

MAGIC ITEM FABRICATION FOR DUMMIES: An Improved System for Creating Magic Items in AD&D.

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One of the most underdeveloped and vague areas of the **Advanced Dungeons & Dragons** system is the fabrication of magic items by player characters. A cornerstone of the game, magic items are found everywhere—adventurers find them by the handful in dungeons, caves, dragon's hordes, and wizard's towers. It is possible for even a lowly city guard to possess a magic *+1 sword*. The fact that the designers of the game paid so little heed to developing a comprehensive, well-rounded system of magic item creation is mystifying to say the least.

The system presented in the *Dungeon Masters Guide*, 1st and 2nd edition, are both similar in game mechanics. Generally, the rules are somewhat vague and open-ended with most of the details left up to the Dungeon Master to develop. In short, these rules state that magic-users must be at least 12th level and clerics 11th level to manufacture magic items (7th level for potions and scrolls). The spellcaster pays to have the item fashioned, he then casts *enchant an item*, and then a *permanency* spell (or pray to their god, as the case is with clerics and druids). Then—hopefully—the spells take and—*voila!*—you have a fully functional magic item.

However, this system leaves a lot of questions for the DM and player alike. As soon as a player with a spellcaster reaches a high enough level to begin creating magic-items, typically the first things they ask the DM is “So, what exactly can I make.” Going by what is offered in the rules there's not much to tell the player simply because they are vague as to what exactly they a spellcaster can create.

Furthermore, the use of the *enchant an item* and *permanency* spells are quite impractical for a game so suffused with magic items. The former spell requires a magic-user of at least 12th level and the latter at least of 16th level. These are quite powerful spells. I suspect that in most campaigns 12th and 16th level magic-users are quite uncommon. One has to ask, “Why the hell would a mage that powerful waste his time and money enchanting a *+1 sword* or a handful of *+1 sling bullets*.” It seems to me these mages have a lot more important work to concentrate on than creating a piddly *+1* magic weapon. Not to mention the fact that the use of the *permanency* spell lowers the caster's Constitution by 1 point every time it's cast. Not temporarily—*permanently!* This is a heavy price to pay for a *+1 dagger*.

The following presents a complete set of guidelines for DMs to assist PCs in creating wondrous magic items for use in **Advanced Dungeons & Dragons**, 1st or 2nd edition. This system follows the spirit of the original rules but further elaborates on them to take out much of the guess work involved. This work also introduces a new concept for AD&D, the binding of elemental magic spirits as the source of magical power for enchanted items.

The Basics of Fabricating Magic Items

The creation of magic items follows these four steps: research, finding materials, preparing materials, and enchanting the item.

Who Can Make Magic Items and When

First, who can make magic items? At first level of experience any spellcaster can create magic items. Additionally, thieves and bards have a limited ability to create magic items pertinent to their profession.

Magic-Users: These include all magic-user subclasses (specialists, elementalists, etc.). By far, magic-users have the least restrictions and can create more types of magic items than any other class. Specialist mages from 2nd edition, however, cannot create items that have an affinity with their opposition schools or element.

Clerics: Clerics and the druid subclass are more limited in their choices of magic items to create than are magic-users. Clerics are dependant on the generosity of their deity to impart the power to permanently bind the magic items. Thus, they can only create those weapons and armor that their deity allows them to use. Generally, clerics can create a maximum of four magic items in a year's time (excluding scrolls and potions). Additional items could be created in a time of great need but this places strain on their deity and its lesser agents that grant the magic power. Clerics that insist on creating more than four magic items in a year might find that their deity takes longer or simply refuses to grant the magic power for the item.

Optionally, the DM might rule that a cleric's temple will underwrite 20% to 50% (1d4+2 x 10%) of the cost of a magic item so long as it is created for the benefit of the temple.

Thieves: Characters of the thief class can create a handful of magical items related to their profession. Research is collected as magic-users do: pouring over old tomes and scrolls of magical notes with the thief character using his ability to read languages to decipher the enigmatic language of magic. Since thieves are amateurs in the art of magic, they suffer a –30% to their Research and Creation rolls.

Bards: Bards are limited to creating magical instruments. Research is carried out by questioning bards of greater skill for the secrets of creating an item. Typically, the bard fashions any instrument that he intends to be enchanted.

Commissioning the Creation of Magic Items

Non-spellcaster characters can commission an NPC spellcaster to construct a magic item. These NPCs charge twice the normal amount for research (if they have to do that) and for the cost of fashioning the item.

Magic Item Ratings

All magic items have a Power Level Rating. Typically the levels range 1 to 25, but a few very powerful magic items go higher, but never more than 30. An item's power level indicates its power and the difficulty of a character to research and create that item, the higher the more difficult. Thus, a *buckler +1* is rated at level 1 while a *sphere of annihilation* is 25.

Note that artifacts, relics, most magical tomes, the *deck of many things*, and *ioun stones* cannot be created by characters. Cursed items are a result of a failed enchantment, but can be constructed by those depraved characters that wish to do so.

A complete list of Power Level Ratings, experience point and gold piece values, and which classes can create a particular type of item for all the magic items listed in the 1st edition *Dungeon Masters Guide* and *Unearthed Arcana* and those found in the 2nd edition *Dungeon Masters Guide* is provided at the end of this article.

Research

Before a character can start manufacturing a particular magic item they must research how it is made. Since magic is an art, not a science, there is no one formula of how to create a particular magic item. In fact, dozens or hundreds of different methods might exist. Therefore, it is up to the character to discover the procedure of how to craft a desired magic item. Since no set method of research exists either it is up to the DM to spell out the exact details. Characters are assumed to peruse tomes and scrolls, question more experienced mages and magical creatures with much knowledge, use divination spells, contact other intelligent creatures or spirits from other planes, and experiment through trial and error.

Research has two costs: money and time. Research costs, however, are onetime costs. Once a character learns the formula to create an item he need not pay to have to pay these costs when making additional items of the same type.

Research Costs: The amount of money to research the formulae to create a magic item equals half the item's Creation Cost (or one-quarter of the item's G.P. Sale Value; see below for details).

Creation Costs: Creation costs are half the total G.P. Sale Value for that item. See the MAGIC ITEM LEVEL TABLE located at the end of this article for a complete list of the sale value.

Research Roll: Once the character has finished the research he will then make a Research Roll to determine success. The base chance for success is 50%. This is adjusted up or down 5% for each level of difference between the character and the item's power level. Thus, a 5th level cleric researching a 5th level item has a 50% chance of success. A 6th level cleric researching a 5th level item has a 55% chance of success, while a 5th level cleric researching a 6th level item has a 45% chance. Additional adjustments to the base score are found on the RESEARCH & CREATION MODIFIERS TABLE (see below). A roll equal to or less than the final adjusted score indicates research success. A roll of 5% or less always indicates success no matter the number of negative modifiers. Conversely, a roll of 96% or greater indicates the character has erroneous information but believes it to be correct. Any item constructed with incorrect information automatically fails its Creation Roll. (Thus, it's best to hide the rolls from the player.)

If the roll indicates unsuccessful research, the character can try again. Each new attempt at a new research roll costs an additional 10% of the item's total value and an amount of time equal to 1/10 the initial research time. Once the dice indicate a successful Research Roll the character now possesses the formula to create that magic item.

Research Time: The amount of research time is 2 to 5 weeks (1d4+1) plus 1 week per power level of the item, plus an additional 1 day per 100 experience points of the item.

Research from Existing Formulae: Just like how all spellcasters covet other magic-user's spellbooks, so do they covet existing formulae of magic items that others have researched. Having someone do all the work and spend all the money is always a good thing. Existing magic item formulae can be discovered in magical notebooks, occult tomes, or magical texts. These written formulae are extremely valuable and spellcasters jealously guard these texts. A spellcaster will not simply loan his formulae to just anybody and he probably will not even loan it to a good friend. Owners that agree to part with the fruits of their research will request to be compensated in magic items valued at twice the Creation Cost of the item's formula or more.

Use of an existing formula cuts research time and costs 30 to 50% (1d3+2 x 10). It is up to the DM to create the precise details of an item's formula.

Materials Required & Creation Time

The cost of raw materials equals the Creation Cost of the magic item (see above). These, of course, must be of the highest quality materials fashioned by master craftsmen. The amount of time needed to create the item to be enchanted is 1-4 days per Power Level plus 1 day per 1,000 gp of its Creation Cost (round fractions up, minimum 1 day). For example, construction of a *pearl of wisdom* takes 11-44 days (Power Level 11 item) plus 3 days (2,500 gp Creation Cost, round up).

Enchanting the Item

All magic items except potions and scrolls draw their powers from raw magical spirits called gingwatzim that are native to the Ethereal Plane. These floating orbs of light are forced into the magic item and are permanently bound to it through magic. First, the character must use the *spirit ligation* spell (see below for the spell description) to summon one of the appropriate types of six type of gingwatzim to the Prime Material Plane. (Gingwatzim are described in *C3 The Lost Island of Castanamir* and *WGR1 Greyhawk Ruins*. Access to their statistics and description are helpful but not required for use of this system. The spell, *spirit ligation*, is detailed in this article.)

