

## MAGIC ITEM RESEARCH

The magic item research rules of ACKS make it possible, in theory, to calculate the price of every magic item. However, the rules do not actually provide those prices, and doing so is certainly a laborious task, made all the more laborious by the fact that some of the effects of the items do not map onto existing spells in either ACKS or the Player's Companion.

This article hopes to provide guidance to the Judge as to how much various magic items are worth, along with an explanation as to how each item's value was calculated.

In order to do this, the article provides an extensive set of new spell effects and modifiers, intended for use with the custom spell creation system, as well as some new custom spells that are implied by the existing items. A few items have powers that do not map to effects in the spell creation system at all; for these, we have offered estimates based on benchmarks from existing spells that are somewhat similar.

We have also used the opportunity provided by this article to clarify the duration of potions, the limits on the effects that can be made into potions, and the limits of the effects that can be made into protection scrolls.

### SCROLLS

| Scrolls                   | GP Cost | Time    | Spell Level | Spells Used                                                       |
|---------------------------|---------|---------|-------------|-------------------------------------------------------------------|
| Ward against Elementals   | 500gp   | 1 week  | 1           | <i>ward versus elementals</i> (custom spell 4 points) , 1 charge  |
| Ward against Lycanthropes | 500gp   | 1 week  | 1           | <i>ward versus lycanthropes</i> (custom spell 6 points), 1 charge |
| Ward against Magic        | 3,000gp | 6 weeks | 6           | <i>anti-magic shell</i> , 1 charge                                |
| Ward against Undead       | 500gp   | 1 week  | 1           | <i>ward versus undead</i> (custom spell 6 points), 1 charge       |

#### Notes:

- A **scroll of warding** is a special type of spell scroll that can be used by any character who can read it. For a scroll to qualify as a scroll of warding, it must include only one spell, and that spell must have as its sole effect a **ward** effect from the Protection type. A scroll of warding cannot be used to learn the spell it contains. Scrolls of warding are otherwise created like normal spell scrolls.
- Protection spells can have a duration of 2 turns (as in *ward versus elementals*) at a cost factor of x1.1.

#### Custom Spells:

- Ward Versus Elementals:** Ward versus elementals (3), target 1 creature (x1), protection in 10' radius around target (x1.75), range self (x.75), duration 2 turns (x1.1), beneficial effect (x1), arcane (x1), total cost 4
- Ward Versus Lycanthropes:** Ward versus lycanthropes (3), target 1 creature (x1), protection in 10' radius around target (x1.75), range self (x.75), duration 6 turns (x1.33), beneficial effect (x1), arcane (x1), total cost 6
- Ward Versus Undead:** Ward versus undead (3), target 1 creature (x1), protection in 10' radius around target (x1.75), range self (x.75), duration 6 turns (x1.33), beneficial effect (x1), arcane (x1), total cost 6

