion that can restore mystic potential
- Verbal:Refresh 3 Animus By Magic

Number of Uses or Charges: 1

Components:	Animal	Mineral	Plant	Magic	And/Or *
Tier 1				1	and
Tier 2					
Exotic					
Currency (Jade or Soul Shards)	6				
Other Items					

*If *Or* is shown, item may be crafted use either component listed.
If *And* is shown, all listed components are required.
If blank, no components are required.

Alchemist Blueprint

Bitter Corpus Potion

Item Type or Level N/A

Phys Rep: A small vial of red liquid or sand

Description:

- The Alchemist crafts a potion that can restore physical potential
- Verbal:Restore 3 Corpus By Potion

Number of Uses or Charges: 1

Components:	Animal	Mineral	Plant	Magic	And/Or *
Tier 1	1				and
Tier 2					
Exotic					
Currency (Jade or Soul Shards)	6				
Other Items					

*If *Or* is shown, item may be crafted use either component listed.
If *And* is shown, all listed components are required.
If blank, no components are required.

Alchemist Blueprint

Cure Drain Potion

Item Type or Level N/A

Phys Rep: A small vial of blue liquid or sand

Description:

- The Alchemist brews a vitalizing potion that can restore energy to the body
- Verbal:Cure Drain By Potion

Number of Uses or Charges: 1

Components:	Animal	Mineral	Plant	Magic	And/Or *
Tier 1	1		1		and
Tier 2					
Exotic					
Currency (Jade or Soul Shards)	5				
Other Items					

*If *Or* is shown, item may be crafted use either component listed.
If *And* is shown, all listed components are required.
If blank, no components are required.

Alchemist Blueprint

Cure Maim Potion

Item Type or Level N/A

Phys Rep: A small vial of yellow liquid or sand.

Description:

- The Alchemist crafts a potion that can restore the use of a damaged limb.
- Verbal:Cure Maim By Potion

Number of Uses or Charges: 1

Components:	Animal	Mineral	Plant	Magic	And/Or *
Tier 1			1		and
Tier 2					
Exotic					
Currency (Jade or Soul Shards)	4				
Other Items					

*If *Or* is shown, item may be crafted use either component listed.
If *And* is shown, all listed components are required.
If blank, no components are required.

Alchemist Blueprint

Cure Paralyze Potion

Item Type or Level N/A

Phys Rep: A small vial of blue liquid or sand

Description:

- The Alchemist crafts a potion that can restore movement to the body.
- Verbal:Cure Paralyze By Potion

Number of Uses or Charges: 1

Components:	Animal	Mineral	Plant	Magic	And/Or *
Tier 1	1		1		and
Tier 2					
Exotic					
Currency (Jade or Soul Shards)	5				
Other Items					

*If *Or* is shown, item may be crafted use either component listed.
If *And* is shown, all listed components are required.
If blank, no components are required.

Alchemist Blueprint

Cure Repel Potion

Item Type or Level N/A

Phys Rep: A small vial of green liquid or sand

Description:

- The Alchemist crafts a potion that can neutralize even magical forces.
- Verbal:Cure Repel By Potion

Number of Uses or Charges: 1

Components:	Animal	Mineral	Plant	Magic	And/Or *
Tier 1			1		and
Tier 2					
Exotic					
Currency (Jade or Soul Shards)	4				
Other Items					

*If *Or* is shown, item may be crafted use either component listed.
If *And* is shown, all listed components are required.
If blank, no components are required.

Alchemist Blueprint

Cure Root Potion

Item Type or Level N/A

Phys Rep: A small vial of purple liquid or sand.

Description:

- The Alchemist crafts a potion that can release a trapped limb
- Verbal:Cure Root By Potion

Number of Uses or Charges: 1

Components:	Animal	Mineral	Plant	Magic	And/Or *
Tier 1			1		and
Tier 2					
Exotic					
Currency (Jade or Soul Shards)	4				
Other Items					

*If *Or* is shown, item may be crafted use either component listed.
If *And* is shown, all listed components are required.
If blank, no components are required.

Alchemist Blueprint

Cure Silence Potion

Item Type or Level N/A

Phys Rep: A small vial of green liquid or sand

Description:

- The Alchemist crafts a potion that can restore speech
- Verbal:Cure Silence By Potion

Number of Uses or Charges: 1

Components:	Animal	Mineral	Plant	Magic	And/Or *
Tier 1			1		and
Tier 2					
Exotic					
Currency (Jade or Soul Shards)	4				
Other Items					

*If *Or* is shown, item may be crafted use either component listed.
If *And* is shown, all listed components are required.
If blank, no components are required.

