

Spell Slot Item Creation System

Based on the work in the Artificer's Handbook by Mystic Eye Games
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This product requires the use of the Dungeons and Dragon's Player's Handbook®, Edition 3.5 published by Wizards of the Coast.



Nutshell synopsis: The spell slot item creation system is a variant magic item creation system which relies on other limiting factors other than XP for item creation. In addition, this system provides a more formulaic approach towards item creation allowing GMs and players to more accurately determine costs for magic item creation and allowing for a fact-based calculation for unusual and complex items. The spell slot item creation system relies on time, cost and the number of spell slots available to the caster (also implies a limitation on caster level) as its primary limiting factors.

Comments? Critiques? Suggestions?

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How does Spell Slot Work?

In order to create an item, the creator imbues it with power by casting a spell into the item a number of times. This number (known as slots) is based on the desired abilities of the item. The number of spell slots a caster has determines the power they can put into an item. The caster can cast lower-level spells using higher-level spell slots, just like normal.

The spellcaster cannot use the spell slots until either the item is created, or they abandon the creation. Using any slot before the item is created destroys magic already placed into the item and the caster has to start over again.

Building an item using the Spell Slot system requires the following steps:

- 1) Determine the effect(s) desired in the item.
- 2) Gain the GM's approval.
- 3) Assign spells to each effect.
- 4) Determine what properties the item has and determine the number of spell slots required:
 - a) Activation type
 - b) Frequency of use
 - c) Modify the cost if the Target, Range, or Duration are changed
 - d) Repeat for each additional effect
- 5) Add any advantages or restrictions.
- 6) Add up the costs.
- 7) Determine the construction time and spell slot requirements.

Spell Slots and Time

The amount of time it takes to create an item using the Spell Slot system is based on the caster level and the spell level for each effect, using the following formula:

(# Spell Slots) x (Caster level + Spell level)

Thus, an item that requires two 3rd level spell Slots, cast by a 5th level spellcaster, requires 2 x (5+3), or 16 hours to create. Since a workday is 8-hours long, this item would take two days to create. If more than one effect is put into the item the duration formula is cumulative per effect.

Just like a woodworker creating a cabinet, they can pick up where they left off, and can take weeks, months, or even years to create the item if they desire. The caveat is that any spell slots invested in the item are unavailable until either the item is created or the spellcaster abandons the project.

Properties of Item Effects

There are certain universal properties of items chosen at creation time. These include the ways in

which the item is activated, the targets, the range, and duration. In cases where an item has multiple effects, simply go through these steps again for each effect and then use the rules for multiple spells in an item.

Spell Activation

There are four ways a magic item can be activated:

Spell-completion

Spell-completion items are typically scrolls. To use the item, the wielder must be able to cast the spell or spells within the item.

Spell-trigger

Spell-trigger items are slightly easier to use than spell-completion items. The user need not be able to cast the spell but they must be able to have the potential to cast the spell. A 3rd level cleric can't cast *miracle*, but the spell is in their spell list, so they have the ability to spell-trigger an item with the *miracle* spell.

Command-word

Anyone can use the item, so long as they know the word(s) to activate the item.

Use-activation

Simply by wearing or using the item allows someone to use the powers of the item. This is the broadest category because anyone can use these items.

Frequency of Use

Every magic item has a number of times it can be used, from once to continuous (or unlimited uses).

Single-Charge Items

A single-charge item allows a character to use the item once. Typical examples are scrolls and potions. Single-charge items require one spell slot for spell-completion and spell-trigger items, and two spell slots for command-word and use-activated items. Single-charge items cannot be recharged

Table 1.1 Single-Charge items

Spell Slots	Special Notes
1	Spell-Completion (e.g. scroll)
1	Spell-Trigger (e.g. rune)
2	Command-Word (e.g. rune)
2	Use-Activation (e.g. potion)

Jacob the insane creates a 1st level potion. This requires two 1st level spell slots for a use-activated, single-charge item.

Multi-Charge Items

A multi-charge item allows a character to use the item multiple times. Examples include wands and staves. Multi-charge items cannot be recharged unless the item is created as rechargeable.

