

NEVERWINTER NIGHTS 2

The Complete Craftsman - rebalanced (TCC-r)

Crafting Recipes for TCC-r
ver.1.167 (current ver.1.175)

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— based on —

The Complete Craftsman

by Chainsaw3D
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— editor —

keVL's

Modifications & Additions

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Introduction

[ToC](#)

This is a list of the various recipes available using the rebalanced version of the Rebalanced version of the Complete Craftsman. This has been rebalanced to account for further & future rebalancing. Stay tuned for a balanced version. Thank you,

It does not list **MotB** recipes, as those have not been changed ... yet

Please note – do – that some spells will not work on the **Magician's Workbench** and can only be used with **MotB's Enchanter's Satchel**. Make sure you try the spell on both before reporting that a recipe doesn't work. This may be a **Spells.2da** issue.

Recipes - Item Creation

[ToC](#)

__oO— Universal Ingredients —Oo__

[X0000](#)

These are the basic mundane items required for Item Creation.

Belts	1 Leather Hide
Boots	1 Leather Hide
Cloaks	2 Leather Hides
Rings	1 Iron Ingot
Traps	Trap Mold

Weapons	weapon mold
Armor	
Arrows	

Armor	Armor, Shield, or Clothes / Robe
Belts	1 Leather Hide
Boots	1 Leather Hide
Cloaks	2 Leather Hides
Rings	1 Iron Ingot
Traps	Trap Mold
Weapons	any Weapon

__oO— Grenades —Oo__

[X0001](#)

These require an Alchemist's Workbench and the Craft Alchemy skill.

Acid Flask	Thrown Weapon inflicts 1d6 Acid Damage
Requires	Craft Alchemy 4
Ingredients	Venom Gland + Quicksilver

Acid Flask (Improved)	Thrown Weapon inflicts 1d8 Acid Damage
Requires	Craft Alchemy 8
Ingredients	2 Venom Gland + 2 Quicksilver

Acid Flask (Greater)	Thrown Weapon inflicts 1d10 Acid Damage
Requires	Craft Alchemy 12
Ingredients	3 Venom Gland + 3 Quicksilver

Acid Flask (Perfected)	Thrown Weapon inflicts 2d6 Acid Damage
Requires	Craft Alchemy 16

Ingredients	4 Venom Gland + 4 Quicksilver
Alchemist's Fire	Thrown Weapon inflicts 1d6 Fire Damage or coats a Weapon with Fire to add 1d4 Fire Damage to attacks
Requires	Craft Alchemy 4
Ingredients	Fairy Dust + Distilled Alcohol
Alchemist's Fire (Improved)	Thrown Weapon inflicts 1d8 Fire Damage or coats a Weapon to add 1d6 Fire Damage to attacks
Requires	Craft Alchemy 8
Ingredients	2 Fairy Dust + 2 Distilled Alcohol
Alchemist's Fire (Greater)	Thrown Weapon inflicts 1d10 Fire Damage or coats a Weapon to add 1d6 Fire Damage to attacks
Requires	Craft Alchemy 12
Ingredients	3 Fairy Dust + 3 Distilled Alcohol
Alchemist's Fire (Perfected)	Thrown Weapon inflicts 2d6 Fire Damage or coats a Weapon to add 1d10 Fire Damage to attacks
Requires	Craft Alchemy 16
Ingredients	4 Fairy Dust + 4 Distilled Alcohol
Choking Powder	Creates a Stinking Cloud effect that lasts 5 rounds
Requires	Craft Alchemy 4
Ingredients	Garlic + Belladonna
Choking Powder (Improved)	Creates a Stinking Cloud effect that lasts 5 rounds
Requires	Craft Alchemy 8
Ingredients	2 Garlic + 2 Belladonna
Choking Powder (Greater)	Creates a Stinking Cloud effect that lasts 5 rounds
Requires	Craft Alchemy 12
Ingredients	3 Garlic + 3 Belladonna
Choking Powder (Perfected)	Creates a Stinking Cloud effect that lasts 5 rounds
Requires	Craft Alchemy 16
Ingredients	4 Garlic + 4 Belladonna
Holy Water	Thrown Weapon inflicts 2d4 Holy Damage to Undead
Requires	Craft Alchemy 4
Ingredients	Amethyst + Powdered Silver
Holy Water (Improved)	Thrown Weapon inflicts 2d6 Holy Damage to Undead
Requires	Craft Alchemy 8
Ingredients	2 Amethyst + 2 Powdered Silver
Holy Water (Greater)	Thrown Weapon inflicts 2d8 Holy Damage to Undead
Requires	Craft Alchemy 12
Ingredients	3 Amethyst + 3 Powdered Silver
Holy Water (Perfected)	Thrown Weapon inflicts 2d10 Holy Damage to Undead
Requires	Craft Alchemy 16
Ingredients	4 Amethyst + 4 Powdered Silver

Tanglefoot Bag	Creates Entangle effect that lasts for 2 rounds
Requires	Craft Alchemy 4
Ingredients	Quicksilver + Belladonna
Tanglefoot Bag (Improved)	Creates Entangle effect that lasts for 3 rounds
Requires	Craft Alchemy 8
Ingredients	2 Quicksilver + 2 Belladonna
Tanglefoot Bag (Greater)	Creates Entangle effect that lasts for 5 rounds
Requires	Craft Alchemy 12
Ingredients	3 Quicksilver + 3 Belladonna
Tanglefoot Bag (Perfected)	Creates Entangle effect that lasts for 6 rounds
Requires	Craft Alchemy 16
Ingredients	4 Quicksilver + 4 Belladonna
Thunderstone	Deafens target for 5 rounds
Requires	Craft Alchemy 4
Ingredients	Diamond Dust + Amethyst
Thunderstone (Improved)	Deafens target for 5 rounds
Requires	Craft Alchemy 8
Ingredients	2 Diamond Dust + 2 Amethyst
Thunderstone (Greater)	Deafens target for 5 rounds
Requires	Craft Alchemy 12
Ingredients	3 Diamond Dust + 3 Amethyst
Thunderstone (Perfected)	Deafens target for 5 rounds
Requires	Craft Alchemy 16
Ingredients	4 Diamond Dust + 4 Amethyst

—oO— Ammunition —Oo—

X0002

These require the Craft Magic Arms and Armor feat.

arrows

Mithral + Arrow Mold +	
Acid	Melf's Acid Arrow (Level 10)
Detonation	Delayed Blast Fireball / Firestorm (Level 18)
Fire	Flame Arrow / Flame Weapon (Level 10)
Ice	Ray of Frost / Hypothermia (Level 10)
Lightning	Shocking Grasp / Call Lightning (Level 10)
Mild Poison	Poison (Level 8)
Petrification	Flesh to Stone (Level 15)
Piercing	Spike Growth (Level 12)
Poison	Contagion (Level 10)
Vampire	Vampiric Touch (Level 8)

bolts

Mithral + Bolt Mold +

Fire	Flame Arrow / Flame Weapon (Level 10)
Frostbite	Ray of Frost / Hypothermia (Level 10)
Lightning	Shocking Grasp / Call Lightning (Level 10)
Mild Poison	Poison (Level 8)
Paralytic	Ghoul Touch / Stonehold (Level 14)
Piercing	Spike Growth (Level 12)
Poison	Contagion (Level 10)

bullets

Mithral + Bullet Mold +

Fire	Fireburst / Flame Weapon (Level 10)
Giant's Bane	Spike Growth (Level 14)
Ice	Ray of Frost / Hypothermia (Level 10)
Lightning	Shocking Grasp / Call Lightning (Level 10)
Screaming	Sound Burst (Level 12)
Smiting	Weapon of Impact (Level 12)

darts

Mithral + Dart Mold +

Accuracy	True Strike (Level 15)
Acid	Acid Splash (Level 12)
Asp's Nest	Quillfire (Level 12)
Ice	Ray of Frost / Hypothermia (Level 12)
Stunning	Power Word Stun (Level 15)

shurikens

Mithral + Shuriken Mold +

Dragon's Tail	Fireburst / Flame Weapon (Level 12)
Grains of Sand	Hiss of Sleep (Level 12)
Many Talons	Vampiric Touch (Level 14)
Ojy-do	Ray of Frost / Hypothermia (Level 12)
Shining Light	Daze (Level 15)

throwing axes

2 Mithral + Throwing Axe Mold +

Black Raven	Fear (Level 12)
Coming Storm	Call Lightning Storm (Level 15)
Fire	Fireburst/Flame Weapon (Level 12)
Rifthome	Bull's Strength (Level 12)
Thunderbeast	Cacophonic Burst (Level 15)

—oO— Amulets —Oo—

xooo3

Amulet of Health, Lesser

Immunity to Disease and Poison

Requires	Caster Level 5, Craft Wondrous Items feat
Ingredients	Weak Power Essence + Weak Water Essence + Obsidian + Iron Ingot
Spell	Remove Disease or Neutralize Poison
Amulet of Health	Immunity to Ability/Level Drain, Disease, and Poison
Requires	Caster Level 10, Craft Wondrous Items feat
Ingredients	Glowing Power Essence + Glowing Water Essence + Canary Diamond + Iron Ingot
Spell	Remove Disease or Neutralize Poison
Amulet of Health, Greater	Immunity to Ability/Level Drain, Disease, and Poison, Regeneration +1
Requires	Caster Level 15, Craft Wondrous Items feat
Ingredients	Radiant Power Essence + Radiant Water Essence + Blue Diamond + Iron Ingot
Spell	Remove Disease or Neutralize Poison
Amulet of Natural Armor +1	+1 Natural AC
Requires	Caster Level 3, Craft Wondrous Items feat
Ingredients	Faint Earth Essence + Sapphire + Iron Ingot
Spell	Barkskin
Amulet of Natural Armor +2	+2 Natural AC
Requires	Caster Level 6, Craft Wondrous Items feat
Ingredients	Weak Earth Essence + Emerald + Iron Ingot
Spell	Barkskin
Amulet of Natural Armor +3	+3 Natural AC
Requires	Caster Level 9, Craft Wondrous Items feat
Ingredients	Faint Power Essence + Glowing Earth Essence + Jacinth + Iron Ingot
Spell	Barkskin
Amulet of Natural Armor +4	+4 Natural AC
Requires	Caster Level 12, Craft Wondrous Items feat
Ingredients	Weak Power Essence + Glowing Earth Essence + Blue Diamond + Iron Ingot
Spell	Barkskin
Amulet of Natural Armor +5	+5 Natural AC
Requires	Caster Level 15, Craft Wondrous Items feat
Ingredients	Weak Power Essence + Radiant Earth Essence + Beljuril + Iron Ingot
Spell	Barkskin
Brooch of Shielding	Shield (5) 3/day
Requires	Caster Level 1, Craft Wondrous Items feat
Ingredients	Faint Power Essence + Sapphire + 2 Iron Ingots
Spell	Shield
Medallion of Thought	Immunity to Mind Affecting Spells, +5 Bluff, +5 Diplomacy
Requires	Caster Level 8, Craft Wondrous Items feat
Ingredients	Weak Power Essence + Weak Water Essence + Canary Diamond + Iron Ingot
Spell	Owl's Wisdom
Periapt of Wisdom +2	+2 Wisdom
Requires	Caster Level 8, Craft Wondrous Items feat
Ingredients	Faint Water Essence + Diamond + Iron Ingot
Spell	Owl's Wisdom

Periapt of Wisdom +4	+4 Wisdom
Requires	Caster Level 11, Craft Wondrous Items feat
Ingredients	Weak Water Essence + Star Sapphire + Iron Ingot
Spell	Owl's Wisdom
Periapt of Wisdom +6	+6 Wisdom
Requires	Caster Level 14, Craft Wondrous Items feat
Ingredients	Glowing Water Essence + Rogue Stone + Iron Ingot
Spell	Owl's Wisdom
Periapt of Wisdom +8	+8 Wisdom
Requires	Caster Level 17, Craft Wondrous Items feat
Ingredients	Radiant Water Essence + Beljuril + Iron Ingot
Spell	Owl's Wisdom
Scarab of Greater Protection	Spell Resistance 20, Immunity to Death Effects, and Immunity to Energy Drain
Requires	Caster Level 18, Craft Wondrous Items feat
Ingredients	Iron Ingot + Radiant Power Essence + Radiant Fire Essence + Radiant Water Essence + Blue Diamond
Spell	Death Ward

—oO— Belts —Oo—

X0004

Belt of Agility +2	+2 Dexterity, Freedom of Movement
Requires	Caster Level 8, Craft Wondrous Items feat
Ingredients	Leather Hide + Faint Air Essence + Diamond
Spell	Cat's Grace
Belt of Agility +4	+4 Dexterity, Freedom of Movement
Requires	Caster Level 11, Craft Wondrous Items feat
Ingredients	Leather Hide + Weak Air Essence + Star Sapphire
Spell	Cat's Grace
Belt of Agility +6	+6 Dexterity, Freedom of Movement
Requires	Caster Level 14, Craft Wondrous Items feat
Ingredients	Leather Hide + Glowing Air Essence + Rogue Stone
Spell	Cat's Grace
Belt of Agility +8	+8 Dexterity, Freedom of Movement
Requires	Caster Level 17, Craft Wondrous Items feat
Ingredients	Leather Hide + Radiant Air Essence + Beljuril
Spell	Cat's Grace
Belt of Frost Giant Strength	+4 Strength
Requires	Caster Level 11, Craft Wondrous Items feat
Ingredients	Leather Hide + Weak Fire Essence + Blue Diamond
Spell	Bull's Strength
Belt of Stone Giant Strength	+6 Strength

Requires	Caster Level 14, Craft Wondrous Items feat
Ingredients	Leather Hide + Glowing Fire Essence + Beljuril
Spell	Bull's Strength

Belt of Cloud Giant Strength	+8 Strength
Requires	Caster Level 17, Craft Wondrous Items feat
Ingredients	Leather Hide + Radiant Fire Essence + King's Tear
Spell	Bull's Strength

—oO— Blacksmith —Oo—

X0005

These use the Blacksmith Workbench and require the appropriate mold.