## POTIONS

| Potions             | GP Cost | Time    | Spell Level | Spells Used                                               |
|---------------------|---------|---------|-------------|-----------------------------------------------------------|
| Animal Control      | 2,500gp | 5 weeks | 5           | <i>control animals</i> , 1 charge                         |
| Clairaudience       | 1,500gp | 3 weeks | 3           | <i>clairaudience</i> , 1 charge                           |
| Clairvoyance        | 1,500gp | 3 weeks | 3           | <i>clairvoyance</i> , 1 charge                            |
| Climbing            | 500gp   | 1 weeks | 1           | <i>spider climb</i> , 1 charge                            |
| Diminution          | 1,500gp | 3 weeks | 3           | <i>diminution</i> , 1 charge                              |
| Dragon Control      | 1,000gp | 2 weeks | 2           | <i>control dragon</i> (custom spell 11 points), 1 charge  |
| ESP                 | 1,000gp | 2 weeks | 2           | <i>ESP</i> , 1 charge                                     |
| Extra-Healing       | 2,000gp | 4 weeks | 4           | <i>cure serious wounds</i> , 1 charge                     |
| Fire Resistance     | 1,000gp | 2 weeks | 2           | <i>fire resistance</i> , 1 charge                         |
| Flying              | 1,500gp | 3 weeks | 3           | <i>fly</i> , 1 charge                                     |
| Gaseous Form        | 1,500gp | 3 weeks | 3           | <i>gaseous form</i> , 1 charge                            |
| Giant Control       | 1,000gp | 2 weeks | 2           | <i>control giants</i> (custom spell 11 points) , 1 charge |
| Giant Strength      | 2,000gp | 4 weeks | 4           | <i>giant strength</i> , 1 charge                          |
| Growth              | 1,500gp | 3 weeks | 3           | <i>growth</i> , 1 charge                                  |
| Healing             | 500gp   | 1 weeks | 1           | <i>cure light wounds</i> , 1 charge                       |
| Heroism             | 1,500gp | 3 weeks | 3           | <i>heroism</i> (level 3 spell) , 1 charge                 |
| Human Control       | 1,500gp | 3 weeks | 3           | <i>control humans</i> (custom spell 29 points), 1 charge  |
| Invisibility        | 1,000gp | 2 weeks | 2           | <i>invisibility</i> , 1 charge                            |
| Invulnerability     | 1,000gp | 2 weeks | 2           | <i>shimmer</i> , 1 charge                                 |
| Levitation          | 1,000gp | 2 weeks | 2           | <i>levitation</i> , 1 charge                              |
| Longevity           | 3,000gp | 6 weeks | 6           | <i>longevity ritual</i> , 1 charge                        |
| Oil of Sharpness    | 500gp   | 1 weeks | 1           | <i>sharpness</i> , 1 charge                               |
| Oil of Slipperiness | 500gp   | 1 weeks | 1           | <i>slipperiness</i> , 1 charge                            |
| Philter of Love     | 1,000gp | 2 weeks | 2           | <i>love</i> (custom spell 16.5 points), 1 charge          |
| Plant Control       | 3,000gp | 6 weeks | 6           | <i>control plants</i> , 1 charge                          |
| Poison              | 2,000gp | 4 weeks | 4           | <i>neutralize poison</i> , 1 charge                       |
| Polymorph           | 3,000gp | 6 weeks | 6           | <i>dynamic polymorph self</i> (custom spell 60 points)    |
| Speed               | 1,500gp | 3 weeks | 3           | <i>haste</i> , 1 charge                                   |
| Super-Heroism       | 2,500gp | 5 weeks | 5           | <i>super heroism</i> (level 5), 1 charge                  |
| Stone to Flesh      | 3,000gp | 6 weeks | 6           | <i>stone to flesh</i> , 1 charge                          |
| Treasure Finding    | 2,000gp | 4 weeks | 4           | <i>find treasure</i> , 1 charge                           |
| Undead Control      | 2,500gp | 5 weeks | 5           | <i>control undead</i> , 1 charge                          |
| Water Breathing     | 1,500gp | 3 weeks | 3           | <i>water breathing</i> , 1 charge                         |

### Notes:

- By default, potions last for 1d6+6 turns or the duration of the underlying spell, whichever is less.
- If the spell's duration is indefinite, then the potion's effects are permanent until **dispelled**. Such potions are normally known as **philters** (e.g. **philter of love**).
- If the spell's duration is instantaneous, its effects are also permanent. However, the target of an instantaneous potion is *always* the character who drinks the potion. A potion *cannot* imbue a character with the ability to cast an instantaneous spell on another creature or area. A **potion of healing** heals the imbiber; it doesn't let the imbiber cast **cure light wounds**. A hypothetical **potion of fireball** would cause the imbiber to suffer the effects of a **fireball**, not grant the ability to cast one.

### Custom Spells:

- Control Dragon:** Charm target (30), target 1 creature of any HD (x1.1), only target dragons (x0.5), range 60' (x1), duration until saving throw succeeds (x1.33), saving throw avoids effect (x0.5), arcane (x1), total cost 11
- Control Giant:** Charm target (30), target 1 creature of any HD (x1.1), only target giants (x0.5), range 60' (x1), duration until saving throw succeeds (x1.33), saving throw avoids effect (x0.5), arcane (x1), total cost 11
- Control Humans:** Charm target (30), target 2d8 HD worth of creatures of any HD (x3), only target living creatures (x0.75), range 60' (x1), duration until saving throw succeeds (x1.33), saving throw avoids effect (x0.5), arcane (x1), total cost 29
- Love:** Charm target (30), target 1 creature of up to 4+1 HD (x1.1), only target humanoids (x0.5), range 60' (x1), duration indefinite (x2.2), saving throw avoids effect (x0.5), arcane (x1), total cost 16.5
- Dynamic Polymorph Self:** Transform to living creature's physical form (35), gain form's physical characteristics (10), and gain form's physical attacks (10) (55 total), dynamically change form during spell's duration (x1.5), HD limited to caster level and 2 x target's level (x0.75), target 1 living corporeal creature (x1), range self (x0.5), duration 6 turns + 1 turn per level (x1.5), cancel spell at will (x1.3), beneficial effect (x1), arcane (x1), total cost 60