Table 1.2 Multi-Charge items

Spell Slots	Benefits	Special Notes
2		Spell-Completion (e.g., reusable scroll)
3		Spell-Trigger (e.g., wand)
4		Command-Word (e.g., rod)
5		Use-Activation (e.g., magical trap)
+1	10 charges	
+2	20 charges	
+3	30 charges	
+4	40 charges	
+5	50 charges	
+4	Rechargeable	

A rechargeable multi-charge item requires +4 additional spell slots and can be recharged at any time, merely by casting the appropriate spell into the item. Recharging a multi-charge item requires that the user simply cast the spell into the item to replenish the charges lost on a one-to-one basis (or a 2:1 or 3:1 basis – at the GM’s discretion).

Ajax wants to create a rechargeable spell-trigger wand with 10 charges of burning hands. This requires 8 1st level spell slots (3 for spell-trigger, +1 for 10 charges, and +4 for rechargeable).

Use-per Items

Use-per (time interval) items allow the user to use the item a certain number of times within a given time frame. The cost of use-per items is dependent on the type of activation and how frequently it can be used. Use-per items can never be recharged.

Round up for an unusual number of uses per time frame. For example, 10 charges per week equates to slightly less than 2 charges per day, but getting 10 potential charges on a single day makes 10 charges per week better than 2 charges per day.

Table 1.3 Use-per items

Spell Slots	Benefits	Special Notes
2		Spell completion
3		Spell-Trigger
4		Command-Word
5		Use-Activation (e.g., magical traps)
+1	1 use per year	
+2	1 use per month	
+3	1 use per week	
+4	1 use per day	
+1	+1 use	cumulative for each use

Melinda creates a ring of invisibility that is command-word activated and can be used twice per day. This requires 4 spell slots for the command-word activation and another +4 spell slots for the once per day frequency plus another for a two times per day frequency (for a total of 9). These would be 2nd level spell slots since invisibility is a 2nd level spell

Continuous Items

Continuous items are items that constantly function, like a cloak of displacement. Normally, these items work without any prompting by the user. The spell slot requirements to create them range from five spell slots for a spell that has a permanent duration to nineteen spell slots for a spell that has an instantaneous duration. The reason is that it is harder to make a short-lived spell last longer than a long-duration spell.

Instantaneous spells normally cannot be used in continuous items. These spells are normally reserved for unlimited-use items. Furthermore, the GM should not allow spells with a Range of “Personal” as continuous items. Such things are invitations for abuse.

Continuous items can be created that allow the user to turn the item on and off. Most characters would not want a continuous ring of *blur* or a necklace of *gaseous form* to be working constantly. The additional spell slot cost to allow this is +1.

Unlimited-Use Items

A special case of continuous items are unlimited-use items. Unlimited-use items are created with the same rules as continuous items. An unlimited-use item is an item such as an amulet of the planes or a folding boat. The item can be used whenever the user desires, and there is no limitation on the number of times it can be used. Unlimited-use items generally don’t affect anyone directly. If the item you’re creating affects the wearer, or another target, it probably is a continuous item – remember that, in general, Personal spells and Instantaneous spells should never be placed into a continuous item.

Table 1.4 Continuous items /Unlimited-use items

Spell Slots	Spell duration / Additional benefits
5	Permanent spell
7	One day per spell level spell
9	One day duration spell
11	One hour per level spell
13	ten minutes per level spell
15	one minute per level spell
17	one round per level spell
19	instantaneous spell
+1	Turn item on/off



Jacob the insane wants to create an amulet of the planes. These are unlimited-use items, but use the same rules for continuous items. An amulet of the planes is created with the plane shift spell, which wizards get at 13th level. It is an instantaneous spell, which means that it will cost 19 spell slots of 7th level spells to create!

Bonus Items

Bonus items are a type of continuous item that grant a bonus to combat, a save, a skill, a caster level or an ability score. A bonus item requires two spell slots plus one per plus of the item. Hence, a +3 bonus item requires five spell slots (3 for the +3, plus 2 more).

Bonus items are automatically continuous. They do not require the five to nineteen spell slots for creating a continuous item. However, they can be created with an additional spell slot to turn their power on and off.

The spell level of a bonus item is equal to the bonus of the item +1. Thus, a +3 sword requires a 4th level spell slot. The caster level of a bonus item is equal to twice the spell level. So, a +3 sword requires an 8th level spell caster or higher to create.