RANGED (BLACKSMITH)

Acid Arrows	1d6 Acid Damage
Requires	Craft Weapon 12
Ingredients	Alchemical Silver + Acid Flask

Arrows of Detonation	Fireball (Level 10) on hit
Requires	Craft Weapon 22
Ingredients	Adamantine + Perfected Alchemist's Fire + Perfected Thunderstone

Fire Arrows	1d6 Fire Damage
Requires	Craft Weapon 12
Ingredients	Alchemical Silver + Alchemist's Fire

Ice Arrows	1d6 Cold Damage
Requires	Craft Weapon 12
Ingredients	Cold Iron + Coldstone

Magic Arrows	+1 enchantment
Requires	Craft Weapon 17
Ingredients	Mithral + Potion of Bless

Mild Poison Arrows	Poison (1d2 Con Damage, DC=14) on hit
Requires	Craft Weapon 7
Ingredients	Iron + Mild Bee Venom

Lightning Arrows	1d6 Shock Damage
Requires	Craft Weapon 17
Ingredients	Darksteel + Quartz Crystal

Posion Arrows	Poison (1d2 Con/Str Damage, DC=14) on hit
Requires	Craft Weapon 7
Ingredients	Iron + Mild Bee Venom + Mild Scorpion Venom

Fire Bolts	1d6 Fire Damage
Requires	Craft Weapon 12
Ingredients	Alchemical Silver + Alchemist's Fire

Ice Bolts	1d6 Cold Damage
Requires	Craft Weapon 12
Ingredients	Cold Iron + Coldstone
Magic Bolts	+1 enchantment
Requires	Craft Weapon 17
Ingredients	Mithral + Potion of Bless
Mild Poison Bolts	Poison (1d2 Con Damage, DC=14) on hit
Requires	Craft Weapon 7
Ingredients	Iron + Mild Bee Venom
Lightning Bolts	1d6 Shock Damage
Requires	Craft Weapon 17
Ingredients	Darksteel + Quartz Crystal
Paralytic Bolts	Stun (DC=14, Duration 50% / 2 Rounds) on hit
Requires	Craft Weapon 7
Ingredients	Iron + Choking Powder + Tanglefoot Bag
Poison Bolts	Poison (1d2 Con/Str Damage, DC=14) on hit
Requires	Craft Weapon 7
Ingredients	Iron + Mild Bee Venom + Mild Scorpion Venom
Bullets of Screaming	1d4 Sonic Damage, Silence (DC=14, Duration 50% / 2 Rounds) on hit
Requires	Craft Weapon 7
Ingredients	Iron + Thunderstone
Fire Bullets	1d6 Fire Damage
Requires	Craft Weapon 12
Ingredients	Alchemical Silver + Alchemist's Fire
Ice Bullets	1d6 Cold Damage
Requires	Craft Weapon 12
Ingredients	Cold Iron + Coldstone
Magic Bullets	+1 enchantment
Requires	Craft Weapon 17
Ingredients	Mithral + Potion of Bless
Lightning Bullets	+1d6 Shock Damage
Requires	Craft Weapon 17
Ingredients	Darksteel + Quartz Crystal
Magic Darts/Shurikens	+1 enchantment
Requires	Craft Weapon 17
Ingredients	Mithral + Potion of Bless
Magic Throwing Axes	+1 enchantment
Requires	Craft Weapon 17
Ingredients	2 Mithral + Potion of Bless

ARMOR (BLACKSMITH)

Craft Armor

Clothes	1
Light Shield	1
Padded Armor	1
Heavy Shield	2
Leather Armor	2
Hide Armor	3
Studded Leather Armor	3
Chain Shirt	4
Tower Shield	4
Breastplate	5
Chain Mail	5
Banded Mail	6
Splint Mail	6
Half-Plate Armor	7
Full-Plate Armor	8
Iron	+0
Leather Hide	+0
Alchemical Silver	+5
Cold Iron	+5
Duskwood	+5
Fire Mephit Hide	+5
Ice Mephit Hide	+5
Darksteel	+10
Mithral	+10
Zalantar	+10
Salamander Hide	+12
Winter Wolf Hide	+12
Adamantine	+15
Ironwood	+15
Umber Hulk Hide	+17
Wyvern Hide	+20
Red Dragon Hide	+23

Fire Mephit Hide	Belt, Boots, Cloak, Gloves, Hat, Padded, Robe	
Ice Mephit Hide	Belt, Boots, Cloak, Gloves, Hat, Padded, Robe	
Red Dragon Hide	Breastplate, Gloves, Half Plate, Hat, Scalemail, Shields	
	Breastplate, Half Plate, Scalemail	AC +3, Fire Resistance 20/-, Weight 20%
Salamander Hide	Belt, Boots, Cloak, Gloves, Hat, Hide, Leather, Studded Leather	
	Hide, Leather, Studded Leather	AC +1, Fire Resistance 10/-, Weight 20%
Umber Hulk Hide	Half Plate, Shields	AC +2, Immunity : Mind-affecting
Winter Wolf Hide	Belt, Boots, Cloak, Gloves, Hat, Padded, Robe	
Wyvern Hide	Breastplate, Full Plate, Half Plate, Scalemail, Shields	
	Breastplate, Full Plate, Half Plate, Scalemail	AC +2, Poison +4, Weight 20%
Adamantine	Gloves, Helms, Metal Armor, Shields	
	Chainshirt, Light Shield	DR 1/-
	Breastplate, Chainmail, Scalemail, Heavy Shield	DR 2/-
	Heavy Armor, Tower Shield	DR 3/-
Alchemical Silver	Gloves, Helms	
Cold Iron	Gloves, Helms	

Darksteel	Gloves, Helms, Metal Armor, Shields Acid Resistance 5/-	
Mithral	Gloves, Helms, Metal Armor (SF -10%, Weight 50%), Shields (Weight 40%) Chainshirt Breastplate, Chainmail, Scalemail Banded Mail, Full Plate Half Plate Light Shield Heavy Shield Tower Shield	ACP +2, DB +2 ACP +3, DB +2, Light ACP +3, DB +2, Medium ACP +3, DB +1, Medium SF -5% SF -15% SF - 20%
Duskwood	Shields	Weight -60% (?)
Ironwood	Shields	
Shederran	Shields	
Zalantar	Shields (AC +2) Light Shield Heavy Shield Tower Shield	SF -5% SF -5% SF -10%

WEAPONS (BLACKSMITH)

Craft Weapon

Arrow/Bolt/Bullet	2
Bow	2
Simple	2
Sling	2
Crossbow	5
Martial	5
Exotic	8
Iron	+0
Leather Hide	+0
Wood	+0
Alchemical Silver	+5
Cold Iron	+5
Duskwood	+5
Shederran	+5
Darksteel	+10
Mithral	+10
Zalantar	+10
Salamander Hide	+12
Winter Wolf Hide	+12
Adamantine	+15
Ironwood	+15

Salamander Hide	Sling
Winter Wolf Hide	Sling

Adamantine	Metal Weapons Bypasses Iron Golem & Stoneskin DR, +2 Magical damage
Darksteel	Metal Weapons +1 Electrical damage
Alchemical Silver	Metal Weapons

Cold Iron	Bypasses Devil & Lycanthrope DR	
	devils : pit fiends, eyrinies, imps, nessian & hell hounds, horned devil	
Mithral	Metal Weapons	
	Bypasses Demon, Fey, & Warlock DR	
	demons : balors, succubi, quasits, hezrou (Zaxis and Quaggoth-Yegg)	
Duskwood	Metal Weapons	
	Weight Reduction 40%	
	Bow, Club, Crossbow, Quarterstaff, Spear	
	Bows	Mighty +6, Weight 40%
	Crossbows	Attack +3, Weight 40%
Ironwood	Club, Spear	Weight 40%
	Quarterstaff	+1 Magic damage
Shederran	Club, Quarterstaff, Spear	
	Bow, Crossbow	
	Bows	Mighty +4
Zalantar	Crossbows	Attack +2
	Bow, Club, Crossbow, Quarterstaff, Spear	
	Bows	Mighty +2
	Crossbows	Attack +1
	Club, Spear	+1 Magic damage
	Quarterstaff	+1 Electrical damage

—oO— Boots —Oo—

xooo6

Boots of Elvenkind	+5 Move Silently
	Requires Caster Level 3, Craft Wondrous Items feat
	Ingredients Leather Hide + Faint Water Essence + Fire Opal
	Spell Silence
Boots of Speed	Haste (10) 3/day
	Requires Caster Level 7, Craft Wondrous Items feat
	Ingredients Weak Air Essence + Weak Power Essence + Star Sapphire
	Spell Haste
Boots of Striding +2	+2 Constitution
	Requires Caster Level 8, Craft Wondrous Items feat
	Ingredients Leather Hide + Faint Earth Essence + Diamond
	Spell Bear's Endurance
Boots of Striding +4	+4 Constitution
	Requires Caster Level 11, Craft Wondrous Items feat
	Ingredients Leather Hide + Weak Earth Essence + Jacinth
	Spell Bear's Endurance
Boots of Striding +6	+6 Constitution
	Requires Caster Level 14, Craft Wondrous Items feat
	Ingredients Leather Hide + Glowing Earth Essence + Rogue Stone
	Spell Bear's Endurance

Boots of Striding +8	+8 Constitution
Requires	Caster Level 17, Craft Wondrous Items feat
Ingredients	Leather Hide + Radiant Earth Essence + Beljuril
Spell	Bear's Endurance

—oO— Cloaks —Oo—

X0007

Cloak of Displacement	Cast Displacement three times per day
Requires	Caster Level 3, Craft Wondrous Items feat
Ingredients	Weak Air Essence + Blue Diamond
Spell	Displacement

Cloak of Elvenkind	+5 Hide
Requires	Caster Level 3, Craft Wondrous Items feat
Ingredients	Faint Water Essence + Fire Opal
Spell	Invisibility

Cloak of Resistance +1	+1 Saving Throws
Requires	Caster Level 3, Craft Wondrous Items feat
Ingredients	Faint Earth Essence + Obsidian
Spell	Resistance

Cloak of Resistance +2	+2 Saving Throws
Requires	Caster Level 6, Craft Wondrous Items feat
Ingredients	Faint Earth Essence + Diamond
Spell	Resistance

Cloak of Resistance +3	+3 Saving Throws
Requires	Caster Level 9, Craft Wondrous Items feat
Ingredients	Weak Earth Essence + Canary Diamond
Spell	Resistance

Cloak of Resistance +4	+4 Saving Throws
Requires	Caster Level 12, Craft Wondrous Items feat
Ingredients	Glowing Earth Essence + Jacinth
Spell	Resistance

Cloak of Resistance +5	+5 Saving Throws
Requires	Caster Level 15, Craft Wondrous Items feat
Ingredients	Radiant Earth Essence + Blue Diamond
Spell	Resistance

Greater Mantle of Spell Resistance	Spell Resistance 20
Requires	Caster Level 9, Craft Wondrous Items feat
Ingredients	Radiant Power Essence + Radiant Fire Essence + King's Tear
Spell	Spell Resistance

Nymph Cloak +2	+2 Charisma
Requires	Caster Level 8, Craft Wondrous Items feat
Ingredients	Faint Water Essence + Diamond

Spell	Eagle's Splendor
Nymph Cloak +4	+4 Charisma
Requires	Caster Level 11, Craft Wondrous Items feat
Ingredients	Weak Water Essence + Star Sapphire
Spell	Eagle's Splendor
Nymph Cloak +6	+6 Charisma
Requires	Caster Level 14, Craft Wondrous Items feat
Ingredients	Glowing Water Essence + Rogue Stone
Spell	Eagle's Splendor
Nymph Cloak +8	+8 Charisma
Requires	Caster Level 17, Craft Wondrous Items feat
Ingredients	Radiant Water Essence + Beljuril
Spell	Eagle's Splendor

oo— Gloves —Oo—

xooo8

Bracers of Armor +1	+1 Enhancement AC
Requires	Caster Level 3, Craft Wondrous Items feat
Ingredients	2 Iron Ingots + Faint Earth Essence + Obsidian
Spell	Mage Armor or Shield of Faith
Bracers of Armor +2	+2 Enhancement AC
Requires	Caster Level 6, Craft Wondrous Items feat
Ingredients	2 Iron Ingots + Faint Earth Essence + Diamond
Spell	Mage Armor or Shield of Faith
Bracers of Armor +3	+3 Enhancement AC
Requires	Caster Level 9, Craft Wondrous Items feat
Ingredients	2 Iron Ingots + Weak Earth Essence + Canary Diamond
Spell	Mage Armor or Shield of Faith
Bracers of Armor +4	+4 Enhancement AC
Requires	Caster Level 12, Craft Wondrous Items feat
Ingredients	2 Iron Ingots + Weak Earth Essence + Jacinth
Spell	Mage Armor or Shield of Faith
Bracers of Armor +5	+5 Enhancement AC
Requires	Caster Level 15, Craft Wondrous Items feat
Ingredients	2 Iron Ingots + Glowing Earth Essence + Blue Diamond
Spell	Mage Armor or Shield of Faith
Bracers of Armor +6	+6 Enhancement AC
Requires	Caster Level 18, Craft Wondrous Items feat
Ingredients	2 Iron Ingots + Glowing Earth Essence + Rogue Stone
Spell	Mage Armor or Shield of Faith
Bracers of Armor +7	+7 Enhancement AC

Requires	Caster Level 21, Craft Wondrous Items feat
Ingredients	2 Iron Ingots + Radiant Earth Essence + Beljuril
Spell	Mage Armor or Shield of Faith

Bracers of Armor +8	+8 Enhancement AC
Requires	Caster Level 24, Craft Wondrous Items feat
Ingredients	2 Iron Ingots + Radiant Earth Essence + King's Tear
Spell	Mage Armor or Shield of Faith

Gauntlets of Ogre Power	+2 Strength
Requires	Caster Level 6, Craft Wondrous Items feat
Ingredients	Faint Fire Essence, Ruby, 2 Iron Ingots
Spell	Bull's Strength

__oO— Helms —Oo__

X0009

Headband of Intellect +2	+2 Intelligence
Requires	Caster Level 8, Craft Wondrous Items feat
Ingredients	Leather Hide + Faint Fire Essence + Diamond
Spell	Fox's Cunning

Headband of Intellect +4	+4 Intelligence
Requires	Caster Level 11, Craft Wondrous Items feat
Ingredients	Leather Hide + Weak Fire Essence + Star Sapphire
Spell	Fox's Cunning

Headband of Intellect +6	+6 Intelligence
Requires	Caster Level 14, Craft Wondrous Items feat
Ingredients	Leather Hide + Glowing Fire Essence + Rogue Stone
Spell	Fox's Cunning

Headband of Intellect +8	+8 Intelligence
Requires	Caster Level 17, Craft Wondrous Items feat
Ingredients	Leather Hide + Radiant Fire Essence + Beljuril
Spell	Fox's Cunning

__oO— Bags & Misc Items —Oo__

X0010

Gem of Seeing	Casts True Seeing once per day
Requires	Caster Level 10, Craft Wondrous Items feat
Ingredients	Weak Air Essence + King's Tear
Spell	True Seeing

Magic Bag, Pouch	-20% weight
Requires	Caster Level 3, Craft Wondrous Items feat
Ingredients	Leather + Faint Fire Essence + Faint Water Essence + Bloodstone
Spell	Lesser Planar Binding

Magic Bag, Lesser	-40% weight
Requires	Caster Level 7, Craft Wondrous Items feat
Ingredients	Leather + Weak Fire Essence + Weak Water Essence + Alexandrite
Spell	Lesser Planar Binding
Magic Bag	-60% weight
Requires	Caster Level 11, Craft Wondrous Items feat
Ingredients	Leather + Glowing Fire Essence + Glowing Water Essence + Emerald
Spell	Planar Binding
Magic Bag, Greater	-80% weight
Requires	Caster Level 15, Craft Wondrous Items feat
Ingredients	Leather + Radiant Fire Essence + Radiant Water Essence + Diamond
Spell	Planar Binding
Magic Bag, Holding	-100% weight
Requires	Caster Level 19, Craft Wondrous Items feat
Ingredients	Leather + Radiant Fire Essence + Radiant Water Essence + Weak Power Essence + Beljuril
Spell	Greater Planar Binding
Scabbard of Keen Edges	Casts Keen Edge once per day
Requires	Caster Level 5, Craft Wondrous Items feat
Ingredients	Wooden Plank + Faint Earth Essence + Jacinth
Spell	Keen Edge

—oO— Poison —Oo—

XOO11

Giant Bee Venom (Mild)	Coats a weapon with Poison (DC 18, 1d2 points of Constitution damage)
Requires	Craft Alchemy 4
Ingredients	Giant Bee Venom Gland
Giant Bee Venom (Average)	Coats a weapon with Poison (DC 20, 1d2 points of Constitution damage)
Requires	Craft Alchemy 8
Ingredients	2 Giant Bee Venom Glands
Giant Bee Venom (Strong)	Coats a weapon with Poison (DC 22, 1d2 points of Constitution damage)
Requires	Craft Alchemy 12
Ingredients	3 Giant Bee Venom Glands
Giant Bee Venom (Deadly)	Coats a weapon with Poison (DC 26, 1d2 points of Constitution damage)
Requires	Craft Alchemy 16
Ingredients	4 Giant Bee Venom Glands
Giant Centipede Venom (Mild)	Coats a weapon with Poison (DC 18, 1d2 points of Intelligence damage)
Requires	Craft Alchemy 4
Ingredients	Giant Centipede Venom Gland
Giant Centipede Venom (Average)	Coats a weapon with Poison (DC 20, 1d2 points of Intelligence damage)
Requires	Craft Alchemy 8

Ingredients 2 Giant Centipede Venom Glands

Giant Centipede Venom (Strong) Coats a weapon with Poison (DC 22, 1d2 points of Intelligence damage)
Requires Craft Alchemy 12
Ingredients 3 Giant Centipede Venom Glands

Giant Centipede Venom (Deadly) Coats a weapon with Poison (DC 26, 1d2 points of Intelligence damage)
Requires Craft Alchemy 16
Ingredients 4 Giant Centipede Venom Glands

Giant Scorpion Venom (Mild) Coats a weapon with Poison (DC 18, 1d2 points of Strength damage)
Requires Craft Alchemy 4
Ingredients Giant Scorpion Venom Gland

Giant Scorpion Venom (Average) Coats a weapon with Poison (DC 20, 1d2 points of Strength damage)
Requires Craft Alchemy 8
Ingredients 2 Giant Scorpion Venom Glands

Giant Scorpion Venom (Strong) Coats a weapon with Poison (DC 22, 1d2 points of Strength damage)
Requires Craft Alchemy 12
Ingredients 3 Giant Scorpion Venom Glands

Giant Scorpion Venom (Deadly) Coats a weapon with Poison (DC 26, 1d2 points of Strength damage)
Requires Craft Alchemy 16
Ingredients 4 Giant Scorpion Venom Glands

__oO__ OC Quest Items __Oo__

X0012

These only work in the Official Campaign.

