

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.

Availability of Magic Items

The buying and selling of magic item is a luxury trade. Look up the cost of making the magic item and cross index with the size of the settlement. If it a number roll a d20, if it is equal to or higher than the number then there is one item of that type for immediate sale.

Periodically merchants dealing in the trade of magic items will hold an auction with invited clientele. For cities, these auctions take place once a season (3 months), for metropolises they take place every month. If the character are invited they can participate in the bidding.

To see if a particular item is there to be bid on roll on the availability chart. Then make an Accounting ability check and compare it to the trade deal table to find the actual sale price. Remember the base selling price is double the cost of the magic item.

Value	Village	Keep/ Lg. Village	Castle/ Town	City	Metropolis
0 to < 1,000d	15+	1d4	1d6	2d6	3d6
1,000d to 5,000d	n/a	15+	15+	10+	1d4-1
5,000d to <10,000d	n/a	n/a	20	15+	15+
> 10,000d	n/a	n/a	n/a	20	20

Trade Deal Table

Selling Price Modifier	Roll with modifiers
4	5
3	7
2	9
1.75	11
1.5	13
1.25	14
1.0	15
.95	16
.9	17
.8	19
.7	21
.6	23
.5	24

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 100d worth of components to prepare. For example a Potion of Healing takes 2 days as well as 200d worth of components to prepare while a Potion of Flying takes 5 days due to the 500d worth of components.

The cost of potions is as below

Potion	Cost
Animal Control	250d
Clairaudience	250d
Clairvoyance	300d
Diminution	300d
Dragon Control	2,500d
Ethereality	500d
Fire Resistance	250d
Flying	500d
Gaseous Form	300d
Giant Strength	750d
Growth	250d
Healing	200d
Healing, Greater	400d
Healing, Superior	800d
Heroism	300d
Invisibility	250d
Invulnerability	350d
Levitation	250d
Plant Control	250d
Slipperiness	350d
Treasure Finding	1,000d
Undead Control	1,200d

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. To 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	50d
+2 missile weapon	1,500d
+2 shield	1,250d
+2 melee weapon	1,500d
+2 armor	2,500d

+3 missile	250d
+3 missile weapon	7,500d
+3 shield	6,250d
+3 melee weapon	7,500d
+3 armor	12,500d
+1 damage vs foe	+100d
+2 damage vs foe	+300d
+3 damage vs foe	+1,500d
Extra Attack	+1,500d
Destroy Undead	+3,000d
Throw and Return to hand	+500d (<i>thrown weapons only</i>)
Light, 15 ft radius	+50d
Light, 30 ft radius	+100d
Flaming Weapon	+500d
Freezing Weapon	+500d
Dancing Weapon	+8,000d
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
Confusion (1/day)	+1,500d
Awaken from Danger	+750d
Arrow Deflection (16+ d20)	+1,000d
Detect Evil (20 ft)	+1,500d
Alter Visage	+750d
Detect Cursed Item (11+ d20)	+1,000d
Walk through Stone (20ft)	+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.

Intelligence	+200d per pt
Telepathy, Wielder	+0 if Intelligence >3
Telepathy, 10 ft	+5,000d
Able to Speak	+2,500d

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.

Binds demon to weapon or armor	500d per HD
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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 4 th)	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	2,000d
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]	4,500d
Bracers of Defense, AC 2 [17]	7,500d
Carpet of Flying	8,000d
Cloak of Displacement	4,000d
Cloak of Protection, +2	4,500d
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 Stopped Curses	250d
Horn of Collapse	1,500d
Medallion of Projecting Thoughts	300d
Mirror of Opposition	500d
Robe of Feeble-mindedness	250d

Cursed Armor

-1 Armor	250d
-2 Armor	750d
-3 Armor	3,750d
Attracts Missile and gives +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	2,250d
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