Lorien Trast Spell & Herb Tracker



This is an out of character document for the recording of expended power and expended herbs and cannot be stolen in-character.

A valid and authorised Lorien Trust character card must be carried with you at all times whilst incharacter.

A Spellcasting and/or Power usage character may not be played unless this sheet is carried and your character details for the event have been filled in. After a spell is cast and power used, mark a single box using a dark pen (not pencil). You cannot cast any spell without this sheet. Any unspent power for each day is lost.

After a herb is used, mark a single box using a dark pen (not pencil). You cannot use any herb without this sheet. Any unused herb for each day is lost.

Using Herbs in-character

Each Herb application requires a proximity action (holding your hand approx. 1ft from the target/target location) for 10 seconds (this does not require concentration). This sheet represents your ability to quickly pick and use herbs in your immediate area that are easily secreted - and cannot be traded or stolen.

Combinations of Herbs

A list of effects and the number of herbs is listed at the bottom of this sheet. Some effects require multiple herbs to be applied for a single effect. Two or more characters with the Herb Lore occupational Skill may combine their herb allocation to apply an effect to a target. A minimum of one character must meet the requirements of the Unliving/Summonable effects to apply their specific Cure/Repair.

This document is not created by the Lorien Trust, but is designed for use with the Lorien Trust Ruleset.

Player ID:	
Character Name:	
Year:	

LONIEN TROST EX	VENT POWER SHEET			
Spring Moot \square	Great Erdrejan Fayre	Summ	er Moot 🗌	The Gathering \square
Sanctioned Event 🗌 _				
Total Spell Power eac	h day:		Total Herbs ea Herblore (12)	ch day:
Friday				
Ritualist Performance Contribute to Ritual (1	Ritualist Contrib	_	Contribute to F	Ritual (3) 🗌
Carapace Armour I Iron Will Embody Unliving (P Endurance (PR1) High Carapace Arm Network Attuneme Paladins Armour (PR1 Mage Armour (PR1 Protection from Pal Weapon of Primal I	our (PR1) ent (PR1) R1)) ralysis (PR1)	Caster/ID:		
Familiar Spell (Warloc	k)			
Herbs				
Saturday				
Ritualist Performance Contribute to Ritual (1	Ritualist Contribute to Ri	_	Contribute to F	Ditual (2)
Continuite to Kituai (1	.) _ Contribute to Ki	ituai (2)	Continuate to r	illual (5)
Carapace Armour Incomplete Iron Will Incomplete Iron Will Incomplete Iron Will Incomplete Iron Will Incomplete Iron Well Incomplete Iron Well Incomplete Iron Iron Pale Incomplete Iron Iron Pale Incomplete Iron Iron Iron Iron Iron Iron Iron Iron	our (PR1) ent (PR1) R1)) ralysis (PR1)	Caster/ID:		
Familiar Spell (Warloc	k)			
Herbs				

Sunday	
Ritualist Performance	
Carapace Armour In Iron Will In Embody Unliving (PR1) In High Carapace Armour (PR1) In Network Attunement (PR1) In Paladins Armour (PR1) In Mage Armour (PR1)	Caster/ID:
Familiar Spell (Warlock)	
Herbs	
Monday	
Ritualist Performance	
Carapace Armour Incomply Iron Will Embody Unliving (PR1) Endurance (PR1) High Carapace Armour (PR1) Network Attunement (PR1) Paladins Armour (PR1) Mage Armour (PR1) Protection from Paralysis (PR1) Weapon of Primal Magic (PR1) Familiar Spell (Warlock)	Caster/ID:
rammar Spell (Warlock)	
Herbs	

LONILIN TROST LY	VENT POWER SHEET		
Spring Moot 🗌	Great Erdrejan Fayre	Summer Moot	The Gathering 🗌
Sanctioned Event 🗌 _			
Total Spell Power eac	h day:	Total Her	bs each day:
Friday			
Ritualist Performance Contribute to Ritual (1	Ritualist Contrib Contribute to Ri	_	e to Ritual (3) 🗌
Carapace Armour Incomplete Iron Will Embody Unliving (P Endurance (PR1) High Carapace Arm Network Attuneme Paladins Armour (P Mage Armour (PR1 Protection from Pal Weapon of Primal I	PR1) Four (PR1) Ent (PR1) PR1) PR1) ralysis (PR1)	Caster/ID:	
Familiar Spell (Warloc	k)		
Herbs			
Saturday			
Ritualist Performance Contribute to Ritual (1	Ritualist Contribute to Ri	_	e to Ritual (3)
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Carapace Armour Image: Iron Will Embody Unliving (P) Endurance (PR1) High Carapace Arm Network Attuneme Paladins Armour (P) Mage Armour (PR1) Protection from Pal Weapon of Primal I	our (PR1) ent (PR1) PR1)) ralysis (PR1) Magic (PR1)	Caster/ID:	
Familiar Spell (Warloc	k)		
Herbs			

Sunday	
Ritualist Performance	
Carapace Armour Inon Will	Caster/ID:
Familiar Spell (Warlock)	
Herbs	
Monday	
Ritualist Performance	
Carapace Armour Implies Iron Will Implies Iron W	Caster/ID:
Herbs	