Gold Filigree Charm Used for summoning Mephasm in Crossroad Keep
Requires Caster Level 1, Mephasm Quest
Ingredients Faint Power Essence + Glowing Fire Essence + Star Sapphire + Gold Necklace
Spell Darkness

Infernal Focus 1 Used for bargaining with Mephasm in Crossroad Keep
Requires Caster Level 1, Mephasm Quest
Ingredients Glowing Power Essence + Ruby + Darksteel Ingot
Spell Darkness

Infernal Focus 2 Used for bargaining with Mephasm in Crossroad Keep
Requires Caster Level 1, Mephasm Quest
Ingredients Glowing Fire Essence + Sapphire + Mithril Ingot
Spell Darkness

Infernal Focus 3 Used for bargaining with Mephasm in Crossroad Keep
Requires Caster Level 1, Mephasm Quest
Ingredients 1 Faint Power Essence + Faint Fire Essence + Blue Diamond + Iron Ingot
Spell Darkness

—oO— Rings —Oo—

X0013

Ring of Divine Power 1	Store one extra 1st-Level Divine spell per day
Requires	Caster Level 4, Craft Wondrous Items feat
Ingredients	Faint Fire Essence + Obsidian
Spell	Owl's Wisdom
Ring of Divine Power 2	Store one extra 2nd-Level Divine spell per day
Requires	Caster Level 6, Craft Wondrous Items feat
Ingredients	Weak Fire Essence + Obsidian
Spell	Owl's Wisdom
Ring of Divine Power 3	Store one extra 3rd-Level Divine spell per day
Requires	Caster Level 8, Craft Wondrous Items feat
Ingredients	Faint Power Essence + Weak Fire Essence + Canary Diamond
Spell	Owl's Wisdom
Ring of Divine Power 4	Store one extra 4th-Level Divine spell per day
Requires	Caster Level 10, Craft Wondrous Items feat
Ingredients	Weak Power Essence + Glowing Fire Essence + Star Sapphire
Spell	Owl's Wisdom
Ring of Divine Power 5	Store one extra 5th-Level Divine spell per day
Requires	Caster Level 12, Craft Wondrous Items feat
Ingredients	Glowing Power Essence + Radiant Fire Essence + Blue Diamond
Spell	Owl's Wisdom
Ring of Wizardry 1	Store one extra 1st-Level Arcane spell per day
Requires	Caster Level 4, Craft Wondrous Items feat
Ingredients	Faint Air Essence + Obsidian
Spell	Fox's Cunning
Ring of Wizardry 2	Store one extra 2nd-Level Arcane spell per day
Requires	Caster Level 6, Craft Wondrous Items feat
Ingredients	Weak Air Essence + Obsidian
Spell	Fox's Cunning
Ring of Wizardry 3	Store one extra 3rd-Level Arcane spell per day
Requires	Caster Level 8, Craft Wondrous Items feat
Ingredients	Faint Power Essence + Weak Air Essence + Canary Diamond
Spell	Fox's Cunning
Ring of Wizardry 4	Store one extra 4th-Level Arcane spell per day
Requires	Caster Level 10, Craft Wondrous Items feat
Ingredients	Weak Power Essence + Glowing Air Essence + Star Sapphire
Spell	Fox's Cunning
Ring of Wizardry 5	Store one extra 5th-Level Arcane spell per day
Requires	Caster Level 12, Craft Wondrous Items feat
Ingredients	Glowing Power Essence + Radiant Air Essence + Blue Diamond
Spell	Fox's Cunning

—oO— Robes —Oo—

X0014

Robe of the Archmagi	Armor Bonus +5, Spell Penetration feat, Bonus Level 5, 6, & 7 Wizard/Sorcerer Spells, Spell Resistance 20, +3 Universal Saves, Only Usable by Wizard or Sorcerer
Requires	Caster Level 14, Craft Wondrous Items feat
Ingredients	Glowing Power Essence + Radiant Air Essence + Radiant Earth Essence + Radiant Fire Essence + Radiant Water Essence + King's Tear + Iron Ingot + Leather Hide
Spell	Mage Armor

—oO— Traps —Oo—

X0015

Acid Splash (Minor)	
Requires	Craft Trap 5
Ingredients	Acid Flask
Acid Splash (Average)	
Requires	Craft Trap 10
Ingredients	3 Acid Flasks
Acid Splash (Major)	
Requires	Craft Trap 15
Ingredients	5 Acid Flasks
Acid Splash (Deadly)	
Requires	Craft Trap 20
Ingredients	7 Acid Flasks
Acid Blob (Minor)	
Requires	Craft Trap 5
Ingredients	Acid Flask, Tanglefoot Bag
Acid Blob (Average)	
Requires	Craft Trap 10
Ingredients	2 Acid Flasks, 2 Tanglefoot Bags
Acid Blob (Major)	
Requires	Craft Trap 15
Ingredients	5 Acid Flasks, 5 Tanglefoot Bags
Acid Blob (Deadly)	
Requires	Craft Trap 20
Ingredients	7 Acid Flasks, 7 Tanglefoot Bags
Electrical (Minor)	
Requires	Craft Trap 5
Ingredients	Quartz Crystal

Electrical (Average)	
Requires	Craft Trap 10
Ingredients	2 Quartz Crystals

Electrical (Major)	
Requires	Craft Trap 15
Ingredients	5 Quartz Crystals

Electrical (Deadly)	
Requires	Craft Trap 20
Ingredients	7 Quartz Crystals

Fire (Minor)	
Requires	Craft Trap 5
Ingredients	Alchemist's Fire

Fire (Average)	
Requires	Craft Trap 10
Ingredients	3 Alchemist's Fire

Fire (Major)	
Requires	Craft Trap 15
Ingredients	5 Alchemist's Fire

Fire (Deadly)	
Requires	Craft Trap 20
Ingredients	7 Alchemist's Fire

Frost (Minor)	
Requires	Craft Trap 5
Ingredients	Coldstone

Frost (Average)	
Requires	Craft Trap 10
Ingredients	3 Coldstones

Frost (Major)	
Requires	Craft Trap 15
Ingredients	5 Coldstones

Frost (Deadly)	
Requires	Craft Trap 20
Ingredients	7 Coldstones

Gas (Minor)	
Requires	Craft Trap 5
Ingredients	Choking Powder

Gas (Average)	
Requires	Craft Trap 10
Ingredients	3 Choking Powders

Gas (Major)

Requires	Craft Trap 15
Ingredients	5 Choking Powders

Gas (Deadly)

Requires	Craft Trap 20
Ingredients	7 Choking Powders

Holy (Minor)

Requires	Craft Trap 5
Ingredients	Holy Water

Holy (Average)

Requires	Craft Trap 10
Ingredients	3 Holy Waters

Holy (Major)

Requires	Craft Trap 15
Ingredients	5 Holy Waters

Holy (Deadly)

Requires	Craft Trap 20
Ingredients	7 Holy Waters

Negative Energy (Minor)

Requires	Craft Trap 5
Ingredients	Obsidian

Negative Energy (Average)

Requires	Craft Trap 10
Ingredients	3 Obsidian

Negative Energy (Major)

Requires	Craft Trap 15
Ingredients	5 Obsidian

Negative Energy (Deadly)

Requires	Craft Trap 20
Ingredients	7 Obsidian

Sonic (Minor)

Requires	Craft Trap 5
Ingredients	Thunderstone

Sonic (Average)

Requires	Craft Trap 10
Ingredients	3 Thunderstones

Sonic (Major)

Requires	Craft Trap 15
Ingredients	5 Thunderstones

Sonic (Deadly)

Requires	Craft Trap 5
Ingredients	7 Thunderstones

Spike (Minor)		
Requires	Craft Trap 5	
Ingredients	Dagger	
Spike (Average)		
Requires	Craft Trap 10	
Ingredients	3 Daggers	
Spike (Major)		
Requires	Craft Trap 15	
Ingredients	5 Daggers	
Spike (Deadly)		
Requires	Craft Trap 20	
Ingredients	7 Daggers	
Tangle (Minor)		
Requires	Craft Trap 5	
Ingredients	Tanglefoot Bag	
Tangle (Average)		
Requires	Craft Trap 10	
Ingredients	3 Tanglefoot Bags	
Tangle (Major)		
Requires	Craft Trap 15	
Ingredients	5 Tanglefoot Bags	
Tangle (Deadly)		
Requires	Craft Trap 20	
Ingredients	7 Tanglefoot Bags	

Recipes - Item Enchanting

[ToC](#)

—oO— Armor —Oo—

[X1001](#)

Armor enchantments work on Shields also.

ENHANCEMENT (ENCHANT)

Base Armor Enchantment +1	Armor gains +1 Enhancement bonus
Requires	Caster Level 3, Craft Magic Arms and Armor feat
Ingredients	Faint Earth Essence + Obsidian
Spell	Mage Armor or Magic Vestment
Base Armor Enchantment +2	Armor gains +2 Enhancement bonus
Requires	Caster Level 6, Craft Magic Arms and Armor feat
Ingredients	Faint Earth Essence + Diamond
Spell	Mage Armor or Magic Vestment
Base Armor Enchantment +3	Armor gains a +3 Enhancement bonus
Requires	Caster Level 9, Craft Magic Arms and Armor feat
Ingredients	Weak Earth Essence + Faint Power Essence + Emerald
Spell	Mage Armor or Magic Vestment
Base Armor Enchantment +4	Armor gains a +4 Enhancement bonus
Requires	Caster Level 12, Craft Magic Arms and Armor feat
Ingredients	Glowing Earth Essence + Weak Power Essence + Star Sapphire
Spell	Mage Armor or Magic Vestment
Base Armor Enchantment +5	Armor gains a +5 Enhancement bonus
Requires	Caster Level 15, Craft Magic Arms and Armor feat
Ingredients	Glowing Earth Essence + Glowing Power Essence + Blue Diamond
Spell	Mage Armor or Magic Vestment
Base Armor Enchantment +6	Armor gains a +6 Enhancement bonus
Requires	Caster Level 18, Craft Magic Arms and Armor feat
Ingredients	Radiant Earth Essence + Glowing Power Essence + Rogue Stone
Spell	Mage Armor or Magic Vestment
Base Armor Enchantment +7	Armor gains a +7 Enhancement bonus
Requires	Caster Level 21, Craft Magic Arms and Armor feat
Ingredients	Radiant Earth Essence + Glowing Power Essence + Beljuril
Spell	Mage Armor or Magic Vestment

Base Armor Enchantment +8	Armor gains a +8 Enhancement bonus
Requires	Caster Level 24, Craft Magic Arms and Armor feat
Ingredients	Radiant Earth Essence + Radiant Power Essence + King's Tear
Spell	Mage Armor or Magic Vestment

ELEMENTAL RESISTANCE (ENCHANT)

... probably Endure Elements ... nope, not yet

Armor of Acid Resistance	Acid Resistance 10
Requires	Caster Level 3, Craft Magic Arms and Armor feat
Ingredients	Faint Earth Essence + Jacinth
Spell	Resist Energy/Elements

Armor of Acid Resistance (Improved)	Acid Resistance 20
Requires	Caster Level 7, Craft Magic Arms and Armor feat
Ingredients	Weak Earth Essence + Rogue Stone
Spell	Resist Energy/Elements

Armor of Acid Resistance (Greater)	Acid Resistance 30
Requires	Caster Level 11, Craft Magic Arms and Armor feat
Ingredients	Glowing Earth Essence + King's Tear
Spell	Resist Energy/Elements

Armor of Cold Resistance	Cold Resistance 10
Requires	Caster Level 3, Craft Magic Arms and Armor feat
Ingredients	Faint Water Essence + Jacinth
Spell	Resist Energy/Elements

Armor of Cold Resistance (Improved)	Cold Resistance 20
Requires	Caster Level 7, Craft Magic Arms and Armor feat
Ingredients	Weak Water Essence + Rogue Stone
Spell	Resist Energy/Elements

Armor of Cold Resistance (Greater)	Cold Resistance 30
Requires	Caster Level 11, Craft Magic Arms and Armor feat
Ingredients	Glowing Water Essence + King's Tear
Spell	Resist Energy/Elements

Armor of Electrical Resistance	Electrical Resistance 10
Requires	Caster Level 3, Craft Magic Arms and Armor feat
Ingredients	Faint Air Essence + Jacinth
Spell	Resist Energy/Elements

Armor of Electrical Resistance (Improved)	Electrical Resistance 20
Requires	Caster Level 7, Craft Magic Arms and Armor feat
Ingredients	Weak Air Essence + Rogue Stone
Spell	Resist Energy/Elements

Armor of Electrical Resistance (Greater)	Electrical Resistance 30
Requires	Caster Level 11, Craft Magic Arms and Armor feat
Ingredients	Glowing Air Essence + King's Tear
Spell	Resist Energy/Elements

Armor of Fire Resistance	Fire Resistance 10
Requires	Caster Level 3, Craft Magic Arms and Armor feat
Ingredients	Faint Fire Essence + Jacinth
Spell	Resist Energy/Elements

Armor of Fire Resistance (Improved)	Fire Resistance 20
Requires	Caster Level 7, Craft Magic Arms and Armor feat
Ingredients	Weak Fire Essence + Rogue Stone
Spell	Resist Energy/Elements

Armor of Fire Resistance (Greater)	Fire Resistance 30
Requires	Caster Level 11, Craft Magic Arms and Armor feat
Ingredients	Glowing Fire Essence + King's Tear
Spell	Resist Energy/Elements

Armor of Sonic Resistance	Sonic Resistance 10
Requires	Caster Level 3, Craft Magic Arms and Armor feat
Ingredients	Faint Power Essence + Jacinth
Spell	Resist Energy/Elements

Armor of Sonic Resistance (Improved)	Sonic Resistance 20
Requires	Caster Level 7, Craft Magic Arms and Armor feat
Ingredients	Weak Power Essence + Rogue Stone
Spell	Resist Energy/Elements

Armor of Sonic Resistance (Greater)	Sonic Resistance 30
Requires	Caster Level 11, Craft Magic Arms and Armor feat
Ingredients	Glowing Power Essence + King's Tear
Spell	Resist Energy/Elements

OTHER (ENCHANT)

Armor of Arrow Deflection	Grants Deflect Arrows as a bonus feat
Requires	Caster Level 5, Craft Magic Arms and Armor feat
Ingredients	Faint Power Essence + Weak Air Essence + Jacinth
Spell	Protection from Arrows

SPELL RESISTANCE (ENCHANT)

Armor of Spell Resistance	Spell Resistance 14
Requires	Caster Level 15, Craft Magic Arms and Armor feat
Ingredients	Weak Power Essence + Glowing Fire Essence + Star Sapphire
Spell	Spell Resistance

Armor of Spell Resistance (Improved)	Spell Resistance 18
Requires	Caster Level 15, Craft Magic Arms and Armor feat
Ingredients	Glowing Power Essence + Radiant Fire Essence + Blue Diamond
Spell	Spell Resistance

Armor of Spell Resistance (Greater)	Spell Resistance 22
Requires	Caster Level 15, Craft Magic Arms and Armor feat
Ingredients	Radiant Power Essence + Radiant Fire Essence + Beljuril
Spell	Spell Resistance

DAMAGE RESISTANCE (ENCHANT)

