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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⁾, electricity, lightning
- TODO: acid, breath dragon, breath non-dragon, gas, water, non-magic weapons

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.

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