Optional Enchanting Method: Those DMs that wish to forgo use of gingwatzim in magic items for a more traditional approach (i.e. items receive their enchantment via a spell that imbues it with “magical” energy from an unknown source). In this case simply ignore all reference of gingwatzim and the *spirit ligation* spell. However, the *enchant an item* spell level should be reduced to a first-level spell (as lower level casters might access it). The spell should have the caveat that it cannot be used in any other regards than in magic item creation. Clerics and its subclasses would use the method as detailed in the *DMG* (q.v.)

Types of Gingwatzim and Their Uses in Magic Item Construction

Type	General Use	Level	R a n g e
<i>Tim</i>	Used for minor miscellaneous magic items, weapons, and armor of +1 enchantment.	1-3	
<i>Pakim</i>	Used for magic items of all sorts, including those of +2 or greater enchantment.	4-7	
<i>Graegzim</i>	Used for magic rings and rods, staves and wands up to a +3 enchantment or equivalent thereof.	8-11	
<i>Eoluzim</i>	Used for magic items of all sorts, including those of +3 or greater enchantment.	12-14	
<i>Maronzim</i>	Used for powerful magic items of all sorts, including those of +4 or greater enchantment.	15-18	
<i>Naranzim</i>	Used for powerful magic items of all sorts, including those of +5 or greater enchantment.	19+	

Level range indicates the particular type of gingwatzim used in creation of a magic item based on its Power Level Rating.

Once the gingwatzim is summoned it must be magically forced into the prepared magic item. Successful infusion requires a successful Creation Roll. Like the Research Roll, the base chance for success is 50%. This is adjusted up or down 5% for each level of difference between the character and the item’s power level. Additional adjustments to the base score are found on the RESEARCH & CREATION MODIFIERS TABLE (see below). A roll equal to or less than the final adjusted score indicates creation success. With a Creation Roll of 5% or less or a roll of 96% or greater consult the SPECIAL CREATION RESULT TABLE for unique affects on the created magic item. (It’s best for the DM to hide the Creation Roll from the player so they are not aware of any special results.)

If the Creation Roll indicates failure, the character can try to summon another gingwatzim and attempt to infuse it after a period of rest (see FINISHING). However, each subsequent attempt results in an additional –10% penalty to the Creation Roll. If the cumulative roll equals or drops below 0%, the unenchanted item disintegrates into a pile of worthless dust.

For a cleric to be able to permanently seal the gingwatzim in an item, they must implore their deity for their blessing. Their Creation Roll reflects the will of their deity and the strength of their faith, not skill in producing magic item, as do magic users. A full week of prayer and fasting is required before the infusion of the gingwatzim.

RESEARCH & CREATION MODIFIERS TABLE

Modifier	Research Roll	Creation Roll	Creation Time & Cost
Assistance of a higher-level caster of the same class.	+5%	+5%	–5%
Each assistant lower-level spellcaster of the same class (up to two maximum).	0	0	–5%
Each additional 1,000 gp put into item creation (to a maximum of 50% of the item’s Creation Cost).	0	+1%	+1%
Inferior material substitution.	0	–5 to –50%	–5 to –50%
Each additional power, charge type level 1-2 ¹ .	–5%	–5%	+5%
Each additional power, charge type level 3-4.	–10%	–10%	+10%
Each additional power, charge type level 5-6.	–15%	–15%	+15%
Each additional power, charge type level 7-8.	–20%	–20%	+20%
Each additional power, charge type level 9.	–25%	–25%	+25%
Each additional power, permanent type level 1-2 ¹ .	–15%	–15%	+15%
Each additional power, permanent type level 3-4.	–20%	–20%	+20%
Each additional power, permanent type level 5-6.	–25%	–25%	+25%

Each additional power, permanent type level 7-8.	−30%	−30%	+30%
Each additional power, permanent type level 9.	−35%	−35%	+35%
Each failed Research Roll.	+5%	0	0
Each failed Creation Roll.	0	−10%	0
Each step of difference between the creator's level and the Power Level of the item.	+/-5%	+/-5%	0
INT or WIS 16-17.	+5%	+5%	−5%
INT or WIS 18-19.	+10%	+10%	−10%
INT or WIS 20+.	+15%	+15%	−15%
Has made a similar item before ² .	+5%	+5%	−5%
Variant of preexisting magic item.	−15%	0	+15%
No library access ³ .	−20%	0	+20%
Library access, 1-20 works ³ .	0	0	0
Library access, 21-50 works ³ .	+5%	0	+5%
Library access, 51+ works ³ .	+10%	0	+10%
Access to a magical workshop ⁴ .	0	0	0
No access to a magical workshop ⁴ .	−20%	0	+20%

Notes to Table:

1: If the power does not precisely mimic a specific spell, choose the nearest similar spell.

2: Similar items include weapons or armor of the same type or same power. For example, a character that made a *dagger +1* is entitled to the bonus if he makes a *knife +1*, but not a *knife +3*.

3: Works in these libraries should relate to the magical theory for magic-users or holy works in the case of clerics.

4: A magical workshop consists of the following: alembic, caldron, crucible, balance & weights, vials (at least 10), beakers of various sizes, glass tubing, distilling coils, bellows (large and small), braziers (various sizes), burners, burettes, a cabinet, taper candles, clay (10 lbs.), coal (100 lbs.), metal files, coarse-screen and linen filters, sand time-keeping glasses (1 minutes, 5 minute, half hour, and hour), jars (various sizes), magnets, magnifying lens, oven, kiln, parchment sheets, mortar and pestle, wooden vial rack, beaker stand, 3-pronged heating stand, retorts (various sizes), glass stirring rods (various sizes), writing slate, stick chalk, string, tongs, water reservoir (50 gal.), metal dishes (various sizes), metal pans (various sizes), measuring spoons, and a workbench or table.

Finishing: As noted in the **Fabrication Of Other Magic Items** section on page 118 of the 1st edition *DMG*, creating magic items—whether successful or not—debilitates it maker so completely that no action other than normal daily activities (eating, sleeping, light exercise) are allowed. This also means no spellcasting at this time. The creator of an item (other than a potion or scroll) must seek full rest for one complete day for each 100 xp of the item's total XP value. So forget making magic items while out raiding a dragon's lair!

SPECIAL CREATION RESULT TABLE

d100	Special Quality (rolled a 5% or less)
01-60	Item upgraded to a more powerful type (e.g. <i>bracers of defense</i> AC 7 become AC 6) or has more powerful functions (e.g. a longer <i>rope of entanglement</i> that can entangle more victims). Ignore and reroll if the item cannot be upgraded (c.f. <i>cloak of displacement</i>).
60-80	Item gains a unique minor beneficial power (e.g. <i>boots of elvenkind</i> that increase movement slightly).
81-90	Item gains a unique major beneficial power (e.g. <i>boots of elvenkind</i> that doubles movement).
91-98	Item gets combined with the powers of another item (e.g. <i>boots of elvenkind</i> combined with <i>boots of varied tracks</i>).
99-00	Item is sentient with an Intelligence of 3-18. Use the guidelines laid out in the Intelligent Weapons section of the <i>DMG</i> (2 nd ed., p. 247-249) ignoring the abilities, powers, and special purpose sections.
d100	Special Quality (rolled a 96% or greater)
01-30	Item downgraded (e.g. <i>bracers of defense</i> AC 7 become AC 8) or works in an inferior manner (e.g. a <i>wand of fire</i> that does not have the <i>wall of fire</i> function).
31-55	Item destroyed, gingswatzim released. Roll on GINGWATZIM ACTION TABLE below.
56-75	Item appears fine but malfunctions when employed (e.g. a <i>wand of lightning</i> that always over or under shoots its target).
76-90	Item appears fine but when first employed explodes for 1-4 damage per Item Level in a 5' radius destroying the item.
91-98	Item becomes a cursed variant (e.g. a <i>bowl of commanding water elementals</i> becomes a <i>bowl of watery death</i> or a <i>ring of jumping</i> becomes a <i>ring of delusion</i>). If no preexisting cursed item is available, the DM should create one.
99-00	Item is sentient with an Intelligence of 13-18, a base Ego of 15-20, and Evil in alignment. Use the guidelines laid out in the Intelligent Weapons section of the <i>DMG</i> (2 nd ed., p. 247-249) ignoring the abilities, powers, and special purpose sections. Item will attempt to dominate its owner to accomplish its own goals.

An Example of Creating a Magic Item

Cwhyldred, an 11th level magician, recently has become embroiled in a feud with another mage. Determined to go on the offensive and destroy this rival before the rival can do it to him, Cwhyldred decides that he must create a *wand of fire*.

First, he must research a formula on how to manufacture such a potent device. To this end he pours over his years of magical notes; contacts fellow friendly mages for advice; visits the wizard that taught him his craft to consult his prodigious library; asks for and gains access to a monastery's library for more information; through spells he contacts the denizens of the Elemental Plane of Fire and questions them; he summons a blue slaad from Limbo for more information; he even visits a local copper dragon whom he had to bribe for additional information. A *wand of fire* is a 13th level magic item worth 4,500 xp. Thus, research time takes 15-18 weeks plus 45 days. Rolling the dice, we come up with 16 weeks plus 45 days, or 157 days, or just over five months. The total cost of research is 12,500 gp (half the G.P. Sale Value of the item). Once the research time elapses Cwhyldred's player then makes a Research Roll with all the pertinent adjustments.