Alchemist Blueprint

Cure Stricken Potion

Item Type or Level N/A

Phys Rep: A small vial with grey liquid or sand

Description:

- The Alchemist crafts a potion that can remove terrible afflictions
- Verbal:Cure Stricken By Potion

Number of Uses or Charges: 1

Components:	Animal	Mineral	Plant	Magic	And/Or *
Tier 1			1		and
Tier 2					
Exotic					
Currency (Jade or Soul Shards)	4				
Other Items					

*If *Or* is shown, item may be crafted use either component listed.
If *And* is shown, all listed components are required.
If blank, no components are required.

Alchemist Blueprint

Cure Stun By Potion

Item Type or Level N/A

Phys Rep: A small vial of purple liquid or sand.

Description:

- The Alchemist crafts a stimulant that can rouse an individual from a deep torpor.
- Verbal:Cure Stun By Potion

Number of Uses or Charges: 1

Components:	Animal	Mineral	Plant	Magic	And/Or *
Tier 1	1		1		and
Tier 2					
Exotic					
Currency (Jade or Soul Shards)	5				
Other Items					

*If *Or* is shown, item may be crafted use either component listed.
If *And* is shown, all listed components are required.
If blank, no components are required.

Alchemist Blueprint

Cure Weakness Potion

Item Type or Level N/A

Phys Rep: A small vial of blue liquid or sand

Description:

- The Alchemist creates a potion that restores lost strength
- Verbal:Cure Weakness By Potion

Number of Uses or Charges: 1

Components:	Animal	Mineral	Plant	Magic	And/Or *
Tier 1			1		and
Tier 2					
Exotic					
Currency (Jade or Soul Shards)	3				
Other Items					

*If *Or* is shown, item may be crafted use either component listed.
If *And* is shown, all listed components are required.
If blank, no components are required.

Alchemist Blueprint

Flash of Inspiration Potion

Item Type or Level N/A

Phys Rep: A small vial of red liquid or sand

Description:

- The Alchemist crafts a potion that can revitalize the spirit
- Verbal:Refresh 1 Essence By Potion

Number of Uses or Charges: 1

Components:	Animal	Mineral	Plant	Magic	And/Or *
Tier 1	1	1	1	1	and
Tier 2					
Exotic					
Currency (Jade or Soul Shards)	6				
Other Items					

*If *Or* is shown, item may be crafted use either component listed.
If *And* is shown, all listed components are required.
If blank, no components are required.

Alchemist Blueprint

Herd Immunity-Batch

Item Type or Level N/A

Phys Rep: 5 small vials of green liquid or sand

Description:

- The Alchemist crafts a potion that grants the target immunity to a certain plague
- Verbal:No Effect (to Covid carrier)

Number of Uses or Charges: 5

Components:	Animal	Mineral	Plant	Magic	And/Or *
Tier 1	1		1		and
Tier 2					
Exotic					
Currency (Jade or Soul Shards)					
Other Items					

*If *Or* is shown, item may be crafted use either component listed.
If *And* is shown, all listed components are required.
If blank, no components are required.

Alchemist Blueprint

Iron Hide Potion-Batch

Item Type or Level N/A

Phys Rep: 3 small vials with grey liquid or sand

Description:

- The alchemist crafts several potions that can grant physical protection.
- After roleplaying drinking the potion (or pouring it down a helpless players throat) the player calls “Grant 2 Protection by Potion”

Number of Uses or Charges: 3

Components:	Animal	Mineral	Plant	Magic	And/Or *
Tier 1		1			and
Tier 2					
Exotic					
Currency (Jade or Soul Shards)	7				
Other Items					

*If *Or* is shown, item may be crafted use either component listed.

If *And* is shown, all listed components are required.

If blank, no components are required.

Alchemist Blueprint

Minor Healing Potion-Batch

Item Type or Level N/A

Phys Rep: 5 small vials of yellow liquid or sand.

Description:

- The Alchemist crafts several potions that can restore a small amount of Health.
- Verbal:Heal 1 By Potion

Number of Uses or Charges: 5

Components:	Animal	Mineral	Plant	Magic	And/Or *
Tier 1			1		and
Tier 2					
Exotic					
Currency (Jade or Soul Shards)	4				
Other Items					

*If *Or* is shown, item may be crafted use either component listed.
If *And* is shown, all listed components are required.
If blank, no components are required.

Alchemist Blueprint

Pulse of [Race] Potion

Item Type or Level N/A

Phys Rep: A small vial of purple liquid or sand.

Description:

- The Alchemist crafts a potion that can restore physical potential and cheat death for a specific race (decided at time of crafting).
- Verbal:Cure Death and Heal 1 to [Race] by Potion

Number of Uses or Charges: 1

Components:	Animal	Mineral	Plant	Magic	And/Or *
Tier 1			1	1	and
Tier 2					
Exotic					
Currency (Jade or Soul Shards)	7				
Other Items					

*If *Or* is shown, item may be crafted use either component listed.

If *And* is shown, all listed components are required.

