

Magical Materials

The Materials List provides a notation after each material giving the minimum quantity required for any use in a magical device. For example, 2 Pounds of Ash is the smallest amount of wood that could be put into a wand if a spell was going to be permanently contained by the wand.

There are a great many materials that can be used in enchantments. The BMR, minimum amounts that must be enchanted for any purpose, and notes on the source of materials are given in the list below.

BMR = Basic Magical Resistance of the material

"E" - Material already fully enchanted to BMR 0 at 100%

Quantity = minimum amount needed for enchantments.

Cost = price of the materials. Unless otherwise stated, the cost is per minimum quantity.

* = Chance of finding a seller or buyer having the material on hand or wishing to buy it.

Alchemical Materials

BMR	Material	Quantity	Cost	%
E	Fixed Mercury	1/10	?	1%
0	Star Platinum	1/10	?	3%
0	Star Gold	1/10	?	5%
0	Star Silver	1/10	?	7%
1	Star Copper	1/10	?	9%
1	Star Iron	1	?	15%
0	Alchemist Diamond	200 Ct	?	5%
1	Alchemist Ruby	200 Ct	?	5%
1	Alchemist Sapphire	200 Ct	?	5%
1	Alchemist Emerald	200 Ct	?	5%
10	True Lead	10	?	20%

1 Ct. = 1/1000 of a lb in weight.

Metals

Precious Metals can be obtained from a Goldsmith or Silversmith. Common metals can be obtained from a Foundry in large quantities or an Armourer or Smith in smaller amounts. Generally, supply is a matter of payment, unless huge amounts are needed.

BMR	Material	Quantity	Cost	%
0	Dragon Gold	1/10	50 GP	5%
1	Platinum	1/10	50 GP	10%
2	Gold	1/10	10 GP	99%
2	Silver	3/10	30 SP	99%
3	Electrum	2/10	10 GP	50%
4	Copper	5/10	2 SP	99%
10	Mithril	5	?	2%
9	Lead	10	10 SP	99%
4	Dwarfish Steel	3	12 GP	20%
6	Steel	3	10 SP	99%
4	Bismuth	3/10	15 SP	25%
6	Other Metals	10	5 SP	40%

Gems

Gems may be obtained from Dwarves or Goldsmiths. All costs are per Ct. except Amber, which is in 1/10 lb

BMR	Material	Quantity	Cost	%
1	Dwarf-cut Diamond	10 Ct.	5GP	15%
2	Reg. cut Diamond	20 Ct.	3GP	40%
4	Raw Diamond	30 Ct.	1GP	55%
1	Dwarf-cut Sapphire	10 Ct.	4GP	20%
2	Reg. cut Sapphire	20 Ct.	2GP	50%
4	Raw Sapphire	40 Ct.	1GP	60%
1	Dwarf-cut Ruby	10 Ct.	5GP	15%
2	Reg. cut Ruby	20 Ct.	3GP	40%
4	Raw Ruby	35 Ct.	1GP	55%
1	Dwarf-cut Emerald	10 Ct.	4GP	20%
1	Reg. cut Emerald	20 Ct.	2GP	50%
4	Raw Emerald	40 Ct.	1GP	60%
2	Cut Jade	20 Ct	1GP	15%
2	Opal	20 Ct.	2GP	20%
3	Pearl	30 Ct.	1GP	30%
2	Amber	2/10	1GP	30%
6	Semi-precious	50 Ct.	5SP	80%

Woods

Most woods have to be found in the appropriate forests (normal, Entish, or Elvish). All others may be purchased from a carpenter, cabinetmaker, or woodsman.

