MAGESMITHING
101

SCOTT CARTER

DOG SOUL

d20 system

MAGESMITHING 101

AUTHOR:
Scott Carter

GRAPHIC ARTIST:
Deborah Balsam

**COVER IMAGE
and ILLUSTRATIONS:**
Reuben C. Dodd

EDITOR:
Sean C. Frolich

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I was but a lad of about ten when the Master came to our village. All the parents brought out their young boys and girls, all the friends I had played with growing up, and lined them up in the square. They washed our faces and made us stand up straight, as he looked us over one by one. He even made us open our mouths and looked at our teeth. None of the others understood, really, what was happening. I did. When he came to me I said "I am not a horse!" He just smiled and looked at my father. "This one will do, I think," he said, and handed my father a sack of coins. My mother cried, men wished me well, and they loaded me up on the master's cart and we set off for the Forge. As we rode, this is what he told me:

"Magic is everywhere. It both shapes and is shaped by everything in the material world, and all the worlds beyond. Mages and priests grab hold of this power that flows all around them and shape it by force of will or faith into spells. Some then channel these energies into material objects, infusing them with magical might. Yet, such a process is crude, cramming magical energies over the natural patterns of the object to force into the desired function. It is also unnecessary.

"Magic is everywhere. It lies in the naturally occurring patterns of the world. For a person of skill and knowledge creating or replicating these patterns in useful tools is merely a matter of time and effort. No spells are needed, just the very secrets of creation.

"Magic is everywhere. It flows from the mind to the hand to the hammer to the blade… or the plate, or the chain, or the ring, or the shield, or whatever is being crafted The magesmith guides it in the working of matter and energy to create the desired result."

He made it sound simple then, and all the talk of magic excited me. Little did I know that it was years of back breaking, eye burning, mind numbing work. When he found me I didn't even know how to read, but those were my first lessons at the Forge. I then learned that to make those magic patterns he spoke of -protocols, they are called- I had to read – a lot. Knowledge is the beginning of magic. Meanwhile I was also learning how to make things, little things at first, but a few years of pumping the bellows made me strong enough for the hard work of true 'smithing. That was when I learned how to really do it, how to lay those patterns in the metal, slowly and subtly working my will and the world's magic into steel and iron and gold and silver. I may not be able to make

a wand or write a scroll, but I swear there is no wizard alive that can make a sword to cut through dragon scales that is as fine as mine, nor a plow that makes the land green as it goes neither. In a few years, if you work hard and pay attention to your lessons, you will be able to do it just as well. Imagine, the armor of heroes, the rings of legend, all of that an more will be forged by these hands, small now but one day hard and strong like mine.

So quit your crying, boy, we've got work to do.

Creating Magical Arms and Armor

STAGE ONE: PROTOCOLS

Magesmith--the word conjures up images of a burly figure, hammer in hand, beating on a red hot sword with a mighty hammer, sparks flying and flashes of arcane energies washing over both smith and forge. Which, for what it is worth, is not a terribly inaccurate image, but is somewhat incomplete. For all the time spent struggling with fire and steel at the forge, the magesmith spends just as much time hunched over an ancient tome, surrounded by stacks of books and scrolls, taking notes and sketching diagrams. In the end, that well muscled figure is as much a "mage" as a "smith"

The magesmith's item creation process begins with research; the product of that research is called a protocol. A protocol is a set of magical instructions for applying spell effects to a created object without access to the spell itself. It is essentially the instructions for applying a magic item special ability. It is not a scroll and it is not a page from a wizard's spell book. It cannot be used to cast the spell. A scroll is a single use application of a spell whereas a protocol is a book of magical theory and practice. A scroll is to a protocol as "How to Draw Gobbo the Goblin" is to *Foundational Principles of Line and Form in Pre-Colonial Portraits*. It is a means to apply a spell to a magical item, and only to a magical item.

Begin by determining what protocol is to be researched. Here the magesmith is presented with a virtually limitless set of possibilities, for unlike most magic using classes the magesmith is not limited to a spell list. The easiest way to begin is by consulting the "Magic Items" chapter in the *DMG* or other source of magic items and item special abilities. This

will give the minimum caster level and any spell or spells needed to normal create an item with the ability. If more than one spell is required to create the item, each must be researched separately, although it is only the final combined product that is consider to be a protocol.

Research involves studying examples of the magical effect in the world, through cast spells, existing magical items, or in collections of others' magical studies found in ancient tombs, scrolls, and libraries. This research typically takes a number of 8-hour days equal to the item's minimum caster level+ the spell's level (minimum of 1). An adventuring magesmith is likely to get distracted by small matters like orc invasions or ancient maps discovered in place of bookmarks in 500 year old copies of *Who's Who in the Caloo Republic.* If such distractions cause the magesmith to stop research in the middle of the process, there is no harm done. However, each month spent away from the research adds a day to time needed to research the protocols. The longer work lies fallow, the harder it is to get back into it.

On the last day the magesmith may make a Knowledge check to see if he has learned sufficient information to create the desired protocol. The type of knowledge check depends on the protocol. Knowledge (arcana) is needed to create a protocol that is based on an arcane spell effect, Knowledge (religion) for divine spell effects, and Knowledge (nature) may be used for spells effects that only appear on the druid or ranger, or other nature based caster, spell list. In some instances Knowledge (the planes) may be substituted at the GM's discretion. When a spell appears on multiple lists at different levels, the GM determines which version of the spell is being researched for the protocol and sets the DC and the Knowledge skill required based on her selection.

The DC for the Research check is equal to 15+ the caster level needed to create the item. If the check fails, the magesmith may try again the next day and subsequent days gaining a +2 bonus each day to the check, until he succeeds. However, if at any time the check is failed by 10 or more the magesmith has followed a false line of research and must start the process all over again. It for this reason that apprentice magesmiths spend so much time reading, much to their chagrin, for their masters know that it will save them time later. Once a protocol is learned, it need not ever be researched again. Typically, however, if there has been a long time, more than a year in most cases, since its last use it is appropriate for a character to take a number of hours equal to the protocol's caster level reviewing the material.