Bonus items don't have a named spell requirement for their creation. For creation purposes, these are generic, unnamed spell slots of the calculated level. *Magic weapon* and *greater magic weapon* are logical choices for creating magic weapons. Spells like *bull's strength* and *owl's wisdom* are logical choices for ability-boosting items. Items granting caster level bonuses or skill bonuses are more vague. GMs can decide how rigid they want to be on this requirement.

If Sorensen creates a set of +1 armor, it requires three 2nd level spells with a caster level of four, and the creation cost (see Monetary Cost of Spell Slot Items below) is 450gp. If he creates a +1 weapon, it also requires three 2nd level spells with a caster level of four, but the spell cost is doubled to 900gp

Most bonus items have a maximum of +5. The exceptions to this are bonus ability items such as a headband of intellect, which have a maximum of +6, and skill boosting items such as gloves of swimming and climbing, which cap at +20.

Weapon Bonus Items

A magic weapon costs twice as much financially as other bonus items. It does not require twice as many spell slots. Magic armor does not incur this cost increase.

Ammunition

Unlike other bonus weapons, magic ammunition loses its enchantment once used. Because of this, apply a -1 reduction in the spell slot cost when making magic ammunition. If magic ammunition cost as much to make as a magic ranged weapon, there'd be no reason to make magic ammunition.

Weapon and Armor Special Abilities

The Core Rules have special abilities, such as flaming or reflection, which enhance weapons and armor. When creating an item with a special ability, the item spell slot costs for the ability are per the bonus equivalent of that ability. For example, "flaming" has a +1 bonus equivalent. Thus it would require three 2nd level spells at caster level four as per a normal +1 weapon. But, special abilities can only be added to items that also have a standard bonus. You must use the rule for Multiple Spells in One Item (see below).

Ability Score Bonus Items

Ability score bonus items grant an enhancement bonus to an ability score. Instead of the normal +5 maximum bonus, these normally have a maximum bonus of +6. Also, they are often created at even bonuses since even scores always result in an advantage for the user. However, it is possible to create bonus items providing an odd bonus.

The spells used to create these are all 2nd level spells - *bull's strength*, *cat's grace*, etc. The spell level to create these items is equal to the bonus +1. So, an item that grants +6 to an ability score requires the 7th level spell slots.

Sarsiphious has a Dexterity of 13 and wants to boost this to 16. He decides to create +3 gloves of Dexterity. This requires five 4th level spell slots and a caster level of eight.

Caster Level Bonus Items

Items that add caster levels can be created as bonus items. It costs 1 spell slot for every caster level added. These spell slots have a caster level equal to the number of levels +1. Thus, adding 3 levels would require three 4th level spell slots cast at 8th level. No spell confers adding caster levels, so no specific spell is required here.

Sorensen wants to create an amulet of undead turning. The amulet adds four levels to turning undead checks. This would require four 5th level spell slots cast by a 10th level caster.



Skill Bonus Items

Individual skill bonus items are a special case of bonus items in that every point of bonus increases the skill by +5. For example, a cloak of elvenkind with a +10 circumstance bonus to a single skill (Hide) requires the same number of spell slots and costs as other +2 bonus items. Normally, skill

bonus items do not exceed a bonus of +4, which equates to a +20 skill increase. Bonuses for multiple different skills can be placed into a single item by increasing the bonus equivalency accordingly. GMs should feel free to impose further limitations on the item creation, requiring the caster possess the skill being granted, for example.

Table 1.5 Bonus items

Type	Spell Slots	Spell Level	Caster Level
Magic arms [†] and armor, special abilities [‡] , ability bonus	bonus +2	bonus +1	2 x spell level
Skill bonus	(bonus / 5) +2	(bonus / 5) + 1	2 x spell level
Caster Level bonus	bonus	bonus + 1	2 x spell level
Turn bonus on/off	+1	N/A	N/A

[†] Magic weapons have a creation cost that is double the normal creation cost for all other kinds of bonus items.

[‡] Weapon and armor special properties always incur a +1 spell slot cost due to it being an additional effect.

Other Modifiers

Spell Targets

The target of a spell-completion, spell-trigger, or command-word item is often dependent on the spell or spells used to create it. The target of a use-activated item is typically the user of the item. An exception to this might be a touch spell effect in a use-activated item that affects whoever is the recipient of the touch. Changing the target of a spell used to create an item is typically a restriction (see Item Advantages and Restrictions), which would reduce the number of spell slots required. For example, changing the target of a spell-trigger *bull's strength* spell from “creature touched” to “personal” would result in a -1 reduction, if allowed. An item creator cannot change the target of a personal spell (see Spell Range).