Base roll: 50%

Difference in the mage's level and the item's power level: -10%

Cwhyldred possesses a *luckstone*: +5%

Adjusted roll: 45%

The player rolls a 56—not good enough. So Cwhyldred goes back to work and sinks an additional 1,250 gp (10% of the *wand of fire*'s 12,500 gp cost) and another 16 days of research time (10% of the initial research time). After this time Cwhyldred makes another roll. The mage hires a local cleric to cast a *prayer* on the research giving him an additional +5% to his roll, and he gets another +5% for failing his first Research Roll (by now Cwhyldred knows a lot about *wands of fire*). With a new adjusted roll of 55%, the player rolls: a 23. Success!

Now, it's on to the creation of the item. For materials, Cwhyldred finds a branch from a 1,000 year old oak scorched by gold dragon breath, a large chunk of greenish glass found near a meteorite crash, 2 ounces of the purest gold infused with the essence from an efreet, and a lacquer varnish created from material from the Plane of Magma and pyrolisk brain. The mage must then hire a master whitesmith, gem cutter, and woodworker to prepare the materials. For good measure he spends an additional 5,000 gp for better quality materials and hired craftsmen. All of this amounts to 17,500 gp (the cost of a *wand of fire* cost plus 5,000 gp) and takes 44 days on average to construct (13d4 days [based on the item's Power Level of 13] plus 13 days [12,500 divided by 1,000, round up] plus another 3 days for additional materials [42 + 5%=44]).

After the wand is created, Cwhyldred then casts *spirit ligation* (see spell description below) to summon an eoluzim gingwatzim and forces it into the readied wand. Now it's time for the Creation Roll to see if the item gets permanently magicked.

Base roll: 50%

Additional quality materials: +5%

Difference in the mage's level and the item's power level: -10%

Cwhyldred possesses a *luckstone*: +5%

Adjusted roll: 50%

Cwhyldred's player then rolls an 86. The gingwatzim does not take and is expelled from the wand. The mage must take 45 days of rest before he can again attempt to infuse the wand with the gingwatzim. After this time the Creation Roll goes down to 40% (-10% for a failed Creation Roll) and it's been 217 days since Cwhyldred thought up the idea of creating the wand (157 research days + an additional 16 research days + 44 fabrication days). If he fails the next roll his next roll goes down to 30%. Hopefully, all this didn't take too much time or his rival might get the best of him while he's preoccupied.

Determining the Initial Number of Charges

Magic items that use charges are always created with maximum number of charges allowable. Unless noted otherwise in its item description in the *DMG*, rods will have 50 charges, staves 25, and wands 100.

Recharging Magic Items

Magic items that contain charges can be recharged. A spellcaster must recharge the item with spells that must reflect the nature of the item's function. A *wand of fireballs*, therefore, will be recharged with a *fireball* spell. If the item's function does not have a corresponding spell, then the DM should designate one that closest resembles the function. Thus, a *ring of shooting stars*' shooting star function could be recharged with the *Melf's Minute Meteors* spell. Furthermore, the item must contain at least one charge as these items will turn to dust when fully depleted.

To start with, the gingwatzim spirit must be drawn out of the item with a *spirit ligation* first, then the spell charges are placed in. At this time the caster must have the item not more than 1' from his person. Failure to keep the item close by results in loss of ALL of the item's charges and the caster must start over at this point. Once all charges are placed in, the gingwatzim spirit is then permanently rebound to the device (see spell description for details). If the summoning of the spirit fails to take hold as noted in the spell description, the gingwatzim is permanently released and the item turns to dust.

Each spell cast into the magic item adds one charge. For every five charges placed therein, the item must save versus spells using the caster's saving throw. The save is modified by +1/−1 per difference between the magic item's power level and the caster's level. Thus, in our example above, Cwhyldred has successfully created the *wand of fire*, but used up all the charges and must recharge it. However, Cwhyldred suffers a −2 penalty to his saving throw (11th level caster minus 13th level magic item). If a save for any of the spell charges fails, the item being recharged is destroyed (turned to dust) releasing its trapped gingwatzim. In any case, a 20 is always successful and a 1 always fails.

Creating Scrolls & Potions

Starting at 1st level, the spellcaster classes (i.e. magic-users, clerics and their respective subclasses) can create spell scrolls, protection scrolls, and potions. Research and costs for protection scrolls and potions follow the guidelines as indicated previously. Spell scrolls require no research and cost 100 gp in materials per spell level of each spell transcribed. Creation method for all three of these types of magic items follows the guidelines spelled out in the 1st edition *Dungeon Master's Guide*, p. 116-118 or 2nd edition *Dungeon Master's Guide*, p. 118-120.

Creating Levels for Other Magic Items

The following table is a general guideline for assigning levels to magic items not represented on the MAGIC ITEM LEVEL TABLE. Feel free to raise or lower a new item's power level based on its overall power.

		<u>Item</u>	
		<u>L</u>	<u>XP</u>
<u>Item Level</u>	<u>XP Value</u>	<u>el</u>	<u>Value</u>
1	1 to 249	11	4500
2	250 to 499	12	5000
3	500 to 999	13	5500
4	1000	14	6000
5	1500	15	6500
6	2000	16	7000
7	2500	17	7500
8	3000	18	8000
9	3500	19	8500
10	4000	20	9000+

New Spell

The spell that allows spellcasters to summon and bind the essence of magic is a universal spell open to all magic-users and cleric, including any subclasses. In 2nd edition AD&D, all specialist mage classes have access to it, and any priest can access it through the "All" sphere.

Spirit Ligation

(Enchantment, Invocation)

Level: 1

Range: Touch

Components: V, S, M

Casting Time: Special

Duration: Special

Area of Effect: 1 item

Saving Throw: Negates

The manufacture of magic items other than potions or scrolls is only possible with the help of supernatural entities called gingwatzim. The gingwatzim are the physical manifestation of raw magical energies which, when infused into an item, give it its magical properties.

Only one of any particular species of gingwatzim is needed for an item. In fact, if more than one is placed into an item it can be destroyed outright or become a cursed item—unbeknownst to its creator.

In a thaumaturgic circle, the character summons the particular type of gingwatzim for the magic item. The base chance for the gingwatzim appearing is 50%. This is modified by +2% per level of caster above 2nd. The caster's Wisdom or Intelligence (depending on whether they are a cleric or magic-user; should they be dual or multi-classed spellcasters, the greater score is used) also affects the outcome: +2% for each point above 11; or, −2% for each point below 10. In the case of multiple creatures, a penalty of −5% per hit dice per creature applies. It should be noted that a + *x* HD is considered one higher hit dice.

In any case a roll of 5% or less always succeeds. Rolls of 96% or greater indicate the gingwatzim appears but has escaped the confines of the summoning circle!

For items with charges, spells are cast into the item at this time, just before the gingwatzim is permanently bound, as the power of the spell primes it for holding the spells. There is a 5% chance for every spell cast into the item that the spell does not take hold and harmlessly dissipates.

Once summoned the gingwatzim is ready to be placed into the prepared magic item. It should be noted that successful use of this spell quells any natural tendencies of the gingwatzim (as note in its monster description) and forces it to behave in a manner as directed by the caster, and no control is need to force it to cooperate.

The material component for this spell is a lit brazier in a thaumaturgic circle. Holy symbols are required for cleric summoners.

Destruction of Magic Items

Damage from physical blows or destructive elements such as fire, cold, lightning, and so forth present a danger to magic items and their wielders. Damage from an attack on a magic item has the potential to release the gingwatzim bound within. Most likely, the spirit will not be in a good mood when unexpectedly released into the Prime Material Plane and even might attack the item's former owner. Consult the table below to determine how much damage a magic item can sustain before being destroyed.

MAGIC ITEM DAMAGE TABLE

Item Level	Gingwatzim	Save
<u>Range</u>	<u>Type</u>	<u>Damag</u> <u>Bonus</u>
		<u>e</u>
1-3	Tim	10 +2
4-7	Pakim	15 +3
8-11	Graegzim	20 +4
12-14	Eoluzim	25 +5
15-18	Maronzim	30 +6
19+	Naranzim	35-75 +7

Magic items on a character's person (e.g. a suit of armor) struck by normal physical blows should ignore the MAGIC ITEM DAMAGE TABLE. The table would come into play if a very strong physical blow directly strikes a magic item, such as a magic ring sitting a table that is struck by a giant's hammer. Items on a character's person should use this table when struck by an extremely powerful and/or destructive force. A good example of this would be a character wearing magic armor that is trapped in a dragon's maw, or being crushed by a 2-ton block of stone.

Items struck with mass destruction spells or similar destructive elements always use the MAGIC ITEM DAMAGE TABLE whether or not they are on a character's person and their owner has failed a save versus the attack type. Thus, a character hit with a *fireball* or immersed in acid and fails their initial save would have to save for the potential destruction of all of his magic items. Generally, items hit by smaller or less destructive forces, like the fire from a torch or campfire, or a *shocking grasp* spell, should not have to save versus destruction unless exposed for an extended amount of time.