BMR	Material	Quantity	Cost	%
0	Female Ent	1	Find	1%
1	Male Ent	1	Find	5%
2	Entish Oak	3	Find	10%
2	Entish Hazel	3	Find	15%
2	Entish Yew	3	Find	15%
2	Entish Ash	3	Find	15%
3	Elvish Oak	3	Find	20%
3	Elvish Hazel	3	Find	30%
3	Elvish Yew	3	Find	30%
3	Elvish Ash	3	Find	30%
1	Elvish Mallorn	3	Find	7%
5	Other Woods	5	1-5CP	95%

Liquids

All liquids are available on the open market. Common liquids may be purchased from wine merchants, oil sellers, etc. Some may be literally picked up. The exotic liquids may be purchased from an Apothecary or hunted. (Flagon = ½ lb)

Exotic Liquids

BMR	Material	Quantity	Cost	%
E	Dragon Blood	1/10	9GP	4%
1	Human Blood	2/10	5 SP	8%
1	Elvish Blood	2/10	5 SP	5%
1	Medusa Blood (left)	1/10	3GP	5%
1	Medusa Blood (right)	1/10	5GP	3%
1	Great Cat Blood	2/10	1GP	10%
2	Great Eagle Blood	2/10	1GP	10%
2	Stag Blood	2/10	5GP	15%
3	Boar Blood	2/10	7CP	15%
E	Holy Water	1 flagon	Cleric	20%
1	Lycanthrope Blood	2/10	1GP	5%
E	Enchanted Pool	1 flagon	Find	
1	Troll Blood	2/10	2GP	5%

Common Liquids

BMR	Material	Quantity	Cost	%
1	Fine Brandy	1 flagon	2 SP	99%
2	Brandy	1 flagon	1SP	99%
3	Fine Wine	1 flagon	20CP	99%
4	Wine	1 flagon	var.	99%
6	Rain Water	1 flagon	Find	
7	Lake Water	1 flagon	Find	
7	River Water	1 flagon	Find	
2	Pure Spring Water	1 flagon	Find	20%
5	Meads, Beers	1 flagon	var	99%
5	Animal Blood	5/10	2CP	99%

Essences and Perfumes

All essences and perfumes may be obtained from a Perfumer.

BMR	Material	Quantity	Cost	%
E	Black Lotus	1/20	10GP	5%
0	Lotus	1/20	5GP	10%
2	Orchid	1/20	1GP	20%
2	Musk	1/20	1GP	25%
0	Black Poppy	1/20	4GP	15%
2	Red Poppy	1/20	1GP	20%
0	Frankincense	1/20	5GP	20%
0	Myrrh	1/20	5GP	15%
0	Black Rose	1/20	10GP	5%
1	Purple Rose	1/20	5GP	15%
2	Red Rose	1/20	1GP	20%
2	Pink Rose	1/20	1GP	20%
3	Yellow Rose	1/20	1GP	30%
3	White Rose	1/20	1GP	25%
4	Lavender	1/20	7SP	75%
4	Gardenia	1/20	5SP	75%
3	Sunflower	1/20	5SP	55%
4	Narcissus	1/20	4SP	70%
3	Peony	1/20	3SP	60%
4	Cherry blossom	1/20	5SP	50%

Bones

Exotic bones either have to be hunted or can be purchased from an Apothecary. The common varieties are available from butchers, hunters, etc.

Exotic Bones

BMR	Material	Quantity	Cost	%
E	Dragon	1/10	20GP	5%
E	Dragon's Tooth	1/10	25GP	5%
E	Balrog	1/10	25GP	5%
E	Chimera	1	20GP	5%
E	Unicorn	1	25GP	5%
E	Unicorn Horn	1/10	10GP	5%
E	Lycanthrope's Tooth	1/10	5GP	7%
1	Basilisk	1	5GP	5%
0	Minotaur Horn	1/10	6GP	5%
0	Elf	1/10	1GP	5%
0	Hobbit	1	7GP	5%
1	Human	1	5GP	5%
1	Troll	1	5GP	5%
1	Ogre	1	3GP	5%
1	Giant	1	3GP	5%
1	Great Horse	1/10	5SP	5%
1	Hippogriff	1	3GP	5%
2	Lion	1	10SP	10%
2	Lion's Tooth	1/10	1GP	10%
2	Tiger	1	10SP	10%
3	Elephant	1	5SP	10%
3	Elephant Ivory	1/10	1SP	15%
1	Rhinoceros Horn	2/10	1GP	10%

