

The Magic Shoppe

A Basic Fantasy RPG Supplement

Basic Fantasy Website: basicfantasy.org

Release 3

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INTRODUCTION

This supplement presents a way to determinate the value of a magic item when using the Basic Fantasy Role-Playing Game rules. If you do not already have a copy of the Basic Fantasy RPG rules, please visit the website and download a copy.

How to use this supplement

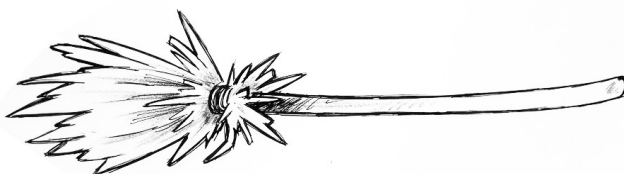
Let's start by stating how NOT to use this supplement. Magic items are rare and powerful, and therefore the GM shouldn't allow these to be traded as mundane goods. Doing so is probably the best way to make magic items lose all their appeal.

However, the GM may often need to estimate the price of a magic items, when the players are trying to bribe a powerful NPC or want to pay a ransom with a magic item they have for example. This supplement presents a base value for all the magic items in the BFRPG core rules.

As magic items are only traded on rare occasions, the value isn't fixed. Prices of the more commonly found items (like a potion of healing) have little variation while the variation is much higher on the most potent or singular items. The GM may want to roll a random price when the players get the item in their hands or may

choose to reroll it anytime the players want to trade it. It is important though that the GM rolls these numbers secretly : the players should never know the exact value of their magic items, the same way they don't know the precise value of their gems and jewelry.

No value is given in for cursed items in this supplement, for the sole reason that anyone a bit reasonable don't want any of those in his possession. In the case of a cursed item that mimic the look of another item, like a potion of delusion, simply use the value of the item it's assumed to be.



MAGIC ITEMS PRICES

Magic Weapons

Weapon Bonus	Random value	Average
+1	$(2d6+18) \times 100$ gp	2,500 gp
+2	$(2d6+18) \times 200$ gp	5,000 gp
+3	$(2d6+18) \times 400$ gp	10,000 gp
+4	$(4d6+36) \times 400$ gp	20,000 gp
+5	$(4d6+36) \times 1,000$ gp	40,000 gp
+1, +2 vs. Special Enemy	$(2d8+18) \times 150$ gp	3,750 gp
+1, +3 vs. Special Enemy	$(2d6+18) \times 300$ gp	7,500 gp

Special Ability	Random value*	Average
Cast Light on Command	+ (2d6+18) x 150 gp	+ 3,750 gp
Charm Person	+ (2d6+18) x 300 gp	+ 7,500 gp
Drains Energy	+ (2d6+18) x 300 gp	+ 7,500 gp
Flames on Command	+ (2d6+18) x 250 gp	+ 6,250 gp
Locate Object	+ (2d6+18) x 300 gp	+ 7,500 gp
Wishes	+ (4d6+36) x 500 gp	+ 17,500 gp

*added to the weapon's base value, determined by its magic bonus.

Magic Armors

Type	Random value	Average
Leather Armor +1	(2d6+13) x 100 gp	2,000 gp
Leather Armor +2	(2d6+13) x 200 gp	4,000 gp
Leather Armor +3	(2d6+13) x 400 gp	8,000 gp
Chain Mail +1	(2d6+13) x 175 gp	3,500 gp
Chain Mail +2	(2d6+13) x 350 gp	7,000 gp
Chain Mail +3	(2d6+13) x 700 gp	14,000 gp
Plate Mail +1	(2d6+13) x 250 gp	5,000 gp
Plate Mail +2	(2d6+13) x 500 gp	10,000 gp
Plate Mail +3	(2d6+13) x 1,000 gp	20,000 gp
Shield +1	(2d6+13) x 125 gp	2500 gp
Shield +2	(2d6+13) x 250 gp	5000 gp
Shield +3	(2d6+13) x 500 gp	10,000 gp



Potions

Type	Random value	Average
Clairaudience	(1d3+4) x 75 gp	450 gp
Clairvoyance	(1d3+4) x 75 gp	450 gp
Cold Resistance	(1d3+4) x 75 gp	450 gp
Control Animal	(1d6+13) x 50 gp	825 gp
Control Dragon	(2d6+18) x 250 gp	6,250 gp
Control Giant	(2d6+18) x 75 gp	1,875 gp
Control Human	(2d6+13) x 50 gp	1,000 gp
Control Plant	(1d6+9) x 50 gp	625 gp
Control Undead	(2d6+18) x 100 gp	2,500 gp
Diminution	(1d6+9) x 50 gp	625 gp
ESP	(1d6+13) x 50 gp	825 gp
Fire Resistance	(1d3+4) x 75 gp	450 gp
Flying	(1d6+13) x 50 gp	825 gp
Gaseous Form	(1d6+9) x 50 gp	625 gp
Giant Strength	(1d6+9) x 100 gp	1,250 gp
Growth	(1d6+9) x 50 gp	625 gp
Healing	(1d3+4) x 50 gp	300 gp
Heroism	(1d6+9) x 50 gp	625 gp
Invisibility	(1d6+9) x 50 gp	625 gp
Invulnerability	(1d3+4) x 75 gp	450 gp
Levitation	(1d3+4) x 75 gp	450 gp
Longevity	(1d6+9) x 100 gp	1,250 gp
Polymorph Self	(1d6+13) x 50 gp	825 gp
Speed	(1d6+9) x 50 gp	625 gp
Treasure Finding	(1d6+9) x 100 gp	1,250 gp

Scrolls

For scrolls, the values given below are for one spell. For scrolls containing more than one spell, simply add up the values of each.