Enhancement protocols, the protocols needed to add a simple bonus to attack and damage, are needed when creating a magic weapon. An enhancement protocol has a caster level of 3 x the bonus granted, and is considered to require a spell of a level equal to the bonus granted. Thus a +1 enhancement protocol requires 4 days to research ((3x1)+1) and has a DC of 18 to learn (15+(3x1)). A +4 enhancement protocol would take 16 days to research ((3x4)+4) and have a DC of 27 (15+(3x4)).

Protocols can be taught. In this case, the master may make an aid another check to assist the student's research, but otherwise the check works the same as previously described. At the GM's discretion a protocol may be purchased. Typically, these prices are the same as if the character had paid to have the required spell or spells cast at the caster level needed +20%. Purchased protocols still need to be studied for a number of hours equal to the caster level.

In the end a protocol is a set of instructions for manipulating the fundamental magical forces of the universe. It tells the smith that the presence of certain materials influences the flow of mana around an object, so that the presence of certain crystals or salamander teeth adorning the anvil might attract fire based energies while tempering a blade in melting ice encourages energies related to cold. Through protocols a magesmith is instructed on how to hold his tools, how to turn the hammer as he strikes or which direction to face as he works the metal. It tells him the best days and hours for his work, and the appropriate layout of his work area. It tells the smith what materials to burn in his creation forge so that their intrinsic nature harmonizes the metals of the item. Most of all it guides the smith in the treatment of the raw materials with special substances such as oils made from dragon's liver or blood poured in to the molten metal. In many ways a magesmith's protocol is the instructions for a ritual, a ritual that uses the inherent sympathies of the universe to bind magic to the mundane, to infuse the imminent with the transcendent.

Example : Arisa is preparing to create a +2 flaming kama for her friend Keshra the monk. This will require 2 protocols: one for the enhancement and one for the flaming. Fortunately, Arisa already knows the +2 enhancement protocol and so only needs to

research the flaming protocol. Flaming requires has a caster level of 10 and requires one of the following spells: flame blade, flame strike, or fireball. Arisa's highest Knowledge skill is Knowledge (arcana) and so she chooses to research fireball, a 3rd level arcane spell. To do so takes her 13 days, working 8 hours a day. At the end of that time she makes a DC 25 Knowledge (arcana) check, but fails. The next day she tries again, with a +2 bonus, and succeeds. She now knows the protocols to create the weapon, or any other weapon that requires either of those protocols.

STAGE TWO:
ITEM CREATION

Although research is emphasized to the apprentice magesmith, their time at the forge is not neglected. There the young apprentices spend years, in most cases, in hard and monotonous labor to learn their master's skills through observation and repetition. In game mechanics, this translates to feats, including item creation feats (see "Feats" for more information) and at least 1 rank in Spellcraft. Few magesmiths lack formal training in an actual crafting skill, while most have some training in several, represented by ranks in Craft skills. Occasionally one may run across a failed apprentice working as a scribe, capable of the research but not the manual labor, who can still make a magic item or two when necessary.

The magesmith must also have access to the proper tools, including workshop or forge if necessary, and both mundane and special materials. Unlike normal item creation, the price for a magesmith to create an item is largely taken up in special materials. Without these materials, the magesmith process cannot work. (see "Special Materials")

Item creation begins with the base item. Creators pay 1/3 of the base items cost in materials, as with standard Craft rules. Additional special materials are needed for the protocol. These materials cost ½ the cost for the magical enhancement (for example: 1000 gp of special materials to add a +1 enhancement, whose normal market price is 2000gp.) Raw materials are consumed as with any "mundane" creation, while the special substances are used to prepare those materials, the work environment or, as in some cases, serve as sacrifices to the appropriate entities. All magesmith items are also masterwork items, and their base price should be adjusted accordingly. During item creation,

each time the magesmith makes a Craft check with a result that indicates progress towards completion of the item he also makes a Spellcraft check. The DC for this check is typically 10+ the Caster Level needed to create the item. A successful check indicates his application of the protocol on the item, or if the item is not completed it indicates progress towards that application. If any Spellcraft check fails by 4 or less, no progress is made in completing the item and both the Craft check and the Spellcraft check must be made again at the end of the next week. If the Spellcraft check fails by 5 or more, one-half of the special materials needed to create the item are ruined and the mage smith must pay half of their total cost again. If he is applying more than one protocol he makes a check for each, in order from lowest DC to highest DC. The magesmith pays any XP cost only upon making his last successful Spell craft check, typically 1/25th the base price of the item.

