A Rules Supplement
Compatible with the
Swords & Wizardry
Rules and all editions based on
The original 1974 roleplaying game

Majestic Wilderlands
Magic Item Creation Costs

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Thanks to Matthew J. Finch for putting together the Swords & Wizardry Core Rules
Magic Item Creation

Overview

There are several types of magic items, potions, scrolls, charms/runes, wands, rods, staves, weapons, armor, and miscellaneous objects. The principle for creating magic items is straightforward. You gather the needed components, and perform the correct rituals for a set amount of time.

The lower case d in the prices stands for denarius, a silver penny. This reflects the silver based economy of the Majestic Wilderlands. For a gold based economy I recommend making 1d equal a gold piece.

Buying Magic Items

In general any of the items here will be sold for 2 times its cost.

Potions

Potions require a laboratory worth 5,000d. This requires ordering items and services from glassblowers (40%), potters (20%), chandler (20%), carpenters (10%), and masons (10%). Potions take 1 day per 50d worth of components to prepare. For example a Potion of Healing takes 2 days as well as 100d worth of components to prepare while a Potion of Flying takes 10 days due to the 500d worth of components.

The cost of potions is as below

<table>
<thead>
<tr>
<th>Potion</th>
<th>Cost</th>
</tr>
</thead>
<tbody>
<tr>
<td>Animal Control</td>
<td>200d</td>
</tr>
<tr>
<td>Clairaudience</td>
<td>200d</td>
</tr>
<tr>
<td>Clairvoyance</td>
<td>300d</td>
</tr>
<tr>
<td>Diminution</td>
<td>300d</td>
</tr>
<tr>
<td>Dragon Control</td>
<td>1,000d</td>
</tr>
<tr>
<td>Ethereality</td>
<td>500d</td>
</tr>
<tr>
<td>Fire Resistance</td>
<td>200d</td>
</tr>
<tr>
<td>Flying</td>
<td>500d</td>
</tr>
<tr>
<td>Gaseous Form</td>
<td>300d</td>
</tr>
<tr>
<td>Giant Strength</td>
<td>700d</td>
</tr>
<tr>
<td>Growth</td>
<td>200d</td>
</tr>
<tr>
<td>Healing</td>
<td>100d</td>
</tr>
<tr>
<td>Healing, Extra</td>
<td>400d</td>
</tr>
<tr>
<td>Heroism</td>
<td>300d</td>
</tr>
<tr>
<td>Invisibility</td>
<td>200d</td>
</tr>
<tr>
<td>Invulnerability</td>
<td>300d</td>
</tr>
<tr>
<td>Levitation</td>
<td>200d</td>
</tr>
<tr>
<td>Plant Control</td>
<td>200d</td>
</tr>
<tr>
<td>Slipperiness</td>
<td>300d</td>
</tr>
<tr>
<td>Treasure Finding</td>
<td>500d</td>
</tr>
<tr>
<td>Undead Control</td>
<td>400d</td>
</tr>
</tbody>
</table>
**Scrolls**

Scrolls require quills and ink along with paper, parchment, or vellum to write on. Materials for 100 scrolls may be purchased for 1,000d from a Lexigrapher.

Scrolls require 100d of components per spell level and take one day per 100d worth of components to prepare. For example a Scroll of Fireball takes 3 days as it is a 3rd level spell taking 300d worth of components. Up to eight spells may be scribed on a single scroll.

The eight types of protection scrolls (Demons, Drowning, Elemental (type), Magic, Metal, Poison, Undead, Were-creature) take 1,000d of components and two weeks to prepare. The effects of the protection (modifiers, area, and duration) may be double for four times the cost and double the time (4,000d and one month).

Cursed scrolls take 2,000d in components and two weeks to prepare. Creators of cursed scroll need to roll a d20 and add their dexterity to the roll. If they roll a 20 or higher then they prepared the scroll without mishap. If they roll lower than a 20 then they made a mistake in handling the scroll and it takes effect on the creator (saving throws apply). Spells and potions effecting dexterity need to be cast every day of preparation to gain their bonus.

**Charms**

Charms are the simplest of magic items to make. Charms are similar to scrolls and wands in that they are used to cast the spells stored within them. Unlike scrolls the charm are rechargeable. Charms can come in the form jewelry or articles of clothing like bracelets, necklaces, diadems, belts, or stoles. Only item may be enchanted as a charm and the item has to be of fine quality. Like scrolls the item cost is consider part of the creation cost. Material for a 100 charms may be purchased for 1,000d from a Clothier, or Jeweller.

Charms require 200d of components per spell level and take one day per 100d worth of components to prepare. For example a Charm of Strength takes 4 days as it is 2nd level spells taking 400d worth of components. Only one item may be enchanted as a charm. Caster can get around this limitation by enchanting jewels or coin sized medallions and hanging them off a necklace, belt, or bracelet.