Type	Random value	Average
1 st level spell	(1d3+3) x 50 gp	250 gp
2 nd level spell	(1d3+3) x 75 gp	375 gp
3 rd level spell	(1d3+3) x 125 gp	625 gp
4 th level spell	(1d6+9) x 100 gp	1000 gp
5 th level spell	(1d6+9) x 150 gp	1,875 gp
6 th level spell	(2d6+13) x 150 gp	3,000 gp
Protection from Elementals	(2d6+18) x 300 gp	7,500 gp
Protection from Lycanthropes	(2d6+18) x 200 gp	5,000 gp
Protection from Magic	(2d6+18) x 300 gp	7,500 gp
Protection from Undead	(2d6+18) x 300 gp	7,500 gp

Rings

Type	Random value	Average
Control Animal	(2d6+18) x 400 gp	10,000 gp
Control Human	(2d6+18) x 500 gp	12,500 gp
Control Plant	(2d6+18) x 300 gp	7,500 gp
Djinni Summoning	(4d6+26) x 500 gp	20,000 gp
Fire Resistance	(2d6+18) x 250 gp	6,250 gp
Invisibility	(2d6+18) x 300 gp	7,500 gp
Protection +1	(2d6+18) x 200 gp	5,000 gp
Protection +2	(2d6+18) x 400 gp	10,000 gp
Protection +3	(2d6+18) x 800 gp	20,000 gp
Regeneration	(4d6+26) x 800 gp	36,000 gp
Spell Storing	(4d6+26) x 600 gp	24,000 gp
Spell Turning	(4d6+26) x 400 gp	18,000 gp
Telekinesis	(2d6+18) x 300 gp	7,500 gp
Water Walking	(2d6+18) x 250 gp	6,250 gp

Miscellaneous Magic Items

Type	Random value	Average
Amulet of Proof against Detection and Location		
Bag of Holding	(2d6+18) x 400 gp	10,000 gp
Boots of Levitation	(2d6+13) x 750 gp	15,000 gp
Boots of Speed	(2d6+18) x 750 gp	18,750 gp
Boots of Traveling and Leaping	(2d6+18) x 750 gp	18,750 gp
Bowl Commanding Water Elementals	(4d6+36) x 450 gp	22,500 gp
Brazier Commanding Fire Elementals	(4d6+36) x 450 gp	22,500 gp
Broom of Flying	(4d6+36) x 350 gp	17,500 gp
Censer Commanding Air Elementals	(4d6+36) x 450 gp	22,500 gp
Cloak of Displacement	(2d6+18) x 350 gp	8,750 gp
Crystal Ball	(2d6+18) x 500 gp	12,500 gp
Crystal Ball with Clairaudience	(2d6+18) x 650 gp	16,500 gp
Drums of Panic	(2d6+18) x 650 gp	16,250 gp
Efreeti Bottle	(4d6+26) x 500 gp	20,000 gp
Elven Boots	(2d6+18) x 250 gp	6,250 gp
Elven Cloak	(2d6+18) x 300 gp	7,500 gp
Flying Carpet	(4d6+36) x 500 gp	25,000 gp

Gauntlets of Ogre Power	(2d6+18) x 500 gp	12,500 gp
Girdle of Giant Strength	(4d6+36) x 500 gp	25,000 gp
Helm of Reading Languages and Magic	(2d6+18) x 300 gp	7,500 gp
Helm of Telepathy	(2d6+18) x 650 gp	16,250 gp
Helm of Teleportation	(4d6+36) x 500 gp	27,500 gp
Horn of Blasting	(4d6+36) x 450 gp	22,500 gp
Horn of Doom	(4d6+36) x 500 gp	27,500 gp
Medallion of ESP	(2d6+18) x 400 gp	10,000 gp
Mirror of Life Trapping	(4d6+36) x 600 gp	30,000 gp
Rope of Climbing	(2d6+18) x 300 gp	7,500 gp
Scarab of Protection	(4d6+36) x 350 gp	17,500 gp
Stone Commanding Earth Elementals	(4d6+36) x 450 gp	22,500 gp

Wands, Staves and Rods

Type	Random value	Average
Rod of Cancellation	(2d6+18) x 500 gp	12,500 gp
Snake Staff	(2d6+18) x 700 gp	17,500 gp
Staff of Commanding	(2d6+18) x 750 gp	18,750 gp
Staff of Healing	(2d6+18) x 350 gp	8,750 gp
Staff of Power	(4d6+36) x 1,000 gp	50,000 gp
Staff of Striking	(2d6+18) x 350 gp	8,750 gp
Staff of Wizardry	(4d6+36) x 1,250 gp	62,500 gp
Wand of Cold	(2d6+18) x 750 gp	18,750 gp
Wand of Enemy Detection	(2d6+18) x 350 gp	8,750 gp
Wand of Fear	(2d6+18) x 350 gp	8,750 gp
Wand of Fireballs	(2d6+18) x 750 gp	18,750 gp
Wand of Illusion	(2d6+18) x 550 gp	13,750 gp
Wand of Lightning Bolts	(2d6+18) x 750 gp	18,750 gp
Wand of Magic Detection	(2d6+18) x 350 gp	8,750 gp
Wand of Paralyzation	(2d6+18) x 550 gp	13,750 gp
Wand of Polymorph	(2d6+18) x 950 gp	23,750 gp
Wand of Secret Door Detection	(2d6+18) x 450 gp	11,250 gp
Wand of Trap Detection	(2d6+18) x 450 gp	11,250 gp

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