

Item Creation

Enchanting magical items is not an easy task; binding magic into material form requires immense concentration, patience and perfect conditions. One who wishes to enchant magical items must have extensive arcane training and have a secure environment like a laboratory in order to conduct the enchantment.

The knowledge of how to enchant many magical items was lost when the last empires collapsed. All uncommon and all rare magical items require the enchanter to have a formula that shows how to craft a specific item.

Enchanting magical items is very time consuming and exhausting. Magical items take many days to craft, and while enchanting a magical item the enchanter has only enough spare time for sleep. Additionally the enchanting process requires dedication; one must see what they begin through to the end. Stopping the ritual before it is completed means that the enchanter must begin the ritual again from the beginning. It takes 2 days per level of the item to craft a magical item.

Once the crafter begins the ritual they must make a series of skill checks to insure that they properly enchant the item. The complexity of the skill challenge is noted on the chart below. .

Heroic: Complexity 1

Paragon: Complexity 2

Epic: Complexity 3

Common: Complexity +0

Uncommon: Complexity +1

Rare: Complexity +2

The Skill DCs are based on the level of the item to be created and the skill to be used.

Primary: Arcana, Heal, History, Nature, Religion.

Secondary: Dungeoneering, Endurance, Insight, Perception.

- 1 hard check is required.
- Primary skills can only be used a number of times equal to the complexity.
- The first time a skill is used the DC is moderate, further uses of that skill are hard.
- Each failure adds 2 days to the time it takes to craft the item.
- Others can assist, but all enchantment skill rolls must be made by the enchanting character.
- Failing the skill challenge means the components are lost and the character will need to start over.
- There are literary and alchemical items that can help in the creation of magical items.

Reagents: These items can be used to save the day. Reagents are expended to negate a failure and allow another roll.

Catalyst: Can be used repeatedly but for only certain types of items that are being created and give a bonus to a skill checks (usually arcana). But they can

also give the caster the ability to craft items of a level he could not normally create, or have items created using the catalyst more powerful.

Ingredients: Many items will require unique ingredients (i.e. to forge Dragonlances it requires silver from the Temple of the Dragon). The value of the ingredient is applied to the component cost. The ingredients are consumed. There is of course the most common ingredient; Residuum.

Grimoire: Most uncommon items and all rare items use ancient secrets that are lost to most. In order to craft these items one must have instruction. Tomes offer instruction on the crafting of specific magical items.

SAMPLE REAGENTS

Incense of Concentration

Several fine sticks of incense when burnt gives off a soft odor that sharpens ones focus.

Price 25 gp

Reagent

Immediate Reaction

Trigger You fail a moderate or hard skill check when enchanting an item.

Power (Consumable) You may re-roll a failed skill check; 2 days are added to the enchantment time.

Powdered Diamond Dust

A dash of diamond powder can do wonders for clarity.

Price 100 gp

Reagent

Immediate Reaction

Trigger You fail a moderate or hard skill check when enchanting an item.

Power (Consumable) You may re-roll a failed skill check; only 1 day is added to the enchantment time.

Shavings of Ki-Rin Horn

Rare but potent, a whiff of finely ground Ki-Rin horn has the effect of immediately sharpening ones senses.

Price 250 gp

Reagent

Immediate Reaction

Trigger You fail a moderate or hard skill check when enchanting an item.

Power (Consumable) You may re-roll a failed skill check. No days are added to the enchantment time.

SAMPLE CATALYSTS

Cold Iron Cauldron

Hardly fancy, perhaps even ugly, this black cauldron is crafted of cold iron.

Price 200 gp

Catalyst

Power You gain a +2 to all primary skill checks when brewing a potion.

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Hammer of Kharas

An ancient weapon of dwarven craftsmanship, the hammer can be used to forge steel.

Price 10,000 gp

Catalyst

Power When used to craft magical weapons it increases the enchantment bonus by +1.

Arm of Ergoth

A powerful artifact forged by ancient mages, the arm replaces the wielders right arm. The arm gleams and moves as if crafted from liquid mithral.

Price 10,000 gp

Catalyst

Power When used to craft magical weapons it increases the enchantment bonus by +1.

SAMPLE INGREDIENTS

Residuum

The fine powder has an iridescent sheen. It is left behind when a magical item is disenchanting.

Price 1+ gp

Ingredients

Power Can be used in the making of any item. The value can be applied to the component cost.

Red Crysoberyl

This naturally occurring stone is rare, but a great find, it makes a powerful ingredient for magical items that deal with blood.

Price 50 - 500 gp

Ingredients

Power Can be used in the making of any item with blood in its name. The value can be applied to the component cost.

Dragon Temple Silver

Only found in the temple of the silver dragon, this amazing metal has powerful draconic properties.

Price 500+ gp

Ingredients

Power Required to craft dragon lances, half the component cost must be from the silver.

SAMPLE GRIMOIRE

Codec Necrotic

An evil manuscript that smells of dried blood.

Price 50 gp

Grimoire

Power Contains directions for crafting any common or uncommon weapon with a necrotic damage type of 5th level or lower.

Scrolls of Ice Knife

The writings and Al-Khanber, the entire writings taught one how to craft Ice Knife itself, but the fragments that remain still have useful directions.

Price 500 gp

Grimoire

Power Contain directions for crafting magical swords (common, uncommon and rare) with the icy burst power.

Item Creation

Skill Complexity		
Complexity	Successes	Failures
1	4	3
2	6	3
3	8	3
4	10	3
5	12	3

Skill DCs			
Item Level	Easy	Moderate	Hard
1	8	12	19
2	9	13	20
3	9	13	21
4	10	14	21
5	10	15	22
6	11	15	23
7	11	16	23
8	12	16	24
9	12	17	25
10	13	18	26
11	13	19	27
12	14	20	28
13	14	20	29
14	15	21	29
15	15	22	30
16	16	22	31
17	16	23	31
18	17	23	32
19	17	24	33
20	18	25	34
21	19	26	35
22	20	27	36
23	20	27	37
24	21	28	37
25	21	29	38
26	22	29	39
27	22	30	39
28	23	30	40
29	23	31	41
30	24	32	42