Once an item exceeds the amount of damage listed on the table, it makes a saving throw on the ITEM SAVING THROW TABLE based on the type of material it's constructed from. The item also gains a save bonus based on the type of gingwatzim inside it (see above on the MAGIC ITEM DAMAGE TABLE). If the save fails, the item is destroyed and it gingwatzim is released. The DM then rolls on the table below to determine what action the spirit takes when unexpectedly release from the item it was bound to.

<u>d12</u>	<u>Gingwatzim Action</u>
1	Confused for 1-4 rounds. No actions allowed. Roll again for next action.
2-3	Flees to back to the Ethereal Plane.
4-5	Flees at full speed for 2-5 rounds.
6-8	Attacks nearest creature.
9-11	Attacks item wielder.
12	Explodes in a 5' radius for 1-4 points of damage per Hit Dice.

Optionally, items that fail their saving throw by a margin of 2 points can be considered damaged. It is up to the DM to determine how the magic item functions, but in most cases it will be malefic to the wielder. These items can be repaired at a cost of 20% to 80% (randomly roll 2d4 x 10) of its construction cost.

Conclusion

This system will help take out much of the guesswork for DMs and players alike for creating magic items. However, as the DM, it is up to you to keep this system from being abused. No DM should let his players create a magic item assembly line, allowing them to continuously pump out item after item. Remember, the player character must research or find a magic item's formula. This takes time and money. Do not simply tell the player that his character spends the next five years pumping out magic items from a stack of formulae found in an enemy wizard's laboratory. Make the player work to have his character create items. If making magic items is too easy and threatens to upset game balance, make it more difficult for players to make them. Consider increasing the amount of money and time it takes to create items. You are the final authority of your game.

END.

MAGIC ITEM LEVEL TABLE

Power Level	Magic Item	M U	C L	Other Class/Race	XP Value	G.P Sale Value*
8	Alchemy Jug	x	—	—	3,000	12,000
1	Ammunition (per 6) +1	x	x	—	20	120
4	Ammunition (per 6) +2	x	x	—	50	300
7	Ammunition (per 6) +3	x	x	—	75	450
10	Ammunition (per 6) +4	x	x	—	100	600
13	Ammunition (per 6) +5	x	x	—	125	750
15	Amulet of Life Protection	x	x	—	5,000	20,000
10	Amulet of Proof Against Detection and Location	x	x	—	4,000	15,000
15	Amulet of the Planes	x	x	—	6,000	30,000
10	Amulet Versus Undead, 5 th level	—	x	—	200	1,000
11	Amulet Versus Undead, 6 th level	—	x	—	400	2,000
12	Amulet Versus Undead, 7 th level	—	x	—	600	3,000
13	Amulet Versus Undead, 8 th level	—	x	—	800	4,000
14	Amulet Versus Undead, 9 th level	—	x	—	1000	5,000
23	Anything Item	x	—	—	4,000	40,000
17	Apparatus of Kwalish	x	—	—	8,000	35,000
+3 levels	Armor of Blending	x	—	—	+500	+2,500
+4 levels	Armor of Command	x	x	—	+1,000	+5,000
24	Armor, Anything	x	—	—	4,500	45,000
5	Armor, chain mail +1	x	x	—	600	6,000
8	Armor, chain mail +2	x	x	—	1,200	12,000
11	Armor, chain mail +3	x	x	—	2,000	20,000
14	Armor, chain mail +4	x	x	—	4,000	40,000
17	Armor, chain mail +5	x	x	—	8,000	80,000
6	Armor, elfin chain mail +1	—	—	elf	1,200	12,000
9	Armor, elfin chain mail +2	—	—	elf	2,000	20,000
12	Armor, elfin chain mail +3	—	—	elf	4,000	40,000
15	Armor, elfin chain mail +4	—	—	elf	8,000	80,000
18	Armor, elfin chain mail +5	—	—	elf	12,000	120,000
9	Armor, field plate mail +1	x	x	—	1,500	15,000
12	Armor, field plate mail +2	x	x	—	3,000	30,000
15	Armor, field plate mail +3	x	x	—	5,000	50,000
18	Armor, field plate mail +4	x	x	—	8,000	80,000
21	Armor, field plate mail +5	x	x	—	12,000	120,000
11	Armor, full plate mail +1	x	x	—	3,000	30,000
14	Armor, full plate mail +2	x	x	—	5,000	50,000
17	Armor, full plate mail +3	x	x	—	8,000	80,000
20	Armor, full plate mail +4	x	x	—	12,000	120,000
23	Armor, full plate mail +5	x	x	—	25,000	250,000
2	Armor, leather +1	x	x	—	300	1,500
5	Armor, leather +2	x	x	—	1,000	5,000
8	Armor, leather +3	x	x	—	1,750	8,750
11	Armor, leather +4	x	x	—	2,750	13,750
14	Armor, leather +5	x	x	—	3,500	17,500
1	Armor, padded +1	x	x	—	250	1,000
4	Armor, padded +2	x	x	—	800	4,000
7	Armor, padded +3	x	x	—	1,000	5,000
10	Armor, padded +4	x	x	—	1,750	8,750
13	Armor, padded +5	x	x	—	2,750	13,750
7	Armor, plate mail +1	x	x	—	800	8,000
10	Armor, plate mail +2	x	x	—	1,750	17,500
13	Armor, plate mail +3	x	x	—	2,750	27,500
16	Armor, plate mail +4	x	x	—	3,500	35,000
19	Armor, plate mail +5	x	x	—	4,500	45,000
23	Armor, Plate Mail of Etherealness	x	x	—	10,000	100,000
12	Armor, Plate Mail of Fear	x	x	—	1,750	17,500
3	Armor, ring mail +1	x	x	—	400	2,000
6	Armor, ring mail +2	x	x	—	1,250	6,250

9	Armor, ring mail +3	x	x	—	2,000	10,000
12	Armor, ring mail +4	x	x	—	3,000	15,000
15	Armor, ring mail +5	x	x	—	3,750	18,750
4	Armor, scale +1	x	x	—	400	2,000
7	Armor, scale +2	x	x	—	1,250	6,250
10	Armor, scale +3	x	x	—	2,000	10,000
13	Armor, scale +4	x	x	—	3,000	15,000
16	Armor, scale +5	x	x	—	3,750	18,750
6	Armor, splint or banded +1	x	x	—	700	7,000
9	Armor, splint or banded +2	x	x	—	1,500	15,000
12	Armor, splint or banded +3	x	x	—	2,250	22,500
15	Armor, splint or banded +4	x	x	—	3,000	30,000
18	Armor, splint or banded +5	x	x	—	4,000	40,000
3	Armor, studded leather +1	x	x	—	400	2,000
6	Armor, studded leather +2	x	x	—	1,250	6,250
9	Armor, studded leather +3	x	x	—	2,000	10,000
12	Armor, studded leather +4	x	x	—	3,000	15,000
15	Armor, studded leather +5	x	x	—	3,750	18,750
9	Arrow of Direction	x	x	—	2,500	17,500
19	Arrow of Slaying (each) ⁴	x	x	—	250	2,500
3	Axe of Hurling +1	x	x	—	1,700	16,000
6	Axe of Hurling +2	x	x	—	1,900	17,000
9	Axe of Hurling +3	x	x	—	2,300	18,000
12	Axe of Hurling +4	x	x	—	3,000	20,000
15	Axe of Hurling +5	x	x	—	3,500	30,000
6	Axe of Throwing	x	x	—	750	4,500
5	Bag of Beans	x	—	—	1,000	5,000
15	Bag of Holding, 1,000 lbs.	x	—	—	7,000	35,000
17	Bag of Holding, 1,500 lbs.	x	—	—	8,000	40,000
11	Bag of Holding, 250 lbs.	x	—	—	5,000	25,000
13	Bag of Holding, 500 lbs.	x	—	—	6,000	30,000
8	Bag of Tricks	x	—	—	2,500	15,000
11	Bead of Force (per bead)	x	—	—	200	1,000
11	Beaker of Plentiful Potions	x	—	—	1,500	12,500
20	Boat, Folding	x	x	—	10,000	25,000
10	Boccob's Blessed Book	x	—	—	4,500	35,000
25	Book of Infinite Spells	x	—	—	9,000	50,000
4	Boots of Elvenkind	—	—	elf	1,000	5,000
8	Boots of Levitation	x	—	—	2,000	15,000
9	Boots of Speed	x	—	—	2,500	20,000
10	Boots of Striding and Springing	x	—	—	2,500	20,000
7	Boots of the North	x	x	—	1,500	7,500
7	Boots of Varied Tracks	x	—	—	1,500	7,500
6	Boots, Winged	x	—	—	2,000	20,000
12	Bowl of Commanding Water Elementals	x	x	—	4,000	25,000
8	Bracers of Archery	x	—	—	1,000	10,000
7	Bracers of Brachiation	x	x	—	1,000	10,000
19	Bracers of Defense, AC 0	x	x	—	6,000	36,000
17	Bracers of Defense, AC 1	x	x	—	5,000	30,000
15	Bracers of Defense, AC 2	x	x	—	4,000	24,000
13	Bracers of Defense, AC 3	x	x	—	3,000	18,000
11	Bracers of Defense, AC 4	x	x	—	2,500	15,000
9	Bracers of Defense, AC 5	x	x	—	2,000	12,000
7	Bracers of Defense, AC 6	x	x	—	1,500	9,000
5	Bracers of Defense, AC 7	x	x	—	1,000	6,000
3	Bracers of Defense, AC 8	x	x	—	500	3,000
12	Brazier of Commanding Fire Elementals	x	x	—	4,000	25,000
5	Brooch of Shielding	x	x	—	1,000	10,000
6	Broom of Flying	x	x	—	2,000	10,000
8	Bucknard's Everful Purse, type I	x	x	—	1,500	15,000
10	Bucknard's Everful Purse, type II	x	x	—	2,000	25,000
13	Bucknard's Everful Purse, type III	x	x	—	4,000	40,000
3	Bullet, Sling, of Impact (per 3)	x	x	—	100	750
7	Candle of Invocation	—	x	—	1,000	5,000
16	Carpet of Flying, 3' x 5'	x	x	—	7,500	25,000
17	Carpet of Flying, 4' x 6'	x	x	—	8,000	30,000
18	Carpet of Flying, 5' x 7'	x	x	—	8,500	35,000
19	Carpet of Flying, 6' x 9'	x	x	—	9,000	40,000
12	Censer of Controlling Air Elementals	x	x	—	4,000	25,000
8	Chime of Interruption	x	x	bard	2,000	20,000
12	Chime of Opening	x	x	thief	3,500	20,000
10	Cloak of Arachnidia	x	x	—	3,000	25,000
11	Cloak of Displacement	x	x	—	3,000	17,500
6	Cloak of Elvenkind	—	—	elf	1,000	6,000
8	Cloak of Manta Ray	x	x	—	2,000	12,500
5	Cloak of Protection +1	x	x	—	1,000	10,000