LONILIN TROST LV	POWER SHEET		
Spring Moot 🗌	Great Erdrejan Fayre	Summer Moo	t 🗌 The Gathering 🗌
Sanctioned Event 🗌 _			
Total Spell Power each	h day:	Total H Herblore	erbs each day:(12) Herblore Improved (+12)
Friday			
Ritualist Performance Contribute to Ritual (1	Ritualist Contrib	_	ute to Ritual (3)
Carapace Armour Incomply Iron Will Embody Unliving (P) Endurance (PR1) High Carapace Armour Network Attuneme Paladins Armour (PR1) Mage Armour (PR1) Protection from Pai	PR1) our (PR1) nt (PR1) R1)) ralysis (PR1)	Caster/ID:	
Familiar Spell (Warlock	k)		
Herbs			
Saturday			
Ritualist Performance Contribute to Ritual (1	Ritualist Contribute to Ri	_	ute to Ritual (3)
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Carapace Armour In Iron Will Embody Unliving (P) Endurance (PR1) High Carapace Armour Network Attuneme Paladins Armour (PR1) Mage Armour (PR1) Protection from Part Weapon of Primal N	our (PR1) nt (PR1) R1)) ralysis (PR1)	Caster/ID:	
Familiar Spell (Warlock	k)		
Herbs			

Sunday	
Ritualist Performance	
Carapace Armour In Iron Will In Embody Unliving (PR1) In High Carapace Armour (PR1) In Network Attunement (PR1) In Paladins Armour (PR1) In Mage Armour (PR1)	Caster/ID:
Familiar Spell (Warlock)	
Herbs	
Monday	
Ritualist Performance	
Carapace Armour Implies Iron Will Implies Iron W	Caster/ID:
rammar Spell (Warlock)	
Herbs	

LONILIN TROST L	VENT POWER SHEET	
Spring Moot 🗌	Great Erdrejan Fayre	Summer Moot The Gathering
Sanctioned Event 🗌 _		
Total Spell Power eac	h day:	Total Herbs each day: Herblore (12) Herblore Improved (+12)
Friday		
Ritualist Performance	Ritualist Contrib	
Contribute to Ritual (1	L) Contribute to R	itual (2) 🗌 Contribute to Ritual (3) 🗌
Carapace Armour Language Iron Will Embody Unliving (P Endurance (PR1) High Carapace Arm Network Attuneme Paladins Armour (P Mage Armour (PR1 Protection from Pal Weapon of Primal I	our (PR1) ent (PR1) eR1)) ralysis (PR1)	Caster/ID:
Familiar Spell (Warloc	k)	
Herbs		
Saturday		
Ritualist Performance Contribute to Ritual (1	Ritualist Contribute to Ri	
`	, _	(,)
Carapace Armour Carapace Armour Incomplete I	our (PR1) ent (PR1) PR1)) ralysis (PR1) Magic (PR1)	Caster/ID:
Familiar Spell (Warloc	k)	
Herbs		

Sunday	
Ritualist Performance	
Carapace Armour Incomplete Iron Will Incomplete Iro	Caster/ID:
Familiar Spell (Warlock)	
Monday	
Ritualist Performance	
Carapace Armour Image: Iron Will Embody Unliving (PR1) Endurance (PR1) High Carapace Armour (PR1) Network Attunement (PR1) Paladins Armour (PR1) Mage Armour (PR1) Protection from Paralysis (PR1) Weapon of Primal Magic (PR1)	Caster/ID:
Familiar Spell (Warlock)	
Herbs	

LONILIN TROST LV	POWER SHEET		
Spring Moot 🗌	Great Erdrejan Fayre	_ Summer Moot	The Gathering
Sanctioned Event \Box _			
Total Spell Power each	h day:	Total He Herblore (:	erbs each day:
Friday			
Ritualist Performance Contribute to Ritual (1	Ritualist Contrib	_	ite to Ritual (3) 🗌
Carapace Armour I lron Will Embody Unliving (P Endurance (PR1) High Carapace Armo Network Attuneme Paladins Armour (PR1) Mage Armour (PR1) Protection from Par Weapon of Primal N	PR1) our (PR1) nt (PR1) R1)) ralysis (PR1)	Caster/ID:	
Familiar Spell (Warlock	k)		
Herbs			
Saturday			
Ritualist Performance Contribute to Ritual (1	Ritualist Contribute to Ri	_	ite to Ritual (3)
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Carapace Armour In Iron Will Embody Unliving (P Endurance (PR1) High Carapace Armour Network Attuneme Paladins Armour (PR1) Mage Armour (PR1) Protection from Par Weapon of Primal N	our (PR1) nt (PR1) R1)) ralysis (PR1) Magic (PR1)	Caster/ID:	
Familiar Spell (Warlock	<)		
Herbs			

