

# VARIANT RULES FOR CRAFTING MAGIC ITEMS

WRITTEN BY MONTE COOK

PDF BY REVEILLE

## Item Creation Feats

An *item creation feat* lets a spellcaster create a certain type of magic item. Regardless of the type of item—wand, potion, etc.—each item creation feat has certain features in common.

**XP Cost:** The spellcaster expends some of her power and energy when making a magic item. The XP Cost equals 1/25 the cost of the item in gold pieces. A character cannot spend so many experience points that she loses a level. However, on gaining enough experience points to achieve a new level, she can immediately expend them to create an item rather than keeping them to advance a level.

**Raw Materials Cost:** Creating a magic item requires costly components, most of which are consumed in the process. The cost of these materials equals half the item's price (see below). Using an item creation feat also requires access to a laboratory or magical workshop, special tools, and so on. Characters generally have access to what they need unless unusual circumstances apply.

**Time:** The time to create a magic item depends on the feat and the cost of the item. The minimum time is one day.

**Item Price:** Item creation feats allow you to create items that directly reproduce spell effects. An item's power depends on its caster's level—a spell from one of these items has the same power it would have if cast by a spellcaster of equal level. The price of a magic item (and thus the XP Cost and the cost of the raw materials) depends on the caster level of the character who created it. The caster level must be high enough for the spellcaster creating the item to cast the spell at that level. To find the final price in each case, multiply the spell level by the caster level, then by the magic item creation modifier in the spell description. (If the spell level is 0, multiply by 1/2). Finally, multiply the result by a constant:

- *Spell-Completion Items:* Base price = (spell level × caster level × magic item creation modifier) × 25 gp.
- *Single-Use Items:* Base price = (spell level × caster level × magic item creation modifier) × 50 gp.
- *Charged Items:* Base price = (spell level × caster level × magic item creation modifier) × 750 gp.
- *Constant Items:* Base price = (spell level × caster level × magic item creation modifier) × 2,000 gp.

Finally, figure into the item's price the cost of any material components mentioned in the spell description.

## Craft Charged Item [Item Creation]

With the right materials, prerequisites, time, and money, you can make magical items that contain charges, such as wands.

**Prerequisite:** Spellcaster level 5th

**Benefit:** A character with this feat can create any item that stores a spell that the item's owner can use a set number of times, as long as she meets the item's prerequisites—usually, as long as the item is based on any spell she can cast. Charged items are usually spell-trigger items, such as wands (spell-trigger items can be used only by someone who normally can access the stored spell). Crafting a charged item takes one day for each 1,000 gp of its base price. When the character creates the item, she sets its caster level. The caster level must be sufficient for her to cast the spell in question and no higher than the character's own level. To craft a charged item, she must spend 1/25 of its base price as an XP Cost and use up raw materials costing half its base price.

To determine the base price of a charged item, multiply the caster level by the spell level, then by the magic item creation modifier listed in the spell's description, if any. Multiply the result by 750 gp, unless the item is not a spell-trigger item (such as a *ring of three wishes*), in which case you should multiply the result by 850 gp.

Some items incur extra costs in special material components, as noted in the spell descriptions. Allow for these costs in addition to those derived from the item's base price.

A standard, newly created charged item contains 50 charges.

## Craft Constant Item [Item Creation]

With the right materials, prerequisites, time, and money, you can make magical items such as rings.

**Prerequisite:** Spellcaster level 12th

**Benefit:** As long as she meets the item's prerequisites (usually that the item is based on a spell she can cast), a character with this feat can create any magic item of the following types:

- One whose powers are constant (like a *ring of protection +1*);
- One whose powers last until "turned off" (like a *ring of invisibility*);
- One whose powers can be accessed at will, with no limits based on uses per day or charges (like a pair of shoes that allows free use of the *teleport* spell); or
- One whose powers can be accessed a certain number of times per day (like a sword that allows the wearer to cast *lesser battle healing* on herself once per day).

Crafting a constant item takes one day for each 1,000 gp of its base price. When the character creates the item, she sets its caster level. The caster level must be sufficient for her to cast the spell in question and no higher than the character's own level. To craft a constant item, she must spend 1/25 of its base price as

an XP Cost and use up raw materials costing half of its base price.

To determine the base price of a constant item, multiply the caster level by the spell level, then by the magic item creation modifier listed in the spell's description, if any. Multiply the result by 2,000 gp, unless the item is limited by uses per day, in which case multiply by the following instead:

Uses Per Day	Cost
5+	2,000
4	1,600
3	1,200
2	800
1	400

Some items incur extra costs in special material components, as noted in the spell descriptions. Allow for these costs in addition to those derived from the item's base price.