It should be noted that creation time for a magic item using protocols and a magic item using normal magic item creation rules are different regardless of what type of
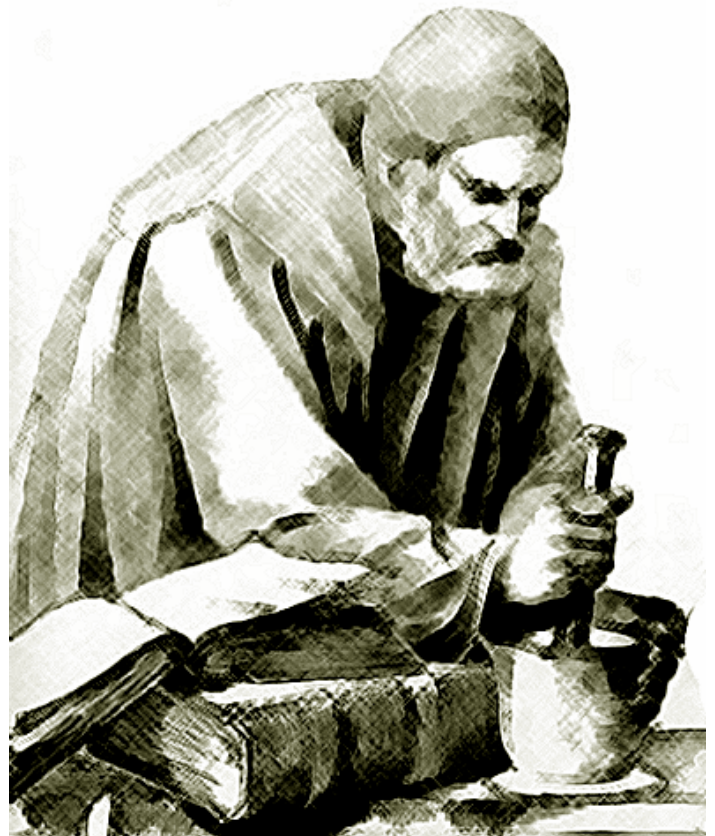
item is created. In the standard Craft rules, the normal item is created and then 1 day per 1000 gp of the price of the magic item is spent imbuing the item with magical power. Using magic item protocols, the magic infusing process happens simultaneously. In some cases this will mean that creation takes less time, but not always. Magesmithing may generally take less time, but will always be more risky for the creator due to the increased number of skill checks needed. More skill checks means more chances of failure, as any apprentice struggling to make journeyman can tell you.

Magesmiths are much more like artists than the village craftsman. Like most artists, they cannot help but embellish their works with little personal flourishes. Thus, most magesmith items have unique features that betray their nature. These are largely superficial in nature, but might provide a +2 circumstance bonus to those assessing their qualities or attempting to determine if the item is indeed magical. Such features vary from smith to smith, and even may evolve during the career of a single smith, but almost all will have maker's marks. Additionally, phrases related to the item's purpose spelled out in dwarven runes, or draconic script will frequently be found on magesmithed items. Weapons and armor tend to be etched with scenes of battle or depictions of powerful creatures. The flourishes on items not meant for warfare tend to be less noticeable, but just as decorative. A cat or snake motif may appear on dexterity boosting items, while a possessing a charm quality might display peacock feathers in the design. Any magesmith with 5 or more ranks in Knowledge (history) who comes across another's work should be allowed an Appraise check to determine the maker's identity. If the maker is a contemporary, or a particularly famous ancient magesmith, the DC for this check is 25 minus the maker's level. If the check succeeds by 5 or more, the magesmith not only knows who made it, but gets a general idea of when in the maker's life it was forged. ("Ah ha! Not only is this amulet a product of the famous Han Shu school, it was made by the master's own hand, probably after one of his many stormy romances failed. See the withering rose symbol here?")

Magesmithing Skill Check Alternatives

One Set of Rolls: In this variant the character makes all the necessary skill checks the first week or two of item creation and calculates her progress. Should they all prove successful, calculate the progress made for the week. Assume that this is the average progress made on the item each week and use that number to calculate the total amount of time needed to create the item. This is the method employed in the example. Unless the character fails the first set of rolls, there is no chance of creation failure and thus no risk of loss of materials beyond the first week.

Take 10: If the character has a high enough score in all the required skills the GM may allow the character to take 10 on all the rolls. This method trades safety for time. Given the risk of wasting materials a character should not ever be allowed to take 20 on any rolls related to item creation.

Example: Arisa is ready to make the +2 Flaming Kama. First she calculates the price. A Masterwork Kama costs 302 gp, a +2 Enhancement costs 8,000 gp, and the flaming protocol costs 2,000 gp. Thus she prepares materials 100 gp 3 sp for the creation of the kama and special materials, including several strands of fire giant's hair, worth 5000 gp for adding the protocols. She begins work. According the Craft rules the Kama and its masterwork component are created as if they are separate items. At the end of 1 week she makes a DC 18 Craft (weaponsmithing) check (for an exotic weapon) and gets a result of 30. She multiplies 30x18 and gets 540 and compares that to 20 (the base item's cost in silver pieces). So it took her about 6 hours to craft the Kama portion. She now attempts to "make" the masterwork component, and add her protocol at the same time. All masterwork components have a DC of 20. Arisa gets a result of 25 this time. She has made 500 sp worth of progress on the masterwork portion of the item. Since she was successful she attempts to apply her protocols and makes two Spellcraft checks, one at DC 16 for the +2 enhancement and one at DC 20 for the flaming protocol. She easily succeeds at both. Assuming that this is her average progress, and she succeeds on all of her Spellcraft

checks, she will be finished with the item in about 29 days, having made a total of 5 Craft checks and 10 Spellcraft checks. On the last day of item creation she pays 412 XP (1/25th of the estimated base price, 10,302 gp, in XP) to finish off the item. The finished product depicts a fiery salamander on the blade.

Protocols for Other Items

Many a young journeyman is disappointed to discover that, although he can create flaming swords with ease, he must once again hit the books to figure out how to make an amulet to protect against fire. His player may also be unhappy to discover that this is potentially a more complicated process.

Creating other types of items works much the same as creating magical arms and armor. The main difference is that the special abilities for those types of items are easily translated to protocols, whereas there are no such lists for other magical items. This then requires some effort on the part of the player and the GM to determine what spells are needed to create a protocol.

First the magesmith must decide what kind of item is to be created. This affects the type of protocol learned, and will later alter the creation methodology. Determine the spell or spells that most closely replicate the desired effect. Next, decide the minimum caster level for the protocol, at least the earliest level the desired spell appears on a spell list. If a spell increases in power based on caster level, choose the level at which it has its maximum effect if the spell's damage increases with level, or so that it would last for at least one minute if the spell's duration increases with level. Otherwise use the minimum caster level needed for the desired effect. Protocols that employ multiple spells use the highest caster level for purposes of research and crafting. Purchasing a protocol is the same regardless of the type of item to be constructed.