Damage Resistance (Bludgeoning) 5	
Requires	Caster Level 8, Craft Magic Arms and Armor feat
Ingredients	Radiant Power Essence + Faint Earth Essence + Star Sapphire
Spell	Stoneskin

Damage Resistance (Bludgeoning) 10	
Requires	Caster Level 12, Craft Magic Arms and Armor feat
Ingredients	Radiant Power Essence + Weak Earth Essence + Blue Diamond
Spell	Stoneskin

Damage Resistance (Bludgeoning) 15	
Requires	Caster Level 16, Craft Magic Arms and Armor feat
Ingredients	Radiant Power Essence + Glowing Earth Essence + Beljuril
Spell	Stoneskin

Damage Resistance (Bludgeoning) 20	
Requires	Caster Level 20, Craft Magic Arms and Armor feat
Ingredients	Radiant Power Essence + Radiant Earth Essence + King's Tear
Spell	Stoneskin

Damage Resistance (Magical) 5	
Requires	Caster Level 8, Craft Magic Arms and Armor feat
Ingredients	Radiant Power Essence + Faint Fire Essence + Star Sapphire
Spell	Stoneskin

Damage Resistance (Magical) 10	
Requires	Caster Level 12, Craft Magic Arms and Armor feat
Ingredients	Radiant Power Essence + Weak Fire Essence + Blue Diamond
Spell	Stoneskin

Damage Resistance (Magical) 15	
Requires	Caster Level 16, Craft Magic Arms and Armor feat
Ingredients	Radiant Power Essence + Glowing Fire Essence + Beljuril
Spell	Stoneskin

Damage Resistance (Magical) 20	
Requires	Caster Level 20, Craft Magic Arms and Armor feat
Ingredients	Radiant Power Essence + Radiant Fire Essence + King's Tear
Spell	Stoneskin

Damage Resistance (Piercing) 5	
Requires	Caster Level 8, Craft Magic Arms and Armor feat
Ingredients	Radiant Power Essence + Faint Water Essence + Star Sapphire
Spell	Stoneskin

Damage Resistance (Piercing)	10
Requires	Caster Level 12, Craft Magic Arms and Armor feat
Ingredients	Radiant Power Essence + Weak Water Essence + Blue Diamond
Spell	Stoneskin

Damage Resistance (Piercing)	15
Requires	Caster Level 16, Craft Magic Arms and Armor feat
Ingredients	Radiant Power Essence + Glowing Water Essence + Beljuril
Spell	Stoneskin

Damage Resistance (Piercing)	20
Requires	Caster Level 20, Craft Magic Arms and Armor feat
Ingredients	Radiant Power Essence + Radiant Water Essence + King's Tear
Spell	Stoneskin

Damage Resistance (Slashing)	5
Requires	Caster Level 8, Craft Magic Arms and Armor feat
Ingredients	Radiant Power Essence + Faint Air Essence + Star Sapphire
Spell	Stoneskin

Damage Resistance (Slashing)	10
Requires	Caster Level 12, Craft Magic Arms and Armor feat
Ingredients	Radiant Power Essence + Weak Air Essence + Blue Diamond
Spell	Stoneskin

Damage Resistance (Slashing)	15
Requires	Caster Level 16, Craft Magic Arms and Armor feat
Ingredients	Radiant Power Essence + Glowing Air Essence + Beljuril
Spell	Stoneskin

Damage Resistance (Slashing)	20
Requires	Caster Level 20, Craft Magic Arms and Armor feat
Ingredients	Radiant Power Essence + Radiant Air Essence + King's Tear
Spell	Stoneskin

ROGUE ARMOR (ENCHANT)

Fortified Armor	Immunity to Critical Hits and Sneak Attack
Requires	Caster Level 13, Craft Magic Arms and Armor feat
Ingredients	Glowing Power Essence + Radiant Earth Essence + Blue Diamond
Spell	Clairaudience/Clairvoyance (was, Banishment)

Shadowy Armor	+3 ranks Hide skill
Requires	Caster Level 5, Craft Magic Arms and Armor feat
Ingredients	Faint Water Essence + Aventurine
Spell	Invisibility

Shadowy Armor (Improved)	+6 ranks Hide skill
Requires	Caster Level 10, Craft Magic Arms and Armor feat
Ingredients	Weak Water Essence + Topaz
Spell	Invisibility

Shadowy Armor (Greater)	+9 ranks Hide skill
Requires	Caster Level 15, Craft Magic Arms and Armor feat
Ingredients	Glowing Water Essence + Sapphire
Spell	Invisibility

Shadowy Armor (Perfected)	+12 ranks Hide skill
Requires	Caster Level 20, Craft Magic Arms and Armor feat
Ingredients	Radiant Water Essence + Blue Diamond
Spell	Invisibility

Silent Armor	+3 ranks Move Silently skill
Requires	Caster Level 5, Craft Magic Arms and Armor feat
Ingredients	Faint Water Essence + Aventurine
Spell	Silence

Silent Armor (Improved)	+6 ranks Move Silently skill
Requires	Caster Level 10, Craft Magic Arms and Armor feat
Ingredients	Weak Water Essence + Topaz
Spell	Silence

Silent Armor (Greater)	+9 ranks Move Silently skill
Requires	Caster Level 15, Craft Magic Arms and Armor feat
Ingredients	Glowing Water Essence + Sapphire
Spell	Silence

Silent Armor (Perfected)	+12 ranks Move Silently skill
Requires	Caster Level 20, Craft Magic Arms and Armor feat
Ingredients	Radiant Water Essence + Blue Diamond
Spell	Silence

SPELL FAILURE REDUCTION (ENCHANT)

- use Ghostly Visage for lower levels SFR ...

Spell Failure Reduction	5%
Requires	Caster Level 1, Craft Magic Arms and Armor feat
Ingredients	Faint Air Essence + Faint Earth Essence + Adventurine
Spell	Ethereal Visage

Spell Failure Reduction	10%
Requires	Caster Level 3, Craft Magic Arms and Armor feat
Ingredients	Weak Air Essence + Faint Earth Essence + Adventurine
Spell	Ethereal Visage

Spell Failure Reduction	15%
Requires	Caster Level 5, Craft Magic Arms and Armor feat
Ingredients	Weak Air Essence + Faint Earth Essence + Faint Power Essence + Adventurine
Spell	Ethereal Visage

Spell Failure Reduction	20%
Requires	Caster Level 7, Craft Magic Arms and Armor feat
Ingredients	Weak Air Essence + Weak Earth Essence + Adventurine

Spell	Ethereal Visage
Spell Failure Reduction	25%
Requires	Caster Level 9, Craft Magic Arms and Armor feat
Ingredients	Glowing Air Essence + Weak Earth Essence + Sapphire
Spell	Ethereal Visage
Spell Failure Reduction	30%
Requires	Caster Level 11, Craft Magic Arms and Armor feat
Ingredients	Glowing Air Essence + Weak Earth Essence + Weak Power Essence + Sapphire
Spell	Ethereal Visage
Spell Failure Reduction	35%
Requires	Caster Level 13, Craft Magic Arms and Armor feat
Ingredients	Glowing Air Essence + Glowing Earth Essence + Sapphire
Spell	Ethereal Visage
Spell Failure Reduction	40%
Requires	Caster Level 15, Craft Magic Arms and Armor feat
Ingredients	Radiant Air Essence + Glowing Earth Essence + Star Sapphire
Spell	Ethereal Visage
Spell Failure Reduction	45%
Requires	Caster Level 17, Craft Magic Arms and Armor feat
Ingredients	Radiant Air Essence + Glowing Earth Essence + Glowing Power Essence + Star Sapphire
Spell	Ethereal Visage
Spell Failure Reduction	50%
Requires	Caster Level 19, Craft Magic Arms and Armor feat
Ingredients	Radiant Air Essence + Radiant Earth Essence + Star Sapphire
Spell	Ethereal Visage

—oO— Armor & Weapons —Oo—

X1002

CAST SPELL ON HIT (ARMOR & WEAPONS)

Weapons cast the spell on a successful attack while Armor casts it when an enemy successfully hits you.

The recipes follow the following formula.

Radiant Earth	Armor Recipe
Radiant Air	Weapon Recipe
Radiant Power	All Recipes
Radiant Fire	Arcane spell
Radiant Water	Divine spell
Glowing Water + Glowing Fire	Cross-type spell

Arcane Gems

Alexandrite
Sapphire
Star Sapphire
Blue Diamond
Beljuril

Divine Gems

Topaz
Obsidian
Diamond
Canary Diamond
King's Tear

Cross-type Gems

Fire Agate
Fire Opal
Ruby
Jacinth
Rogue Stone

Spell cast at level 4	Alexandrite / Topaz / Fire Agate
Spell cast at level 8	Sapphire / Obsidian / Fire Opal
Spell cast at level 12	Star Sapphire / Diamond / Ruby
Spell cast at level 16	Blue Diamond / Canary Diamond / Jacinth
Spell cast at level 20	Beljuril / King's Tear / Rogue Stone

Caster Level requirement

Spell Level

Available Weapon Spells

Banishment	(Cross-Type)
Bestow Curse	(Cross-Type)
Combust	(Arcane)
Contagion	(Cross-Type)
Crumble	(Divine)
Enervation	(Arcane)
Feeblemind	(Arcane)
Harm	(Divine)
Inflict Minor Wounds	(Divine)
Inflict Light Wounds	(Divine)
Inflict Moderate Wounds	(Divine)
Inflict Serious Wounds	(Divine)
Inflict Critical Wounds	(Divine)
Lesser Spell Breach	(Arcane)
Phantasmal Killer	(Arcane)
Vampiric Touch	(Arcane)

Available Armor Spells

Combust	(Arcane)
Contagion	(Cross-Type)
Enervation	(Arcane)
Entangle	(Divine)
Fear	(Arcane)
Inflict Minor Wounds	(Divine)

Inflict Light Wounds	(Divine)
Inflict Moderate Wounds	(Divine)
Inflict Serious Wounds	(Divine)
Inflict Critical Wounds	(Divine)
Poison	(Divine)
Quillfire	(Divine)
Shocking Grasp	(Arcane)
Sound Burst	(Cross-Type)
Stonehold	(Divine)
Web	(Arcane)

examples

Weapon Casting Inflict Critical at level 8	Air4 + Power4 + Water4 + Obsidian
Armor Casting Inflict Critical at level 12	Earth4 + Power4 + Water4 + Diamond
Weapon Casting Contagion at level 16	Air4 + Fire3 + Power4 + Water3 + Jacinth
Armor Casting Contagion at level 20	Earth4 + Fire3 + Power4 + Water3 + Rogue Stone
Weapon Casting Enervation at level 12	Air4 + Fire4 + Power4 + Star Sapphire
Armor Casting Enervation at level 16	Earth4 + Fire4 + Power4 + Blue Diamond

oo— Gloves —Oo—

X1003

BASIC (GLOVES)

Water Essences work as well as Fire Essences here?

Attack +1

Requires	Caster Level 3, Craft Wondrous Items feat
Ingredients	Faint Fire Essence + Obsidian
Spell	Bless or True Strike

Attack +2

Requires	Caster Level 6, Craft Wondrous Items feat
Ingredients	Faint Fire Essence + Diamond
Spell	Bless or True Strike

Attack +3

Requires	Caster Level 9, Craft Wondrous Items feat
Ingredients	Weak Fire Essence + Faint Power Essence + Emerald
Spell	Bless or True Strike

Attack +4

Requires	Caster Level 12, Craft Wondrous Items feat
Ingredients	Glowing Fire Essence + Weak Power Essence + Star Sapphire
Spell	Bless or True Strike

Attack +5

Requires	Caster Level 15, Craft Wondrous Items feat
Ingredients	Glowing Fire Essence + Glowing Power Essence + Blue Diamond
Spell	Bless or True Strike

ELEMENTAL DAMAGE (GLOVES)

Acid +1d4 Acid Damage
Requires Caster Level 5, Craft Wondrous Items feat
Ingredients Faint Earth Essence + Emerald
Spell Acid Splash

Acid +1d6 Acid Damage
Requires Caster Level 10, Craft Wondrous Items feat
Ingredients Weak Earth Essence + Emerald
Spell Acid Splash

Acid +1d8 Acid Damage
Requires Caster Level 15, Craft Wondrous Items feat
Ingredients Glowing Earth Essence + Emerald
Spell Acid Splash

Acid +1d10 Acid Damage
Requires Caster Level 20, Craft Wondrous Items feat
Ingredients Radiant Earth Essence + Emerald
Spell Acid Splash

Flaming +1d4 Fire Damage
Requires Caster Level 5, Craft Wondrous Items feat
Ingredients Faint Fire Essence + Ruby
Spell Burning Hands or Flame Strike

Flaming +1d6 Fire Damage
Requires Caster Level 10, Craft Wondrous Items feat
Ingredients Weak Fire Essence + Ruby
Spell Burning Hands or Flame Strike

Flaming +1d8 Fire Damage
Requires Caster Level 15, Craft Wondrous Items feat
Ingredients Glowing Fire Essence + Ruby
Spell Burning Hands or Flame Strike

Flaming +1d10 Fire Damage
Requires Caster Level 20, Craft Wondrous Items feat
Ingredients Radiant Fire Essence + Ruby
Spell Burning Hands or Flame Strike

Frost +1d4 Cold Damage
Requires Caster Level 5, Craft Wondrous Items feat
Ingredients Faint Water Essence + Sapphire
Spell Ice storm

Frost +1d6 Cold Damage
Requires Caster Level 10, Craft Wondrous Items feat
Ingredients Weak Water Essence + Sapphire
Spell Ice storm

Frost +1d8 Cold Damage

Requires	Caster Level 15, Craft Wondrous Items feat
Ingredients	Glowing Water Essence + Sapphire
Spell	Ice storm

Frost	+1d10 Cold Damage
Requires	Caster Level 20, Craft Wondrous Items feat
Ingredients	Radiant Water Essence + Sapphire
Spell	Ice storm

Shock	+1d4 Electrical Damage
Requires	Caster Level 5, Craft Wondrous Items feat
Ingredients	Faint Air Essence + Diamond
Spell	Call Lightning or Shocking Grasp

Shock	+1d6 Electrical Damage
Requires	Caster Level 10, Craft Wondrous Items feat
Ingredients	Weak Air Essence + Diamond
Spell	Call Lightning or Shocking Grasp

Shock	+1d8 Electrical Damage
Requires	Caster Level 15, Craft Wondrous Items feat
Ingredients	Glowing Air Essence + Diamond
Spell	Call Lightning or Shocking Grasp

Shock	+1d10 Electrical Damage
Requires	Caster Level 20, Craft Wondrous Items feat
Ingredients	Radiant Air Essence + Diamond
Spell	Call Lightning or Shocking Grasp

Sonic	+1d4 Sonic Damage
Requires	Caster Level 5, Craft Wondrous Items feat
Ingredients	Faint Power Essence + Diamond
Spell	Balagarn's Iron Horn or Sound Burst

Sonic	+1d6 Sonic Damage
Requires	Caster Level 10, Craft Wondrous Items feat
Ingredients	Weak Power Essence + Diamond
Spell	Balagarn's Iron Horn or Sound Burst

Sonic	+1d8 Sonic Damage
Requires	Caster Level 15, Craft Wondrous Items feat
Ingredients	Glowing Power Essence + Diamond
Spell	Balagarn's Iron Horn or Sound Burst

Sonic	+1d10 Sonic Damage
Requires	Caster Level 20, Craft Wondrous Items feat
Ingredients	Radiant Power Essence + Diamond
Spell	Balagarn's Iron Horn or Sound Burst

MISC (GLOVES)