Spell Range

The different levels of range are as follows:

Personal

Touch (or 5 feet)

Close 25 feet + 5 feet per 2 levels (or 50 feet)

Medium 100 feet + 10 feet per level (or 200 feet)

Long 400 feet + 40 feet per level (or 800 feet)

Very Long 1 mile per level (or 10 miles)

Line of Sight (limited only to the visible eye)

Unlimited

Increasing the range of an item's effect requires two additional spell slots per range increment. So, an item creator can increase the range of a spell from “close” to “long” by using four additional spell slots. A decreased range item requires one fewer spell slot per range decrement of the item. Thus, an item creator can decrease the range of a spell from “long” to “close” by using two fewer spell slots. Reducing the range in this manner can never decrease the number of spell slots required to less than two, unless it is a single-charge item.

Some spells just fall into the closest approximate range category. For example, *helping hand* has a range of 5 miles. It would fall into the category of “very long”. The levels of range in parenthesis correspond to the range of the original spell or a reasonable approximation (round to the closest range). A spell with a range of 10 feet (e.g. *burning hands*) would be equivalent in range to a touch spell for purposes of item creation.

If the range of a spell is increased, the actual range of the effect is still bound by the creator's level. For example, if a close spell is increased to a medium spell, the range of the new spell is still based on the caster's level. That is, 100 feet + 10 feet per level.

Melinda wants to create a wand of long range grease, so that she can have enemies drop their weapons before they get close enough to attack. This will cost her four additional spell slots when creating the item, since the normal range for the grease spell is “close”.

Jai wants to create a wand of close range gust of wind (normally medium range) since he is not high enough level to create a normal wand of gust of wind. By decreasing the range by one increment, it will cost him one less spell slot.

Spell Duration

The different levels of duration are as follows:

One round

One round per level (or one minute)

One minute per level (or ten minutes)

Ten minutes per level (or one hour)

One hour per level (or twelve hours)

One day

One day per level

Increasing the duration of an item's effect requires two additional spell slots per duration increment.



For example, an item creator can increase the duration of a spell from “one minute per level” to “one hour per level” by using four additional spell slots. Decreasing the duration of an item requires one fewer spell slot per duration decrement of the item. So, decreasing the duration of a spell from “one hour per level” to “one minute per level” uses two fewer spell slots. Any item that is not single-charge is limited to a minimum of two spell slots.

Increased duration can not be used on items with one charge per day to increase the duration to 24 hours or greater. It should only be used where a longer duration type of effect makes more sense for the overall concept of the item and it is totally at the GM’s discretion. It is not possible to increase the duration of instantaneous spells.

Amelia wants to create a candle of bless that gives the effects of the bless spell while the candle burns. A candle normally burns for four hours, but the bless spell only lasts for one minute per level. She uses the increased duration rules to have the spell last as long as the candle burns, increasing the duration from one minute per level to one hour per level for +4 spell slots. She would have to add in +1 more spell slots if she wanted the spell to work when the candle is lit (on) and not work when it is not lit (off).

Item Advantages and Restrictions

Often, an item creator or Game Master will want to give advantages or restrictions to an item. This is done to remove some limitation of the spell used to create the item, to add some ability not part of the spell used or to reduce the number of spell slots required to create the item. Advantages and restrictions have few hard and fast rules.

Adding restrictions decreases the number of spell slots required. Restrictions can only reduce the spell slot cost of an item to half of the item’s original spell slot cost (rounded down). The minimum number of spell slots required to make an item is one slot for a single-charge item and two slots for all other items.

Neither Advantages nor Restrictions

Sometimes there is a fine line between an advantage and a restriction. Creating a weapon that can only be used by a specific race may seem like a restriction, but if a character is a member of that race, then it often works to her advantage. Thus, certain modifications are neither advantages nor restrictions. Although the item is restricted in some way, the item creator or user is at an advantage due to the restriction. Typical examples of these are items that are restricted to a certain race, class, alignment, or worship of a specific deity.