Single Use Items

Although it is called "mageSMITHING", there are many "smiths" who never step foot in a forge but instead spend all their time in the lab. They trade calloused hands,

Craft Units

Craft Units, or CUs, are an alteration to the standard d20 Fantasy Craft skill, which operates on the item's price in silver pieces to determine crafting time. For many items, particularly weapons and armor, that system works well. However, for an item like a ring it fails. Take, for example, a simple silver ring and a simple gold ring. The gold ring costs ten times as much, and under the standard creation rules should take approximately ten times as long to craft, but logic tells us that the difference in their creation would not account for any appreciable time difference. To compensate for this CUs are assigned to a list of standard items such as jewelry, clothing, and gear. When making a craft check to create such an item, use the indicated CUs in place of the price in silver pieces for the purposes of determining how long the item will take to make. If the item crafted is mundane, made of ordinary materials and not magical, the GM may set a price for the item based on the standard given in the PHB and other sources. If the item is magical the price should be the market price of the enhancement plus any special materials (gold, jewels, etc.)

In most cases the CU assumes that the necessary equipment is available and that the character crafting the item is familiar with its use. The GM may feel free to impose either a penalty to the Craft check or an increased CU as appropriate due to circumstances or for particularly complex items.

Other items can of course be created; the ones listed are simply to provide a standard. Note that in no case was the CU less than 5, even when the item cost in silver pieces would have been much less. This is intended to indicate the minimal amount of effort to create the item. As with the standard Craft system, checks are made on a weekly basis. To determine CU needed per day, multiply the indicated number by 10.

TABLE 1: ITEMS WITH CUS	
Clothing Item	CUs
Belt	5
BOOTS	
Hip	10
High	5
Low	3
CAPE	
Half	10
Full	20
Coat/Jacket	20
Cloak	5
Gloves	5
Goggles	30
HAT	
Broad-brimmed	80
Cap	5
Hood	5

Robe	10
Shirt	5
JEWELRY	
Armband	
Plain	15
Ornate	40
BRACELET	
Plain	20
Ornate	45
BROOCH	
Plain	45
Ornate	70
EARRINGS	
Plain	20
Ornate	45
NECKLACE	
Plain	50
Ornate	75
RING	
Plain	30
Ornate	55

OTHER ITEMS	
Backpack (empty)	20
Bell	10
Bottle, wine, glass	20
Candle	5
Chain (10 ft.)	300
Flask	5
Holy symbol	10*
Lantern	70
Manacles, masterwork	500
Mirror	100
Musical instrument, masterwork	1000
Pot, iron	10
Rope(50 ft)	10
Sack	5
Sewing needle	5
Signal whistle	10
Tent	100
Torch	5
Vial, ink or potion	10
* Or as Jewelry	

singed hair, burned arms, and the ever-present smell of cooling metals for chemical-stained hands and the occasional unintended side effect. Many a magesmith is better known as an alchemist or medicine men than as a forger of metal.

The Brew Potion feat may be used to create any single use item that is destroyed in its use. In addition to potions and oils this may include at the GM's discretion: small candles, fruit, wafers, pills, tiles, knots, sticks, or beads. Regardless of the in-game prop used, making the item requires a Craft (alchemy) skill and only spell effects of less than 3rd level may be so created. The base price of a Single Use Item is its spell level x its caster level x 50 gp. To brew a potion, the magesmith must spend 1/25 of this base price in XP and use up raw materials costing one half this base price. Make a Craft (Alchemy) check (DC = 20+ caster level) at the end of one week as normal, and if successful follow up with a Spellcraft check (DC = 10+caster level). In many cases a failed check results in an inert potion; however, a critical failure on either

check may result in some unusual consequences at the GM's discretion. More than one budding alchemist has burned down his lab, the local inn, and half the village attempting a simple *cure* potion. When creating a single use item the magesmith makes any choices that a caster would normally make when casting the spell. Whoever drinks the potion is the target of the spell. Other, non-magical substances may also be created using the Craft (alchemy) skill.

Worn and Other Items

The classic image of the magesmith is Ring Maker. Just as often, but perhaps with less impact on the popular mind, they are cloak weavers, jewel cutters, and amulet forgers. It is with the Craft Wondrous Item and Forge Ring feats that the magesmith can truly shine.

While magesmithing is primarily a technique for the

working of metals, the secrets may easily be transferred to weaving and other disciplines. The process starts, as before, with the base item to be created. Consulting **Table 1: Items with CUs** (see sidebar) determine the base item and its CU. At the end of one week, make an appropriate craft check whose DC is set by the GM based on the complexity of the item. If the check is successful, multiply the check result x the DC of the object and compare it to the CU of the item. If the result is greater than the CU, the item is finished; if not, continue working. At this time also make the appropriate Spellcraft check or checks (DC = 10+ item's caster level) based on the Protocols being applied. Follow all rules as set in Stage Two: Item Creation as normal.