Common Bones

BMR	Material	Quantity	Cost	%
2	Stag	1	1SP	25%
2	Bat	1	3CP	25%
2	Wolf	1	5CP	25%
3	Eagle	1	3SP	25%
4	Bird	1	1CP	75%
4	Animal	1	1CP	75%
4	Sea Mammal	1	2SP	25%
5	Reptile	1	1CP	50%
5	Turtle Shell	1/10	5CP	30%
6	Fishbone	1	1CP	50%
1	Boar's Tusk	1/10	1GP	9%
2	Stag Horn	2/10	1SP	35%
3	Bull Horn	4/10	5CP	50%
4	Other Horn	4/10	2CP	50%
5	Other Teeth	2/10	1CP	50%

Skins, Leathers, and Animal Tissue

These materials may be obtained from hunters or tanners if they are common, or from Apothecaries if rare. They may also be obtained by hunting. Skins and leathers come in 12"x 12" sections with an equivalent enchantment weight of 1 lb, although some may be used in smaller amounts in potions. Animal tissue is given in minimum weights. Prices are given for 12" x 12" hides or by weight given.

Skins and Hides

Note that several of these are traditionally associated with 'black' magic, necromancy, etc. and as such can lead to problems if discovered. When crafted into items these are either carefully concealed inside an item, or obviously displayed, depending on the intent of the maker!

BMR	Material	Quantity	Cost	%
E	Dragon Scale	2" x 2"	25GP	5%
0	Virgin Skin	1" x 1"	4GP	7%
0	Elvish Skin	4" x 4"	10GP	5%
1	Giant Skin	12" x 12"	6GP	7%
1	Ghoul Skin	12" x 12"	5GP	5%
1	Vampire Skin	1" x 1"	20GP	5%
1	Mummy Skin	1" x 1"	20GP	5%
3	Shark Skin	5" x 5"	1SP	30%
6	Eel Skin	1" x 1"	1SP	15%
1	Imp Hide	1" x 1"	15GP	5%
1	Balrog Hide	1" x 1"	25GP	5%
0	Troll Hide	12" x 12"	20GP	5%
1	Lycanthrope Hide	5" x 5"	10GP	7%
2	Ogre Hide	12" x 12"	4GP	9%
1	Great Horse Hide	5" x 5"	15GP	5%
1	Hippogriff Hide	5" x 5"	15GP	7%
6	Leviathan Hide	1" x 1"	1SP	15%
1	Manticore Hide	5" x 5"	10GP	7%
5	Sea Mammal Hide	10" x 10"	1SP	30%
3	Other Monster Hide	12" x 12"	3GP	15%
6	Animal Hide	12" x 12"	7CP	75%

Other Body Parts

BMR	Material	Quantity	Cost	%
1	Bat's Wings	1/10	15SP	20%
E	Bat's Eyes	1/10	20SP	15%
1	Newt's Eyes	1/10	10SP	25%
1	Snake's Eyes	1/10	5SP	30%
2	Wolf's Eyes	2/10	3SP	35%
1	Toad's Liver	1/10	10SP	25%
1	Tiger's Entrails	1/10	5SP	20%
1	Lion Heart	2/10	15SP	20%
2	Squid Suckers	3/10	3SP	15%
2	Hippogriff Feathers	1/10	5SP	20%
2	Great Eagle Feather	1/10	1SP	35%
4	Other Feathers	2/10	1SP	40%
6	Animal Organs, Hair	3/10	1SP	50%
3	Quality Parchment	12" x 12"	50CP	99%

Organics

All organics may be purchased from an Apothecary. They may also be gathered.