Table 1.6 Item Advantages & Restrictions

Spell Slots	Description
+1 to +3	The item removes a disadvantage from a spell. For example, being light as a feather via a <i>feather fall</i> spell when not falling.
+2 to +4	The item has increased utility. For example, the added combat benefits of a cloak of the manta ray.
+2	Can turn the duration on and off for a non-continuous item. For example, boots of speed.
+1	Item does not consume a worn location, such as an Ioun stone or a stone of good luck.
-1	The item removes an advantage of the spell. For example, <i>horseshoes of speed</i> get the double movement of expeditious retreat, but not the extra jumping ability.
-1	The item takes considerable time to use. Books which must be read are a good example of this restriction.
-1 to -2	The item requires a skill to use. For example, a musical instrument requires the Perform skill. An item that requires more than 10 ranks of a skill to use reduces the cost by 2 spell slots.
-1 to -4	The item requires material components to activate. For example, a magical brazier might require incense or wood to burn. A common component would reduce the cost by one. Rare (e.g., human sacrifices) components can decrease the cost by up to 4 spell slots.
-1 to -6	An unlimited-use item can only be used once per time frame. It gets a -1 if this is approximately equal to its duration and increases by -1 per increased level of duration. For example, a <i>chime of interruption</i> has a 3 minute duration (i.e. one minute per level; see Spell Duration) and can only be used once per 10 minutes (i.e. the same duration level, see Spell Duration). Hence, it gets a -1. If the <i>chime</i> were limited to once per hour (the next duration up on the chart), it would get a -2.
-2	The duration of an item is ended when some event occurs. For example, snuffing out a <i>candle of truth</i> .
-2	Effects of the item only occur on critical hits.
-2 to -4	The item is limited to one or a few different ways to use it whereas the spell allows several ways. For example, a <i>folding boat (fabricate)</i> , or a cloak of the bat (polymorph self).
-2 to -4	The effects of the item are random. When multiple possible spell effects can occur, which are not normal properties of the spell being added to the item, the spell slots are reduced by -2 for 2 possibilities, -3 for 3 possibilities, and -4 for 4 or more possibilities
-2 to -8	The item has limited utility. An item without combat benefits or a role-playing only item might have limited utility. This can be used to adjust the cost of items that seems too expensive.



Multiple Spells in One Item

Each additional spell added to an item requires additional spell slots. Add +1 spell slots to each additional spell effect beyond the first one. That is, the second effect gets a +1, the third effect gets a +2, etc. When calculating, order the spells from lowest to highest. Spells of equal level are ordered by caster level (lowest first). In addition, creating the item requires the user to have the Multi-Spell item creation feat (see Feats).

Alyssa wants to create a ring of command-word mage armor usable once per day, command-word resist elements usable once per day, and command-word stonewalk usable once per day. It would require 8 1st level spell slots for the mage armor spell (4 for charge-per command-word, and +4 for once per day), 9 2nd level spell slots for the resist elements spell (4 for use-per command-word, +4 for once per day, and +1 for the second spell), and 10 4th level spell slots for the stonewalk spell (4 for use-per command-word, +4 for once per day, and +2 for the third spell).

Linwë wants to create a ring of command-word mage armor once per day and command-word endure elements once per day. It would require 8 1st level spell slots for the mage armor spell and 9 1st level spell slots for the endure elements spell, or vice-versa. In either case, it requires seventeen 1st level spell slots.

Multiple Spells using a Single Charge Pool

Items such as staves have a number of spells which can pull from the same pool of charges (generally 50). Creating such item always requires the multi-spell feat. When making items of this nature, you pay the cost for each spell used, with each additional spell costing +1 additional (cumulative) spell slot as per the rules for multiple spells in one item. However, the caster can reduce the cost of each spell by -2 slots for each additional charge it requires from the pool (above 1), and only pays the spell slot cost for the number of charges on the highest level spell. The minimum caster level for these items is the sum of all the spell levels placed into the item.

Illuinus wishes to create a spell-triggered staff of healing with 50 charges. This requires lesser restoration (3 2nd level spells), cure serious wounds (4 (3+1) 3rd level spells), remove blindness/deafness with a cost of two charges (3 (3+2-2) 3rd level spells), and remove disease with a cost of three charges (7 (3+3-4+5 (for the 50 charges) 3rd level spells for a total of 32nd level spells and 14 3rd level spells. The minimum caster

level for the item would be 11th, although in this case, unless his domain was healing, he would most likely have to wait until 13th level to gain enough spell slots to craft the item.