Example: Tired of eating trail rations, Arisa decides to make a small iron pot that upon command will fill with her favorite food, lamb curry. She must first create a protocol for the item. She determines that the spell **create food and water** *(a 3rd level Cleric Spell) is needed to make the food, but that the spell* **prestidigitation** *(a 0 level Arcane Spell) is needed to actually make it taste like curry. She begins her research. She determines that the highest caster level needed is for the* **create food and water** *aspect of the protocol, CL 5. She needs to make a DC 20 Knowledge (religion) check after 8 days and a DC 15 Knowledge (arcana) check after 6 days to learn the two spell aspects of the protocol. She succeeds in her research and is now ready to make the item.   First she must determine how much the final item would be worth to judge how much she should spend on special materials. Her GM consults Chapter 7 of the DMG and decides that the Curry Pot is a Wondrous Item with a Command Word usable three times a day and sets a market price of 16,200 gp, which is the spell level of highest spell (3) times caster level (5) times 1800gp divided by 5 divided by the number of uses per day (5/3). She now gathers her raw materials, 17 cp worth of iron (1/3 of 5sp), and her special materials, in this case several gallons of curry sauce from Gha Miho's House of Goblin Curries plus other arcane substances totaling 8100 g (1/2 of the market price of 16,200 gp.) She decides to make her checks each day, rather than at the end of the week. This increases the iron pot's CUs from 10 to 100. She makes a DC 10 Craft (blacksmithing) and easily succeeds with a 25, more than twice the result needed. She compares her result of 250 (10x25) to the Iron Pot CU of 100 and realizes that she probably only spent about half the day making the little pot, although the GM decides that it must cool*

overnight before it can be used. Upon completion she spends the equivalent of 648 XP to finalize the Magical Curry Pot. Neither she nor her friends will ever go without curry again. Later she wonders if the others like curry.

Special Materials

If the image of the magesmith bent over a book is somewhat surprising, how much more so the one of the same magesmith checking off items on a shopping list, but it's just such a list that is as vital to the process as the tome or the hammer. Whereas the standard item creation process relies on the spell power provided by the creator, magesmithing draws its magical energies from unique items in combination with the correct protocols. In metagame terms, these items should be fuel for quests, and possibly a means for awarding treasure from the bodies or lairs of defeated foes that do not normally carry items or gold; provided, of course, that the PCs can get the material to a buyer or to a place where it can be useful, sometimes an adventure unto itself. Determining what these items are is the prerogative of the GM, but the following can be used as a guideline.

Bane items should always require either material from a creature of that type, typically blood, but other materials may substitute if the creature has no blood. For example, the powdered remains of an animated object could be used to create a Construct Bane weapon. Ability or Save enhancing items can work through sympathetic magic. In other words, choose a creature that, in the popular mind, represents the given attribute. The more powerful the enhancement, the more powerful the creature needed. Fortunately, the names of the ability enhancing spells give clues to what works best. A Dexterity enhancing item, for example, would require one pound of hair from common cats for a +2 bonus. A +4 bonus might require the blood of a tiger, while a +6 item could need the blood of a celestial dire leopard. The same thing holds true for armor or damage enhancements: the more powerful the enchantment, the rarer the substance. These enhancements can come from a number of different things. The powdered remains of a stone in the wall of castle that withstood a legendary siege would provide a strong armor bonus if incorporated into an item with the right protocol, whereas as bonuses to attack and damage could come from the knucklebone of a giant set in the pommel.   Generally,

if an item's effect is similar to a spell, choose a substance or creature that has a similar type or subtype as the spell or a creature that can use the spell as a spell like ability. Table @@: Sample Special Materials provides suggestions for items with Low (1-7), Medium (8-14), or High (15+) caster levels.

This is by no means an exhaustive list, and GMs should choose special materials appropriate for their campaign, considering the rarity of magic items and the relative abundance of the materials. Other special components are also needed, depending on the type of spell effect being replicated by the protocols. A cleric's spell might require special incense and offerings to the gods while a wizard's spell might need magical powders and other arcane ingredients.

Feats

Magesmith [magesmithing]
Prerequisites: Craft (any) 4 ranks, Knowledge (any) 1 rank, Spellcraft 1 rank
Benefit: As a trained magesmith you can research protocols and apply them to magic items without the benefit of the ability to cast spells. For the purposes of qualifying for any magic item creation feat your character level replaces the caster level prerequisites.
Normal: Characters without spell casting abilities cannot make magic items.

Magesmith Lore [magesmithing]
Prerequisites: Magesmith, Appraise 5 ranks
Benefit: When examining an item a magesmith may make an Appraise check to determine the item's magical properties (if any) and their activation as well as charges left, if any. The DC for this check is equal to the item's caster level +5. This process takes a number of hours of study equal to the item's caster level.

TABLE 2: SAMPLE SPECIAL MATERIALS			
EFFECT	**ITEM CASTER LEVEL**		
	Low	Medium	High
Acid	Remains of an ooze	Black dragon's tooth	Pint of blood from a black dragon
Air	Dire eagle's feather	Air or dust mephitis horn	Arrowhawk feathers
Chaos	Ground horn of quasit	Scales of a young red dragon	Slaadi eyes
Cold	Winter wolf's blood	Hair of a frost giant	One tooth from each of a cryohydra's heads
Earth	Claws of a xorn	Remains of a medium earth elemental	Gargoyle's horns
Electricity	Shock lizard hide	Storm giant hair	Horn of an adult blue dragon
Evil/Unholy	Fiendish animal blood	Item must be voluntarily touched by evil outsider	1 pound of material from an evil aligned plane
Fire	Fire mephit's blood	Salamander's teeth	Fire giant's blood
Good/Holy	Hair of a celestial animal	Item must be blessed by a celestial	1 pound of material from a good aligned plane
Healing	Tear of angel	Feather of a trumpet archon	One pint of blood from a celestial that was given voluntarily
Illusion	Drop of gnome's blood	Displacer beast hide	One pint of blood from a chaotic outsider
Law	Imp's sting	Hound Archon tooth	Gear of an inevitable
MIND			
Effecting	Nixie hair	Vampire eye	Brain matter from an aberration
Necromancy	Thigh bone of a skeleton	Zombie brain	Lich's finger bone
SHAPE			
Altering	One drop of grig blood	Doppelganger blood	Hair of an adult dragon while polymorphed into a humanoid form
Sonic	Material taken from a temple bell that is at least 10 years old	Destrechan bone	Yrthak horn
Water	Dire shark teeth	Giant octopus ink	Kraken's scales

Magesmith Reserves [magesmithing]
Prerequisites: Magesmith
Benefit: Each time you gain a new character level you also gain a pool of Craft Points equal to your level times 50. These points may be spent in place of any experience point costs associated with magic item creation, and only with magic item creation. Unspent points carry over from one level to the next.
Normal: A character must spend XP when creating a magic item.

