

CREATION OF MAGIC ITEMS, POISON, AND MAGICAL RESEARCH

1--Scrolls: magic-users can make scrolls of spells they know for a cost of 100gp and 1 week for each spell level. Clerics can make scrolls of spells they know for 200gp and 1 week for each spell level. The scroll maker must have access to a spell book and a retail source of scroll making supplies.

Additionally, tribal or impoverished spell casters can make a primitive sort of scroll carved into wooden or clay tablets. These substitute intense incantation and mystic trances for magic ink. They are essentially free of cost but take 6 weeks per spell level to create.

2--Magic Focus: by **permanently** sacrificing one of his daily spell slots, any caster can create a magic focus that will be able to bring forth 1 particular spell 3 times per day, but always at the casting level of the creator when he made the item. The creation requires 100gp per level of the spell in material cost, plus some physical object into which the spell is placed and 1 week of time per level of the spell. If the caster should die, there is a 90% minus 5% per experience level that the focus will be destroyed with him. The focus can be used by characters of the same class as the creator, but will only function once per day.

As with scrolls, Tribal or impoverished spell casters can make a focus free of charge, but the time is increased to 2 months per level of the spell.

3--Armor and Weapons by Focus Method: any caster can enchant a piece of armor or weapon using the same method as creating a magical focus. The various level of spell slots can be **permanently** sacrificed to produce magic weapons or armor as follows:

Level 1 slot: 100 +1 arrows, quarrels or sling bullets.

Level 2 slot: +1 light weapon

Level 3 slot: +1 shield

Level 4 slot: +1 normal or light weapon

Level 5 slot: +1 heavy, normal or light weapon

Level 6 slot: +1 armor

Level 7 slot: +2 weapon (any size)

4--Potions: clerics can make healing potions (cure light, cure serious, cure critical, neutralize poison or remove disease) for 100gp and 1 week per spell level.

Magic-Users, Clerics and NPC Alchemists may create other potions as well, once they have gotten the formula (see research, below). These potions take 200gp and 2 weeks per spell level to create and usually require a special ingredient too.

5--Permanent Magic Items: (replaces Enchant an Item and Permanence)

To create permanent magic items (including charge-using items like wands), other than through the focus method, requires an Enchanter's Furnace, also known as a Cosmic Energy Chamber. This chamber is a box of biotite granite with a solid lid. The box must be in the proportions 5 feet x 4feet x 3 feet costing 5,000gp, although a double sized box (10x8x6) for 15,000gp could also be used for large items. Furthermore, the box must be permanently installed in a location that is either 39 feet above ground level (say in a tower) or 39 feet below ground level (say in a dungeon chamber) in order to act as an Enchanter's Furnace. Magic-Users and Clerics can use an Enchanter's Furnace to create magic items beginning at 5th level.

Magic-Users can create any item, apart from those that are specifically cleric-related and/or religious in nature. Clerics can create any item that they themselves can use, and any item made by a Cleric is automatically aligned to his religion's teaching alignment. Dwarves of any class can enchant arms and armor. If an item has some sort of racial descriptor (e.g., Dwarven Throwing Hammer, Elven Cloak, Gnomish Poking Stick) only members of the

described race can manufacture the item. If an item duplicates a spell effect, then the caster must be able to cast that spell to make the item (e.g. a magic-user must have fireball spell in his book to create a wand of fireballs). Certain items, like the Librams, Manuals and Tomes, cannot be created by mortal casters, the DM must rule as to which other items are similarly restricted to the gods' work.

To create a permanent magic item the caster must first have a formula (see research, below). The caster places the item to be enchanted into the Enchanter's Furnace, together with a secret ingredient determined by the DM and a number of gold pieces equal to half the gold piece value of the magic item listed in the *Hackmaster Gamemaster's Guide*. The caster must spend 1 week chanting the formula and minding the Enchanter's Furnace for each 100 gold pieces spent. This gold (and it must be gold metal, not merely the monetary equivalent) is slowly changed into a monatomic zero-spin state, releasing binding magical energy and becoming a worthless white powder. During the creation process, the caster's entire spell casting quota is used up each day he works on the item. He can have an apprentice mind the Furnace for 1 day in 7, but any more than that will end with the item ruined. At the end of the creation process, the caster must roll the sum of his Intelligence (mage) or Wisdom (cleric) and his experience level or less on a d30, success means the object is successfully created, failure means the object and components are destroyed.

6—Magical Research

Creating a new spell and discovering a formula for a potion or magic item takes research. . For a potion recipe or level 1-3 spell, access to a Basic Library or guild is necessary. For a permanent item formula or level 4-6 spell an intermediate library or guild is necessary. For a level 7-9 spell an advanced library or guild is necessary.

To create a new spell, research takes 1 week and 2000gp per spell level. Then there is a flat 20% chance that the research is successful, otherwise time and money is wasted

To discover the formula for a potion requires either a sample of the potion and 1 week of work, or work and time equal to a 3rd level spell.

To create a permanent magic item, he must first have a formula, which can be discovered through research in an intermediate or advanced library (magic-users) or meditation and prayer (clerics) or workshop practice (dwarves). After one month's study or prayer, roll the character's Intelligence or Wisdom (arcane or divine respectively) or less on d100 to achieve the formula, a re-roll is allowed after each additional week of work. Once such a formula is discovered, it can be used to make multiple examples. Magic-Users can only have a number of permanent item formulae in their spell book equal to their maximum number of spells per level.

8—Miscellaneous Details

Recharging Items: wands, rings and other such items that use charges may be recharged in an enchanter's furnace, unless they are forbidden to be recharged by the item description. The re-charging character must have a formula to create the item, and simply does an abbreviated creation procedure. It takes half the component cost, half the time and no special ingredient to recharge the item. The process still risks the item's destruction on the final roll.

Special Ingredients: each formula should have its own special ingredient. However, only one "dose" of special ingredient can be harvested from any particular animal, plant or monster. So, if a Ring of Fire Resistance has a special ingredient of red dragon scales, only one ring can be made from any particular dragon.

Prices for Weapons: since "vanilla" magic weapons and armor are not given a Gold Piece Value in the *Hackmaster Guide* (probably an oversight), attach these values: +1=2000gp, +2=4000gp, +3=8,000gp, +4=12,000gp, +5=18,000gp.