Adding Magic to an Existing Item

A magic item can have more magic added to it at a later time. However, imbuing an item in this manner costs two additional spell slots for the effect added. These two additional spell slots combine with the additional spell slots due to multiple spells in one item. Adding magic to an existing item requires the adapter feat (see Feats).

Although a creator could use this technique to add higher level spells earlier and lower level spells later, hence, slightly decreasing the cost of the higher level spells, the +2 spell slots for the spells added later will typically offset any cost savings. Certain extremely powerful magical items, such as a Staff of the Magi, can only be created in this manner, due to the sheer number of spell slot requirements.

Jericho creates an item with three spells in it and later on decides to add a fourth spell to it. The fourth spell costs an additional two spell slots for adding magic to an existing item and three spell slots for being the fourth spell in the item.

Items Creating Permanent Effects

Certain items, most commonly tomes and books, can be enchanted to provide a permanent magical effect. These items require the *wish* or *miracle* spell to create. These items require some specialized rules due to their unique nature. For a +1 bonus tome, create the item as a single-charge use-activated item with +3 spell slot cost for being permanent. In addition, apply the -1 restriction due to the books taking time to use (the books have to be read). This results in a spell slot cost of 4. These are 4 9th level spells, which takes a minimum wizard level of 20th (possibly 19th with a high enough intelligence) to create. For each additional *wish* or *miracle* (boosting the ability by an additional +1), add in an additional +2 cost resulting in a progression of 4, 6, 8, 10 and 12 spell slots to create. It takes a sorcerer with a 36 charisma to create a +3 book. Epic levels would be required to create a +4 or +5 book. Remember that *wish* and *miracle* provide an inherent bonus. These bonuses can not exceed a total of +5, and any additional inherent bonuses don't stack unless they are greater. So, if someone has already read a +1 book, reading a second +1 book for the same ability score does not confer an additional bonus.



Domain Spells

Unless clerics have a domain spell in their normal spell lists, they are limited to creating simple items such as single-charge scrolls or potions with domain slots. However, just like other spell slots, lower level domain spells can be placed into higher-level domain slots. The Expanded Domains feat (see Feats) allows a cleric to cast domain spells using regular spell slots, which can greatly increase a cleric's item creation abilities.

Monetary Cost of Spell Slot Items

The below formula is used in the calculation of the monetary costs for spell slot items. Remember:

- Creation Cost is the expense to the spell caster for creating the item.
- Market cost is the price at which the item will sell for in an open market (under normal conditions). Market cost is equal to creation cost x 2.

Creation cost = 10gp x (spell level + caster level -1) x (number of spell slots required for the effect), squared

Or, more succinctly:

$$10gp(SL + CL -1) * SS^2$$

Remember that magic weapons and weapon special abilities cost twice the calculated amount.

In general, the spell slot item creation system tends to skew slightly downward in costs from the Core system. Certain items like scrolls, which tend to have a less significant effect on the overall game tend to be slightly cheaper (especially at lower levels). Whereas wands and

potions, which tend to bring more power into the game, tend to skew slightly higher. Overall, most items tend to be slightly cheaper when compared with core. But remember that the spell slot item creation system imposes other limitations on the creation of items aside cost – the gp cost of creation is only one factor. The other significant factor is the use of spell slots for the creation. Wands are harder to create at lower levels due to the amount of spell slots the character must devote to their creation. In Core, a 5th level sorcerer can create a wand of fireballs, but in the Spell slot item creation system, they can't do that until 8th level.

Feats

There are four core item creation feats for use with the Spell Slot system. In addition, there are additional feats which can allow characters to augment their item creation abilities.

These feat variants are meant to replace the core item creation feats - Brew Potion, Craft Magic Arms and Armor, Craft Rod, Craft Staff, Craft Wand, Craft Wondrous Item, Forge Ring, and Scribe Scroll. This section assumes the feat to create boots of water walking should be the same feat one would use to create a ring of water walking. The function is the same; the item is different.

The Brew Potion and Scribe Scroll feats are Unique enough thematically that GMs may want to keep them separate. If they are replaced with the Create Single Use Item feat, then wizards receive this feat as a bonus feat at first level, instead of scribe scroll.