8	Cloak of Protection +2	x	x	—	2,000	20,000
11	Cloak of Protection +3	x	x	—	3,000	30,000
14	Cloak of Protection +4	x	x	—	4,000	40,000
17	Cloak of Protection +5	x	x	—	5,000	50,000
10	Cloak of the Bat	x	x	—	1,500	15,000
10	Crossbow of Accuracy	x	x	—	2,000	12,000
7	Crossbow of Distance	x	x	—	1,500	7,500
10	Crossbow of Speed	x	x	—	1,500	7,500
12	Crystal Ball	x	—	—	1,000	5,000
14	Crystal Ball w/ ESP	x	—	—	2,000	10,000
15	Crystal Ball w/clairaudience	x	—	—	2,000	10,000
16	Crystal Ball w/telepathy	x	—	—	2,000	10,000
22	Cube of Force	x	—	—	3,000	20,000
15	Cube of Frost Resistance	x	x	—	2,000	14,000
24	Cubic Gate	x	x	—	5,000	17,500
5	Cyclocone	x	—	—	300	15,000
20	Daern's Instant Fortress	x	—	—	7,000	27,500
3	Dagger +1, +2 vs. Tiny or Small Creatures	x	x	—	100	750
6	Dagger +2, +3 vs. Larger Than Man-sized Creatures	x	x	—	250	2,000
5	Dagger +2, Longtooth	—	—	gnome or halfling	250	2,500
2	Dagger of Throwing +1	x	x	—	250	2,500
5	Dagger of Throwing +2	x	x	—	350	3,500
8	Dagger of Throwing +3	x	x	—	450	4,500
11	Dagger of Throwing +4	x	x	—	550	5,500
14	Dagger of Throwing +5	x	x	—	650	6,500
4	Dagger of Venom	x	x	—	350	3,000
8	Dart of Homing (each)	x	x	—	450	4,500
7	Darts of Hornets' Nest, +1 (each)	x	x	—	750	7,500
8	Darts of Hornets' Nest, +2 (each)	x	x	—	750	7,500
9	Darts of Hornets' Nest, +3 (each)	x	x	—	750	7,500
10	Darts of Hornets' Nest, +4 (each)	x	x	—	750	7,500
7	Decanter of Endless Water	x	x	—	1,000	3,000
13	Deck of Illusions	x	—	—	1,500	15,000
12	Dicerion of Light & Darkness	—	x	—	2,500	25,000
17	Drums of Panic	x	x	bard	6,500	35,000
11	Dust of Appearance (per pinch) ¹	—	x	—	100	400
13	Dust of Disappearance (per pinch) ¹	x	—	—	200	800
14	Dust of Dryness (per pinch) ¹	x	—	—	100	800
3	Dust of Illusion (per pinch) ¹	x	—	—	10	100
9	Dust of Tracelessness (per pinch) ¹	x	x	—	50	200
19	Efreeti Bottle	x	—	—	9,000	45,000
13	Egg of Desire, black	x	x	—	500	5,000
21	Egg of Desire, bone	x	x	—	900	10,000
19	Egg of Desire, crystal	x	x	—	800	9,000
17	Egg of Desire, golden	x	x	—	600	4,000
15	Egg of Desire, scarlet	x	x	—	700	3,500
3	Egg of Reason	x	x	—	250	2,500
6	Elixir of Health	—	x	—	250	2,000
3	Elixir of Life	—	x	—	350	2,000
10	Elixir of Youth	—	x	—	500	10,000
5	Eversmoking Bottle	x	x	—	500	2,500
14	Eyes of Charming	x	—	—	4,000	24,000
10	Eyes of Minute Seeing	x	x	—	2,000	12,500
11	Eyes of the Eagle	x	x	—	3,500	18,00
12	Figurine of Wondrous Power, ebony fly	x	x	—	500	5,000
13	Figurine of Wondrous Power, golden lions	x	x	—	1,000	10,000
14	Figurine of Wondrous Power, ivory goats	x	x	—	2,800	28,000
16	Figurine of Wondrous Power, marble elephant	x	x	—	1,500	15,000
11	Figurine of Wondrous Power, obsidian steed	x	x	—	300	3,000
10	Figurine of Wondrous Power, onyx dog	x	x	—	200	2,000
10	Figurine of Wondrous Power, serpentine owl	x	x	—	200	2,000
12	Gauntlets of Dexterity	x	x	—	1,000	10,000
12	Gauntlets of Ogre Power	x	x	—	2,000	20,000
8	Gauntlets of Swimming and Climbing	x	x	—	1,000	10,000
8	Gem of Brightness	x	x	—	2,000	17,500
10	Gem of Insight	x	x	—	3,000	30,000
8	Gem of Seeing	x	x	—	2,000	25,000
10	Girdle of Dwarvenkind	—	—	dwarf	3,500	20,000
22	Girdle of Giant Strength, cloud giant	x	x	—	6,000	60,000
20	Girdle of Giant Strength, fire giant	x	x	—	5,000	50,000
18	Girdle of Giant Strength, frost giant	x	x	—	4,000	40,000
14	Girdle of Giant Strength, hill giant	x	x	—	2,500	25,000
16	Girdle of Giant Strength, stone giant	x	x	—	3,500	35,000
24	Girdle of Giant Strength, storm giant	x	x	—	7,00	70,000
5	Girdle of Many Pouches	x	—	thief	1,000	10,000
10	Gloves of Missile Snaring	x	x	—	1,500	10,000