Sunday	
Ritualist Performance	
Carapace Armour Incomplete Iron Will Incomplete Iro	Caster/ID:
Familiar Spell (Warlock)	
Herbs	
Monday	
Ritualist Performance	
Carapace Armour Image: Iron Will Embody Unliving (PR1) Endurance (PR1) High Carapace Armour (PR1) Network Attunement (PR1) Paladins Armour (PR1) Mage Armour (PR1) Protection from Paralysis (PR1) Weapon of Primal Magic (PR1)	Caster/ID:
Familiar Spell (Warlock)	
Herbs	

LONIEN TROST E	VENT POWER SHEET		
Spring Moot 🗌	Great Erdrejan Fayre	Summer Moot 🗌	The Gathering \square
Sanctioned Event 🗀			
Total Spell Power each	ch day:	Total Herbs e Herblore (12)	ach day:
Friday			
Ritualist Performance Contribute to Ritual (2	_		Ritual (3)
Carapace Armour Embody Unliving (F Endurance (PR1) High Carapace Arm Network Attuneme Paladins Armour (PR1) Mage Armour (PR1) Protection from Pa	PR1) nour (PR1) ent (PR1) PR1) L) uralysis (PR1)	Caster/ID:	Tittadi (5)
Familiar Spell (Warloo	:k)		
Herbs			
Saturday			
Ritualist Performance Contribute to Ritual (2	_		
Carapace Armour Incomply Iron Will Embody Unliving (Formula Iron Will Incomply Iron Will	nour (PR1) ent (PR1) PR1) L) aralysis (PR1) Magic (PR1)	Caster/ID:	
Herbs			

Sunday			
Ritualist Performance			
Carapace Armour Inon Will	Caster/ID:		
Familiar Spell (Warlock)			
Herbs			
Monday			
Ritualist Performance			
Carapace Armour Incomply Iron Will Embody Unliving (PR1) Endurance (PR1) High Carapace Armour (PR1) Network Attunement (PR1) Paladins Armour (PR1) Mage Armour (PR1) Protection from Paralysis (PR1) Weapon of Primal Magic (PR1) Familiar Spell (Warlock)	Caster/ID:		
rammar Spell (warlock)			
Herbs Herbs Herbs			

LONILIN TROST LV	POWER SHEET		
Spring Moot 🗌	Great Erdrejan Fayre	Summer Moot	The Gathering 🗌
Sanctioned Event \Box _			
Total Spell Power each	h day:	Total Her	bs each day:
Friday			
Ritualist Performance Contribute to Ritual (1	Ritualist Contrib	_	e to Ritual (3) 🗌
Carapace Armour Incomplete Iron Will Embody Unliving (P Endurance (PR1) High Carapace Armour Network Attuneme Paladins Armour (PR1) Mage Armour (PR1) Protection from Par Weapon of Primal N	PR1) our (PR1) nt (PR1) R1)) ralysis (PR1)	Caster/ID:	
Familiar Spell (Warlock	k)		
Herbs			
Saturday			
Ritualist Performance Contribute to Ritual (1	Ritualist Contribute to Ri	_	e to Ritual (3)
continuate to mean (1	, L continuate to in	caar (2) 🗀 — continuat	e to mean (5)
Carapace Armour In Iron Will Embody Unliving (P Endurance (PR1) High Carapace Armour Network Attuneme Paladins Armour (PR1) Mage Armour (PR1) Protection from Par Weapon of Primal N	our (PR1) nt (PR1) R1)) ralysis (PR1) Magic (PR1)	Caster/ID:	
Familiar Spell (Warlock	<)		
Herbs			

Sunday			
Ritualist Performance			
Carapace Armour Incomplete Iron Will Incomplete Iro	Caster/ID:		
Familiar Spell (Warlock)			
Herbs			
Monday			
Ritualist Performance			
Carapace Armour In Iron Will Embody Unliving (PR1) Endurance (PR1) High Carapace Armour (PR1) Network Attunement (PR1) Paladins Armour (PR1) Mage Armour (PR1) Protection from Paralysis (PR1) Weapon of Primal Magic (PR1)	Caster/ID:		
Familiar Spell (Warlock)			
Herbs			

Herb Effect	Herbs	Character Skill or Occupational Skill Required
Cure Wound (Living Pattern Only)	2	
Remove Disease	2	
Purge Poison	2	
Purge All Poison	3	
Full Cure	5	
Total Heal (Living Pattern Only)	14	
Repair Unliving (Unliving Pattern Only) *	3	Mortician, Mortician (Expert), Necromancy
Total Repair Unliving (Unliving Pattern Only) *	14	Mortician, Mortician (Expert), Necromancy
Full Repair Unliving (Unliving Pattern Only) *	6	Mortician, Mortician (Expert), Necromancy
Full Cure Daemon (Daemon Creature Only) *	6	Triage (Master), Triage (Expert), Daemonology
Full Cure Ancestral (Ancestral Creature Only) *	6	Triage (Master), Triage (Expert), Theology
Full Cure Elemental (Elemental Creature Only) *	6	Triage (Master), Triage (Expert), Elementalism

^{*}Any Herb effect marked in this way counts as affecting the creature/pattern type normally and will receive the effect after 10 seconds of application.