## RINGS

| Rings                    | GP Cost   | Time     | Spell Level | Spells Used                                                         |
|--------------------------|-----------|----------|-------------|---------------------------------------------------------------------|
| Animal Command           | 100,000gp | 400 days | 4           | <i>command animals</i> , permanent                                  |
| Command Human            | 75,000gp  | 300 days | 3           | <i>command person</i> , permanent                                   |
| Command Plant            | 100,000gp | 400 days | 4           | <i>command plants</i> , permanent                                   |
| Djinni Calling           | 18,000gp  | 180 days | 6           | <i>summon djinni</i> , once per week                                |
| Fire Resistance          | 50,000gp  | 200 days | 2           | <i>fire resistance</i> , permanent                                  |
| Invisibility             | 33,000gp  | 160 days | 2           | <i>invisibility</i> , once per turn                                 |
| Protection +1            | 25,000gp  | 100 days | 1           | <i>protection +1</i> (custom spell 8 points), permanent             |
| Protection +2            | 50,000gp  | 200 days | 2           | <i>protection +2</i> (custom spell 15 points), permanent            |
| Protection +3            | 75,000gp  | 300 days | 3           | <i>protection +3</i> (custom spell 30 points), permanent            |
| Protection +3, 5' Radius | 100,000gp | 400 days | 4           | <i>protection +3, 5' radius</i> (custom spell 34 points), permanent |
| Regeneration             | 150,000gp | 600 days | 6           | <i>trollblood</i> , permanent                                       |
| Spell Storing            | 100,000gp | 400 days | 4           | <i>spell storing</i> , permanent                                    |
| Spell Turning            | 42,000gp  | 588 days | 7           | <i>spell turning</i> , 12 charges                                   |
| Telekinesis              | 125,000gp | 500 days | 5           | <i>telekinesis</i> , permanent                                      |
| Water Walking            | 75,000gp  | 300 days | 3           | <i>water walking</i>                                                |
| Wishes                   | 13,500gp  | 189 days | 9           | <i>wish</i> , 3 charges                                             |
| X-Ray Vision             | 82,500gp  | 400 days | 5           | <i>x-ray vision</i> , once per turn                                 |

### Custom Spells:

- **Protection +1:** +1 bonus to armor class (5), +1 bonus to saving throws (5), target 1 creature (x1), range self (x.75), duration 1 turns (x1), beneficial effect (x1), arcane (x1), total cost 7.5
- **Protection +2:** +2 bonus to armor class (10), +2 bonus to saving throws (10), target 1 creature (x1), range self (x.75), duration 1 turns (x1), beneficial effect (x1), arcane (x1), total cost 15
- **Protection +3:** +2 bonus to armor class (20), +1 bonus to saving throws (20), target 1 creature (x1), range self (x.75), duration 1 turns (x1), beneficial effect (x1), arcane (x1), total cost 30
- **Protection +3, 5' Radius:** +3 bonus to armor class (20), +3 bonus to saving throws in 5' radius (20 x 1.25), target 1 creature (x1), range self (x.75), duration 1 turns (x1), beneficial effect (x1), arcane (x1), total cost 34

