

Armor

Material Strength Table Metal

Material	Description	Cost	DB Mod	Time	Difficulty
Soft Iron		x0.5	-10	x1	Easy
Bronze		x5	+0	x.5	Light
Hard Iron		x1	+0	x1	Easy
Borang	Low Steel	x10	+5	x1.5	Light
Arborang	High Steel	x50	+10	x2	Medium
Ardacer	White Alloy	x100	+15	x5	Hard
Mordacer	Black Alloy	x500	+20	x10	Very Hard
Mithin	Beryllium	x700	+15	x10	Medium
Mithglin	Titanium	x1000	+20	x15	Very Hard
Mithril*	True Silver	x3000	+20	x15	Very Hard
Ithilnaur*	Moon Fire	x3500	+20	x20	Ext. Hard
Laen*	Enchanted Glass	x8000	+25	x45	Sheer Folly
Eog*		x15000	+30	x60	Absurd
Galvorn*		x30000	+40	x55	Absurd (-50)

Material Strength Table Leather

Material	Cost	DB Mod	Time	Difficulty
Cow Hide	x1	+0	x1	Light
Buffalo Hide	x10	+5	x1.5	Easy
Gator Hide	x50	+10	x2	Medium
Fell Beast Hide	x100	+15	x5	Hard
Demon Hide	x1000	+25	x10	Ext. Hard
Dragon Hide	x5000	+30	x20	Sheer Folley

Superior Design

Cost	Penalty Mod	Time	Difficulty
x2	+5	x1	Medium
x3	+10	x1.5	Hard
x10	+15	x2	Very Hard
x40	+20	x2.5	Ext. Hard
x100	+25	x3	Sheer Folly

Modified Weight

Cost	DB Mod	Weight	Time	Difficulty
x10		0.85	x4	Ext. Hard
x5		0.9	x3	Very Hard
x2		0.95	x2	Hard
x1.5	+2	1.05	x1	Medium
x3	+5	1.1	x1.5	Hard
x6	+10	1.15	x2	Very Hard

** NOTE - If proper "Working" Spell is used, shift Difficulty Level down by 2, and multiply time by .5 **

Weapons

Material Strength Table Metal

Material	Description	Cost	OB Mod	Str Mod	Time	Difficulty
Stone		x0.05	-30	-30	x1	Routine
Soft Iron		x0.5	-10	+02	x1	Easy
Bronze		x5	+0	-10	x.5	Light
Hard Iron		x1	+0	+0	x1	Easy
Borang	Low Steel	x10	+5	+0	x1.5	Light
Arborang	High Steel	x50	+10	+10	x2	Medium
Ardacer	White Alloy	x100	+15	+15	x5	Hard
Mordacer	Black Alloy	x500	+20	+20	x10	Very Hard
Mithin	Beryllium	x700	+15	+30	x10	Medium
Mithglin	Titanium	x1000	+20	+40	x15	Very Hard
Mithril*	True Silver	x3000	+20	+70	x15	Very Hard
Ithilnaur*	Moon Fire	x3500	+20	+65	x20	Ext. Hard
Laen*	Enchanted Glass	x8000	+25	+85	x45	Sheer Folly
Tasarang*	Shalk for Bows	x5000	+15 (-5)	+40	x30	Ext. Hard
Eog*		x15000	+30	+100	x60	Absurd
Galvorn*		x30000	+40	+140	x55	Absurd (-50)

Material Strength Table Wood

Material	Description	Cost	OB Mod	Str Mod	Time	Difficulty
Pine		x0.1	-30	-30	x.25	Routine
Fur		x0.5	+10	-30	x.5	Routine
Ash		x1	+0	+0	x1	Routine
Oak		x10	+5	+10	x1	Light
Hickory		x50	+10	+10	x1.5	Medium
Iron Wood		x100	+15	+20	x3	Hard
Mallorn*	Hybrid Elven Tree	x1000	+20	+30	x5	Sheer Folly
Kandra*	Alfheim Elven Tree	x5000	+25	+50	x10	Absurd
Dyr*	Ent/Slowroot, etc.	x10000	Special	Special	x15	Absurd (-50)

Superior Design

Cost	Str Mod	Time	Difficulty
x2	+5	x1	Medium
x3	+10	x1.5	Hard
x5	+20	x2	Very Hard
x15	+40	x2.5	Ext. Hard
x30	+60	x3	Sheer Folly

Modified Weight

Cost	Initiative Moc	Str Mod	Weight	Time	Difficulty
x50	+3	-30	0.75	x4	Ext. Hard
x20	+2	-20	0.85	x3	Very Hard
x10	+1	-10	0.9	x2	Hard
x1	+0	-5	0.95	x1	Medium
x2	+0	5	1.05	x1	Medium
x5	-1	10	1.1	x1.5	Hard
x15	-2	20	1.15	x2	Very Hard
x40	-3	30	1.25	x2.5	Ext. Hard

** NOTE - If proper "Working" Spell is used, shift Difficulty Level down by 2, and multiply time by .5 **

Cost of Creating Magic Items

Time			
1 Day per Level of Highest Level Spell to create base item +			
1st Capability Spell Level	x2	Single Use	x .125
2nd Capability Spell Level	x3	Potion	x .25
3rd Capability Spell Level	x4	Charged	x .5
4th Capability Spell Level	x5	Daily	x .75
5th Capability Spell Level	x6	Other	x 1
6th Capability Spell Level	x7		
7th Capability Spell Level	x8		
8th Capability Spell Level	x9		
9th Capability Spell Level	x10		
10th Capability Spell Level	x11		

Spell Casting
All spells necessary for the creation must be cast every two days in not cast, creator loses half of what has been accomplished

Gold
Item cost +((total level of spells x total number of days) x .5)