Unlike scrolls, charms can be recharged for considerably less cost. Recharging a charm requires 50d of components per spell level. The time require to complete the recharging ritual is one day per 100d worth of components. For example a Charm of Strength has been used in a recent foray into the dungeon. It will take 100d worth of components and 1 day to recharge the charm.
**Runes**

Runes are similar to the use of scrolls, charms, and wands. A rune can be temporary or permanent. A temporary rune is created much in the same way as a scroll. When used, the rune-caster touches the rune and is able to cast the spell that round. Afterwards the rune dissipates. The creation of Runes require tools for fine carving. Tools for Runes may be purchased for 500d from a Mason or Jeweller. Material for a 100 runes may be purchased for 500d from a Jeweller or Mason.

The permanent rune is created in the same manner as a charm item; then infused with a spell as per the charm rules. The Rune-caster merely has to touch the rune to activate it and can cast the spell that round.

Unlike charms multiple runes may be inscribed on a single object, provided there is physical space for the rune. Runes are typically 1 to 3 inches in size. The size of the rune is the spell level divided by two, round up.

The art of rune-creation is only known to the rune-casters of the dwarves and the Order of Thor.

**Magic Items**

The creation of magic items requires the creation of a sanctum the centerpiece of which is the enchanter’s circle. The creation of an permanent enchanter circle requires 5,000d in components. In addition 5,000d worth of equipment need to be purchased. This requires ordering items and services from metalsmiths (10%), potters (10%), chandlers (10%), carpenters (30%), and masons (30%).

For a single magic item a temporary enchanter’s circle may be used. A temporary enchanter’s circle requires 2,500d of components. In addition 1,000d worth of equipment needs to be purchased along with a secure, quiet space in which to conduct the enchantment.
**Weapons & Armor**

+1 damage only missile 5d
+1 damage only missile weapon 250d
+1 damage only melee weapon 150d
+1 missile 10d
+1 missile weapon 500d
+1 shield 250d
+1 melee weapon 300d
+1 armor 500d
+2 missile 30d
+2 missile weapon 1,500d
+2 shield 750d
+2 melee weapon 900d
+2 armor 1,500d
+3 missile 60d
+3 missile weapon 3,000d
+3 shield 1,500d
+3 melee weapon 1,800d
+3 armor 3,000d
+4 missile 100d
+4 missile weapon 5,000d
+4 shield 2,500d
+4 melee weapon 3,000d
+4 armor 5,000d
+5 missile 150d
+5 missile weapon 7,500d
+5 shield 3,750d
+5 melee weapon 4,500d
+5 armor 7,500d

+1 damage vs foe +100d
+2 damage vs foe +300d
+3 damage vs foe +600d
+4 damage vs foe +1,000d
+5 damage vs foe +1,500d

Extra Attack +1,500d
Destroy Undead +3,000d
Throw and Return to hand +500d (thrown weapons only)
Light, 15 ft radius +50d
Light, 30 ft radius +100d

Flaming Weapon +500d
Freezing Weapon +500d
Dancing Weapon +1,000d
Finds Trap (at will) +750d  
See Invisible (at will) +1,000d  
Clairaudience (at will) +500d  
Fly (at will) +2,000d  
Levitate (at will) +1,000d  
Cure Light Wounds (1/day) +500d  
Dwarf Abilities (at will) +500d  
Elven Abilities (at will) +500d  
Confusion (1/day) +1,500d  
Awaken from Danger +750d  
Arrow Deflection (25%) +1,000d  
Detect Law/Chaos (20 ft) +1,500d  
Alter Visage +750d  
Detect Cursed Item (50%) +1,000d  
Walk through Stone (20 ft) +2,000d  
Level Drain Immunity +3,000d  

Arrow Deflection +3,000d  
Ethereal Armor +5,000d  
Fiery Armor +4,000d  

**Intelligent Weapons**  
Intelligent weapons have a bound spirit that inhabits the weapon.

<table>
<thead>
<tr>
<th>Description</th>
<th>Cost</th>
</tr>
</thead>
<tbody>
<tr>
<td>Intelligence</td>
<td>+200d per pt</td>
</tr>
<tr>
<td>Telepathy, Wielder</td>
<td>+0 if Intelligence &gt;3</td>
</tr>
<tr>
<td>Telepathy, 10 ft</td>
<td>+5,000d</td>
</tr>
<tr>
<td>Able to Speak</td>
<td>+2,500d</td>
</tr>
</tbody>
</table>

**Demonic Items**  
Demonic items have a bound demon. The item gains the intelligence and knowledge of the demon. The wielder gains the demon’s special abilities.

<table>
<thead>
<tr>
<th>Description</th>
<th>Cost</th>
</tr>
</thead>
<tbody>
<tr>
<td>Binds demon to weapon or armor</td>
<td>500d per HD</td>
</tr>
</tbody>
</table>
Wands
Wand magic is a development of combining rune magic and charms to make an item that more capable of storing spells. Once crafted, wands may be recharged by simply casting the spells into them. This can be done with a memorized spell or by a spell cast by ritual.