9	Gloves of Thievery	x	x	thief	1,000	5,000
13	Hammer +3, Dwarven Thrower	—	—	dwarf	1,500	15,000
23	Hammer of Thunderbolts	x	x	dwarf	2,250	25,000
15	Harp of Charming	x	x	bard	5,000	30,000
13	Hat of Difference	x	—	—	1,000	8,000
13	Hat of Disguise	x	—	—	1,000	7,500
21	Helm of Brilliance	x	—	—	2,500	60,000
12	Helm of Comprehending Languages & Reading Magic	x	x	—	1,000	12,500
17	Helm of Telepathy	x	x	—	3,000	35,000
18	Helm of Teleportation	x	—	—	2,500	30,000
12	Helm of Underwater Action	x	x	—	1,000	10,000
14	Heward's Handy Haversack	x	—	—	3,000	30,000
17	Horn of Blasting	x	x	bard	1,000	55,000
16	Horn of Collapsing	x	x	bard	1,500	25,000
2	Horn of Fog	x	x	bard	400	4,000
14	Horn of Goodness/Evil	—	x	bard	750	3,250
10	Horn of the Tritons	—	x	bard	2,000	17,500
16	Horn of Valhalla, brass	—	x	bard	1,500	20,000
18	Horn of Valhalla, bronze	—	x	bard	2,000	30,000
20	Horn of Valhalla, iron	—	x	bard	3,000	45,000
15	Horn of Valhalla, silver	—	x	bard	1,000	15,000
2	Hornblade, dagger-sized +1	x	x	—	750	2,000
5	Hornblade, dagger-sized +2	x	x	—	1,500	4,000
2	Hornblade, knife-sized +1	x	x	—	500	1,500
5	Hornblade, knife-sized +2	x	x	—	1,000	3,000
5	Hornblade, scimitar-sized +2	x	x	—	2,000	6,000
8	Hornblade, scimitar-sized +3	x	x	—	3,000	9,000
10	Horseshoes of Speed	x	—	—	2,000	10,000
10	Horseshoes of Zephyr	x	—	—	1,500	7,500
7	Incense of Meditation (per block) ⁴	—	x	—	100	1,500
10	Instrument of the Bards, Anstruth harp	x	x	bard	1,000	5,000
11	Instrument of the Bards, Canaith mandolin	x	x	bard	2,000	10,000
12	Instrument of the Bards, Cli lyre	x	x	bard	3,000	15,000
13	Instrument of the Bards, Doss lute	x	x	bard	4,000	20,000
14	Instrument of the Bards, Foclucan bandore	x	x	bard	5,000	25,000
15	Instrument of the Bards, Mac-Fuirmidh cittern	x	x	bard	6,000	30,000
16	Instrument of the Bards, Ollamh harp	x	x	bard	7,000	35,000
9	Iron Bands of Bilarro	x	—	—	750	5,000
15	Iron Flask	x	—	—	2,000	20,000
7	Javelin of Lightning (per javelin)	x	—	—	250	3,000
6	Javelin of Piercing (per javelin)	x	—	—	250	3,000
16	Jewel of Flawlessness	x	x	—	1,000	1,000 ⁷
8	Keoghtom's Ointment (per jar)	—	x	—	500	5,000
1	Knife, Buckle +1	x	x	—	100	1,000
4	Knife, Buckle +2	x	x	—	200	2,000
7	Knife, Buckle +3	x	x	—	300	3,000
10	Knife, Buckle +4	x	x	—	400	4,000
13	Knife, Buckle +5	x	x	—	500	5,000
13	Lens of Detection	x	—	—	250	1,500
14	Lens of Ultravision	x	—	—	750	5,000
18	Lyre of Building	x	x	bard	5,000	30,000
19	Mace of Disruption	x	x	—	1,750	17,500
13	Mantle of Celestian	—	x	—	1,500	15,000
17	Manual of Golems, clay	—	x	—	4,000	40,000
14	Manual of Golems, flesh	x	—	—	3,000	30,000
18	Manual of Golems, iron	x	—	—	6,000	60,000
16	Manual of Golems, stone	x	—	—	5,000	50,000
11	Mattock of the Titans	x	x	—	3,500	7,000
12	Maul of the Titans	x	x	—	4,000	12,000
7	Medallion of ESP, 30' range	x	—	—	1,000	10,000
8	Medallion of ESP, 30' range w/empathy	x	—	—	3,000	30,000
10	Medallion of ESP, 60' range	x	—	—	3,000	30,000
12	Medallion of ESP, 90' range	x	—	—	3,500	35,000
20	Mirror of Life Trapping	x	—	—	2,500	25,000
22	Mirror of Mental Prowess	x	—	—	5,000	50,000
3	Murlynd's Spoon	x	—	—	750	4,000
10	Necklace of Adaptation	x	x	—	1,000	10,000
5	Necklace of Missiles (per HD of each missile) ³	x	—	—	50	200
11	Necklace of Prayer Beads, atonement	—	x	—	1,500	9,000
5	Necklace of Prayer Beads, blessing	—	x	—	500	3,000
9	Necklace of Prayer Beads, curing	—	x	—	1,000	6,000
13	Necklace of Prayer Beads, karma	—	x	—	2,000	15,000
17	Necklace of Prayer Beads, summons	—	x	—	3,000	21,000
15	Necklace of Prayer Beads, wind walking	—	x	—	2,500	18,000
10	Net of Entrapment	x	x	—	1,000	7,5000
10	Net of Snaring	x	x	—	1,000	6,000

7	Nolzur's Marvelous Pigments (per pot)	x	—	—	500	3,000
7	Oil of Acid Resistance	x	—	—	500	5,000
12	Oil of Disenchantment	x	—	—	750	3,500
14	Oil of Elemental Invulnerability	x	x	—	1,000	5,000
11	Oil of Etherealness	x	—	—	600	1,500
8	Oil of Fiery Burning	x	—	—	500	4,000
14	Oil of Impact	x	—	—	750	5,000
2	Oil of sharpness, +1	x	—	—	100	1,000
4	Oil of Sharpness, +2	x	—	—	200	2,000
6	Oil of Sharpness, +3	x	—	—	300	3,000
8	Oil of Sharpness, +4	x	—	—	400	4,000
10	Oil of Sharpness, +5	x	—	—	500	5,000
12	Oil of Sharpness, +6	x	—	—	600	6,000
6	Oil of Slipperiness	x	—	—	400	750
8	Oil of Timelessness	x	—	—	500	2,000
4	Pearl of Power, 1 st level	x	—	—	200	2,000
22	Pearl of Power, 1 st to 6 th level	x	—	—	2,000	20,000
6	Pearl of Power, 2 nd level	x	—	—	400	4,000
8	Pearl of Power, 3 rd level	x	—	—	600	6,000
10	Pearl of Power, 4 th level	x	—	—	800	8,000
12	Pearl of Power, 5 th level	x	—	—	1,000	10,000
14	Pearl of Power, 6 th level	x	—	—	1,200	12,000
16	Pearl of Power, 7 th level	x	—	—	1,400	14,000
18	Pearl of Power, 8 th level	x	—	—	1,600	16,000
20	Pearl of Power, 9 th level	x	—	—	1,800	18,000
8	Pearl of the Sirines	x	x	—	900	4,500
11	Pearl of Wisdom	—	x	—	500	5,000
13	Periapt of Health	—	x	—	1,000	10,000
19	Periapt of Proof Against Poison, +1	—	x	—	1,500	12,500
11	Periapt of Proof Against Poison, +2	—	x	—	2,000	15,000
13	Periapt of Proof Against Poison, +3	—	x	—	2,500	17,750
15	Periapt of Proof Against Poison, +4	—	x	—	3,000	20,000
6	Periapt of Wound Closure	—	x	—	1,000	10,000
12	Philosopher's Stone	x	—	—	1,000	10,000
1	Philter of Beauty	x	x	—	250	1,500
5	Philter of Glibness	x	—	—	500	2,500
1	Philter of Love	x	x	—	200	300
4	Phylactery of Faithfulness	—	x	—	1,000	7,500
7	Phylactery of Long Years	—	x	—	3,000	25,000
7	Pipes of Haunting	x	x	bard	400	2,000
9	Pipes of Sounding	x	x	bard	1,000	5,000
13	Pipes of the Sewers	x	x	bard	1,750	8,500
24	Portable Hole	x	—	—	5,000	50,000
1	Potion of Animal Control	x	x	—	250	400
9	Potion of Black Dragon Control	x	—	—	600	6,000
11	Potion of Blue Dragon Control	x	—	—	1,000	10,000
9	Potion of Brass Dragon Control	x	—	—	700	7,000
12	Potion of Bronze Dragon Control	x	—	—	1,100	11,000
2	Potion of Clairaudience	x	—	—	250	400
3	Potion of Clairvoyance	x	—	—	300	500
1	Potion of Climbing	x	x	—	300	500
13	Potion of Cloud Giant Control	x	—	—	800	5,000
12	Potion of Cloud Giant Strength	x	—	—	800	1,300
10	Potion of Copper Dragon Control	x	—	—	900	9,000
3	Potion of Diminution	x	—	—	300	500
5	Potion of ESP	x	—	—	500	850
5	Potion of Extra-Healing	—	x	—	400	800
6	Potion of Fire Breath	x	—	—	400	4,000
11	Potion of Fire Giant Control	x	—	—	700	4,000
11	Potion of Fire Giant Strength	x	—	—	700	1,200
1	Potion of Fire Resistance	x	x	—	250	400
6	Potion of Flying	x	—	—	500	750
10	Potion of Frost Giant Control	x	—	—	600	3,000
9	Potion of Frost Giant Strength	x	—	—	600	1,100
3	Potion of Gaseous Form	x	—	—	300	400
13	Potion of Gold Dragon Control	x	—	—	1,400	14,000
9	Potion of Green Dragon Control	x	—	—	800	8,000
4	Potion of Growth	x	—	—	250	300
1	Potion of Healing	—	x	—	200	400
4	Potion of Heroism	x	x	—	300	500
5	Potion of Hill Giant Control	x	—	—	400	1,000
6	Potion of Hill Giant Strength	x	—	—	500	900
7	Potion of Human Control	x	—	—	500	900
4	Potion of Invisibility	x	—	—	250	500
5	Potion of Invulnerability	x	—	—	350	500
3	Potion of Levitation	x	—	—	250	400