If blank, no components are required.

Alchemist Blueprint

Robust Health Potion

Item Type or Level N/A

Phys Rep: A small vial of yellow liquid or sand.

Description:

- The Alchemist crafts a potion that can heal even the most grievous of wounds.
- Verbal: Heal All By Potion

Number of Uses or Charges: 1

Components:	Animal	Mineral	Plant	Magic	And/Or *
Tier 1	1		1		and
Tier 2					
Exotic					
Currency (Jade or Soul Shards)	1				
Other Items					

*If *Or* is shown, item may be crafted use either component listed.
If *And* is shown, all listed components are required.
If blank, no components are required.

Alchemist Blueprint

Sluggish Poison-Batch

Item Type or Level N/A

Phys Rep: 2 small scraps of cloth or natural sponges with green ink/paint.

Description:

- The alchemist crafts a poison that can slow physical movement.
- Roleplay applying the potion to a weapon
- Verbal “Slow by Poison” on their NEXT weapon swing.

Number of Uses or Charges: 2

Components:	Animal	Mineral	Plant	Magic	And/Or *
Tier 1					and
Tier 2			1		
Exotic					
Currency (Jade or Soul Shards)	2				
Other Items					

*If *Or* is shown, item may be crafted use either component listed.

If *And* is shown, all listed components are required.

If blank, no components are required.

Bardic Performance Blueprint

[Song/Speech/Dance/etc] of Shield Against Magic

Item Type or Level 1

Phys Rep: N/A

Description:

- Grant Shield Magic by Magic

Number of Uses or Charges:

Components:	Animal	Mineral	Plant	Magic	And/Or *
Tier 1					
Tier 2					
Exotic					
Currency (Jade or Soul Shards)					
Other Items					

*If *Or* is shown, item may be crafted use either component listed.

If *And* is shown, all listed components are required.

If blank, no components are required.

Bardic Performance Blueprint

Performance of [Physical (Corpus)/Mental(Animus)] Empowerment

Item Type or Level 1

Phys Rep: N/A

Description:

- Grant 2 Corpus/Animus by Magic
- The selection between Corpus and Animus is made by the performers before the performance begins. All performers must agree as to which is being granted.
- One cannot gain the benefit from simultaneous performances as it is impossible to pay attention to both.

Number of Uses or Charges:

Components:	Animal	Mineral	Plant	Magic	And/Or *
Tier 1					
Tier 2					
Exotic					
Currency (Jade or Soul Shards)					
Other Items					

*If *Or* is shown, item may be crafted use either component listed.

If *And* is shown, all listed components are required.

If blank, no components are required.

Bardic Performance Blueprint

Performance of [Trait] Cure

Item Type or Level 1

Phys Rep: N/A

Description:

- Cure All to [Trait] by Magic

Number of Uses or Charges:

Components:	Animal	Mineral	Plant	Magic	And/Or *
Tier 1					
Tier 2					
Exotic					
Currency (Jade or Soul Shards)					
Other Items					

*If *Or* is shown, item may be crafted use either component listed.

If *And* is shown, all listed components are required.

If blank, no components are required.

Bardic Performance Blueprint

Performance of Armor

Item Type or Level 1

Phys Rep: N/A

Description:

- Grant 1 Extra Armor by Magic
- (Does not stack with other Armor.)

Number of Uses or Charges:

Components:	Animal	Mineral	Plant	Magic	And/Or *
Tier 1					
Tier 2					
Exotic					
Currency (Jade or Soul Shards)					
Other Items					

*If *Or* is shown, item may be crafted use either component listed.
If *And* is shown, all listed components are required.
If blank, no components are required.

Bardic Performance Blueprint

Performance of Healing

Item Type or Level 1

Phys Rep: N/A

Description:

- Heal All by Magic

Number of Uses or Charges:

Components:	Animal	Mineral	Plant	Magic	And/Or *
Tier 1					
Tier 2					
Exotic					
Currency (Jade or Soul Shards)					
Other Items					

*If *Or* is shown, item may be crafted use either component listed.

If *And* is shown, all listed components are required.

If blank, no components are required.

Fatescribe Blueprint

Basic Restoration Scroll

Item Type or Level N/A

Phys Rep: Small Scroll that when unrolled is at least 4" x 10" with a 20 syllable incant written on it.

Description:

- The scribe is able to pen a scroll capable of mending wounds. By unrolling the scroll and holding it in at least one hand a player may read the 20 syllable incant and call "By my voice heal 1 by magic" after which the magic fades from the scroll and it lo

Number of Uses or Charges: 1

Components:	Animal	Mineral	Plant	Magic	And/Or *
Tier 1			1		and
Tier 2					
Exotic					
Currency (Jade or Soul Shards)	3				
Other Items	Mystic Breath: 4 Animus & 1 x Ink Charge				

*If *Or* is shown, item may be crafted use either component listed.