## RODS, STAVES, AND WANDS

| Rods, Staves, and Wands   | GP Cost   | Time       | Spell Level | Spells Used                                                                                                                                                                                                                                                                                                     |
|---------------------------|-----------|------------|-------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Rod of Cancellation       | 3,500gp   | 49 days    | 7           | <i>cancellation</i> , 1 charge                                                                                                                                                                                                                                                                                  |
| Rod of Resurrection       | 70,000gp  | 980 days   | 7           | <i>resurrection ritual</i> , 5 charges                                                                                                                                                                                                                                                                          |
| Staff of Commanding       | 75,000gp  | 300 days   | 7.5         | <i>animal command</i> , <i>human command</i> , <i>plant command</i> , 20 charges                                                                                                                                                                                                                                |
| Staff of Healing          | 22,500gp  | 90 days    | 1           | <i>cure light wounds</i> , once per day per creature                                                                                                                                                                                                                                                            |
| Staff of Power            | 130,000gp | 503 days   | 12.5        | <i>cone of cold</i> , <i>telekinesis</i> , <i>fireball</i> , <i>lightning bolt</i> , <i>continual light</i> , 20 charges, on staff +1                                                                                                                                                                           |
| Staff of Striking         | 25,000gp  | 83 days    | 2           | <i>lesser striking</i> (custom spell 14 points), 20 charges, on staff +1                                                                                                                                                                                                                                        |
| Staff of Withering        | 125,000gp | 483 days   | 12          | <i>decrepitude ritual</i> , <i>lesser withering</i> (custom spell 30 points), <i>lesser striking</i> (custom spell 14 points), 20 charges, on staff +1                                                                                                                                                          |
| Staff of Wizardry         | 280,000gp | 1,103 days | 27.5        | <i>control weather</i> , <i>passwall</i> , <i>conjure elemental</i> , <i>cone of paralysis</i> , <i>cone of cold</i> , <i>telekinesis</i> , <i>fireball</i> , <i>fly</i> , <i>lightning bolt</i> , <i>continual light</i> , <i>lesser striking</i> , <i>invisibility</i> , <i>web</i> , 20 charges, on staff +1 |
| Staff of the Serpent      | 105,000gp | 403 days   | 2           | <i>transform staff to snake</i> (custom spell 19 points), on staff +1                                                                                                                                                                                                                                           |
| Wand of Cold              | 50,000gp  | 200 days   | 5           | <i>cone of cold</i> , 20 charges                                                                                                                                                                                                                                                                                |
| Wand of Detecting Enemies | 10,000gp  | 40 days    | 1           | <i>detect evil</i> , 20 charges                                                                                                                                                                                                                                                                                 |
| Wand of Detecting Magic   | 10,000gp  | 40 days    | 1           | <i>detect magic</i> , 20 charges                                                                                                                                                                                                                                                                                |
| Wand of Detecting Metals  | 30,000gp  | 120 days   | 3           | <i>detect metal</i> (custom spell 30 points), 20 charges                                                                                                                                                                                                                                                        |
| Wand of Det. Secret Doors | 20,000gp  | 80 days    | 2           | <i>detect secret doors</i> , 20 charges                                                                                                                                                                                                                                                                         |
| Wand of Detecting Traps   | 20,000gp  | 80 days    | 2           | <i>find traps</i> , 20 charges                                                                                                                                                                                                                                                                                  |
| Wand of Device Negation   | 60,000gp  | 240 days   | 6           | <i>negation</i> (custom spell 58 points), 20 charges                                                                                                                                                                                                                                                            |
| Wand of Fear              | 40,000gp  | 160 days   | 4           | <i>fear</i> , 20 charges                                                                                                                                                                                                                                                                                        |
| Wand of Fire Balls        | 30,000gp  | 120 days   | 3           | <i>fireball</i> , 20 charges                                                                                                                                                                                                                                                                                    |
| Wand of Illusion          | 20,000gp  | 80 days    | 2           | <i>phantasmal force</i> , 20 charges                                                                                                                                                                                                                                                                            |
| Wand of Lightning Bolts   | 30,000gp  | 120 days   | 3           | <i>lightning bolt</i> , 20 charges                                                                                                                                                                                                                                                                              |
| Wand of Magic Missiles    | 10,000gp  | 40 days    | 1           | <i>magic missile</i> , 20 charges                                                                                                                                                                                                                                                                               |
| Wand of Paralyzation      | 50,000gp  | 200 days   | 5           | <i>cone of paralysis</i> , 20 charges                                                                                                                                                                                                                                                                           |

### Notes:

- A magic item with a permanent effect that can be used 1/day per character (e.g. *staff of healing*) has a base cost of 500gp x spell level x 45 and a research time of 90 days x spell level.
- If a rod, staff, or wand contains only touch-range spells, the item can be crafted to simultaneously unleash one, some, or all of the spells on a successful attack throw. Each spell unleashed costs 1 charge. The wielder must decide how many charges are expended before the attack throw is rolled. This is how a *staff of withering* is crafted.
- It costs an average of 4 charges to cast *resurrection* using a *rod of resurrection*. Therefore the rod's cost has been calculated as if it had 5 charges rather than the usual 20 charges.
- Detection spells can detect metal in range (as in *detect metal*) at a base cost of 15.
- Protection spells can negate a wand, staff or rod (as in *negation*) at a base cost of 11.
- Protection spells can have a duration of 1 round (as in *negation*) at a cost factor of x0.66.
- Protection spells can have a range of line of sight (as in *negation*) at a cost factor of x2.
- Transmogrification spells can increase damage of a weapon (as in *lesser striking*) by 1d6 points at a base cost of 30.
- Transmogrification spells can have a duration of 1 round (as in *lesser striking*) at a cost factor of x0.4.
- Transmogrification spells can have a target of 1 weapon (as in *lesser striking*) at a cost factor of x1.0. A target modifier of x0.75 applies if the weapon must be of a particular type (as in *transform staff to snake*).