Anarchic	+2d6 Damage against Lawful creatures
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	Requires	Caster Level 7, Craft Wondrous Items feat
	Ingredients	Faint Air Essence + Faint Power Essence + Canary Diamond
	Spell	Inflict Critical Wounds
Arrow Deflecting		Grants Deflect Arrows as a bonus feat
	Requires	Caster Level 5, Craft Wondrous Items feat
	Ingredients	Faint Power Essence + Weak Air Essence + Jacinth
	Spell	Protection from Arrows
Axiomatic		+2d6 Damage against Chaotic creatures
	Requires	Caster Level 7, Craft Wondrous Items feat
	Ingredients	Faint Earth Essence + Faint Power Essence + Jacinth
	Spell	Inflict Critical Wounds
Defending		Adds +1 Deflection AC Bonus
	Requires	Caster Level 5, Craft Wondrous Items feat
	Ingredients	Weak Earth Essence + Diamond
	Spell	Mage Armor or Shield of Faith
Defending (Improved)		Adds +2 Deflection AC Bonus
	Requires	Caster Level 5, Craft Wondrous Items feat
	Ingredients	Glowing Earth Essence + Emerald
	Spell	Mage Armor or Shield of Faith
Defending (Greater)		Adds +3 Deflection AC Bonus
	Requires	Caster Level 5, Craft Wondrous Items feat
	Ingredients	Radiant Earth Essence + Blue Diamond
	Spell	Mage Armor or Shield of Faith
Holy		+2d6 Damage against Evil creatures
	Requires	Caster Level 7, Craft Wondrous Items feat
	Ingredients	Faint Power Essence + Faint Water Essence + Diamond
	Spell	Cure Critical Wounds
Hunting		+2d6 Damage against Beasts
	Requires	Caster Level 7, Craft Wondrous Items feat
	Ingredients	Faint Power Essence + Faint Water Essence + Star Sapphire
	Spell	Light
Unholy		+2d6 Damage against Good creatures
	Requires	Caster Level 7, Craft Wondrous Items feat
	Ingredients	Faint Power Essence + Faint Fire Essence + Star Sapphire
	Spell	Inflict Critical Wounds
Vampiric		Vampiric Regeneration 1
	Requires	Caster Level 7, Craft Wondrous Items feat
	Ingredients	Weak Power Essence + Weak Fire Essence + Ruby
	Spell	Enervation
Vampiric (Improved)		Vampiric Regeneration 3
	Requires	Caster Level 11, Craft Wondrous Items feat
	Ingredients	Glowing Power Essence + Glowing Fire Essence + Canary Diamond
	Spell	Enervation

Vampiric (Greater)	Vampiric Regeneration 5
Requires	Caster Level 15, Craft Wondrous Items feat
Ingredients	Radiant Power Essence + Radiant Fire Essence + Beljuril
Spell	Enervation

CAST SPELL ON HIT (GLOVES)

Blinding	Blind (DC 20)
Requires	Caster Level 12, Craft Wondrous Items feat
Ingredients	Radiant Earth Essence + Radiant Power Essence + Diamond
Spell	Blindness and Deafness
Dazing	Daze (DC 20)
Requires	Caster Level 13, Craft Wondrous Items feat
Ingredients	Radiant Air Essence + Radiant Power Essence + Diamond
Spell	Daze
Dispelling	Greater Dispel (DC 20)
Requires	Caster Level 16, Craft Wondrous Items feat
Ingredients	Radiant Fire Essence + Radiant Power Essence + Diamond
Spell	Greater Dispel Magic
Frightning	Fear (DC 20)
Requires	Caster Level 15, Craft Wondrous Items feat
Ingredients	Radiant Power Essence + Radiant Water Essence + Diamond
Spell	Fear
Jinxing	Doom (DC 20, 100% / 2 Rounds)
Requires	Caster Level 15, Craft Wondrous Items feat
Ingredients	Glowing Fire Essence + Glowing Power Essence + Glowing Water Essence + Bloodstone
Spell	Doom
Level Draining	Level Drain (DC 20)
Requires	Caster Level 18, Craft Wondrous Items feat
Ingredients	Radiant Fire Essence + Radiant Power Essence + Radiant Water Essence + Beljuril
Spell	Energy Drain
Paralyzing	Hold (DC 20)
Requires	Caster Level 16, Craft Wondrous Items feat
Ingredients	Radiant Air Essence + Radiant Power Essence + Diamond
Spell	Hold Monster
Silencing	Silence (DC 20)
Requires	Caster Level 13, Craft Wondrous Items feat
Ingredients	Radiant Power Essence + Radiant Water Essence + Diamond
Spell	Silence
Slaying (Animals)	Slay Animal (DC 20)
Requires	Caster Level 18, Craft Wondrous Items feat
Ingredients	Radiant Earth Essence + Radiant Power Essence + Rogue Stone
Spell	Finger of Death or Slay Living

Slaying (Beasts)	Slay Beast (DC 20)
Requires	Caster Level 18, Craft Wondrous Items feat
Ingredients	Radiant Power Essence + Radiant Water Essence + Rogue Stone
Spell	Finger of Death or Slay Living
Slaying (Elementals)	Slay Elemental (DC 20)
Requires	Caster Level 18, Craft Wondrous Items feat
Ingredients	Radiant Fire Essence + Radiant Power Essence + Radiant Water Essence + Rogue Stone
Spell	Finger of Death or Slay Living
Slaying (Giants)	Slay Giant (DC 20)
Requires	Caster Level 18, Craft Wondrous Items feat
Ingredients	Radiant Air Essence + Radiant Fire Essence + Radiant Power Essence + Rogue Stone
Spell	Finger of Death or Slay Living
Slaying (Humans)	Slay Human (DC 20)
Requires	Caster Level 18, Craft Wondrous Items feat
Ingredients	Radiant Air Essence + Radiant Earth Essence + Radiant Fire Essence + Radiant Power Essence + Radiant Water Essence + Rogue Stone
Spell	Finger of Death or Slay Living
Slaying (Orcs)	Slay Orc (DC 20)
Requires	Caster Level 18, Craft Wondrous Items feat
Ingredients	Radiant Earth Essence + Radiant Fire Essence + Radiant Power Essence + Rogue Stone
Spell	Finger of Death or Slay Living
Slaying (Outsiders)	Slay Outsider (DC 20)
Requires	Caster Level 18, Craft Wondrous Items feat
Ingredients	Radiant Air Essence + Radiant Power Essence + Radiant Water Essence + Rogue Stone
Spell	Finger of Death or Slay Living
Slaying (Undead)	Slay Undead (DC 20)
Requires	Caster Level 18, Craft Wondrous Items feat
Ingredients	Radiant Earth Essence + Radiant Fire Essence + Radiant Power Essence + Radiant Water Essence + Rogue Stone
Spell	Undeath to Death
Slowing	Slow (DC 20)
Requires	Caster Level 10, Craft Wondrous Items feat
Ingredients	Radiant Earth Essence + Radiant Power Essence + Diamond
Spell	Slow
Stunning	Stun (DC 20)
Requires	Caster Level 17, Craft Wondrous Items feat
Ingredients	Radiant Earth Essence + Radiant Power Essence + Diamond
Spell	Power Word Stun
Wounding	Wound (DC=20)
Requires	Caster Level 14, Craft Wondrous Items feat
Ingredients	Glowing Power Essence + Glowing Water Essence + Jacinth
Spell	Harm

PRIMARY ATTRIBUTES (UNIVERSAL)

Charisma +2

Requires	Caster Level 8, appropriate Craft feat
Ingredients	Faint Water Essence + Diamond
Spell	Eagle's Splendor

Charisma +4

Requires	Caster Level 11, appropriate Craft feat
Ingredients	Weak Water Essence + Star Sapphire
Spell	Eagle's Splendor

Charisma +6

Requires	Caster Level 14, appropriate Craft feat
Ingredients	Glowing Water Essence + Rogue Stone
Spell	Eagle's Splendor

Charisma +8

Requires	Caster Level 17, appropriate Craft feat
Ingredients	Radiant Water Essence + Beljuril
Spell	Eagle's Splendor

Constitution +2

Requires	Caster Level 8, appropriate Craft feat
Ingredients	Faint Earth Essence + Diamond
Spell	Bear's Endurance

Constitution +4

Requires	Caster Level 11, appropriate Craft feat
Ingredients	Weak Earth Essence + Star Sapphire
Spell	Bear's Endurance

Constitution +6

Requires	Caster Level 14, appropriate Craft feat
Ingredients	Glowing Earth Essence + Rogue Stone
Spell	Bear's Endurance

Constitution +8

Requires	Caster Level 17, appropriate Craft feat
Ingredients	Radiant Earth Essence + Beljuril
Spell	Bear's Endurance

Dexterity +2

Requires	Caster Level 8, appropriate Craft feat
Ingredients	Faint Air Essence + Diamond
Spell	Cat's Grace

Dexterity +4

Requires	Caster Level 11, appropriate Craft feat
Ingredients	Weak Air Essence + Star Sapphire

Spell	Cat's Grace
Dexterity +6	
Requires	Caster Level 14, appropriate Craft feat
Ingredients	Glowing Air Essence + Rogue Stone
Spell	Cat's Grace
Dexterity +8	
Requires	Caster Level 17, appropriate Craft feat
Ingredients	Radiant Air Essence + Beljuril
Spell	Cat's Grace
Intelligence +2	
Requires	Caster Level 8, appropriate Craft feat
Ingredients	Faint Fire Essence + Diamond
Spell	Fox's Cunning
Intelligence +4	
Requires	Caster Level 11, appropriate Craft feat
Ingredients	Weak Fire Essence + Star Sapphire
Spell	Fox's Cunning
Intelligence +6	
Requires	Caster Level 14, appropriate Craft feat
Ingredients	Glowing Fire Essence + Rogue Stone
Spell	Fox's Cunning
Intelligence +8	
Requires	Caster Level 17, appropriate Craft feat
Ingredients	Radiant Fire Essence + Beljuril
Spell	Fox's Cunning
Strength +2	
Requires	Caster Level 8, appropriate Craft feat
Ingredients	Faint Fire Essence + Diamond
Spell	Bull's Strength
Strength +4	
Requires	Caster Level 11, appropriate Craft feat
Ingredients	Weak Fire Essence + Star Sapphire
Spell	Bull's Strength
Strength +6	
Requires	Caster Level 14, appropriate Craft feat
Ingredients	Glowing Fire Essence + Rogue Stone
Spell	Bull's Strength
Strength +8	
Requires	Caster Level 17, appropriate Craft feat
Ingredients	Radiant Fire Essence + Beljuril
Spell	Bull's Strength
Wisdom +2	
Requires	Caster Level 8, appropriate Craft feat

Ingredients	Faint Water Essence + Diamond
Spell	Owl's Wisdom

Wisdom +4

Requires	Caster Level 11, appropriate Craft feat
Ingredients	Weak Water Essence + Star Sapphire
Spell	Owl's Wisdom

Wisdom +6

Requires	Caster Level 14, appropriate Craft feat
Ingredients	Glowing Water Essence + Rogue Stone
Spell	Owl's Wisdom

Wisdom +8

Requires	Caster Level 17, appropriate Craft feat
Ingredients	Radiant Water Essence + Beljuril
Spell	Owl's Wisdom

FEATS (UNIVERSAL)

Arcane Defense (Abjuration)

Requires	Caster Level 10, appropriate Craft feat
Ingredients	Glowing Air Essence + Weak Earth Essence + Radiant Power Essence + Greenstone
Spell	Least Spell Mantle

Arcane Defense (Conjuration)

Requires	Caster Level 10, appropriate Craft feat
Ingredients	Glowing Earth Essence + Weak Fire Essence + Radiant Power Essence + Greenstone
Spell	Least Spell Mantle

Arcane Defense (Divination)

Requires	Caster Level 10, appropriate Craft feat
Ingredients	Glowing Air Essence + Radiant Power Essence + Weak Water Essence + Greenstone
Spell	Least Spell Mantle

Arcane Defense (Enchantment)

Requires	Caster Level 10, appropriate Craft feat
Ingredients	Weak Air Essence + Glowing Fire Essence + Radiant Power Essence + Greenstone
Spell	Least Spell Mantle

Arcane Defense (Evocation)

Requires	Caster Level 10, appropriate Craft feat
Ingredients	Glowing Fire Essence + Radiant Power Essence + Weak Water Essence + Greenstone
Spell	Least Spell Mantle

Arcane Defense (Illusion)

Requires	Caster Level 10, appropriate Craft feat
Ingredients	Weak Air Essence + Radiant Power Essence + Glowing Water Essence + Greenstone
Spell	Least Spell Mantle

Arcane Defense (Necromancy)

Requires	Caster Level 10, appropriate Craft feat
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Ingredients	Glowing Earth Essence + Radiant Power Essence + Weak Water Essence + Greenstone
Spell	Least Spell Mantle

Arcane Defense (Transmutation)

Requires	Caster Level 10, appropriate Craft feat
Ingredients	Weak Air Essence + Glowing Earth Essence + Radiant Power Essence + Greenstone
Spell	Protection from Spells

Blind Fighting

Requires	Caster Level 15, appropriate Craft feat
Ingredients	Radiant Power Essence + Beljuril
Spell	Blindsight

Cleave

Requires	Caster Level 15, appropriate Craft feat
Ingredients	Radiant Fire Essence + Rogue Stone
Spell	Keen Edge

Dash

Requires	Caster Level 15, appropriate Craft feat
Ingredients	Radiant Air Essence + Beljuril
Spell	Expeditious Retreat

Dodge

Requires	Caster Level 15, appropriate Craft feat
Ingredients	Radiant Water Essence + Rogue Stone
Spell	Cat's Grace

Spell Penetration

Requires	Caster Level 15, appropriate Craft feat
Ingredients	Radiant Power Essence + Rogue Stone
Spell	Assay Resistance

Spell Focus (Abjuration)

Requires	Caster Level 10, appropriate Craft feat
Ingredients	Glowing Air Essence + Weak Earth Essence + Radiant Power Essence + Fire Agate
Spell	Identify

Spell Focus (Conjuration)

Requires	Caster Level 10, appropriate Craft feat
Ingredients	Glowing Earth Essence + Weak Fire Essence + Radiant Power Essence + Fire Agate
Spell	Identify

Spell Focus (Divination)

Requires	Caster Level 10, appropriate Craft feat
Ingredients	Glowing Air Essence + Radiant Power Essence + Weak Water Essence + Fire Agate
Spell	Identify

Spell Focus (Enchantment)

Requires	Caster Level 10, appropriate Craft feat
Ingredients	Weak Air Essence + Glowing Fire Essence + Radiant Power Essence + Fire Agate
Spell	Identify

Spell Focus (Evocation)

Requires	Caster Level 10, appropriate Craft feat
Ingredients	Glowing Fire Essence + Radiant Power Essence + Weak Water Essence + Fire Agate
Spell	Identify

Spell Focus (Illusion)

Requires	Caster Level 10, appropriate Craft feat
Ingredients	Weak Air Essence + Radiant Power Essence + Glowing Water Essence + Fire Agate
Spell	Identify

Spell Focus (Necromancy)

Requires	Caster Level 10, appropriate Craft feat
Ingredients	Glowing Earth Essence + Radiant Power Essence + Weak Water Essence + Fire Agate
Spell	Identify

Toughness

Requires	Caster Level 15, appropriate Craft feat
Ingredients	Radiant Earth Essence + Beljuril
Spell	Flesh to Stone

BONUS SPELL SLOTS (UNIVERSAL)

These currently require no Feat! Yes, they do : required feat is checked by function, not 2da.