If *And* is shown, all listed components are required.

If blank, no components are required.

Fatescribe Blueprint

Basic Scroll of Ruin

Item Type or Level N/A

Phys Rep: Small Scroll that when unrolled is at least 4" x 10" with a 20 syllable incant written on it.

Description:

- The scribe is able to pen a scroll capable of causing wounds. By unrolling the scroll and holding it in at least one hand a player may read the 20 syllable incant and call "By my voice 3 damage by magic" after which the magic fades from the scroll and it

Number of Uses or Charges: 1

Components:	Animal	Mineral	Plant	Magic	And/Or *
Tier 1			1	1	and
Tier 2					
Exotic					
Currency (Jade or Soul Shards)	5				
Other Items	Mystic Breath: 6 Animus &				

*If *Or* is shown, item may be crafted use either component listed.

If *And* is shown, all listed components are required.

If blank, no components are required.

Fatescribe Blueprint

Scroll of Elemental Testing

Item Type or Level N/A

Phys Rep: Small Scroll that when unrolled is at least 4" x 10" with a 20 syllable incant written on it.

Description:

- The Scribe is able to pen an enchanted scroll to expose elemental natures. By unrolling the scroll and holding it in at least one hand a player may read the 20 syllable incant and call "By my voice Expose [Element] by Magic" after which the magic fades fr

Number of Uses or Charges: 1

Components:	Animal	Mineral	Plant	Magic	And/Or *
Tier 1			1		and
Tier 2					
Exotic					
Currency (Jade or Soul Shards)	1				
Other Items	Mystic Breath: 3 Animus & 1 x Ink Charge				

*If *Or* is shown, item may be crafted use either component listed.

If *And* is shown, all listed components are required.

If blank, no components are required.

Fatescribe Blueprint

Scroll of Peace

Item Type or Level N/A

Phys Rep: Small Scroll that when unrolled is at least 4" x 10" with a 20 syllable incant written on it.

Description:

- The scribe is able to pen a scroll capable of forcing those around them to lay down their arms. By unrolling the scroll and holding it in at least one hand a player may read the 20 syllable incant and call "By my voice disarm by magic" after which the mag

Number of Uses or Charges: 1

Components:	Animal	Mineral	Plant	Magic	And/Or *
Tier 1			1		and
Tier 2					
Exotic					
Currency (Jade or Soul Shards)	3				
Other Items	Mystic Breath: 4 Animus & 1 x Ink Charge				

*If *Or* is shown, item may be crafted use either component listed.

If *And* is shown, all listed components are required.

If blank, no components are required.

Fatescribe Blueprint

Seal of Fate

Item Type or Level N/A

Phys Rep: Wax Seal

Description:

- The Fatescribe creates a magical wax seal that renders the document inaccessible to anyone other than the named recipient.
- The sealed document may only be open by the individual who is named on the parchment at the time of sealing. Any attempt whether mundane or magical to open the seal by anyone other than the one named result in the document being destroyed and rendered unr

Number of Uses or Charges: 1

Components:	Animal	Mineral	Plant	Magic	And/Or *
Tier 1					and
Tier 2					
Exotic					
Currency (Jade or Soul Shards)					
Other Items	1 Ink Charge				

*If *Or* is shown, item may be crafted use either component listed.

If *And* is shown, all listed components are required.

If blank, no components are required.

Fatescribe Blueprint

Weak Mystic Tattoo

Item Type or Level N/A

Phys Rep: The scribe should draw a tattoo (at least 4" by 4") that symbolizes the skill

Description:

- The Scribe is able to pen an enchanted tattoo. When the tattoo is created the player receiving the tattoo picks a skill that they know (not through the use of journal knowledge). This skill must be fueled by animus or corpus. The player then receives an i

Number of Uses or Charges: 1

Components:	Animal	Mineral	Plant	Magic	And/Or *
Tier 1					and
Tier 2					
Exotic					
Currency (Jade or Soul Shards)	5				
Other Items	(A number of Ink Charges equal to the Animus/Corpus of the skill selected)				

*If *Or* is shown, item may be crafted use either component listed.

If *And* is shown, all listed components are required.

If blank, no components are required.

Smith Blueprint

Double Socketed Weapon

Item Type or Level N/A

Phys Rep: Any approved melee weapon (Gems Phys Reps will be provided at the forge.)

Description:

- The smith is able to forge a basic 2 socketed Melee weapon that may serve as a weak magical conduit.
- This creates one tagged melee weapon with a 2 gem slot.

Number of Uses or Charges: 0

Components:	Animal	Mineral	Plant	Magic	And/Or *
Tier 1		1		1	and
Tier 2		1		1	
Exotic					
Currency (Jade or Soul Shards)	20				
Other Items					

*If *Or* is shown, item may be crafted use either component listed.
If *And* is shown, all listed components are required.
If blank, no components are required.

