

# 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 <sup>1)</sup>, devils, fire <sup>2)</sup>, paralyzation<sup>3)</sup>, poison <sup>4)</sup>, possession, traps <sup>5)</sup>, undead
- **Magic-user:** Demons, elementals, illusions<sup>6)</sup>, petrification
- **Magic-user or druid:** Plants<sup>7)</sup>
- TODO: acid, breath dragon, breath non-dragon, electricity, gas, water, non-magic weapons

<sup>1)</sup>

Because of *resist cold*.

<sup>2)</sup>

Because of *resist cold* being reversable.

<sup>3)</sup>

Because of *remove paralysis*.

<sup>4)</sup>

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

<sup>5)</sup>

Because of *detect traps*.

<sup>6)</sup>

Because of *detect illusion*.), lycanthropes, magic, magic weapons((Because of *anti-magic shell*

<sup>7)</sup>

Several spells pertain to this.

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