Bonus Spell Slot (Bard Level 1)

Requires	Caster Level 4, appropriate Craft feat
Ingredients	Faint Air Essence + Flourspar
Spell	Eagle's Splendor

Bonus Spell Slot (Bard Level 2)

Requires	Caster Level 6, appropriate Craft feat
Ingredients	Weak Air Essence + Aventurine
Spell	Eagle's Splendor

Bonus Spell Slot (Bard Level 3)

Requires	Caster Level 8, appropriate Craft feat
Ingredients	Weak Air Essence + Faint Power Essence + Alexandrite
Spell	Eagle's Splendor

Bonus Spell Slot (Bard Level 4)

Requires	Caster Level 10, appropriate Craft feat
Ingredients	Glowing Air Essence + Weak Power Essence + Fire Opal
Spell	Eagle's Splendor

Bonus Spell Slot (Bard Level 5)

Requires	Caster Level 12, appropriate Craft feat
Ingredients	Radiant Air Essence + Glowing Power Essence + Jacinth
Spell	Eagle's Splendor

Bonus Spell Slot (Cleric Level 1)

Requires	Caster Level 4, appropriate Craft feat
Ingredients	Faint Water Essence + Flourspar
Spell	Owl's Wisdom

Bonus Spell Slot (Cleric Level 2)

Requires	Caster Level 6, appropriate Craft feat
Ingredients	Weak Water Essence + Aventurine
Spell	Owl's Wisdom

Bonus Spell Slot (Cleric Level 3)

Requires	Caster Level 8, appropriate Craft feat
Ingredients	Weak Water Essence + Faint Power Essence + Alexandrite
Spell	Owl's Wisdom

Bonus Spell Slot (Cleric Level 4)

Requires	Caster Level 10, appropriate Craft feat
Ingredients	Glowing Water Essence + Weak Power Essence + Fire Opal
Spell	Owl's Wisdom

Bonus Spell Slot (Cleric Level 5)

Requires	Caster Level 12, appropriate Craft feat
Ingredients	Radiant Water Essence + Glowing Power Essence + Jacinth
Spell	Owl's Wisdom

Bonus Spell Slot (Druid Level 1)

Requires	Caster Level 4, appropriate Craft feat
Ingredients	Faint Earth Essence + Flourspar
Spell	Owl's Wisdom

Bonus Spell Slot (Druid Level 2)

Requires	Caster Level 6, appropriate Craft feat
Ingredients	Weak Earth Essence + Aventurine
Spell	Owl's Wisdom

Bonus Spell Slot (Druid Level 3)

Requires	Caster Level 8, appropriate Craft feat
Ingredients	Weak Earth Essence + Faint Power Essence + Alexandrite
Spell	Owl's Wisdom

Bonus Spell Slot (Druid Level 4)

Requires	Caster Level 10, appropriate Craft feat
Ingredients	Glowing Earth Essence + Weak Power Essence + Fire Opal
Spell	Owl's Wisdom

Bonus Spell Slot (Druid Level 5)

Requires	Caster Level 12, appropriate Craft feat
Ingredients	Radiant Earth Essence + Glowing Power Essence + Jacinth
Spell	Owl's Wisdom

Bonus Spell Slot (Sorcerer Level 1)

Requires	Caster Level 4, appropriate Craft feat
Ingredients	Faint Fire Essence + Flourspar
Spell	Eagle's Splendor

Bonus Spell Slot (Sorcerer Level 2)

Requires	Caster Level 6, appropriate Craft feat
Ingredients	Weak Fire Essence + Aventurine

Spell Eagle's Splendor

Bonus Spell Slot (Sorcerer Level 3)

Requires Caster Level 8, appropriate Craft feat
Ingredients Weak Fire Essence + Faint Power Essence + Alexandrite
Spell Eagle's Splendor

Bonus Spell Slot (Sorcerer Level 4)

Requires Caster Level 10, appropriate Craft feat
Ingredients Glowing Fire Essence + Weak Power Essence + Fire Opal
Spell Eagle's Splendor

Bonus Spell Slot (Sorcerer Level 5)

Requires Caster Level 12, appropriate Craft feat
Ingredients Radiant Fire Essence + Glowing Power Essence + Jacinth
Spell Eagle's Splendor

Bonus Spell Slot (Wizard Level 1)

Requires Caster Level 4, appropriate Craft feat
Ingredients Faint Air Essence + Flourspar
Spell Fox's Cunning

Bonus Spell Slot (Wizard Level 2)

Requires Caster Level 6, appropriate Craft feat
Ingredients Weak Air Essence + Aventurine
Spell Fox's Cunning

Bonus Spell Slot (Wizard Level 3)

Requires Caster Level 8, appropriate Craft feat
Ingredients Weak Air Essence + Faint Power Essence + Alexandrite
Spell Fox's Cunning

Bonus Spell Slot (Wizard Level 4)

Requires Caster Level 10, appropriate Craft feat
Ingredients Glowing Air Essence + Weak Power Essence + Fire Opal
Spell Fox's Cunning

Bonus Spell Slot (Wizard Level 5)

Requires Caster Level 12, appropriate Craft feat
Ingredients Radiant Air Essence + Glowing Power Essence + Jacinth
Spell Fox's Cunning

REGENERATION (UNIVERSAL)

... Could use Cure/Heal spells

Regeneration +1

Requires Caster Level 5, appropriate Craft feat
Ingredients Faint Water Essence + Bloodstone
Spell Regenerate

Regeneration +2

Requires Caster Level 10, appropriate Craft feat

Ingredients Spell	Faint Earth Essence + Weak Water Essence + Garnet Regenerate
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Regeneration +3 Requires Ingredients Spell	Caster Level 15, appropriate Craft feat Weak Earth Essence + Glowing Water Essence + Ruby Regenerate
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Regeneration +4 Requires Ingredients Spell	Caster Level 20, appropriate Craft feat Glowing Earth Essence + Radiant Water Essence + Jacinth Regenerate
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Regeneration +5 Requires Ingredients Spell	Caster Level 25, appropriate Craft feat Radiant Earth Essence + Radiant Water Essence + Canary Diamond Regenerate
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RESISTANCE (UNIVERSAL)

Resistance +1 Requires Ingredients Spell	Caster Level 3, appropriate Craft feat Faint Earth Essence + Obsidian Protection from Energy
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Resistance +2 Requires Ingredients Spell	Caster Level 6, appropriate Craft feat Faint Earth Essence + Diamond Protection from Energy
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Resistance +3 Requires Ingredients Spell	Caster Level 9, appropriate Craft feat Weak Earth Essence + Canary Diamond Protection from Energy
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Resistance +4 Requires Ingredients Spell	Caster Level 12, appropriate Craft feat Glowing Earth Essence + Jacinth Protection from Energy
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Resistance +5 Requires Ingredients Spell	Caster Level 15, appropriate Craft feat Radiant Earth Essence + Blue Diamond Protection from Energy
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SKILLS (UNIVERSAL)

... need to find a lower level spell, eg. Identify for the lesser values.

Required Spell : was Legend Lore -> DONE: LesserDispelMagic / DispelMagic / GreaterDispelMagic

Required Caster Level : 5 / 10 / 15

Each rank — 4 / 8 / 12 — uses one essence of the required type. change: Try 2 / 4 / 8 / 16 plusses ...

+4 Faint
+8 Weak
+12 Glowing

Skills have been separated into 6 groups.

Dialog : Bluff / Diplomacy / Intimidate / Taunt
Physical-N : Listen / Search / Spot / Survival
Physical-S : Heal / Hide / Move Silently / Parry / Tumble
Physical-C : Disable Device / Open Locks / Perform / Set Trap / Sleight of Hand
Mental : Appraise / Concentration / Lore / Spellcraft / Use Magic Device
Crafting : Craft Alchemy / Craft Amor / Craft Trap / Craft Weapon

Each group uses a different set of gems.

Dialog : Topaz / Diamond / Canary Diamond
Physical-N : Greenstone / Bloodstone / Obsidian
Physical-S : Aventurine / Sapphire / Star Sapphire
Physical-C : Amethyst / Garnet / Ruby
Mental : Fire Agate / Fire Opal / Jacinth
Crafting : Malachite / Alexandrite / Emerald

Each skill is associated with a specific essence.

Bluff	Water
Diplomacy	Air
Intimidate	Power → change: Fire
Taunt	Fire → change: Earth

Listen	Air → change: Water
Search	Water → change: Fire
Spot	Fire → change: Air
Survival	Earth

Heal	Power
Hide	Air → change: Water
Move Silently	Water → change: Air
Parry	Fire
Tumble	Earth

Disable Device	Fire → change: Power
Open Locks	Power → change: Air
Perform	Water → change: Fire
Set Trap	Earth
Sleight of Hand	Air → change: Water

Appraise	Water
Concentration	Earth
Lore	Air
Spellcraft	Fire

Use Magic Device	Power
Craft Alchemy	Power -> change: Air
Craft Armor	Earth
Craft Trap	Fire -> change: Water
Craft Weapon	Water -> change: Fire

Use the above information to determine the exact recipe required.

examples

Topaz	+ Weak Water	= Bluff +4
Bloodstone	+ Glowing Fire	= Spot +8
Aventurine	+ Weak Fire	= Parry +4
Garnet	+ Glowing Power	= Open Locks +8
Jacinth	+ Radiant Power	= UMD +12
Malachite	+ Weak Fire	= Craft Trap +4

SPELLS (UNIVERSAL)

Animate Dead (1/Day)

Requires	Caster Level 15, appropriate Craft feat
Ingredients	Radiant Earth Essence + Faint Power Essence + Obsidian
Spell	Animate Dead

Assay Resistance (2/Day)

Requires	Caster Level 7, appropriate Craft feat
Ingredients	Radiant Fire Essence + Weak Power Essence + Obsidian
Spell	Assay Resistance

Bless (3/Day)

Requires	Caster Level 2, appropriate Craft feat
Ingredients	Radiant Earth Essence + Glowing Power Essence + Canary Diamond
Spell	Bless

Call Lightning (2/Day)

Requires	Caster Level 10, appropriate Craft feat
Ingredients	Radiant Air Essence + Weak Power Essence + Canary Diamond
Spell	Call Lightning

Chain Lightning (1/Day)

Requires	Caster Level 20, appropriate Craft feat
Ingredients	Radiant Air Essence + Faint Power Essence + Sapphire
Spell	Chain Lightning

Charm Monster (3/Day)

Requires	Caster Level 10, appropriate Craft feat
Ingredients	Glowing Power Essence + Radiant Water Essence + Sapphire
Spell	Charm Monster

Control Undead (3/Day)

Requires	Caster Level 20, appropriate Craft feat
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Ingredients	Radiant Earth Essence + Glowing Power Essence + Obsidian
Spell	Control Undead

Cure Critical Wounds (2/Day)

Requires	Caster Level 15, appropriate Craft feat
Ingredients	Weak Power Essence + Radiant Water Essence + Diamond
Spell	Cure Critical Wounds

Death Ward (3/Day)

Requires	Caster Level 7, appropriate Craft feat
Ingredients	Radiant Air Essence + Glowing Power Essence + Canary Diamond
Spell	Death Ward

Dispel Magic (3/Day)

Requires	Caster Level 10, appropriate Craft feat
Ingredients	Radiant Fire Essence + Glowing Power Essence + Sapphire
Spell	Dispel Magic

Dominate Monster (1/Day)

Requires	Caster Level 17, appropriate Craft feat
Ingredients	Radiant Earth Essence + Faint Power Essence + Sapphire
Spell	Dominate Monster

Fire Storm (1/Day)

Requires	Caster Level 18, appropriate Craft feat
Ingredients	Radiant Fire Essence + Faint Power Essence + Fire Agate
Spell	Fire Storm

Fireball (3/Day)

Requires	Caster Level 10, appropriate Craft feat
Ingredients	Radiant Fire Essence + Glowing Power Essence + Fire Opal
Spell	Fireball

Flame Strike (2/Day)

Requires	Caster Level 18, appropriate Craft feat
Ingredients	Radiant Fire Essence + Weak Power Essence + Fire Opal
Spell	Flame Strike

Haste Haste (3/day)

Requires	Caster Level 7, appropriate Craft feat
Ingredients	Radiant Air Essence + Glowing Power Essence + Blue Diamond
Spell	Haste

Heal (1/Day)

Requires	Caster Level 11, appropriate Craft feat
Ingredients	Faint Power Essence + Radiant Water Essence + Canary Diamond
Spell	Heal

Hold Monster (3/Day)

Requires	Caster Level 7, appropriate Craft feat
Ingredients	Radiant Earth Essence + Glowing Power Essence + Star Sapphire
Spell	Hold Monster

Hold Person (3/Day)

Requires	Caster Level 3, appropriate Craft feat
Ingredients	Radiant Air Essence + Glowing Power Essence + Obsidian
Spell	Hold Person

Identify (3/Day)

Requires	Caster Level 3, appropriate Craft feat
Ingredients	Radiant Power Essence + Beljuril
Spell	Identify

Invisibility (3/Day)

Requires	Caster Level 5, appropriate Craft feat
Ingredients	Radiant Air Essence + Glowing Power Essence + Rogue Stone
Spell	Invisibility

Invisibility Purge (3/Day)

Requires	Caster Level 5, appropriate Craft feat
Ingredients	Glowing Power Essence + Radiant Water Essence + Rogue Stone
Spell	Invisibility Purge

Iron Body (1/Day)

Requires	Caster Level 20, appropriate Craft feat
Ingredients	Radiant Earth Essence + Faint Power Essence + Obsidian
Spell	Iron Body

Magic Missile (3/Day)

Requires	Caster Level 9, appropriate Craft feat
Ingredients	Radiant Fire Essence + Glowing Power Essence + Star Sapphire
Spell	Magic Missile

Mordenkainen's Sword (1/Day)

Requires	Caster Level 18, appropriate Craft feat
Ingredients	Radiant Earth Essence + Faint Power Essence + Jacinth
Spell	Mordenkainen's Sword

Stoneskin (1/Day)

Requires	Caster Level 7, appropriate Craft feat
Ingredients	Radiant Earth Essence + Faint Power Essence + Blue Diamond
Spell	Stoneskin

LIGHT (UNIVERSAL)

Blue Light (Dim)

Requires	Caster Level 5, appropriate Craft feat
Ingredients	Weak Power Essence + Sapphire
Spell	Flare or Searing Light

Blue Light (Faint)

Requires	Caster Level 3, appropriate Craft feat
Ingredients	Faint Power Essence + Sapphire
Spell	Flare or Searing Light

Blue Light (Glowing)

Requires	Caster Level 7, appropriate Craft feat
Ingredients	Glowing Power Essence + Sapphire
Spell	Flare or Searing Light

Blue Light (Radiant)

Requires	Caster Level 9, appropriate Craft feat
Ingredients	Radiant Power Essence + Sapphire
Spell	Flare or Searing Light

Green Light (Dim)

Requires	Caster Level 5, appropriate Craft feat
Ingredients	Weak Power Essence + Emerald
Spell	Flare or Searing Light

Green Light (Faint)

Requires	Caster Level 3, appropriate Craft feat
Ingredients	Faint Power Essence + Emerald
Spell	Flare or Searing Light

Green Light (Glowing)

Requires	Caster Level 7, appropriate Craft feat
Ingredients	Glowing Power Essence + Emerald
Spell	Flare or Searing Light

Green Light (Radiant)

Requires	Caster Level 9, appropriate Craft feat
Ingredients	Radiant Power Essence + Emerald
Spell	Flare or Searing Light

Orange Light (Dim)

Requires	Caster Level 5, appropriate Craft feat
Ingredients	Weak Power Essence + Fire Opal
Spell	Flare or Searing Light

Orange Light (Faint)

Requires	Caster Level 3, appropriate Craft feat
Ingredients	Faint Power Essence + Fire Opal
Spell	Flare or Searing Light

Orange Light (Glowing)

Requires	Caster Level 7, appropriate Craft feat
Ingredients	Glowing Power Essence + Fire Opal
Spell	Flare or Searing Light

Orange Light (Radiant)

Requires	Caster Level 9, appropriate Craft feat
Ingredients	Radiant Power Essence + Fire Opal
Spell	Flare or Searing Light

Purple Light (Dim)

Requires	Caster Level 5, appropriate Craft feat
Ingredients	Weak Power Essence + Phenalope
Spell	Flare or Searing Light