Herbs

BMR	Material	Quantity	Cost	%
2	Balm	1/20	8CP	50%
2	Basil	1/20	7CP	65%
4	Coriander	1/20	2CP	75%
1	Comphrey	1/20	1SP	40%
5	Chives	1/10	1CP	90%
3	Chervil	1/20	4CP	60%
5	Mint	1/20	1CP	85%
4	Marjoram	1/20	1CP	80%
4	Oregano	1/20	1CP	60%
6	Parsley	1/10	1CP	85%
1	Rosemary	1/20	1SP	45%
4	Spearmint	1/20	3CP	80%
3	Sage	1/20	2CP	45%
5	Thyme	1/20	1CP	85%

Spices

BMR	Material	Quantity	Cost	%
3	Anise	1/10	1CP	65%
2	Aniseed	1/10	2CP	60%
3	Cloves	1/20	3CP	65%
2	Cinnamon	1/20	1SP	40%
2	Mace	1/20	2CP	35%
3	Nutmeg	1/20	1CP	65%
E	Pepper	1/20	5GP	50%
E	Saffron	1/20	2GP	30%
4	Sea Salt	1/10	1CP	90%
3	Rock Salt	1/25	1CP	75%

Nuts

BMR	Material	Quantity	Cost	%
4	Almonds	1/10	1CP	75%
3	Hazelnuts	1/10	1CP	65%
6	Other Nuts	1/10	1CP	85%

Flowers

NB: Quantities lists number for blooms required, 1 bloom = 1/20 lb for enchantment limits

BMR	Material	Quantity	Cost	%
E	Black Lotus	1	1GP	20%
0	White Lotus	7	21SP	40%
E	Black Rose	1	21SP	20%
0	White Rose	1	7SP	20%
1	Purple Rose	7	7SP	25%
2	Red Rose	12	1SP	40%
3	Pink Rose	36	1SP	60%
3	Yellow Rose	36	1SP	55%
6	Daisy	84	1SP	65%
7	Dandelion	84	1SP	70%
6	Lilies	84	1SP	70%
7	Gladiolas	84	1SP	70%
5	Marigolds	60	1SP	65%
4	Chrysanthemum	36	1SP	65%
7	Buttercups	60	1SP	75%
9	Thistle	84	N/A	90%
9	Thorns	84	N/A	90%
8	Clover	84	1SP	90%
E	Shamrock (4-Leaf)	1	1GP	20%
4	Sweet William	36	1SP	50%
2	Tulip	12	1SP	40%
5	Pansy	108	7CP	80%
1	Cherry Blossom	12	1SP	35%
4	Water Lily	12	1SP	40%
0	Orchid	7	14SP	20%
1	Sunflower	84	1SP	50%
6	Peony	84	1SP	65%
5	Narcissus	36	1SP	25%
2	Snowdrop	7	1SP	25%
5	Geranium	36	1SP	40%

Poisons

BMR	Material	Quantity	Cost	%
E	Belladonna	1/20	1GP	20%
4	Foxglove	1/10	1CP	60%
1	Hemlock	1/20	1SP	40%
4	Henbane	1/10	2CP	75%
1	Monkshood	1/20	7CP	40%
0	Nightshade	1/20	1SP	30%
E	Opium	1/20	2GP	20%
3	Wormwood	1/20	3CP	45%
1	Wolf bane	1/20	1SP	30%

Other Plants

BMR	Material	Quantity	Cost	%
2	Aniseed	1/10	2CP	60%
6	Birch Bark	1/10	1CP	99%
4	Burdock	1/10	2CP	85%
6	Beetroot	1/10	1CP	85%
4	Caper	1/20	1CP	75%
4	Cowslip	1/20	1CP	80%
3	Elderflower	1/20	2CP	60%
3	Fennel	1/20	2SP	60%
3	Fern	1/10	1SP	50%
1	Ginger	1/20	5SP	40%
1	Heliotrope	1/20	3CP	40%
1	Hyssop	1/20	7CP	40%
3	Ivy	1/20	3CP	55%
3	Juniper	1/20	3CP	50%
0	Jasmine	1/20	1SP	25%
4	Lime	1/20	1CP	70%
5	Moss	1/10	1CP	85%
E	Mistletoe	1/20	1SP	20%
5	Olives	1/10	1CP	75%

Fungi

BMR	Material	Quantity	Cost	%
0	Destroying Angels	1/20	2SP	35%
1	Poison Mushroom	1/20	5CP	45%
5	Common Mushroom	1/20	1CP	75%
5	Slime Mould	1/20	5SP	45%
6	Common Mould	1/10	5CP	75%