For Players: Being a Magesmith

While any character can take the Magesmith feat and begin the path of item creation, those who specialize in crafting magic items can take full benefits of the feat. A player wishing to pursue this path should first consult with the GM to determine if the campaign will accommodate the relative sedentary life of a magesmith, allowing for sufficient downtime between adventures and access to materials. If all of this is acceptable discuss with the GM the inclusion of either the Magesmith base class or prestige class, depending on the campaign, discussed in the appendix. If these classes are not available, the best class is Expert. A high intelligence is key for a Magesmith, and depending on character concept dexterity and strength. A magesmith who wants to employ Use Magic Device should have at least a positive modifier to charisma as well. A human benefits from the race's extra feat and skill point, both of which are vital for a magesmith, but dwarf's skill bonuses and racial features are also a good fit. Choose the following skills at first level: Appraise, Craft (two or three depending on the focus of the character), Disable Device, Knowledge (arcana and religion), Open Lock, Spellcraft, and Use Magic Device. Profession may be substituted for one of these if the player so desires. Magesmithing is the obvious choice for the first level feat, and Magesmith Reserves if the character is human. At the first two levels the character cannot actually make any magic items. During this time the character might be considered an apprentice, but the selection of skills available should allow the character to be a boon to an adventuring party, especially one without a rogue. At 3rd level Craft Wondrous Item is the ideal choice for a feat as it allows the widest variety of items to be created, followed by Craft Magic Arms and Armor at 6th level. Later the character may wish to multi-class into Rogue for trap finding abilities and some complementary skills or Fighter to take better advantage of the magical weapons and armor being created.

For the GM: Magesmiths in your world

The magesmithing system is deliberately designed so that it will not break the wealth by level guidelines or even the availability of magic items in a standard d20 fantasy campaign. However, the choice to include them in a campaign can have repercussions and the GM should carefully consider if he wishes to allow one as a PC, or even feature them as NPCs. As with any item creating PCs, the pace of the campaign must allow for sufficient down time and likely a set base of operation for the party. A spellcasting PC that has focused on item creation may feel that her unique contribution to the group has been diminished. If magesmiths exist in the world, it does create a new potential source of wealth in the remains of magical creatures that could be sold to magesmiths. Most groups will not want to lug around grizzly remains, and may not have the means to keep them fresh for use, but it is something to consider when choosing what and where the PCs encounter monstrous opposition. In contrast to that, the system can give adventurers a motive for seeking out specific creatures or places to acquire the special materials for magic items.

There are several ways to incorporate magesmithing in the campaign world.

- A single race in the setting extensively employs magic items, but are not typically spellcasters themselves. Dwarves, who in traditional d20 Fantasy have a dislike for arcane magic, could be the originators of the technique (see sidebar). This would allow them to be the primary source of magic items without also having to be wizards or sorcerers. Taking a cue from some

The Origin of Magesmithing

Many stories are told about how mortal creatures first learned the secrets of the magesmithing process. Here is but one:

It is said that with each stroke of their hammers the dwarves had offered prayers to Ulthen the First Forged, prayers for death or release. Their slavery to the Others was cruel and long, and they toiled at weapons of war where once their ancestors had made objects of beauty and magic. No magic was allowed there any more; even the spark of a mending spell would bring the fury of their overlords down upon them. The once proud people had been reduced to cogs in the machine of the Others' conquest of the surface.

Until one day the prayers of the dwarves were answered. In the ringing of metal and the blast of the forge they heard whispered secrets. Techniques lost to mortals in the *Before* were now revealed once again to the Children of Ulthen. They saw now in the metal patterns waiting to be completed, felt in heat of their fires a new energy unknown to them. So they worked, forging their own salvation.

When all the blades were done and still lay forge hot on their anvils, the dwarves stopped working. As was planned their taskmasters came to scourge them for their laziness. Then the dwarves rose as one, plunging fiery blades to cool in the body and blood of the tormentors. In the hissing ichors that flowed across the metal the forging was complete. From the bodies were drawn Bane weapons, the tools of the dwarves' liberation and revenge.

That was long ago, and even the name of that enslaved dwarfholm is lost. Fortunately, the secrets learned were not. They passed from master to apprentice, parent to child, among the dwarves for generations, and from them to other races, gnomes and humans who came to learn the metal craft of the master smiths. From these apprentices it came into the world, and thus the art of the magesmith spread.

Asian folklore, ogres could be the source of the magesmithing techniques. In the setting ***Sahasra - The Land of 1,000 Cities*** by Dog Soul Publishing the vidyadhara are perfect candidates for magesmiths.

- A solitary blacksmith develops the techniques after studying the abandoned library of a wizard near his home. Slowly word of his accomplishments spreads throughout the countryside, and possibly some of his enchanted tools that he has been giving as gifts to friends and family show up in the city where the PCs are. This makes the smith the target of various power groups who want his services for themselves.

- Magesmithing is the perfect way to keep the expected level of magic item progression, and thus CRs, in what is otherwise a low magic campaign. Given that magesmiths cannot make wands or scrolls, this leaves almost all magic in the form of items, creating a feel to the world that may be more consistent with published fantasy than traditional d20 Fantasy rules.

- A spell casting PC with a limited list of spells known, such as a sorcerer, who is interested in crafting magic items may be allowed to discover the technique to expand the utility of crafting feats.

Magical Materials

The best smiths seek out the best materials for the items they create and want the best tools. The following is a list of unique materials that are highly sought after by magesmiths. At the GMs discretion they may also provide additional benefits for non-magesmiths.