Table 1.7 Feats

Feat	Type	Prerequisites	Benefit
Create Single Use Item	Item Creation	1 st level spellcaster	Ability to create single use items
Create Minor Item	Item Creation	3 rd level spellcaster, Create Single Use Item	Ability to create items with up to 3 rd level effects
Create Moderate Item	Item Creation	7 th level spellcaster, Create Minor Item	Ability to create items with up to 6 th level effects
Create Major Item	Item Creation	11 th level spellcaster, Create Moderate Item	Ability to create items with up to 9 th level effects
Multi-Spell	Item Creation	Create Minor Item	Ability to place multiple spell effects into a single item.
Adapter	Item Creation	Create Moderate Item, Multi-Spell	Ability to add additional spell effects into an existing magic item.
Expanded Domains	Special	Ability to cast domain spells	Ability to cast domain spells in normal spell slots.
Ritual Creation	Item Creation	Create Moderate Item	Ability to use helpers in item creation.

Create Single Use Item [Item Creation]

You can create a one-use magical item.

Prerequisites: 1st level spellcaster

Benefits: You can create magic items that have a single, one-time use. Examples include scrolls, potions, or single-use, trigger activated items. You must be able to cast the spell you wish to add to the item. You may set the caster level of the spell to any level you are able to cast. Use-per and continuous items (and all its variants) cannot be created with this feat.

Notes: Wizards receive this feat for free at 1st level.

Create Minor Item [Item Creation]

You can create minor magical items

Prerequisites: Caster level 3rd, Create Single Use Item.

Benefits: You can create magical items that include spell-like effects of up to 3rd level. You must be able to cast the spell you wish to add to the item. You may set the caster level of the spell to any level you are able to cast. This feat allows a spellcaster to create up to +2 bonus items.

Create Moderate Item [Item Creation]

You can create magical items of moderate power.

Prerequisites: Caster level 7th, Create Minor Item

Benefits: You can create magical items that include spell-like effects of up to 5th level. You must be able to cast the spell you wish to add to the item. You may set the caster level of the spell to any level you are able to cast. This feat allows a spellcaster to create up to +4 bonus items.

Create Major Item [Item Creation]

You can create magical items of major power.

Prerequisites: Caster level 11th, Create Moderate Item

Benefits: You can create magical items that include spell-like effects of up to 9th level. You must be able to cast the spell you wish to add to the item. You may set the caster level of the spell to any level you are able to cast.

Adapter [Item Creation]

You are adept at inserting new effects into existing items.

Prerequisite: Create Moderate Item, Multi-Spell

Benefit: You may add magic to existing items. See “Adding Magic to an Existing Item” on pg. 6.

Expanded Domains [Special]

You can memorize domain-specific spells as if they were general cleric spells.

Prerequisite: Ability to cast domain spells.

Benefit: You can prepare domain spells from all of your chosen domains in your clerical spell slots.

You may still only prepare domain spells in your domain spell slots.

Notes: You can still substitute domain spells, memorized in regular spell slots for cure/harm spells.

Multi-Spell [Item Creation]

You are adept at making complex magic items.

Condition: Use of the Spell Slot system.

Benefit: You can put multiple different spells into a single item. Use of this feat is required to create Rods, and any other item with multiple different spell effects.

Normal: You normally can only place one spell effect into a single item.

Ritual Creation [Item Creation]

You can work with a other spellcasters during item creation.

Prerequisites: Create Moderate Item

Benefits: You can shape and meld the energies of up to three other spellcasters when making powerful magic items. This allows you to combine spell slots to make items you would not have the power to do so on your own. All casters must have this feat in order to join the ritual. Through the use of this ritual, the number of spell slots is shared between the participants. However, the costs and resources associated with the item creation are unchanged.

Instability

Instability is an optional rule used to describe the existence of cursed items, intelligent items and artifacts. The general idea of instability is that during creation, the power of the item has gotten out of control of its creator, and ends up taking up a life of its own (often quite literally). If an item does end up becoming unstable, it can take on an unusual quirk, or in the most extreme cases, it can kill the creator, sucking his life force into his creation becoming an intelligent item in the process.

To determine instability, calculate the power level of item. The power level of an item is equal to the spell level x the caster level x the number of spell slots. For items with multiple effects, figure up the power level of each effect, and then add them all together. The more powerful an item, the more likely it will become unstable.

$$\text{Power level} = \text{SL} \times \text{CL} \times \text{SS}$$

Once the power level is determined, use the following table to apply any necessary modifiers. Certain conditions can either make an item more stable, or less stable.



