

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⁾, paralyzation ³⁾, poison ⁴⁾, possession, traps ⁵⁾, undead
- **Magic-user:** Demons, elementals, illusions ⁶⁾, lycanthropes, magic, magic weapons ⁷⁾, petrification
- **Magic-user or druid:** Plants ⁸⁾, electricity, lightning
- **TODO:** acid, breath dragon, breath non-dragon, 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.

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