Planar Flotsam: Planar flotsam are substances that originated on other planes, but have somehow found their way to the material realm, typically through a gate or other planar effect that remained active for an extended period of time. In other instances, planar flotsam can represent matter that, while it did not originate there, was somehow infused with the properties of a particular plane. These materials typically add a cost of +500 gp per pound when added to a magical item made from these materials, but GMs should adjust the price +/- 25% based on their frequency in a campaign world. Nonmagical weapons made of these materials grant a +1 bonus to damage against creatures of the opposing alignment, while non magical armor grants a +1 bonus to AC and Fort saves against attacks or spell effects with the opposing alignment.

Axiomatic Iron: This metal is a uniform gray color, without spot or blemish or even a variation in shade. Originating from a strongly lawfully aligned planed,
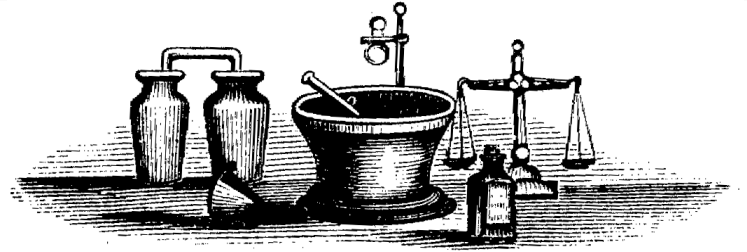
this material grants a magesmith a +4 bonus on Spellcraft checks made to apply any protocol based on a spell with the "law" descriptor or when forging a bane weapon to combat creatures from a chaotic plane.

Celestial Gold: At first glance this substance looks like ordinary gold, but it shines with an inner light, suffused with the holy energies of a good aligned plane. When used in the construction of a magic item it grants the magesmith a +4 bonus on Spellcraft checks made to apply any protocol based on a spell with the "good" descriptor or when forging a bane weapon to combat creatures from an evil plane.

Chaos Rock: This substance originates on those chaotic planes where solid matter can exist. It is similar in appearance to pink marble, but is shot

Magesmith Classes

The two classes presented here are intended to give more options to the GM when deciding how to incorporate the magesmithing abilities into the campaign. However, they should not all be used. Either the magesmith core class or the magesmith prestige class should be allowed. The magesmith core class should not be used in the same campaign as the Magesmith feats, as the benefits derived are slightly different to balance the Magesmith with other core classes. These classes were written with the intention that they be the only way to gain access to the magesmith abilities.

through with multicolored veins that seem to shift and twist to any observer. When used in the construction of a magic item it grants the magesmith a +4 bonus on Spellcraft checks made to apply any protocol based on a spell with the "chaos" descriptor or when forging a bane weapon to combat creatures from a lawful plane.

Umbral Glass: This darkly obsidian like substance is found in evil planes. When used in the construction of a magic item it grants the magesmith a +4 bonus on Spellcraft checks made to apply any protocol based on a spell with the "evil" descriptor or when forging a bane weapon to combat creatures from a good plane.

Magically Infused Matter

Given the prevalence of magic in most d20 fantasy worlds, some materials become so saturated with spell energy that they serve as a ready matrix for applications of more magic. These materials are rare, however, but are frequently found near major magical disasters or battles, or in the bone yards of powerful magically infused creatures such as dragons. These materials typically add a cost of +250 gp per pound when added to a magical item made from these materials, but GMs should adjust the price +/- 25% based on their frequency in a campaign world. Each element grants a +3 bonus to Spellcraft checks made to apply a protocol based on a spell of the given school.

Black sandstone: This coarse black rock is said to form around the graves of powerful Abjurers. School: Abjuration

Chromatic steel: Most often found in desert regions, this shiny iridescent metal shimmers with waves of color when held. School: Illusion

Fuseglass: Mage battles can devastate a landscape. Sometimes in the aftermath of these battles the superheated remains of metals form amorphous black glass. School: Evocation

Glitter Stone: Frequently found near the fossilized remains of psionic creatures, this prismatic quartz like material is almost mesmerizing to behold. School: Enchantment

Rockmilk: This white milky liquid is sometimes found oozing out of rocks, particularly in pools in deep waterless caves. No one is sure of the source of the material, although some speculate it is the blood of ancient gods trapped in the rock. School: Conjuration.

Shiftwood: Sometimes found in ancient druid groves, the shiftwood tree writhes while growing, producing a variety of wood, flowers, and fruits. Even after it has been cut the wood seems to change from one substance to another until finally becoming a pale blond wood once worked. School: Transmutation

Smoke Crystal: These rare crystals look like clear glass filled with gray swirling smoke. They sometimes form near the sites of powerful oracles. School: Divination

Soulstone: This coal-like rock is a deep black shot through with red veins. It typically forms near the site of major battles, or other disasters where many beings lost their lives in a brief period of time. School: Necromancy.

Appendix One: Magesmith Core Class

Magesmith

Abilites: Intelligence is the key ability for a Magesmith, although a good Dexterity and Charisma are also helpful.

Alignment: Any, however do to the disciplined nature of the class Magesmiths are more often Lawful or Neutral than Chaotic.

Hit Die: d6.

Class Skills

The Magesmith class skills (and the key ability for each skill) are Appraise (Int), Craft (Int), Decipher Script (Int), Disable Device (Int), Knowledge (all skills, taken individually) (Int), Open Lock (Dex), Profession (Wis), Sleight of Hand (Dex), Spellcraft (Int), and Use Magic Device (Cha).

Skill Points at 1st Level: (6 + Int modifier) x4.

Skill Points at Each Additional Level: 6 + Int modifier.

CLASS FEATURES

The following are class features of the Magesmith class.

Weapon and Armor Proficiency: The Magesmith is proficient in the use of all simple weapons, heavy and light picks, and warhammers and with light armor but not shields.