Gloves of the Rogue

Item Type or Level N/A

Phys Rep: Any Glove

Description:

- Allows the wearer to disarm traps.
- Expires at the end of the event

Number of Uses or Charges: 0

Components:	Animal	Mineral	Plant	Magic	And/Or *
Tier 1	1	1	1	1	and
Tier 2					
Exotic					
Currency (Jade or Soul Shards)					
Other Items					

*If *Or* is shown, item may be crafted use either component listed.

If *And* is shown, all listed components are required.

If blank, no components are required.

Smith Blueprint

Single Socketed Armor

Item Type or Level N/A

Phys Rep: Any armor physrep granting at least 1 AP that can accommodate a Gem. (Gems Phys Reps will be provided at the forge.)

Description:

- The smith is able to forge a basic socketed armor that may serve as a magical conduit.
- This creates one tagged suit of armor with a single gem slot.

Number of Uses or Charges: 0

Components:	Animal	Mineral	Plant	Magic	And/Or *
Tier 1		1		1	and
Tier 2					
Exotic					
Currency (Jade or Soul Shards)	10				
Other Items					

*If *Or* is shown, item may be crafted use either component listed.

If *And* is shown, all listed components are required.

If blank, no components are required.

Smith Blueprint

Single Socketed Duelist Glove

Item Type or Level N/A

Phys Rep: Any glove or bracelet like item that can accommodate a Gem. (Gems Phys Reps will be provided at the forge.)

Description:

- The smith is able to forge a basic socketed glove that may serve as a magical conduit.
- This creates one tagged item a single gem slot. It allows the use of “weapon gem effects” with missile weapons.

Number of Uses or Charges: 0

Components:	Animal	Mineral	Plant	Magic	And/Or *
Tier 1		1		1	and
Tier 2					
Exotic					
Currency (Jade or Soul Shards)	20				
Other Items					

*If *Or* is shown, item may be crafted use either component listed.

If *And* is shown, all listed components are required.

If blank, no components are required.

Smith Blueprint

Single Socketed Trinket

Item Type or Level N/A

Phys Rep: Any jewelry or bauble like item with the can accommodate a Gem. (Gems Phys Reps will be provided at the forge.)

Description:

- The smith is able to forge a basic socketed trinket that may serve as a magical conduit.
- This creates one tagged trinket with a single gem slot.

Number of Uses or Charges: 0

Components:	Animal	Mineral	Plant	Magic	And/Or *
Tier 1		1		1	and
Tier 2					
Exotic					
Currency (Jade or Soul Shards)	10				
Other Items					

*If *Or* is shown, item may be crafted use either component listed.

If *And* is shown, all listed components are required.

If blank, no components are required.

Smith Blueprint

Single Socketed Weapon

Item Type or Level N/A

Phys Rep: Any approved melee weapon (Gems Phys Reps will be provided at the forge.)

Description:

- The smith is able to forge a basic socketed Melee weapon that may serve as a weak magical conduit.
- This creates one tagged melee weapon with a single gem slot.

Number of Uses or Charges: 0

Components:	Animal	Mineral	Plant	Magic	And/Or *
Tier 1		1		1	and
Tier 2					
Exotic					
Currency (Jade or Soul Shards)	10				
Other Items					

*If *Or* is shown, item may be crafted use either component listed.
If *And* is shown, all listed components are required.
If blank, no components are required.

Spell Forger Blueprint

Abyss Gem

Item Type or Level Elemental

Phys Rep: Red Gem

Description:

- Armor:May resist any Abyss effect. Consumes 1 charge.
- Miscellaneous:May throw packet delivered 1 Damage by Abyss. Consumes 1 charge.
- Weapon:May add by Abyss to any Called Effect (including Deathstrike). Consumes 1 charge.

Number of Uses or Charges: 5

Components:	Animal	Mineral	Plant	Magic	And/Or *
Tier 1		2		2	and
Tier 2		1	1	1	
Exotic					
Currency (Jade or Soul Shards)	10				
Other Items					

*If *Or* is shown, item may be crafted use either component listed.

If *And* is shown, all listed components are required.

If blank, no components are required.

Spell Forger Blueprint

Air Gem

Item Type or Level Elemental

Phys Rep: Red Gem

Description:

- Armor:May resist any Air effect. Consumes 1 charge.
- Miscellaneous:May throw packet delivered 1 Damage by Air. Consumes 1 charge.
- Weapon:May add by Air to any Called Effect (including Deathstrike). Consumes 1 charge.

Number of Uses or Charges: 5

Components:	Animal	Mineral	Plant	Magic	And/Or *
Tier 1		2		2	and
Tier 2		1	1	1	
Exotic					
Currency (Jade or Soul Shards)	10				
Other Items					

*If *Or* is shown, item may be crafted use either component listed.