8	Potion of Longevity	x	x	—	500	1,000
13	Potion of Magic Resistance	x	x	—	1,000	10,000
14	Potion of Mist Dragon Control	x	—	—	1,500	15,000
3	Potion of Plant Control	x	x	—	250	300
4	Potion of Polymorph Self	x	—	—	200	350
2	Potion of Rainbow Hues	x	—	—	200	800
12	Potion of Red Dragon Control	x	—	—	1,200	12,000
12	Potion of Silver Dragon Control	x	—	—	1,300	13,000
2	Potion of Speed	x	—	—	200	450
7	Potion of Stone Giant Control	x	—	—	500	2,000
8	Potion of Stone Giant Strength	x	—	—	550	1,000
13	Potion of Storm Giant Control	x	—	—	900	6,000
13	Potion of Storm Giant Strength	x	—	—	900	1,400
9	Potion of Super-Heroism	x	x	—	450	750
2	Potion of Sweet Water	x	x	—	200	250
10	Potion of Treasure Finding	x	x	—	600	2,000
10	Potion of Undead Control	x	x	—	700	2,500
2	Potion of Ventriloquism	x	—	—	200	800
4	Potion of Vitality	—	x	—	300	2,500
5	Potion of Water Breathing	x	x	—	400	900
7	Potion of White Dragon Control	x	—	—	500	5,000
5	Pouch of Accessibility	x	—	—	1,250	12,500
21	Prison of Zagyg	x	—	—	2,750	25,000
9	Quaal's Token Feather, all ⁶	x	x	—	1,000	5,000
12	Quiver of Ehlonna	x	x	—	1,500	10,000
10	Ring of Animal Friendship	—	x	—	1,000	5,000
11	Ring of Blinking	x	—	—	1,000	5,000
24	Ring of Boccob	x	—	—	2,500	12,500
11	Ring of Chameleon Power	x	x	—	1,000	5,000
22	Ring of Djinni Summoning	x	x	—	3,000	20,000
25	Ring of Elemental Command	x	x	—	5,000	25,000
11	Ring of Feather Falling	x	—	—	1,000	5,000
11	Ring of Fire Resistance	x	x	—	1,000	5,000
13	Ring of Free Action	x	x	—	1,000	5,000
21	Ring of Human Influence	x	x	—	2,000	10,000
13	Ring of Invisibility	x	x	—	1,500	7,500
17	Ring of Invisibility w/silence	x	x	—	2,000	10,000
11	Ring of Jumping	x	—	—	1,000	5,000
17	Ring of Mammal Control	x	x	—	1,000	5,000
10	Ring of Mind Shielding	x	x	—	1,000	5,000
24	Ring of Multiple Wishes	x	x	—	5,000	25,000
11	Ring of Protection, +1	x	x	—	2,000	10,000
13	Ring of Protection, +2	x	x	—	2,500	12,500
15	Ring of Protection, +3	x	x	—	3,000	15,000
17	Ring of Protection, +4	x	x	—	3,500	17,500
21	Ring of Protection, +5	x	x	—	4,000	20,000
23	Ring of Protection, +6	x	x	—	5,000	25,000
+3 levels	Ring of Protection, +x w/5' radius	x	x	—	1,000	5,000
17	Ring of Regeneration	x	x	—	5,000	40,000
19	Ring of Regeneration, Vampiric	x	x	—	5,500	45,000
11	Ring of Shocking Grasp	x	—	—	1,000	5,000
15	Ring of Shooting Stars	x	—	—	3,000	15,000
12	Ring of Spell Storing	x	x	—	2,500	22,500
20	Ring of Spell Turning	x	—	—	2,000	17,500
9	Ring of Sustenance	x	x	—	500	3,500
11	Ring of Swimming	x	x	—	1,000	5,000
20	Ring of Telekinesis, 100 lbs.	x	—	—	4,000	20,000
22	Ring of Telekinesis, 200 lbs.	x	—	—	5,000	25,000
14	Ring of Telekinesis, 25 lbs.	x	—	—	2,000	10,000
24	Ring of Telekinesis, 400 lbs.	x	—	—	6,000	30,000
16	Ring of Telekinesis, 50 lbs.	x	—	—	3,000	15,000
11	Ring of the Faerie	x	x	—	1,000	7,500
10	Ring of the Ram	x	—	—	750	7,500
22	Ring of Three Wishes	x	—	—	3,000	15,000
13	Ring of Truth	—	x	—	1,000	5,000
11	Ring of Warmth	x	x	—	1,000	5,000
13	Ring of Water Walking	x	—	—	1,000	5,000
15	Ring of Wizardry, x2 1 st level	x	—	—	4,000	50,000
25	Ring of Wizardry, x2 1 st -2 nd level	x	—	—	9,000	112,500
27	Ring of Wizardry, x2 1 st -3 rd level	x	—	—	10,000	125,000
17	Ring of Wizardry, x2 2 nd level	x	—	—	5,000	62,500
19	Ring of Wizardry, x2 3 rd level	x	—	—	6,000	75,000
21	Ring of Wizardry, x2 4 th level	x	—	—	7,000	87,500
28	Ring of Wizardry, x2 4 th -5 th level	x	—	—	12,000	150,000
23	Ring of Wizardry, x2 5 th level	x	—	—	8,000	100,000
19	Ring of X-Ray Vision	x	x	—	4,000	35,000

24	Ring, Anything	x	x	—	5,000	55,000
12	Robe of Blending	x	x	—	3,500	35,000
14	Robe of Eyes	x	—	—	4,500	50,000
11	Robe of Scintillating Colors	x	x	—	2,750	25,000
18	Robe of Stars	x	—	—	4,000	12,000
22	Robe of the Archmagi	x	—	—	6,000	65,000
10	Robe of Useful Items	x	—	—	1,500	15,000
20	Rod of Absorption	x	—	—	7,500	40,000
19	Rod of Alertness	—	x	—	7,000	50,000
15	Rod of Beguiling	x	—	—	5,000	30,000
24	Rod of Cancellation	x	x	—	10,000	15,000
9	Rod of Flailing	—	x	—	2,000	20,000
17	Rod of Lordly Might	x	x	—	6,000	20,000
15	Rod of Passage	x	—	—	5,000	50,000
24	Rod of Resurrection	—	x	—	10,000	35,000
21	Rod of Rulership	—	x	—	8,000	35,000
11	Rod of Security	x	x	—	3,000	30,000
13	Rod of Smiting	—	x	—	4,000	15,000
10	Rod of Splendor	x	x	—	2,500	25,000
11	Rod of Terror	x	—	—	3,000	30,000
9	Rope of Climbing	x	x	—	1,000	10,000
9	Rope of Entanglement	x	x	—	1,250	12,500
18	Rug of Welcome	x	—	—	6,500	65,000
8	Saw of Mighty Cutting	x	x	—	1,750	12,500
9	Scarab of Enraging Enemies	x	x	—	1,000	8,000
9	Scarab of Insanity	x	x	—	1,500	11,000
10	Scarab of Protection	—	x	—	2,500	25,000
13	Scarab Versus Golems, Any golem	x	x	—	1,250	12,500
8	Scarab Versus Golems, Clay	x	x	—	500	3,500
7	Scarab Versus Golems, Flesh	x	x	—	400	3,200
11	Scarab Versus Golems, Flesh, Clay, Wood	x	x	—	900	6,000
10	Scarab Versus Golems, Iron	x	x	—	800	5,000
9	Scarab Versus Golems, Stone	x	x	—	600	4,000
7	Scimitar of Speed +1	x	x	—	2,500	9,000
10	Scimitar of Speed +2	x	x	—	3,000	12,000
13	Scimitar of Speed +3	x	x	—	3,500	15,000
17	Scimitar of Speed +4	x	x	—	4,000	18,000
19	Scimitar of Speed +5	x	x	—	4,500	21,000
6	Scroll, protection, acid	x	x	—	2,500	12,500
12	Scroll, protection, archon	x	x	—	2,500	12,500
6	Scroll, protection, cold	x	x	—	2,000	10,000
14	Scroll, protection, daemons	x	x	—	2,500	12,500
12	Scroll, protection, demodands	x	x	—	2,500	12,500
12	Scroll, protection, demons	x	x	—	2,500	12,500
14	Scroll, protection, deva	x	x	—	3,000	15,000
12	Scroll, protection, devils	x	x	—	2,500	12,500
10	Scroll, protection, dragon breath weapons	x	x	—	2,000	10,000
5	Scroll, protection, electricity	x	x	—	1,500	7,500
7	Scroll, protection, elementals	x	x	—	1,500	7,500
7	Scroll, protection, fire	x	x	—	2,000	10,000
6	Scroll, protection, gas	x	x	—	2,000	10,000
8	Scroll, protection, illusions	x	x	—	1,500	7,500
6	Scroll, protection, lycanthropes	x	x	—	1,000	5,000
10	Scroll, protection, magic	x	x	—	1,500	7,500
7	Scroll, protection, non-dragon breath weapons	x	x	—	2,000	10,000
5	Scroll, protection, paralyzation	x	x	—	1,500	7,500
6	Scroll, protection, petrification	x	x	—	2,000	10,000
5	Scroll, protection, plants	x	x	—	1,000	5,000
6	Scroll, protection, poison	x	x	—	1,000	5,000
6	Scroll, protection, possession	x	x	—	2,000	10,000
7	Scroll, protection, traps	x	x	—	2,000	10,000
9	Scroll, protection, undead	x	x	—	1,500	7,500
5	Scroll, protection, water	x	x	—	1,500	7,500
8	Scroll, protection, weapons, magical blunt	x	x	—	1,000	5,000
8	Scroll, protection, weapons, magical edged	x	x	—	1,000	5,000
8	Scroll, protection, weapons, magical missile	x	x	—	1,000	5,000
5	Scroll, protection, weapons, non-magic blunt	x	x	—	1,000	5,000
5	Scroll, protection, weapons, non-magic edged	x	x	—	1,000	5,000
5	Scroll, protection, weapons, non-magic missile	x	x	—	1,000	5,000
17	Shadow Lanthorn	x	x	—	750	6,000
9	Sheet of Smallness	x	—	—	1,250	12,500
2	Shield +1	x	x	—	250	2,500
5	Shield +2	x	x	—	500	5,000
8	Shield +3	x	x	—	800	8,000
10	Shield +4	x	x	—	1,200	12,000
13	Shield +5	x	x	—	1,750	17,500

