

Magic Item Fabrication



This page is a WIP, as we are currently migrating our rules on this topic from our old campaign doc and choosing which things should go here vs on our [campaign-specific site](#).

Material components

Material components gathered from a monster are sufficient for the creation of a single magic item, regardless of the monster's size. For example, one green dragon kill equals one *potion of green dragon control*.

Protection scrolls

DMG 117 lists the division for DMG scrolls, but UA does not provide a list for the scrolls it adds. Here is one that divides the protection scrolls between the two classes according to which class has the closest spell in their list:

- **Clerical:** Cold ¹⁾, devils, fire ²⁾, paralyzation³⁾, poison⁴⁾, possession, traps ⁵⁾, undead
- **Magic-user:** Demons, elementals, illusions⁶⁾, lycanthropes, magic, magic weapons⁷⁾, petrification
- **Magic-user or druid:** Plants⁸⁾
- TODO: acid, breath dragon, breath non-dragon, electricity, gas, water, non-magic weapons

1)

Because of *resist cold*.

2)

Because of *resist cold* being reversable.

3)

Because of *remove paralysis*.

4)

Because of *slow poison* and *neutralize poison*.

5)

Because of *detect traps*.

6)

Because of *detect illusion*.

7)

Because of *anti-magic shell*.

8)

Several spells pertain to this.

From:

<https://demonidol.com/> - Demon Idol

Permanent link:

https://demonidol.com/magic_item_fabrication?rev=1734882798

Last update: 2024-12-22 15:53