### Custom Spells:

- Lesser Striking:** Increase damage of a weapon by 1d6 points (30), target 1 weapon (x1), range 30' (x0.9), duration 1 round (x0.4), beneficial effect (x1), divine (x1.25), total cost 14
- Lesser Withering:** Target withered (60), target 1 creature (x1), attack throw required to target spell (x1), range touch (x1), duration instantaneous (x1), saving throw avoids spell effect (x0.5), divine (x1), total cost 30
- Transform Staff to Snake:** Transform to living creature's physical form (35), gain form's physical characteristics (10), gain form's physical attacks (10), and gain form's special abilities (20) (75 total), mental characteristics replaced by new form's (x0.2), form limited to particular type of creature (x0.75), target 1 weapon (x1), target weapon must be a particular type (x0.66), range 0' (x0.6), duration indefinite (x3.5), beneficial effect (x1), divine (x1.25), total cost 19
- Detect Metal:** Detect metal in range (15), all areas/creatures/objects within range (x1), range 60' (x1), duration 6 turns (x2), no saving throw (x1), divine (x1), total cost 30
- Negation:** Negate effects of wand, staff, or rod (11), target 1 creature (x1), range line of sight (x2), duration 1 round (x0.66), no saving throw permitted (x4), arcane (x1), total cost 58

## SWORDS

| Swords                            | GP Cost   | Time (Weeks) | Spell Level | Spells Used                                                                                                                     |
|-----------------------------------|-----------|--------------|-------------|---------------------------------------------------------------------------------------------------------------------------------|
| Sword +1                          | \$5,000   | 1 month      | n/a         |                                                                                                                                 |
| Sword +1, +2 versus lycanthropes  | \$10,000  | 1.5 months   | n/a         |                                                                                                                                 |
| Sword +1, +2 versus spell casters | \$10,000  | 1.5 months   | n/a         |                                                                                                                                 |
| Sword +1, +3 versus undead        | \$20,000  | 2 months     | n/a         |                                                                                                                                 |
| Sword +1, +3 versus dragons       | \$20,000  | 2 months     | n/a         |                                                                                                                                 |
| Sword +1, +3 versus regenerating  | \$20,000  | 2 months     | n/a         |                                                                                                                                 |
| Sword +1, +3 versus summoned      | \$20,000  | 2 months     | n/a         |                                                                                                                                 |
| Sword +1, light 30' radius        | \$30,000  | 130 days     | n/a         | <i>light</i> , permanent                                                                                                        |
| Sword +1, Flame Tongue            | \$45,000  | 190 days     | 1           | sword +1, \$5000/1 month; +2 \$5000/1 month; +3 \$10,000/1 month; fire effect is level 1, at will, permanent (500x50, 100 days) |
| Sword +1, Life Drinker            | \$41,000  | 174 days     | 9           | <i>energy drain</i> , 8 charges                                                                                                 |
| Sword +1, locate objects          | \$20,000  | 70 days      | 3           | locate objects as spell, once per day, 120'                                                                                     |
| Sword +1, Luck Blade              | \$52,500  | 220 days     |             | plus 1 on saves, 1d4+1 wishes; assume 5 wishes; +1 on saves is 1st level effect                                                 |
| Sword +2                          | \$15,000  | 2 months     | n/a         |                                                                                                                                 |
| Sword +2, charm person            | \$19,000  | 95 days      | 1           | <i>charm person</i> , thrice per week                                                                                           |
| Sword +3                          | \$35,000  | 3 months     | n/a         |                                                                                                                                 |
| Sword +3, Frost Brand             | \$145,000 | 315 days     |             | 35,000gp + 3 months for +3; plus (30000+40000+50000)/2 for the specialized +6; plus 50,000 and 200 days for fire resistance     |
| Sword +3, Vorpal                  | 160,000gp | 590 days     | 5           | <i>vorpal</i> (custom spell 50 points), permanent, on sword +3                                                                  |

### Notes:

- A magic item with a permanent effect that can be used 3/week has a base cost of 500gp x spell level x 8 and a research time of 35 days x spell level.
- Transmogrification spells can imbue a weapon with vorpal sharpness at a cost of 80.

### Custom Spells:

- Vorpality:** imbue weapon with vorpal sharpness (80), target 1 weapon (x1), range 30' (x0.9), duration 1 turn (x0.7), beneficial effect (x1), arcane (x1), cost 50

## ARMOR AND SHIELDS

| Armor and Shields | GP Cost  | Time (Weeks) | Spell Level | Spells Used |
|-------------------|----------|--------------|-------------|-------------|
| Armor +1          | \$5,000  | 6 months     | n/a         | n/a         |
| Armor +2          | \$15,000 | 7 months     | n/a         | n/a         |
| Armor +3          | \$35,000 | 8 months     | n/a         | n/a         |
| Shield +1         | \$5,000  | 1 month      | n/a         | n/a         |
| Shield +2         | \$15,000 | 2 months     | n/a         | n/a         |
| Shield +3         | \$35,000 | 3 months     | n/a         | n/a         |