Spell level (max 4th) 500d/spell lvl
10 charges x4
5 charges x2
2 charges x1

Specialized wands have been developed.
Detection, Enemies 1,500d
Detection, Metal 1,000d
Detection, Magic 1,500d
Detection, Traps & Secret Doors 3,000d
Polymorph 2,000d
Fear 1,750d
Cold 4,000d
Paralyzing 2,000d

Rings
Protection +1 1,500d
Protection +2 3,000d
Invisibility 2,000d
Mammal Control 1,000d
Fire Resistance 1,000d
Poison Resistance 1,500d

Elemental Summoning 5,000d
Greater Elemental Summoning 10,000d
Human Control 5,000d
Regeneration 5,000d
Shooting Star 5,000d
Spell Storing 1,000d/lvl/per spell
Spell Turning 8,000d
Telekinesis 5,000d
Three Wishes 50,000d
X-ray Vision 5,000d
**Staffs**
Absorption 8,000d
Beguiling 5,000d
Command 5,000d
Healing 5,000d
Power 15,000d
Resurrection 10,000d
Snake 7,500d
Striking 5,000d
Withering 7,500d
Wizardry 20,000d

**Miscellaneous Items**
Arrow of Direction 600d
Bag of Holding 5,000d
Boots of Elvenkind 1,000d
Boots of Speed 2,000d
Boots of Leaping 2,000d
Bracers of Defense, AC 6[13] 1,500d
Chime of Opening 3,000d
Cloak of Elvenkind 1,000d
Cloak of Protection, +1 1,000d
Decanter of Endless Water 1,000d
Dust of Appearance 1,000d
Dust of Disappearance 2,000d
Dust of Sneezing and Choking 300d
Gauntlets of Swimming and Climbing 1,000d
Horseshoes of Speed (horses) 2,000d
Luckstone 2,500d
Manual of Beneficial Exercise 5,000d
Pipes of the Sewers 2,000d
Rope of Climbing 1,500d
Rope of Entanglement 1,500d
Spade of Excavation 1,000d
Amulet against Scrying (A) 5,000d
Boots of Flying (A) 4,000d
Bracers of Defense, AC 4 [15] 2,500d
Bracers of Defense, AC 2 [17] 3,500d
Carpet of Flying 8,000d
Cloak of Displacement 3,000d
Cloak of Protection, +2 2,000d
Cloak of Protection, +3 4,000d
Deck of Many Things 2,500d
Figurine of the Onyx Dog 1,000d
Gauntlets of Ogre Power 1,500d
Helm of Reading Magic and Languages 1,000d
Hole, Portable 5,000d
Horn of Valhalla, Bronze 1,000d
Horn of Valhalla, Silver 2,000d
Jug of Alchemy 2,500d
Manual of Quickness 5,000d
Medallion of ESP, 30ft 1,500d
Medallion of ESP, 60ft 3,000d
Mirror of Mental Scrying 5,000d
Robe of Blending 4,000d
Robe of Eyes 5,000d
Robe of Wizardry 6,000d

Amulet of Demon Control 12,000d
Beaker of Potions 2,000d
Item of Controlling Elementals 4,000d
Crystal Ball 2,000d
Efreeti Bottle 10,000d
Figurine of the Golden Lion 2,500d
Gauntlets of Dexterity 1,000d
Gem of Seeing 2,000d
Girdle of Giant Strength 2,000d
Helm of Fiery Brilliance 3,000d
Helm of Teleportation 4,000d
Horn of Blasting 5,000d
Horn of Valhalla, Iron 5,000d
Lenses of Charming 5,000d
Libram, Magical (fighter) 10,000d
Libram, Magical (magic-user) 10,000d
Libram, Magical (cleric) 10,000d
Libram, Magical (rogue) 10,000d
Manual of Golems 3,500d
Manual of Intelligence 5,000d
Manual of Wisdom 5,000d
Necklace of Firebaubles 500d per 6d6 fireball
Scarab of Insanity 15,000d
Cursed Items
Bag of Devouring  500d
Censer of Hostile Elementals  300d
Cloak of Poison  800d
Crystal Ball of Suggestion  800d
Dancing Boots  1,000d
Flask of Stoppered Curses  250d
Horn of Collapse  1,500d
Medallion of Projecting Thoughts  300d
Mirror of Opposition  500d
Robe of Feeblemindedness  250d

Cursed Armor
-1 Armor  250d
-2 Armor  750d
-3 Armor  1,500d
Attracts Missiles and
give +1 to Hit for those Missiles.  +500d
Causes wearer
to run away from combat.  +250d
Causes wearer to run into combat.  +750d

Cursed Weapons
-1 Weapon  150d
-2 Weapon  450d
-3 Weapon  900d
Attracts Missiles and
give +1 to Hit for those Missiles.  +500d
Causes wielder to
run away from combat.  +250d
Causes wielder to run into combat.  +750d