

# Magic Item Fabrication

Make sure to read the [Demon Idol page](#).

## Potions

All potions have a 5% chance to actually be created as potions of *delusion*, with the type of delusion befitting the potion that was intended to be created. For example, a *potion of delusion of flying* will surely cause a character to attempt to leap from a high place if there is reason to. When the brewed potion is quaffed, the player will roll a d20, and on a 1, it is a potion of delusion. These potions cannot be tested for, though *augury* and such divinations may help.

Potions other than the types listed may possibly be brewed, but the special ingredient should be of impressiveness comparable to those listed on DMG 116-117.

## Scrolls

While spell books have but a faint trace of magic, scrolls contain significant magical potential – they contain readied spells! They have special requirements for preparation.

1. **Scroll material**<sup>1)</sup> can be purchased from settlements. Availability may vary.
2. **A special quill.** Feathers for these can be harvested from any creature of strange or magical nature.<sup>2)</sup> It takes 1 hour to prepare a feather so that it can be used as a quill for this purpose. Feathers and quills expire after 1 year.
3. **A special base**, which should be giant squid sepia, giant octopus ink, or a comparable substance. If such a base is not used, the cost of secondary ingredients (below) is doubled. Ink base expires after 1 year, same as other harvested material components (see below).
4. **A special ingredient.** This must be something that matches the motif of the spell, to be proposed by the player. A primary ingredient needed for the ink needed for a 1st level spell need not be of extraordinary magical potency or rarity, but must have at least some flourish to it. Perhaps it is something fairly mundane, but it was left in the strong moonlight, or was heated in a fire as the preparer chanted. Primary ingredients for mid- and high-level spells will be more difficult to obtain, as primary potion ingredients are.
5. **Secondary ingredients** costing 100 gp per spell level, or double that if lacking a special ink base.

It takes 1 hour to prepare any ink, after which it must be left to stand for 24 hours, stirring occasionally. Unlike potion brewing, no special equipment is needed for ink manufacture. The containers and instruments needed are assumed to be kept in the character's present lodging, and their cost and maintenance is included in the character upkeep cost. Ink expires after 1 year.

Once the ink has been prepared, scribing can begin.

## Protection

Protection scrolls are produced in the same way as spell scrolls and have all the same requirements, except:

- The gp cost of secondary ingredients is equal to the XP value of the protection scroll, or double that if lacking the special ink base.<sup>3)</sup>
- It takes a number of days to scribe the scroll equal to the XP value divided by 100, rounded up.<sup>4)</sup>

## Harvesting materials

If you can name something your character could have harvested from an adventure in the last year that might be used as a component in magic item manufacture, that is sufficient to make use of it. The actual harvesting is abstracted. You do not have to explicitly state that your character is collecting materials during the adventure. You need merely to recall a time your character could have done so in the last year.

<sup>1)</sup> , <sup>2)</sup>

DMG 117.

<sup>3)</sup>

This is effectively the same thing as the 100 gp per spell level base cost of spell scrolls above.

<sup>4)</sup>

This is basically the same as the spell scrolls, and exactly the same as the number of days it takes to brew a potion.

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