## MISCELLANEOUS WEAPONS

| Miscellaneous Weapons          | GP Cost   | Time      | Spell Level | Spells Used                                                                                                                                                                                         |
|--------------------------------|-----------|-----------|-------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Arrows +1, 20                  | 5,000gp   | 1 month   | n/a         | n/a                                                                                                                                                                                                 |
| Arrows +2, 20                  | 15,000gp  | 2 months  | n/a         | n/a                                                                                                                                                                                                 |
| Arrows +3, 20                  | 35,000gp  | 3 months  | n/a         | n/a                                                                                                                                                                                                 |
| Arrow +3, Slaying Arrow        | 3,250gp   | 25.5 days | 3           | <i>slay creature</i> (custom spell 26 points), 1 charge                                                                                                                                             |
| Axe +1, Battle                 | 5,000gp   | 21 days   | n/a         | n/a                                                                                                                                                                                                 |
| Axe +2, Battle                 | 10,000gp  | 42 days   | n/a         | n/a                                                                                                                                                                                                 |
| Bow +1, Composite              | 5,000gp   | 4 months  | n/a         | n/a                                                                                                                                                                                                 |
| Crossbow Bolts +1, 20          | 5,000gp   | 1 month   | n/a         | n/a                                                                                                                                                                                                 |
| Crossbow Bolts +1, 20          | 5,000gp   | 1 month   | n/a         | n/a                                                                                                                                                                                                 |
| Crossbow Bolts +2, 20          | 15,000gp  | 2 months  | n/a         | n/a                                                                                                                                                                                                 |
| Crossbow Bolts +3, 20          | 35,000gp  | 3 months  | n/a         | n/a                                                                                                                                                                                                 |
| Dagger +1                      | 5,000gp   | 9 days    | n/a         | n/a                                                                                                                                                                                                 |
| Dagger +2, +3 versus beastmen  | 25,000gp  | 22.5 days | n/a         | n/a                                                                                                                                                                                                 |
| Sling +1                       | 5,000gp   | 6 days    | n/a         | n/a                                                                                                                                                                                                 |
| Spear +1                       | 5,000gp   | 6 days    | n/a         | n/a                                                                                                                                                                                                 |
| Spear +2                       | 15,000gp  | 12 days   | n/a         | n/a                                                                                                                                                                                                 |
| Spear +3                       | 35,000gp  | 18 days   | n/a         | n/a                                                                                                                                                                                                 |
| War Hammer +1                  | 5,000gp   | 15 days   | n/a         | n/a                                                                                                                                                                                                 |
| War Hammer +2                  | 15,000gp  | 30 days   | n/a         | n/a                                                                                                                                                                                                 |
| War Hammer +2, Dwarven Thrower | 160,000gp | 590 days  | 5           | <i>greater throwing</i> (custom spell 40 points) (giant humanoids only), <i>throwing</i> (custom spell 20 points), <i>hurling hammer</i> (custom spell 8 points), permanent, on <i>warhammer</i> +3 |

### Notes:

- Death spells that require an attack throw to hit target have a cost factor of x0.75. In the *Player's Companion*, the cost factor is incorrectly listed as x0.35. (All death spells in *ACKS* or the *Player's Companion* are built at the correctly cost.)
- Transmogrification spells can increase damage of a weapon (as in *greater throwing*) by 2d6 points at a base cost of 60.
- Transmogrifications spells can grant a weapon the characteristics of a boomerang that can be hurled with a 60' range and unerringly returns to the hand after being thrown (as in *hurling hammer*), at a cost of 30.
- Transmogrification spells can have a target of 1 weapon at a cost factor of x1.0. A target modifier of x0.75 applies if the weapon must be of a particular type (as in *hurling hammer*). A target modifier of x0.75 applies if the weapon must be thrown for the bonus to apply (as in *throwing*).
- It does not reduce the cost of a bonus or power to limit it to users of a specific class or race, as this is as much an advantage as it is a disadvantage.