A character with this feat also can mend a broken constant item, if it is one that she could make. Mending costs half the item's XP Cost, uses half its raw materials, and requires half the time it would take to craft the item in the first place.

### Craft Magic Arms and Armor [Item Creation]

With the right materials, prerequisites, time, and money, you can make magical weapons and armor.

**Prerequisite:** Spellcaster level 5th

**Benefit:** A character with this feat can create any magic weapon, armor, or shield whose prerequisites she meets. Enhancing a weapon, suit of armor, or shield takes one day for each 1,000 gp of the price of its magical features. To enhance a weapon, harness of armor, or shield, the character must spend 1/25 of its features' total price as an XP Cost and use up raw materials costing half of this total price.

Creators use this feat to grant enhancement bonuses to weapons, shields, and armor. Weapon enhancement bonuses add to attack and damage rolls, while shield and armor enhancement bonuses add to Armor Class. The character also can add special abilities to a weapon, shield, or harness of armor, most of which have a "bonus equivalent" for determining price. For example, the keen special ability has the equivalent of a +1 bonus. To give a weapon, shield, or armor harness a special ability, the weapon must also have at least a +1 enhancement bonus.

To create a magic weapon, shield, or armor harness, the creator must have a caster level at least three times the enhancement bonus given to the item. Thus, to create a *+3 longspear*, the creator's caster level must be at least 9th. This is true of special abilities with bonus equivalents as well. So, to give a shield the *cold resistance* special ability, which is the equivalent of a +3 bonus (and must be given to a weapon with at least a +1 enhancement bonus, for a total bonus of +4), the creator must be at least 12th level.

The character also can mend a broken magic weapon, suit of armor, or shield, if it is one that she could craft. Mending costs half the item's XP Cost, uses half its raw materials, and requires half the time it would take to enhance the item in the first place.

The weapon, armor, or shield to be enhanced must be a masterwork item the character provides. (Its cost is not included in the above cost.)

### Craft Single-Use Item [Item Creation]

With the right materials, prerequisites, time, and money, you can make magical items like potions.

**Prerequisite:** Spellcaster level 3rd

**Benefit:** A character with this feat can create a magic item that has a single use—such as a potion, a pinch of magical powder, or a glass ball meant to release a spell when it shatters—based on any spell she can cast. Creating the item takes one day. When the character creates the item, she sets its caster level. The caster level must be sufficient for her to cast the spell in question and no higher than the character's own level. To create the single-use item, she must spend 1/25 of this base price as an XP Cost and use up raw materials costing half this base price.

To determine the base price of a single-use item, multiply the caster level by the spell level, then by the magic item creation modifier in the spell's description, if any. Multiply the result by 50 gp.

Any item that stores a spell with a costly material component or an XP Cost also carries a commensurate cost. In addition to the costs derived from the base price, when creating the item, the character must expend the material component or pay the experience points.

Single-use items can be used by any character, but they always require some physical action, such as drinking a potion, breaking a seal, or rubbing on a salve. Performing the action provokes an attack of opportunity. When the item is created, the creator usually makes all the choices about the parameters of the spell (the target is the person drinking the potion, and so on) but if she wishes, and is willing to double the cost involved, she can leave some of these up to the end user (allowing the creation of a charm that, when rubbed, allows the user to cast *distraction* on anyone he wishes within range).

### Craft Spell-Completion Item [Item Creation]

With the right materials, prerequisites, time, and money, you can make magical items such as scrolls.

**Prerequisite:** Spellcaster level 1st

**Benefit:** Someone with this feat can create a spell-completion item (such as a scroll) based on any spell she can cast. Spell completion items are those that require the user to be able to cast the spell they store. In effect, the stored spell is mostly cast already—the user simply finishes it. Creating the item takes one day for each 1,000 gp of its base price. When the character creates the item, she sets its caster level. The caster level must be sufficient for her to cast the spell in question and no higher than the character's own level. To create the spell-completion item, she must spend 1/25 of this base price as an XP Cost and use up raw materials costing half of this base price.

To determine the base price of a spell-completion item, multiply the caster level by the spell level, then by the magic item creation modifier listed in the spell's description, if any. Multiply the result by 25 gp.

Any spell-completion item that stores a spell with a costly material component or an XP Cost also carries a commensurate cost. In addition to the costs derived from the base price, when creating the item, the character must expend the material component or pay the experience points.