Table 1.8 Instability Modifiers

Modifier	Condition
+5	Artificer created base item
+5	Artificer works slowly (1.5x time)
-5	Artificer has own laboratory
-5	Artificer uses superior components (1.5x cost)
-10	Artificer uses rare components [†]
+15	Base item is not masterwork
+5	Artificer rushes creation
+5	Adding magic to an existing item
+5	Artificer uses ritual creation
+10	Item effect contrary to location [‡]

[†] Construction of the item calls for spider webs, but the creator uses phase spider webs.

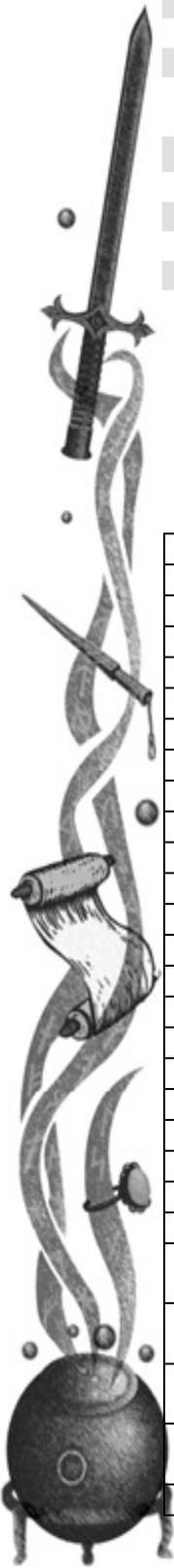
[‡] For example, the item grants a bonus to a will save, but is worn on the feet.

Once the power level is determined, and the necessary modifiers applied, you end up with a number. Treat this number as a percentile and roll it. If the number is over 100, there is no need to roll as there is already a 100% chance some instability will occur. If the roll is less than or equal to the number you created, the item is unstable in some way. Consult table 1.9 to determine what effect there is. Additionally, if the score is over 50, any amount by which the figure exceeds 50 to the results of the table 1.9 percentile roll.

Do not roll instability for single-charge and multi-charge items.

Table 1.9 Instability (roll 1d100)

%	Effect
1-9	The item always glows as bright as a candle.
10-15	The item always glows as bright as a torch.
16-20	The possessor becomes extremely hungry or thirsty all the time.
21-25	The item has a tendency to kill vegetation in an immediate area if left stationary too long.
26-30	The item has a tendency to attract lots of frogs if left stationary too long.
31-35	The item smells strongly of fresh baked bread.
36-40	The item reeks like rotten eggs.
41-45	The item emits a high-pitched tone only dogs (and dog-like creatures) can hear.
46-55	The item causes the owner's hair to grow at an alarming rate.
56-60	The item causes the owner to lose all alcohol tolerance.
61-65	Animals fear the item. Dogs snarl and horses flee in its vicinity when in use.
66-70	The item causes the owner to become a "neat-freak".
71-75	The item causes the possessor to no longer cast a reflection in a mirror, nor cast a shadow.
76-78	The item confers a +1 to a random save to its possessor.
79-81	The item confers a -1 to a random save to its possessor.
82-84	The item confers a +1 to a random ability score to its possessor.
85-87	The item confers a -1 to a random ability score to its possessor.
88-90	The item confers 5 resistance against fire, cold, electricity, or acid (choose 1 randomly)
91-92	The item gains a completely separate ability in addition to the desired effects (GM discretion)
93-94	Item works normally, but requires a <i>remove curse</i> spell to relinquish or remove from possessor.
95-96	The item is cursed. It does (more or less) exactly the opposite desired thing.
97-98	The item refuses to work under certain conditions (GM discretion)
99-100	The item is intelligent. Roll 2d6 each for the item's wisdom, intelligence and charisma. Item's alignment is true neutral.
101-110	The item is intelligent. Roll 3d6 each for the item's wisdom, intelligence and charisma. In addition, roll for alignment.
111-120	The item is intelligent. Roll 3d6 each for the item's wisdom, intelligence and charisma. Roll for alignment. In addition, the item starts to make "demands" (GM discretion).
120-130	The item's creation causes the creator to make a Fortitude save (DC 30) or die – the creator's soul is forever trapped in the item. Even <i>wish</i> or <i>miracle</i> cannot reverse it.
131+	The item becomes an artifact. Whatever effect it produces has no save.



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