Purple Light (Faint)	
Requires	Caster Level 3, appropriate Craft feat
Ingredients	Faint Power Essence + Phenalope
Spell	Flare or Searing Light
Purple Light (Glowing)	
Requires	Caster Level 7, appropriate Craft feat
Ingredients	Glowing Power Essence + Phenalope
Spell	Flare or Searing Light
Purple Light (Radiant)	
Requires	Caster Level 9, appropriate Craft feat
Ingredients	Radiant Power Essence + Phenalope
Spell	Flare or Searing Light
Red Light (Dim)	
Requires	Caster Level 5, appropriate Craft feat
Ingredients	Weak Power Essence + Garnet
Spell	Flare or Searing Light
Red Light (Faint)	
Requires	Caster Level 3, appropriate Craft feat
Ingredients	Faint Power Essence + Garnet
Spell	Flare or Searing Light
Red Light (Glowing)	
Requires	Caster Level 7, appropriate Craft feat
Ingredients	Glowing Power Essence + Garnet
Spell	Flare or Searing Light
Red Light (Radiant)	
Requires	Caster Level 9, appropriate Craft feat
Ingredients	Radiant Power Essence + Garnet
Spell	Flare or Searing Light
White Light (Dim)	
Requires	Caster Level 5, appropriate Craft feat
Ingredients	Weak Power Essence + Diamond
Spell	Flare or Searing Light
White Light (Faint)	
Requires	Caster Level 3, appropriate Craft feat
Ingredients	Faint Power Essence + Diamond
Spell	Flare or Searing Light
White Light (Glowing)	
Requires	Caster Level 7, appropriate Craft feat
Ingredients	Glowing Power Essence + Diamond
Spell	Flare or Searing Light
White Light (Radiant)	
Requires	Caster Level 9, appropriate Craft feat
Ingredients	Radiant Power Essence + Diamond
Spell	Flare or Searing Light

Yellow Light (Dim)
 Requires Caster Level 5, appropriate Craft feat
 Ingredients Weak Power Essence + Topaz
 Spell Flare or Searing Light

Yellow Light (Faint)
 Requires Caster Level 3, appropriate Craft feat
 Ingredients Faint Power Essence + Topaz
 Spell Flare or Searing Light

Yellow Light (Glowing)
 Requires Caster Level 7, appropriate Craft feat
 Ingredients Glowing Power Essence + Topaz
 Spell Flare or Searing Light

Yellow Light (Radiant)
 Requires Caster Level 9, appropriate Craft feat
 Ingredients Radiant Power Essence + Topaz
 Spell Flare or Searing Light

—oO— Ammunition —Oo—

X1005

Bludgeoning Damage +1
 Requires Caster Level 3, Craft Magic Arms and Armor feat
 Ingredients Faint Earth Essence + Obsidian
 Spell Magic Missile

Bludgeoning Damage +2
 Requires Caster Level 6, Craft Magic Arms and Armor feat
 Ingredients Faint Earth Essence + Diamond
 Spell Magic Missile

Bludgeoning Damage +3
 Requires Caster Level 9, Craft Magic Arms and Armor feat
 Ingredients Weak Earth Essence + Obsidian
 Spell Magic Missile

Bludgeoning Damage +4
 Requires Caster Level 12, Craft Magic Arms and Armor feat
 Ingredients Weak Earth Essence + Diamond
 Spell Magic Missile

Bludgeoning Damage +5
 Requires Caster Level 15, Craft Magic Arms and Armor feat
 Ingredients Glowing Earth Essence + Emerald
 Spell Magic Missile

Magic Damage +1
 Requires Caster Level 3, Craft Magic Arms and Armor feat
 Ingredients Faint Power Essence + Obsidian

Spell	Magic Missile
Magic Damage +2 Requires Ingredients Spell	Caster Level 6, Craft Magic Arms and Armor feat Faint Power Essence + Diamond Magic Missile
Magic Damage +3 Requires Ingredients Spell	Caster Level 9, Craft Magic Arms and Armor feat Weak Power Essence + Obsidian Magic Missile
Magic Damage +4 Requires Ingredients Spell	Caster Level 12, Craft Magic Arms and Armor feat Weak Power Essence + Diamond Magic Missile
Magic Damage +5 Requires Ingredients Spell	Caster Level 15, Craft Magic Arms and Armor feat Glowing Power Essence + Emerald Magic Missile
Piercing Damage +1 Requires Ingredients Spell	Caster Level 3, Craft Magic Arms and Armor feat Faint Fire Essence + Obsidian Magic Missile
Piercing Damage +2 Requires Ingredients Spell	Caster Level 6, Craft Magic Arms and Armor feat Faint Fire Essence + Diamond Magic Missile
Piercing Damage +3 Requires Ingredients Spell	Caster Level 9, Craft Magic Arms and Armor feat Weak Fire Essence + Obsidian Magic Missile
Piercing Damage +4 Requires Ingredients Spell	Caster Level 12, Craft Magic Arms and Armor feat Weak Fire Essence + Diamond Magic Missile
Piercing Damage +5 Requires Ingredients Spell	Caster Level 15, Craft Magic Arms and Armor feat Glowing Fire Essence + Emerald Magic Missile
Slashing Damage +1 Requires Ingredients Spell	Caster Level 3, Craft Magic Arms and Armor feat Faint Air Essence + Obsidian Magic Missile
Slashing Damage +2 Requires	Caster Level 6, Craft Magic Arms and Armor feat

Ingredients	Faint Air Essence + Diamond
Spell	Magic Missile
Slashing Damage +3	
Requires	Caster Level 9, Craft Magic Arms and Armor feat
Ingredients	Weak Air Essence + Obsidian
Spell	Magic Missile
Slashing Damage +4	
Requires	Caster Level 12, Craft Magic Arms and Armor feat
Ingredients	Weak Air Essence + Diamond
Spell	Magic Missile
Slashing Damage +5	
Requires	Caster Level 15, Craft Magic Arms and Armor feat
Ingredients	Glowing Air Essence + Emerald
Spell	Magic Missile

oo Weapons oo

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Do Attack Bonuses ... they're already in 'crafting.2da' maybe.

ENHANCEMENT (WEAPONS)

Base Weapon Enchantment +1

Requires	Caster Level 3, Craft Magic Arms and Armor feat
Ingredients	Faint Air Essence + Obsidian
Spell	Magic Weapon

Base Weapon Enchantment +2

Requires	Caster Level 6, Craft Magic Arms and Armor feat
Ingredients	Faint Air Essence + Diamond
Spell	Magic Weapon

Base Weapon Enchantment +3

Requires	Caster Level 9, Craft Magic Arms and Armor feat
Ingredients	Weak Air Essence + Faint Power Essence + Emerald
Spell	Magic Weapon

Base Weapon Enchantment +4

Requires	Caster Level 12, Craft Magic Arms and Armor feat
Ingredients	Glowing Air Essence + Weak Power Essence + Star Sapphire
Spell	Magic Weapon

Base Weapon Enchantment +5

Requires	Caster Level 15, Craft Magic Arms and Armor feat
Ingredients	Glowing Air Essence + Glowing Power Essence + Blue Diamond
Spell	Greater Magic Weapon

Base Weapon Enchantment +6

Requires	Caster Level 18, Craft Magic Arms and Armor feat
Ingredients	Radiant Air Essence + Glowing Power Essence + Rogue Stone
Spell	Greater Magic Weapon

Base Weapon Enchantment +7

Requires	Caster Level 21, Craft Magic Arms and Armor feat
Ingredients	Radiant Air Essence + Glowing Power Essence + Beljuril
Spell	Greater Magic Weapon

Base Weapon Enchantment +8

Requires	Caster Level 24, Craft Magic Arms and Armor feat
Ingredients	Radiant Air Essence + Radiant Power Essence + King's Tear
Spell	Greater Magic Weapon

ELEMENTAL DAMAGE (WEAPONS)

- change diamond off Sonic, which is Shock ...

Acid Weapon +1d4 Acid Damage

Requires	Caster Level 5, Craft Magic Arms and Armor feat
Ingredients	Faint Earth Essence + Emerald
Spell	Acid Splash

Acid Weapon +1d6 Acid Damage

Requires	Caster Level 10, Craft Magic Arms and Armor feat
Ingredients	Weak Earth Essence + Emerald
Spell	Acid Splash

Acid Weapon +1d8 Acid Damage

Requires	Caster Level 15, Craft Magic Arms and Armor feat
Ingredients	Glowing Earth Essence + Emerald
Spell	Acid Splash

Acid Weapon +1d10 Acid Damage

Requires	Caster Level 20, Craft Magic Arms and Armor feat
Ingredients	Radiant Earth Essence + Emerald
Spell	Acid Splash

Flaming Weapon + 1d4 Fire Damage

Requires	Caster Level 5, Craft Magic Arms and Armor feat
Ingredients	Faint Fire Essence + Ruby
Spell	Fireball or Flame Strike

Flaming Weapon +1d6 Fire Damage

Requires	Caster Level 10, Craft Magic Arms and Armor feat
Ingredients	Weak Fire Essence + Ruby
Spell	Fireball or Flame Strike

Flaming Weapon +1d8 Fire Damage

Requires	Caster Level 15, Craft Magic Arms and Armor feat
Ingredients	Glowing Fire Essence + Ruby
Spell	Fireball or Flame Strike

Flaming Weapon	+1d10 Fire Damage
Requires	Caster Level 20, Craft Magic Arms and Armor feat
Ingredients	Radiant Fire Essence + Ruby
Spell	Fireball or Flame Strike
Frost Weapon	+ 1d4 Cold Damage
Requires	Caster Level 5, Craft Magic Arms and Armor feat
Ingredients	Faint Water Essence + Sapphire
Spell	Ice storm (needs Divine spells? and low level like Ray of Frost?)
Frost Weapon	+1d6 Cold Damage
Requires	Caster Level 10, Craft Magic Arms and Armor feat
Ingredients	Weak Water Essence + Sapphire
Spell	Ice storm
Frost Weapon	+1d8 Cold Damage
Requires	Caster Level 15, Craft Magic Arms and Armor feat
Ingredients	Glowing Water Essence + Sapphire
Spell	Ice storm
Frost Weapon	+1d10 Cold Damage
Requires	Caster Level 20, Craft Magic Arms and Armor feat
Ingredients	Radiant Water Essence + Sapphire
Spell	Ice storm
Shock Weapon	+ 1d4 Electrical Damage
Requires	Caster Level 5, Craft Magic Arms and Armor feat
Ingredients	Faint Air Essence + Diamond
Spell	Call Lightning or Lightning Bolt
Shock Weapon	+1d6 Electrical Damage
Requires	Caster Level 10, Craft Magic Arms and Armor feat
Ingredients	Weak Air Essence + Diamond
Spell	Call Lightning or Lightning Bolt
Shock Weapon	+1d8 Electrical Damage
Requires	Caster Level 15, Craft Magic Arms and Armor feat
Ingredients	Glowing Air Essence + Diamond
Spell	Call Lightning or Lightning Bolt
Shock Weapon	+1d10 Electrical Damage
Requires	Caster Level 20, Craft Magic Arms and Armor feat
Ingredients	Radiant Air Essence + Diamond
Spell	Call Lightning or Lightning Bolt
Sonic Weapon	+ 1d4 Sonic Damage
Requires	Caster Level 5, Craft Magic Arms and Armor feat
Ingredients	Faint Power Essence + Diamond
Spell	Balagarn's Iron Horn or Sound Burst
Sonic Weapon	+1d6 Sonic Damage
Requires	Caster Level 10, Craft Magic Arms and Armor feat
Ingredients	Weak Power Essence + Diamond
Spell	Balagarn's Iron Horn or Sound Burst

Sonic Weapon	+1d8 Sonic Damage
Requires	Caster Level 15, Craft Magic Arms and Armor feat
Ingredients	Glowing Power Essence + Diamond
Spell	Balagarn's Iron Horn or Sound Burst

Sonic Weapon	+1d10 Sonic Damage
Requires	Caster Level 20, Craft Magic Arms and Armor feat
Ingredients	Radiant Power Essence + Diamond
Spell	Balagarn's Iron Horn or Sound Burst

MISC (WEAPONS)

Anarchic Weapon	+2d6 Damage against Lawful creatures
Requires	Caster Level 7, Craft Magic Arms and Armor feat
Ingredients	Faint Power Essence + Faint Air Essence + Canary Diamond
Spell	Inflict Critical Wounds

Arrow Deflecting Weapon	Grants Deflect Arrows as a bonus feat
Requires	Caster Level 5, Craft Magic Arms and Armor feat
Ingredients	Faint Power Essence + Weak Air Essence + Jacinth
Spell	Protection from Arrows

Axiomatic Weapon	+2d6 Damage against Chaotic creatures
Requires	Caster Level 7, Craft Magic Arms and Armor feat
Ingredients	Faint Power Essence + Faint Earth Essence + Jacinth
Spell	Inflict Critical Wounds

Defending	Adds +1 Deflection AC Bonus
Requires	Caster Level 5, Craft Magic Arms and Armor feat
Ingredients	Weak Earth Essence + Diamond
Spell	Mage Armor or Shield of Faith

Defending (Improved)	Adds +2 Deflection AC Bonus
Requires	Caster Level 5, Craft Magic Arms and Armor feat
Ingredients	Glowing Earth Essence + Emerald
Spell	Mage Armor or Shield of Faith

Defending (Greater)	Adds +3 Deflection AC Bonus
Requires	Caster Level 5, Craft Magic Arms and Armor feat
Ingredients	Radiant Earth Essence + Blue Diamond
Spell	Mage Armor or Shield of Faith

Holy Weapon	+2d6 Damage against Evil creatures
Requires	Caster Level 7, Craft Magic Arms and Armor feat
Ingredients	Faint Power Essence + Faint Water Essence + Diamond
<- replace some of all those Diamond-requirements !!!	
Spell	Cure Critical Wounds

Hunting Weapon	+2d6 Damage against Beasts
Requires	Caster Level 7, Craft Magic Arms and Armor feat
Ingredients	Faint Power Essence + Faint Water Essence + Star Sapphire

Spell Light

Keen	Doubles Threat Range
Requires	Caster Level 10, Craft Magic Arms and Armor feat
Ingredients	Weak Earth Essence, Ruby
Spell	Keen Edge or Weapon of Impact
Lucky	Adds +1 to all saves
Requires	Caster Level 5, Craft Magic Arms and Armor feat
Ingredients	Faint Power Essence + Faint Earth Essence + Obsidian
Spell	Resistance
Massive Criticals	Adds 1d10 damage to criticals
Requires	Caster Level 10, Craft Magic Arms and Armor feat
Ingredients	Glowing Fire Essence + Faint Power Essence + Fire Opal
Spell	Keen Edge or Weapon of Impact
Unholy Weapon	+2d6 Damage against Good creatures
Requires	Caster Level 7, Craft Magic Arms and Armor feat
Ingredients	Faint Power Essence + Faint Fire Essence + Star Sapphire
Spell	Inflict Critical Wounds
Weapon of Life Stealing	Vampiric Regeneration 1
Requires	Caster Level 7, Craft Magic Arms and Armor feat
Ingredients	Weak Power Essence + Weak Fire Essence + Ruby
Spell	Enervation
Weapon of Life Stealing (Improved)	Vampiric Regeneration 3
Requires	Caster Level 11, Craft Magic Arms and Armor feat
Ingredients	Glowing Power Essence + Glowing Fire Essence + Canary Diamond
Spell	Enervation
Weapon of Life Stealing (Greater)	Vampiric Regeneration 5
Requires	Caster Level 15, Craft Magic Arms and Armor feat
Ingredients	Radiant Power Essence + Radiant Fire Essence + Beljuril
Spell	Enervation

CAST SPELL ON HIT (WEAPONS)

Blinding Weapon	Blind (DC 20)
Requires	Caster Level 12, Craft Magic Arms and Armor feat
Ingredients	Radiant Earth Essence + Radiant Power Essence + Diamond
Spell	Blindness and Deafness
Dazing Weapon	Daze (DC 20)
Requires	Caster Level 13, Craft Magic Arms and Armor feat
Ingredients	Radiant Air Essence + Radiant Power Essence + Diamond
Spell	Daze
Dispelling Weapon	Greater Dispel (DC 20)
Requires	Caster Level 16, Craft Magic Arms and Armor feat
Ingredients	Radiant Fire Essence + Radiant Power Essence + Diamond