### Custom Spells:

- Slay Creature:** Target slain (85), target 1 creature (x1), attack throw required to hit target (x0.75), range touch (x0.4), duration instantaneous (x1), no saving throw permitted (x1), arcane (x1), total cost 26
- Greater Throwing:** Increase damage of a weapon by 2d6 points (60), target 1 weapon (x1), weapon must be thrown (x0.75), range 30' (x0.9), duration 3 turns (x0.8), beneficial effect (x1), divine (x1.25), total cost 40
- Throwing:** Increase damage of a weapon by 1d6 points (30), target 1 weapon (x1), weapon must be thrown (x0.75), range 30' (x0.9), duration 3 turns (x0.8), beneficial effect (x1), divine (x1.25), total cost 20
- Hurling Hammer:** Grant a weapon the characteristics of a boomerang (25), target 1 weapon (x1), weapon must be a warhammer (x0.75), range 0' (x0.6), duration 1 turn (x0.6), beneficial effect (x1), divine (x1.25), total cost 8

## MISCELLANEOUS MAGICAL ITEMS

| Miscellaneous Magical Items           | GP Cost   | Time     | Spell Level | Notes                                                                                                      |
|---------------------------------------|-----------|----------|-------------|------------------------------------------------------------------------------------------------------------|
| Amulet versus Crystal Balls and ESP   | 75,000gp  | 300 days | 3           | <i>Nondetection</i> , permanent                                                                            |
| Apparatus of the Crab                 | \$150,000 | 600 days | 6           | "animate object" plus "water breathing"                                                                    |
| Bag of Holding                        | 125,000gp | 500 days | 5           | <i>enchanted container</i> , permanent                                                                     |
| Boat, Folding                         | \$125,000 | 500 days | 5           | Fabricate is level 5                                                                                       |
| Boots of Levitation                   | 50,000gp  | 200 days | 2           | <i>levitation</i> , permanent                                                                              |
| Boots of Speed                        | 25,000gp  | 100 days | 1           | <i>swiftness</i> (custom spell 8 points), permanent                                                        |
| Boots of Traveling and Springing      | 50,000gp  | 200 days | 2           | <i>jump</i> and <i>easy traveling</i> (custom spell 8 points), permanent                                   |
| Bowl of Commanding Water Elementals   | 25,000gp  | 200 days | 5           | <i>conjure elemental</i> , once per day                                                                    |
| Bracers of Armor                      | Varies    | Varies   | Varies      | See Below                                                                                                  |
| Brazier of Commanding Fire Elementals | 25,000gp  | 200 days | 5           | <i>conjure elemental</i> , once per day                                                                    |
| Brooch of Shielding                   | 50,500gp  | 202 days | 1           | <i>shield from m. missiles</i> (custom spell 10 points), 101 charges                                       |
| Broom of Flying                       | 100,000gp | 400 days | 4           | <i>flying broom</i> (custom spell 36 points), permanent                                                    |
| Censer of Controlling Air Elementals  | 25,000gp  | 200 days | 5           | <i>conjure elemental</i> , thrice per day                                                                  |
| Chime of Opening                      | 80,000gp  | 320 days | 2           | <i>knock</i> , 80 charges                                                                                  |
| Cloak of Protection +1                | 25,000gp  | 100 days | 1           | <i>protection +1</i> (custom spell 8 points), <i>permanent</i>                                             |
| Cloak of Protection +2                | 50,000gp  | 200 days | 2           | <i>protection +2</i> (custom spell 15 points), permanent                                                   |
| Cloak of Protection +3                | 75,000gp  | 300 days | 3           | <i>protection +3</i> (custom spell 30 points), permanent                                                   |
| Crystal Ball                          | 24,000gp  | 200 days | 4           | <i>scry</i> , thrice per day                                                                               |
| Crystal Ball with Clairaudience       | 42,000gp  | 350 days | 7           | <i>scry</i> and <i>clairaudience</i> , thrice per day                                                      |
| Crystal Ball with ESP                 | 36,000gp  | 300 days | 6           | <i>scry</i> and <i>ESP</i> , thrice per day                                                                |
| Cube of Force                         | \$108,000 | 432 days | 6           | <i>wall of force</i> , 36 charges                                                                          |
| Cube of Frost Resistance              | \$24,000  | 180 days | 3           | protection from cold, 1/hour, in 10' radius (so +2 levels) = level 3                                       |
| Decanter of Endless Water             | \$150,000 | 600 days | 6           | create water at high level, set at level 6 because control weather, part earth, move water are all level 6 |
| Displacer Cloak                       | 50,000gp  | 200 days | 2           | <i>shimmer</i> , permanent                                                                                 |
| Drums of Panic                        | 125,000gp | 500 days | 5           | <i>panic</i> , permanent                                                                                   |
| Dust of Appearance                    | \$1,000   | 2 weeks  | 2           | specialized dispel magic effect, or reverse invisibility                                                   |
| Dust of Disappearance                 | \$2,000   | 4 weeks  | 4           | Greater invisibility                                                                                       |
| Efreeti Bottle                        | 40,000gp  | 280 days | 8           | <i>summon efreeti</i> , 3 charges                                                                          |
| Elven Cloak                           | 25,000gp  | 100 days | 1           | <i>chameleon</i> , permanent                                                                               |
| Elven Boots                           | 25,000gp  | 100 days | 1           | <i>silent step</i> , permanent                                                                             |
| Eyes of Charming                      | 25,000gp  | 100 days | 1           | <i>charm person</i> , permanent                                                                            |
| Eyes of the Eagle                     | 75,000gp  | 300 days | 3           | <i>eyes of the eagle</i> , permanent                                                                       |
| Eyes of Petrification                 | \$150,000 | 600 days | 6           | petrified or petrify others as flesh to stone                                                              |
| Flying Carpet                         | 100,000gp | 400 days | 4           | <i>magic carpet</i> , permanent                                                                            |
| Gauntlets of Ogre Power               | 50,000gp  | 200 days | 2           | <i>ogre power</i> , permanent                                                                              |
| Girdle of Giant Strength              | 100,000gp | 300 days | 4           | <i>giant strength</i> , permanent                                                                          |
| Helm of Alignment Changing            | 75,000gp  | 300 days | 3           | <i>curse</i> , permanent                                                                                   |
| Helm of Comprehending Languages       | 25,000gp  | 100 days | 1           | <i>comprehend languages</i> , permanent                                                                    |
| Helm of Telepathy                     | 75,000gp  | 300 days | 3           | <i>telepathy</i> , permanent                                                                               |
| Helm of Teleportation                 | 82,500gp  | 350 days | 5           | <i>teleport</i> , once per turn                                                                            |
| Horn of Blasting                      | \$66,000  | 320 days | 4           | 100' x 20' blast for 2d6 damage + 2d6 deafening                                                            |
| Medallion of ESP                      | \$37,500  | 150 days | 1.5         | ESP within 30'                                                                                             |
| Medallion of ESP (90')                | \$62,500  | 250 days | 2.5         | ESP within 90'                                                                                             |
| Mirror of Life Trapping               | \$148,500 | 720 days | 9           | permanent "imprisonment" effect capped at 20; set at x33                                                   |
| Mirror of Opposition                  | 200,000gp | 800 days | 8           | <i>opposition ritual</i> , permanent                                                                       |
| Necklace of Adaptation                | 15,000gp  | 150 days | 5           | <i>adaptation</i> , once per week                                                                          |
| Rope of Climbing                      | 25,000gp  | 200 days | 1           | <i>magic rope</i> , permanent                                                                              |
| Scarab of Protection                  | 24,000gp  | 96 days  | 4           | <i>death ward</i> , 12 charges                                                                             |
| Stone of Controlling Earth Elementals | 25,000gp  | 200 days | 5           | <i>conjure elemental</i> , once per day                                                                    |