If *And* is shown, all listed components are required.

If blank, no components are required.

Spell Forger Blueprint

Earth Gem

Item Type or Level Elemental

Phys Rep: Red Gem

Description:

- Armor:May resist any Earth effect. Consumes 1 charge.
- Miscellaneous:May throw packet delivered 1 Damage by Earth. Consumes 1 charge.
- Weapon:May add by Earth to any Called Effect (including Deathstrike). Consumes 1 charge.

Number of Uses or Charges: 5

Components:	Animal	Mineral	Plant	Magic	And/Or *
Tier 1		2		2	and
Tier 2		1	1	1	
Exotic					
Currency (Jade or Soul Shards)	10				
Other Items					

*If *Or* is shown, item may be crafted use either component listed.

If *And* is shown, all listed components are required.

If blank, no components are required.

Spell Forger Blueprint

Fire Gem

Item Type or Level Elemental

Phys Rep: Red Gem

Description:

- Armor: May resist any Fire effect. Consumes 1 charge.
- Miscellaneous: May throw packet delivered 1 Damage by Fire. Consumes 1 charge.
- Weapon: May add by Fire to any Called Effect (including Deathstrike). Consumes 1 charge.

Number of Uses or Charges: 5

Components:	Animal	Mineral	Plant	Magic	And/Or *
Tier 1		2		2	and
Tier 2		1	1	1	
Exotic					
Currency (Jade or Soul Shards)	10				
Other Items					

*If *Or* is shown, item may be crafted use either component listed.

If *And* is shown, all listed components are required.

If blank, no components are required.

Spell Forger Blueprint

Fortification Gem

Item Type or Level Support

Phys Rep: Yellow Gem

Description:

- Armor:Resist Destroy in slotted armor. Consumes 1 charge.
- Miscellaneous:Resist Destroy in slotted item. Consumes 1 charge.
- Weapon:Resist Destroy in slotted weapon. Consumes 1 charge.

Number of Uses or Charges: 5

Components:	Animal	Mineral	Plant	Magic	And/Or *
Tier 1		1		1	and
Tier 2			1	1	
Exotic					
Currency (Jade or Soul Shards)	10				
Other Items					

*If *Or* is shown, item may be crafted use either component listed.

If *And* is shown, all listed components are required.

If blank, no components are required.

Spell Forger Blueprint

Gem of Affliction

Item Type or Level Supplemental

Phys Rep: Blue Gem

Description:

- Armor:May resist Stricken. Consumes 1 charge.
- Miscellaneous:May packet deliver Stricken by Magic. Consumes 1 charge.
- Weapon:May weapon deliver Stricken by Magic. Consumes 1 charge.

Number of Uses or Charges: 5

Components:	Animal	Mineral	Plant	Magic	And/Or *
Tier 1			2	2	and
Tier 2			1	1	
Exotic					
Currency (Jade or Soul Shards)	10				
Other Items					

*If *Or* is shown, item may be crafted use either component listed.

If *And* is shown, all listed components are required.

If blank, no components are required.

Spell Forger Blueprint

Gem of Contingency

Item Type or Level Support

Phys Rep: Yellow Gem

Description:

- **Armor:**May activate any other Gem slotted in the same armor as a passive effect (user need not be conscious and this does not count as a Skill use). Consumes 1 charge
- **Miscellaneous:**May activate any other Gem slotted in the same item as a passive effect (user need not be conscious and this does not count as a Skill use). Consumes 1 charge.
- **Weapon:**May activate any other Gem slotted in the same weapon as a passive effect (user need not be conscious and this does not count as a Skill use). Consumes 1 charge.

Number of Uses or Charges: 5

Components:	Animal	Mineral	Plant	Magic	And/Or *
Tier 1	1	1	1	1	and
Tier 2					
Exotic					
Currency (Jade or Soul Shards)	15				
Other Items					

*If *Or* is shown, item may be crafted use either component listed.

If *And* is shown, all listed components are required.

If blank, no components are required.

Spell Forger Blueprint

Gem of Mirroring

Item Type or Level Support

Phys Rep: Yellow Gem

Description:

- **Armor:**Whenever a defensive Effect is activated in response to a Called attack the user may instead call Reflect. Consumes 1 charge.
- **Miscellaneous:**Whenever a defensive effect is used in response to a Called attack the user gains 1 use of that effect as a packet attack that is delivered "by Magic" Must be used within 1 minute or is lost. Consumes 1 charge.
- **Weapon:**Whenever a Parry is used in response to a Called attack the user gains 1 use of that effect as a weapon attack that is delivered "by Magic" Must be used within 1 minute or is lost. Consumes 1 charge.