Spell	Greater Dispel Magic
Frightning Weapon	Fear (DC 20)
Requires	Caster Level 15, Craft Magic Arms and Armor feat
Ingredients	Radiant Power Essence + Radiant Water Essence + Diamond
Spell	Fear
Jinxing Weapon	Doom (DC 20, 100% / 2 Rounds)
Requires	Caster Level 15, Craft Magic Arms and Armor feat
Ingredients	Glowing Fire Essence + Glowing Power Essence + Glowing Water Essence + Bloodstone
Spell	Doom
Level Draining Weapon	Level Drain (DC 20)
Requires	Caster Level 18, Craft Magic Arms and Armor feat
Ingredients	Radiant Fire Essence + Radiant Power Essence + Radiant Water Essence + Beljuril
Spell	Energy Drain
Paralyzing Weapon	Hold (DC 20)
Requires	Caster Level 16, Craft Magic Arms and Armor feat
Ingredients	Radiant Air Essence + Radiant Power Essence + Diamond
Spell	Hold Monster
Poisoned Weapon	Poison (DC 14, 1d2 Con Damage)
Requires	Caster Level 10, Craft Magic Arms and Armor feat
Ingredients	Weak Earth Essence + Emerald
Spell	Poison
Silencing Weapon	Silence (DC 20)
Requires	Caster Level 13, Craft Magic Arms and Armor feat
Ingredients	Radiant Power Essence + Radiant Water Essence + Diamond
Spell	Silence
Slaying Weapon (Animals)	Slay Animal (DC 20)
Requires	Caster Level 18, Craft Magic Arms and Armor feat
Ingredients	Radiant Earth Essence + Radiant Power Essence + Rogue Stone
Spell	Finger of Death or Slay Living
Slaying Weapon (Beasts)	Slay Beast (DC 20)
Requires	Caster Level 18, Craft Magic Arms and Armor feat
Ingredients	Radiant Power Essence + Radiant Water Essence + Rogue Stone
Spell	Finger of Death or Slay Living
Slaying Weapon (Dwarves)	Slay Dwarf (DC 20)
Requires	Caster Level 18, Craft Magic Arms and Armor feat
Ingredients	Radiant Air Essence + Radiant Earth Essence + Radiant Fire Essence + Radiant Power Essence + Rogue Stone
Spell	Finger of Death or Slay Living
Slaying Weapon (Elementals)	Slay Elemental (DC 20)
Requires	Caster Level 18, Craft Magic Arms and Armor feat
Ingredients	Radiant Fire Essence + Radiant Power Essence + Radiant Water Essence + Rogue Stone
Spell	Finger of Death or Slay Living
Slaying Weapon (Elves)	Slay Elf (DC 20)

Requires	Caster Level 18, Craft Magic Arms and Armor feat
Ingredients	Radiant Air Essence + Radiant Fire Essence + Radiant Power Essence + Radiant Water Essence + Rogue Stone
Spell	Finger of Death or Slay Living

Slaying Weapon (Giants)	Slay Giant (DC 20)
Requires	Caster Level 18, Craft Magic Arms and Armor feat
Ingredients	Radiant Air Essence + Radiant Fire Essence + Radiant Power Essence + Rogue Stone
Spell	Finger of Death or Slay Living

Slaying Weapon (Half-Elves)	Slay Half-Elf (DC 20)
Requires	Caster Level 18, Craft Magic Arms and Armor feat
Ingredients	Radiant Air Essence + Radiant Earth Essence + Radiant Power Essence + Radiant Water Essence + Rogue Stone
Spell	Finger of Death or Slay Living

Slaying Weapon (Humans)	Slay Human (DC 20)
Requires	Caster Level 18, Craft Magic Arms and Armor feat
Ingredients	Radiant Air Essence + Radiant Earth Essence + Radiant Fire Essence + Radiant Power Essence + Radiant Water Essence + Rogue Stone
Spell	Finger of Death or Slay Living

Slaying Weapon (Orcs)	Slay Orc (DC 20)
Requires	Caster Level 18, Craft Magic Arms and Armor feat
Ingredients	Radiant Earth Essence + Radiant Fire Essence + Radiant Power Essence + Rogue Stone
Spell	Finger of Death or Slay Living

Slaying Weapon (Outsiders)	Slay Outsider (DC 20)
Requires	Caster Level 18, Craft Magic Arms and Armor feat
Ingredients	Radiant Air Essence + Radiant Power Essence + Radiant Water Essence + Rogue Stone
Spell	Finger of Death or Slay Living

Slaying Weapon (Undead)	Slay Undead (DC 20)
Requires	Caster Level 18, Craft Magic Arms and Armor feat
Ingredients	Radiant Earth Essence + Radiant Fire Essence + Radiant Power Essence + Radiant Water Essence + Rogue Stone
Spell	Undeath to Death

Slowing Weapon	Slow (DC 20)
Requires	Caster Level 10, Craft Magic Arms and Armor feat
Ingredients	Radiant Earth Essence + Radiant Power Essence + Diamond
Spell	Slow

Stunning Weapon	Stun (DC 20)
Requires	Caster Level 17, Craft Magic Arms and Armor feat
Ingredients	Radiant Earth Essence + Radiant Power Essence + Diamond
Spell	Power Word Stun

Wounding Weapon	Wound (DC=20)
Requires	Caster Level 14, Craft Magic Arms and Armor feat
Ingredients	Glowing Power Essence + Glowing Water Essence + Jacinth
Spell	Harm

vFx (WEAPONS)

Acid

Requires	Caster Level 7, Craft Magic Arms and Armor feat
Ingredients	Weak Water Essence + Bloodstone
Spell	Flare or Searing Light

Cold

Requires	Caster Level 7, Craft Magic Arms and Armor feat
Ingredients	Faint Air Essence + Faint Water Essence + Bloodstone
Spell	Flare or Searing Light

Electrical

Requires	Caster Level 7, Craft Magic Arms and Armor feat
Ingredients	Faint Air Essence + Faint Fire Essence + Bloodstone
Spell	Flare or Searing Light

Evil

Requires	Caster Level 7, Craft Magic Arms and Armor feat
Ingredients	Faint Power Essence + Faint Fire Essence + Bloodstone
Spell	Flare or Searing Light

Fire

Requires	Caster Level 7, Craft Magic Arms and Armor feat
Ingredients	Weak Fire Essence + Bloodstone
Spell	Flare or Searing Light

Holy

Requires	Caster Level 7, Craft Magic Arms and Armor feat
Ingredients	Faint Power Essence + Faint Water Essence + Bloodstone
Spell	Flare or Searing Light

Sonic

Requires	Caster Level 7, Craft Magic Arms and Armor feat
Ingredients	Weak Air Essence + Bloodstone
Spell	Flare or Searing Light

oO— Weapons, ranged —Oo

X1007

Fire Essences work as well as Water Essences here?

Attack +1

Requires	Caster Level 3, Craft Magic Arms and Armor feat
Ingredients	Faint Water Essence + Obsidian
Spell	Bless or True Strike

Attack +2

Requires	Caster Level 6, Craft Magic Arms and Armor feat
Ingredients	Faint Water Essence + Diamond
Spell	Bless or True Strike

Attack +3

Requires	Caster Level 9, Craft Magic Arms and Armor feat
Ingredients	Faint Power Essence + Weak Water Essence + Emerald
Spell	Bless or True Strike

Attack +4

Requires	Caster Level 12, Craft Magic Arms and Armor feat
Ingredients	Weak Power Essence + Glowing Water Essence + Star Sapphire
Spell	Bless or True Strike

Attack +5

Requires	Caster Level 15, Craft Magic Arms and Armor feat
Ingredients	Glowing Power Essence + Glowing Water Essence + Blue Diamond
Spell	Bless or True Strike

__oO— Wondrous Items —Oo__

X1008

ELEMENTAL RESISTANCE (WONDROUS)

Elemental Resistance (Acid 10)

Requires	Caster Level 3, Craft Wondrous Items feat
Ingredients	Faint Earth Essence + Jacinth
Spell	Protection from Energy

Elemental Resistance (Acid 20)

Requires	Caster Level 7, Craft Wondrous Items feat
Ingredients	Weak Earth Essence + Rogue Stone
Spell	Protection from Energy

Elemental Resistance (Acid 30)

Requires	Caster Level 11, Craft Wondrous Items feat
Ingredients	Glowing Earth Essence + King's Tear
Spell	Protection from Energy

Elemental Resistance (Cold 10)

Requires	Caster Level 3, Craft Wondrous Items feat
Ingredients	Faint Water Essence + Jacinth
Spell	Protection from Energy

Elemental Resistance (Cold 20)

Requires	Caster Level 7, Craft Wondrous Items feat
Ingredients	Weak Water Essence + Rogue Stone
Spell	Protection from Energy

Elemental Resistance (Cold 30)

Requires	Caster Level 11, Craft Wondrous Items feat
Ingredients	Glowing Water Essence + King's Tear
Spell	Protection from Energy

Elemental Resistance (Electrical 10)

Requires	Caster Level 3, Craft Wondrous Items feat
Ingredients	Faint Air Essence + Jacinth
Spell	Protection from Energy

Elemental Resistance (Electrical 20)

Requires	Caster Level 7, Craft Wondrous Items feat
Ingredients	Weak Air Essence + Rogue Stone
Spell	Protection from Energy

Elemental Resistance (Electrical 30)

Requires	Caster Level 11, Craft Wondrous Items feat
Ingredients	Glowing Air Essence + King's Tear
Spell	Protection from Energy

Elemental Resistance (Fire 10)

Requires	Caster Level 3, Craft Wondrous Items feat
Ingredients	Faint Fire Essence + Jacinth
Spell	Protection from Energy

Elemental Resistance (Fire 20)

Requires	Caster Level 7, Craft Wondrous Items feat
Ingredients	Weak Fire Essence + Rogue Stone
Spell	Protection from Energy

Elemental Resistance (Fire 30)

Requires	Caster Level 11, Craft Wondrous Items feat
Ingredients	Glowing Fire Essence + King's Tear
Spell	Protection from Energy

Elemental Resistance (Sonic 10)

Requires	Caster Level 3, Craft Wondrous Items feat
Ingredients	Faint Power Essence + Jacinth
Spell	Protection from Energy

Elemental Resistance (Sonic 20)

Requires	Caster Level 7, Craft Wondrous Items feat
Ingredients	Weak Power Essence + Rogue Stone
Spell	Protection from Energy

Elemental Resistance (Sonic 30)

Requires	Caster Level 11, Craft Wondrous Items feat
Ingredients	Glowing Power Essence + King's Tear
Spell	Protection from Energy

PROTECTION (WONDROUS)

Protection +1

Requires	Caster Level 3, Craft Wondrous Items feat
Ingredients	Faint Earth Essence + Obsidian
Spell	Shield or Shield of Faith

Protection +2

Requires Caster Level 6, Craft Wondrous Items feat
Ingredients Faint Earth Essence + Diamond
Spell Shield or Shield of Faith

Protection +3

Requires Caster Level 9, Craft Wondrous Items feat
Ingredients Weak Earth Essence + Faint Power Essence + Emerald
Spell Shield or Shield of Faith

Protection +4

Requires Caster Level 12, Craft Wondrous Items feat
Ingredients Glowing Earth Essence + Weak Power Essence + Star Sapphire
Spell Shield or Shield of Faith

Protection +5

Requires Caster Level 15, Craft Wondrous Items feat
Ingredients Glowing Earth Essence + Glowing Power Essence + Blue Diamond
Spell Shield or Shield of Faith

Protection +6

Requires Caster Level 18, Craft Wondrous Items feat
Ingredients Radiant Earth Essence + Glowing Power Essence + Rogue Stone
Spell Shield or Shield of Faith

Protection +7

Requires Caster Level 21, Craft Wondrous Items feat
Ingredients Radiant Earth Essence + Glowing Power Essence + Beljuril
Spell Shield or Shield of Faith

Protection +8

Requires Caster Level 24, Craft Wondrous Items feat
Ingredients Radiant Earth Essence + Radiant Power Essence + King's Tear
Spell Shield or Shield of Faith

SPELL RESISTANCE (WONDROUS)

Spell Resistance (Lesser)

SR 14

Requires Caster Level 15, Craft Wondrous Items feat
Ingredients Glowing Fire Essence + Weak Power Essence + Star Sapphire
Spell Protection from Spells

Spell Resistance

SR 18

Requires Caster Level 15, Craft Wondrous Items feat
Ingredients Radiant Fire Essence + Glowing Power Essence + Blue Diamond
Spell Protection from Spells

Spell Resistance (Greater)

SR 22

Requires Caster Level 15, Craft Wondrous Items feat
Ingredients Radiant Fire Essence + Radiant Power Essence + Beljuril
Spell Protection from Spells

ITEM SETS

Property Sets

One or more items that are equippable on the body or in the hands can be combined into a Property Set, but not ranged-ammo or creature-items. Their enhanced properties will not be activated until the entire Set is equipped on a single character. The advantage of crafting a group of items into a Set is that some or all of the reagents used to enchant their final properties may or will be returned to the crafter. Note that the initial creation of a Set, however, will still expend all reagents.

Another advantage of Property Sets is that it may be possible to enchant an item with an extra property over that normally allowed by the crafter's caster-level, depending on how **Tcc_Config.2da** is configured : see **Toggle_SetPropsAreFree**.

There are two phases when making a Property Set. The first is to combine all items into their Set, which is called Set-creation. The second is to enchant each item with its Set-property, which is called Set-preparation. Note that items that have not been enchanted with their latent Set-property will still function as part of a Set, although it can't contribute any property when its full Set is equipped -- it still needs to be prepared with its latent property.

Items can be part of only one Property Set, and each item can have only one latent property, which automatically activates when the full Set is equipped.

Items that are part of a Property Set can be removed from their Set at any time. Simply place the item in a Magical Crafting container (either a workbench or the Enchanter's Satchel) along with a Malachite gem, and cast any spell on the container as you would for regular enchanting. A dialog should appear asking if you want to clear the item from its current Set. Note that doing this will render that Set invalid; it will no longer operate when fully equipped because a part has been removed permanently. However, this does allow Set-items to be re-grouped into a new and different Property Set.

Also note that multiple items can be cleared from their current Sets simultaneously by placing all of them in a Magical Crafting container together. Each Set-item requires its own Malachite gem, otherwise this de-enchantment process fails. The multiple items can be in the same or different Sets -- it doesn't matter since the de-enchantment simply clears all Set-variables from each item.

For Property Sets to operate : Scripted calls need to execute "tcc_setitem_eq" during the OnEquip event of the loaded module and "tcc_setitem_ue" during the OnUnequip event of the loaded module.

Code for OnEquip :

```
// Check if a full Property Set has been equipped
if (GetLocalInt(oItem, TCC_VAR_SET_GROUP))
    ExecuteScript("tcc_setitem_eq", OBJECT_SELF);
```

Code for OnUnequip :

```
// Check if a full Property Set has been un-equipped
if (GetLocalInt(oItem, TCC_VAR_SET_GROUP))
    ExecuteScript("tcc_setitem_ue", OBJECT_SELF);
```

TCC_VAR_SET_GROUP is defined in "crafting_inc_const"

Set Creation

1 item set (caster level 10):
rogue stone + radiant power essence

2 item set (caster level 19):
beljuril + radiant power essence

3 item set (caster level 16):
king's tear + glowing power essence

4 item set (caster level 13):
diamond + weak power essence

5 item set (caster level 10):
fire opal + faint power essence

6 item set (caster level 10):
sapphire + faint power essence

7 item set (caster level 10):
fire agate + faint power essence

8 item set (caster level 10):
obsidian + faint power essence

9 item set (caster level 10):
topaz + faint power essence

10 item set (caster level 10):
garnet + faint power essence

Set Preparation

Enchant each Set-item normally after it has been prepared into its group via Set Creation above.

Tcc_Config.2da

Value_FirstSetRecipeLine	- this value needs to correspond to the recipe for a 1-item Set in Crafting.2da; Value_MaximumSetProperties is added to this value to get the last Set Creation recipe, so that the range from first to last can be searched to determine how many items will be prepared for the attempted Property Set.
Value_MaximumSetProperties	- this is the range of indices in Crafting.2da that are valid recipes for Set Creation; it is added to the value of Value_FirstSetRecipeLine to determine the "last set recipe line".
Toggle_SetPropsAreFree	- whether or not the latent property on a Set-item is considered "free" (ie, will not

count against the maximum number of properties that the item can be enchanted with).

Toggle_AllowSetNameChange

- no longer valid. Set-label changes are disallowed.