9	Shield, +1, +4 vs. missiles	x	x	—	400	4,000
1	Shield, buckler +1	x	x	—	150	1,500
4	Shield, buckler +2	x	x	—	350	3,500
7	Shield, buckler +3	x	x	—	1,000	10,000
9	Shield, buckler +4	x	x	—	1,750	17,500
12	Shield, buckler +5	x	x	—	2,250	22,500
12	Shoes of Fharlanghn	—	x	—	2,000	20,000
5	Sling of Seeking +2	x	x	—	700	7,000
6	Slippers of Kicking	x	x	—	750	6,000
6	Slippers of Spider Climbing	x	—	—	1,000	10,000
14	Sovereign Glue (per oz.) ¹	x	—	—	1,000	750
14	Spade of Colossal Excavation	x	x	—	1,000	6,500
25	Sphere of Annihilation	x	—	—	3,750	30,000
3	Spoon of Stirring	x	—	—	500	5,000
15	Staff of Command	x	x	—	5,000	25,000
17	Staff of Curing	—	x	—	6,000	25,000
26	Staff of Power	x	—	—	12,000	60,000
9	Staff of Slinging	—	x	—	2,000	10,000
17	Staff of Striking	x	x	—	6,000	15,000
7	Staff of Swarming Insects	x	x	—	100 ⁵	500 ⁵
29	Staff of the Magi	x	—	—	15,000	75,000
19	Staff of the Serpent	—	x	—	7,000	35,000
21	Staff of the Woodlands	—	—	druid	8,000	40,000
21	Staff of Thunder & Lightning	x	x	—	8,000	20,000
21	Staff of Withering	—	x	—	8,000	35,000
8	Staff-Mace	x	x	—	1,500	12,500
6	Staff-Spear +1	x	x	—	1,000	5,000
9	Staff-Spear +2	x	x	—	1,500	7,500
12	Staff-Spear +3	x	x	—	2,000	10,000
18	Staff-Spear +3, ranseur	x	x	—	3,500	25,000
15	Staff-Spear +4	x	x	—	2,500	15,000
17	Staff-Spear +5	x	x	—	3,000	20,000
10	Stone Horse, courser	x	x	—	2,000	12,000
12	Stone Horse, destrier	x	x	—	2,500	15,000
12	Stone of Controlling Earth Elementals	x	x	—	1,500	12,500
11	Stone of Good Luck	x	x	—	3,000	25,000
7	Sword +1, +2 vs. Magic Using & Enchanted Creatures	x	x	—	600	3,000
8	Sword +1, +3 vs. Lycanthropes & Shape-changers	x	x	—	700	3,500
9	Sword +1, +3 vs. Regenerating Creatures	x	x	—	800	4,000
10	Sword +1, +4 vs. Reptiles	x	x	—	800	4,000
13	Sword +1, Flame Tongue	x	x	—	900	4,500
10	Sword +1, Luck Blade	x	x	—	1,000	5,000
13	Sword +2, Dragon Slayer	x	x	—	900	4,500
13	Sword +2, Giant Slayer	x	x	—	900	4,500
15	Sword +2, Nine Lives Stealer	x	x	—	1,600	8,000
17	Sword +3, Frost Brand	x	x	—	1,600	8,000
17	Sword +4, Defender	x	x	—	3,000	15,000
20	Sword +5, Defender	x	x	—	3,600	18,000
21	Sword +5, Holy Avenger	—	x	—	4,000	20,000
24	Sword +6, Defender	x	x	—	5,000	30,000
25	Sword +6, Holy Avenger	—	x	—	7,000	40,000
20	Sword of Dancing	x	x	—	4,400	22,000
21	Sword of Life Stealing	x	x	—	5,000	25,000
22	Sword of Sharpness	x	x	—	7,000	35,000
13	Sword of the Planes	x	x	—	2,000	15,000
19	Sword of Wounding	x	x	—	4,400	22,000
23	Sword, Anything	x	x	—	5,000	35,000
24	Sword, Broad, "Final Word" Type	x	x	—	10,000	50,000
11	Sword, Short, Quickness	x	x	—	1,000	8,000
18	Sword, Sun Blade	—	x	—	3,000	20,000
24	Sword, Vorpal Weapon	x	x	—	10,000	50,000
18	Talisman of Pure Good	—	x	—	3,500	27,500
13	Talisman of the Sphere	x	—	—	100	10,000
18	Talisman of Ultimate Evil	—	x	—	3,500	27,500
21	Talisman of Zagy	x	—	—	1,000	10,000
6	Trident of Fish Command	—	x	—	500	4,000
8	Trident of Submission	x	x	—	1,250	12,500
7	Trident of Warning	—	x	—	1,000	10,000
14	Ultimate Solution	x	—	—	1,000	7,000
18	Wand of Conjunction	x	—	—	7,000	35,000
11	Wand of Defoliation	x	x	—	1,000	6,000
15	Wand of Earth & Stone, greater	x	—	—	1,500	15,000
14	Wand of Earth & Stone, lesser	x	—	—	1,000	10,000
8	Wand of Enemy Detection	x	x	—	2,000	10,000
10	Wand of Fear	x	x	—	3,000	15,000
13	Wand of Fire	x	—	—	4,500	25,000

9	Wand of Fireballs	x	—	—	2,000	16,000
7	Wand of Flame Extinguishing	x	—	—	1,250	10,000
18	Wand of Force	x	—	—	3,000	30,000
16	Wand of Frost	x	—	—	6,000	50,000
9	Wand of Ice Storms	x	—	—	2,500	20,000
16	Wand of Illumination	—	x	—	2,000	10,000
12	Wand of Illusion	x	—	—	3,000	20,000
12	Wand of Lightning	x	—	—	4,000	30,000
9	Wand of Lightning Bolts	x	—	—	2,000	16,000
7	Wand of Magic Detection	x	x	—	2,500	25,000
9	Wand of Magic Missiles	x	—	—	4,000	35,000
9	Wand of Metal & Mineral Detection	x	x	—	1,500	7,500
11	Wand of Negation	x	x	—	3,500	15,000
11	Wand of Paralyzation	x	x	—	3,500	25,000
13	Wand of Polymorphing	x	—	—	3,500	25,000
14	Wand of Secret Door & Trap Location	x	x	—	5,000	40,000
12	Wand of Size Alteration	x	—	—	3,000	20,000
13	Wand of Stream & Vapor	x	x	—	4,500	25,000
16	Wand of Wonder	x	—	—	6,000	10,000
22	Wand, Anything	x	—	—	2,500	12,500
4	Wand, Buckler	x	—	—	500	5,000
4	Weapon, bow or crossbow +1	x	x	—	500	3,500
7	Weapon, bow or crossbow +2	x	x	—	1,000	7,000
10	Weapon, bow or crossbow +3	x	x	—	1,750	12,500
13	Weapon, bow or crossbow +4	x	x	—	2,500	17,500
16	Weapon, bow or crossbow +5	x	x	—	3,500	25,000
3	Weapon, melee or missile, small +1	x	x	—	200	1,000
6	Weapon, melee or missile, small +2 ²	x	x	—	400	2,000
9	Weapon, melee or missile, small +3 ²	x	x	—	800	4,000
12	Weapon, melee or missile, small +4 ²	x	x	—	1,400	7,000
15	Weapon, melee or missile, small +5 ²	x	x	—	2,000	10,000
5	Weapon, melee, large +1	x	x	—	400	2,000
8	Weapon, melee, large +2	x	x	—	800	4,000
11	Weapon, melee, large +3	x	x	—	1,400	7,000
14	Weapon, melee, large +4	x	x	—	2,000	10,000
17	Weapon, melee, large +5	x	x	—	3,000	15,000
23	Well of Many Worlds	x	x	—	6,000	12,000
5	Wind Fan	x	—	—	500	2,500
9	Wings of Flying	x	—	—	750	7,500
3	Zagyg's Flowing Flagon	x	—	—	750	3,500
5	Zagyg's Spell Component Case, 2 times/day	x	—	—	200	2,000
7	Zagyg's Spell Component Case, 3 times/day	x	—	—	300	3,000
9	Zagyg's Spell Component Case, 4 times/day	x	—	—	400	4,000
11	Zagyg's Spell Component Case, 5 times/day	x	—	—	500	5,000
13	Zagyg's Spell Component Case, 6 times/day	x	—	—	600	6,000
15	Zagyg's Spell Component Case, 7 times/day	x	—	—	700	7,000

Table Notes:

* Item Creation Cost is half the G.P. Sale Value.

¹ Consider XP and creation value x10 for research proposes; once the formula is known then use the values indicated.

² This includes weapons of approximately short sword size or less.

³ Add an additional Item Level for each additional die of missile after the 2 HD.

⁴ Consider XP and creation value x5 for research proposes; once the formula is known then use the values indicated.

⁵ Per charge of the staff; consider the XP and creation value x10 for research proposes.

⁶ Each different type must be researched separately.

⁷ Per facet; roll 1d100 to determine number.