Magesmith: A trained magesmith can research protocols and apply them to magic items without the benefit of the ability to cast spells. For the purposes of qualifying for any magic item creation feat a character is considered to have a caster level equal to his level in this class +2.

Magesmith Reserves: Each time a level of magesmith is gained the character gets a number of Craft Points equal to the level of magesmith gained x 50. Craft Points may be spent in place of XP for the purposes of item creation only.

Bonus Protocols: A magesmith begins play knowing a number of protocols equal to his Intelligence modifier +3. This represents protocols learned during apprenticeship. Other protocols may be learned through the normal methods.

Brew Potion: A magesmith first practices the techniques of applying protocols by creating potions; as such a magesmith gains Brew Potion as a bonus feat at 1st level.

Craft Wondrous Item: At 2nd level the magesmith gains Craft Wondrous Item as a bonus feat.

Magesmith Lore: Beginning at 3rd level, when examining an item a magesmith may make an Appraise check to determine the item's magical properties (if any) and their activation as well as charges left, if any. The DC for this check is equal to the item's caster level +5. This process takes a number of hours of study equal to the item's caster level.

Magesmith's Insight: Beginning at 4th level the magesmith gets a +1 bonus to Use Magic Device checks, this increases to +2 at 8th level, +3 at 12th level, and +4 at 16th.

Bonus Feats: At 5th, 10th, 15th, and 20th levels a Magesmith gains a bonus item creation feat or Skill Focus (any class skill) as a bonus feat.

Table: The Magesmith					
Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+2	+0	+0	Magesmith, Magesmith Reserves, Bonus Protocols, Brew Potion.
2nd	+1	+3	+0	+0	Craft Wondrous Item
3rd	+2	+3	+1	+1	Magesmith Lore
4th	+3	+4	+1	+1	Magesmith's Insight +1
5th	+3	+4	+1	+1	Bonus Feat
6th	+4	+5	+2	+2	Canny Save
7th	+5	+5	+2	+2	
8th	+6/+1	+6	+2	+2	Magesmith's Insight +2
9th	+6/+1	+6	+3	+3	
10th	+7/+2	+7	+3	+3	Bonus Feat
11th	+8/+3	+7	+3	+3	
12th	+9/+4	+8	+4	+4	Magesmith's Insight +3
13th	+9/+4	+8	+4	+4	
14th	+10/+5	+9	+4	+4	
15th	+11/+6/+1	+9	+5	+5	Bonus Feat
16th	+12/+7/+2	+10	+5	+5	Magesmith's Insight +4
17th	+12/+7/+2	+10	+5	+5	
18th	+13/+8/+3	+11	+6	+6	
19th	+14/+9/+4	+11	+6	+6	
20th	+15/+10/+5	+12	+6	+6	Bonus Feat

Canny Save: At 6th the magesmith may add his intelligence bonus to any saving throw made against the effects of a magical item.

Appendix Two: Magesmith Prestige Class

The Magesmith prestige class is appropriate for representing transition from apprentice or journeyman to Mastersmith in campaigns without the magesmith base class. A GM may wish to add as a special prerequisite examination by a Mastersmith with at least 3 levels in this class, or the completion of a particular magic item as a character's "masterwork."

Magesmith

Abilites: Intelligence is the key ability for a Magesmith, although a good Dexterity and Charisma are also helpful.

Alignment: Any, however do to the disciplined nature of the class Magesmiths are more often Lawful or Neutral than Chaotic.

Hit Die: d6.

Requirements

To qualify to become Magesmith, a character must fulfill all of the following criteria.

Feats: Magesmith, one item creation feat.

Skills: Knowledge (any) 6 ranks, Craft (any) 6 ranks, Spellcraft 6 ranks.

Special: Must have created at least one magic device through the use of magesmithing techniques.

Class Skills

The Magesmith class skills (and the key ability for each skill) are Appraise (Int), Craft (Int), Decipher Script (Int), Disable Device (Int), Knowledge (all skills, taken individually) (Int), Open Lock (Dex), Profession (Wis), Sleight of Hand (Dex), Spellcraft (Int), and Use Magic Device (Cha).

Skill Points at Each Level: 6 + Int modifier.

Class Features

All of the following are Class Features of the Magesmith prestige class.

Weapon and Armor Proficiency: Magesmiths gain no proficiency with any weapon or armor.

Magesmith Reserves: Each time a level of magesmith is gained the character gets a number of Craft Points equal to the level of magesmith gained x 50. Craft Points may be spent in place of XP for the purposes of item creation only.

Magesmith Lore: Beginning at 1st level, when examining an item a magesmith may make an Appraise check to determine the item's magical properties (if any) and their activation as well as charges left, if any. The DC for this check is equal to the item's caster level +5. This process takes a number of

Table 3: The Magesmith					
Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+2	+0	+0	Magesmith Reserves, Magesmith Lore
2nd	+1	+3	+0	+0	Bonus Feat
3rd	+1	+3	+1	+1	Magesmith Insight +1
4th	+2	+4	+1	+1	Bonus Feat
5th	+2	+4	+1	+1	Magesmith Insight +2
6th	+3	+5	+2	+2	Bonus Feat
7th	+3	+5	+2	+2	Magesmith Insight +3
8th	+4	+6	+2	+2	Bonus Feat
9th	+4	+6	+3	+3	Magesmith Insight +4
10th	+5	+7	+3	+3	Bonus Feat

hours of study equal to the item's caster level. If a character already has this ability through gaining a feat he may choose a bonus feat from those listed below instead

Bonus Feats: At 2nd, 4th, 6th, and 10th levels a Magesmith gains a bonus item creation feat or Skill Focus (any class skill) as a bonus feat.

Magesmith's Insight: Beginning at 3rd level the magesmith gets a +1 bonus to Use Magic Device checks, this increases to +2 at 5th level, +3 at 7th level, and +4 at 9th.