Number of Uses or Charges: 5

Components:	Animal	Mineral	Plant	Magic	And/Or *
Tier 1	1	1	1	1	and
Tier 2					
Exotic					
Currency (Jade or Soul Shards)	10				
Other Items					

*If *Or* is shown, item may be crafted use either component listed.

If *And* is shown, all listed components are required.

If blank, no components are required.

Spell Forger Blueprint

Gem of Mortality

Item Type or Level Supplemental

Phys Rep: Blue Gem

Description:

- Armor:May Resist Death. Consumes 1 charge
- Miscellaneous:May packet deliver Cure Death by Magic. Consumes 1 charge.
- Weapon:May weapon deliver Death by Magic. Consumes 1 charge.

Number of Uses or Charges: 5

Components:	Animal	Mineral	Plant	Magic	And/Or *
Tier 1	1	1	1	1	and
Tier 2	1	1	1	1	
Exotic					
Currency (Jade or Soul Shards)	10				
Other Items					

*If *Or* is shown, item may be crafted use either component listed.

If *And* is shown, all listed components are required.

If blank, no components are required.

Spell Forger Blueprint

Gem of Multiplicity

Item Type or Level Support

Phys Rep: Yellow Gem

Description:

- **Armor:**Any time a defensive Effect is called this Gem allows the user to immediately use it an additional time. Consumes 1 charge.
- **Miscellaneous:**May add Double (consumes 1 charge) or Triple (consumes 2 charges) to any packet delivered Effect
- **Weapon:**May add Double (consumes 1 charge) or Triple (consumes 2 charges) to any called effect delivered by the Weapon.

Number of Uses or Charges: 5

Components:	Animal	Mineral	Plant	Magic	And/Or *
Tier 1	1	1	1	1	and
Tier 2					
Exotic					
Currency (Jade or Soul Shards)	10				
Other Items					

*If *Or* is shown, item may be crafted use either component listed.

If *And* is shown, all listed components are required.

If blank, no components are required.

Spell Forger Blueprint

Gem of Mutilation

Item Type or Level Supplemental

Phys Rep: Blue Gem

Description:

- Armor:May resist Maim. Consumes 1 charge.
- Miscellaneous:May packet deliver Maim arm by Magic. Consumes 1 charge.
- Weapon:May weapon deliver Maim arm by Magic. Consumes 1 charge.

Number of Uses or Charges: 5

Components:	Animal	Mineral	Plant	Magic	And/Or *
Tier 1	2			2	and
Tier 2	1		1	1	
Exotic					
Currency (Jade or Soul Shards)	10				
Other Items					

*If *Or* is shown, item may be crafted use either component listed.

If *And* is shown, all listed components are required.

If blank, no components are required.

Spell Forger Blueprint

Gem of Power

Item Type or Level Support

Phys Rep: Yellow Gem

Description:

- **Armor:**May substitute for a charge of any other Gem slotted in the same item. Consumes 1 charge.
- **Miscellaneous:**May substitute for a charge of any other Gem slotted in the same item. Consumes 1 charge.
- **Weapon:**May substitute for a charge of any other Gem slotted in the same item. Consumes 1 charge.

Number of Uses or Charges: 5

Components:	Animal	Mineral	Plant	Magic	And/Or *
Tier 1	1	1	1	1	and
Tier 2					
Exotic					
Currency (Jade or Soul Shards)	10				
Other Items					

*If *Or* is shown, item may be crafted use either component listed.

If *And* is shown, all listed components are required.

If blank, no components are required.

Spell Forger Blueprint

Gem of Refraction

Item Type or Level Supplemental

Phys Rep: Blue Gem

Description:

- Armor:May chose to receive a Gesture effect as a packet or weapon delivered Effect instead. Consumes 1 charge.
- Miscellaneous:May choose to deliver a packet delivered attack as By Gesture instead. Consumes 1 charge.
- Weapon:May chose to deliver a weapon delivered Effect as By Gesture instead. Consumes 1 charge.

Number of Uses or Charges: 5

Components:	Animal	Mineral	Plant	Magic	And/Or *
Tier 1	1	1	1	1	and
Tier 2	1	1	1	1	
Exotic					
Currency (Jade or Soul Shards)	10				
Other Items					

*If *Or* is shown, item may be crafted use either component listed.

If *And* is shown, all listed components are required.

If blank, no components are required.

Spell Forger Blueprint

Gem of Restoration

Item Type or Level Support

Phys Rep: Yellow Gem

Description:

- **Armor:**When a defensive Effect is activated on another Gem slotted in the armor the user may gain one immediate use of Heal 1 to Self by Magic. Consumes 1 charge.
- **Miscellaneous:**May immediately gain 1 use of Heal 1 by Magic that is packet delivered and may not be used on yourself. Consumes 1 charge.
- **Weapon:**When an offensive Effect is activated on another Gem slotted in the weapon the user may gain one immediate use of Heal 1 to Self by Magic. Consumes 1 charge.