**Notes:**

- Movement spells can allow the target to go without rest during ordinary movement (as in *easy traveling*) at a base cost of 2.
- Movement spells can have a duration of 12 hours (as in *swiftness*) at a cost factor of x5.
- Movement spells can have an effect modifier that the willing target is exhausted for 24 hours after the duration of the spell expires (as in *swiftness*) at a cost factor of x0.4.
- Protection spells can have a special duration that lasts until discharged at a cost factor of x2.

**Custom Spells:**

- **Swiftness:** target's normal movement rate doubled (5), target 1 willing creature or object (x1), only creatures (x0.8), willing target is exhausted for 24 hours after duration of the spell expires (x0.4), range touch (x1), duration 12 hours (x5), beneficial effect (x1), arcane (x1), total cost 8
- **Easy Traveling:** target can go without rest during ordinary movement (2), target 1 willing creature or object (x1), only creatures (x0.8), range 0' (x1), duration 12 hours (x5), beneficial effect (x1), arcane (x1), total cost 8
- **Shield From Magic Missiles:** Immunity to *magic missile* (5), target 1 creature, range 0' (x1), duration until discharged (x2), beneficial effect (x1), arcane (x1), total cost 10
- **Flying Broom:** target can fly and carry others as broom of flying (45), target 1 willing creature or object (x1), only objects (x0.8), range 0' (x1), duration 6 turns (x1), beneficial effect (x1), arcane (x1), total cost 36

**Bracers of Armor:** Bracers of armor are actually a type of magic armor that happens to be light enough for any character to wear. They are created as magic armor according to the following table.

| AC Granted | GP Cost   | Time     |
|------------|-----------|----------|
| 1          | 5,000gp   | 1 month  |
| 2          | 15,000gp  | 2 months |
| 3          | 35,000gp  | 3 months |
| 4          | 65,000gp  | 4 months |
| 5          | 105,000gp | 5 months |
| 6          | 155,000gp | 6 months |
| 7          | 215,000gp | 7 months |