Number of Uses or Charges: 5

Components:	Animal	Mineral	Plant	Magic	And/Or *
Tier 1	1	1	1	1	and
Tier 2					
Exotic					
Currency (Jade or Soul Shards)	10				
Other Items					

*If *Or* is shown, item may be crafted use either component listed.

If *And* is shown, all listed components are required.

If blank, no components are required.

Spell Forger Blueprint

Gem of Slaying

Item Type or Level Supplemental

Phys Rep: Blue Gem

Description:

- Armor:May resist 1 called Damage. Consumes 1 charge.
- Miscellaneous:May throw 1 packet delivered 3 Damage by Magic. Consumes 1 charge.
- Weapon:May weapon deliver 3 Damage by Magic. Consumes 1 charge.

Number of Uses or Charges: 5

Components:	Animal	Mineral	Plant	Magic	And/Or *
Tier 1	1	1	1	1	and
Tier 2					
Exotic					
Currency (Jade or Soul Shards)	10				
Other Items					

*If *Or* is shown, item may be crafted use either component listed.

If *And* is shown, all listed components are required.

If blank, no components are required.

Spell Forger Blueprint

Gem of Sorcery

Item Type or Level Elemental

Phys Rep: Red Gem

Description:

- Armor:May call Resist Magic. Consumes 1 charge.
- Miscellaneous:May use packet delivered 1 Damage by Magic. Consumes 1 charge
- Weapon:May add By Magic to any called weapon delivered Effect (including Deathstrike)

Number of Uses or Charges: 5

Components:	Animal	Mineral	Plant	Magic	And/Or *
Tier 1		2		2	and
Tier 2		1	1	1	
Exotic					
Currency (Jade or Soul Shards)	10				
Other Items					

*If *Or* is shown, item may be crafted use either component listed.

If *And* is shown, all listed components are required.

If blank, no components are required.

Spell Forger Blueprint

Lunar Gem

Item Type or Level Elemental

Phys Rep: Red Gem

Description:

- Armor:May resist any Moon effect. Consumes 1 charge.
- Miscellaneous:May throw packet delivered 1 Damage by Moon. Consumes 1 charge.
- Weapon:May add by Moon to any Called Effect (including Deathstrike). Consumes 1 charge.

Number of Uses or Charges: 5

Components:	Animal	Mineral	Plant	Magic	And/Or *
Tier 1		2		2	and
Tier 2		1	1	1	
Exotic					
Currency (Jade or Soul Shards)	10				
Other Items					

*If *Or* is shown, item may be crafted use either component listed.

If *And* is shown, all listed components are required.

If blank, no components are required.

Spell Forger Blueprint

Solar Gem

Item Type or Level Elemental

Phys Rep: Red Gem

Description:

- Armor:May resist any Sun effect. Consumes 1 charge.
- Miscellaneous:May throw packet delivered 1 Damage by Sun. Consumes 1 charge.
- Weapon:May add by Sun to any Called Effect (including Deathstrike). Consumes 1 charge.

Number of Uses or Charges: 5

Components:	Animal	Mineral	Plant	Magic	And/Or *
Tier 1		2		2	and
Tier 2		1	1	1	
Exotic					
Currency (Jade or Soul Shards)	10				
Other Items					

*If *Or* is shown, item may be crafted use either component listed.

If *And* is shown, all listed components are required.

If blank, no components are required.

Spell Forger Blueprint

Water Gem

Item Type or Level Elemental

Phys Rep: Red Gem

Description:

- Armor:May resist any Water effect. Consumes 1 charge.
- Miscellaneous:May throw packet delivered 1 Damage by Water. Consumes 1 charge.
- Weapon:May add by Water to any Called Effect (including Deathstrike). Consumes 1 charge.

Number of Uses or Charges: 5

Components:	Animal	Mineral	Plant	Magic	And/Or *
Tier 1		2		2	and
Tier 2		1	1	1	
Exotic					
Currency (Jade or Soul Shards)	10				
Other Items					

*If *Or* is shown, item may be crafted use either component listed.

If *And* is shown, all listed components are required.

If blank, no components are required.

Warden Blueprint

Nutritional Supplement-Batch

Item Type or Level N/A

Phys Rep: 2 small candies (ex: tic tac / pez)

Description:

- Reduces a player's Maintenance costs by 5 when one consumed.
- Expires at the end of the event
- A player can only use one "Nutritional Supplement" per event.

Number of Uses or Charges: 2

Components:	Animal	Mineral	Plant	Magic	And/Or *
Tier 1		1		1	or
Tier 2					
Exotic					
Currency (Jade or Soul Shards)	1				
Other Items					

*If *Or* is shown, item may be crafted use either component listed.

If *And* is shown, all listed components are required.

If blank, no components are required.