

*****LCO Scroll, Component, and Magic Item System*****

Below are the LCO Scrolls, Components, and Magic Items available for purchase via Goblin Stamps.

The following restrictions apply:

- You must have enough Goblin Stamps (GS) to afford the pick(s) at the time of selection.
- An individual pick may be used for Scrolls OR Components OR Magic items.
- LCO scrolls and components will be clearly marked as such.
- Using a single LCO scroll or component renders the entire item/effect LCO.
- LCO scrolls must be cast in-game the same as any scroll.
- Player must "turn in" a magic item rep of choice (new or recycled) to be used for their item. Physreps WILL NOT be provided for LCO picks
- A single item may have no more than 20 Ritual effects on it (including Permenancy)
- LCO Magic Items are more expensive than their component LCO Scrolls. This is intentional. There is no chance of failure, and no inclusion of other PCs.
- LCO Magic items cannot get the highest levels of power. This is intentional.
- LCO Magic items are "locked" once created and may not have additional rituals added to them or purchased for them.

Note: Please be advised that this system can be adjusted at anytime without prior notice based on the discretion of the HQ staff.

That's not say that we will change things, but it's a new system so you never know what will come out of a new process.

LCO Component	GS Cost	Picks
Reagent	60	0.5

Ritual Name	Aspect	GS Cost	Total MI Picks
Arcane Armor	General	375	1
Assassin's Edge	General	375	1
Audible Projection	General	300	0.5
Banish to < Other Plane>	Celestial	1250	1
Blissful Rest	General	125	0.5
Boost Duration	General	300	0.5
Bound Shard	Celestial	700	2.5
Bountiful Harvest/Blighted Crop	Earth/Necr	475	0
Circle Lock	General	300	0.5
Cloak of Darkness	Earth/Necr	650	2
Conjure Artifact	General	800	1.5
Contact Other Plane	General	650	0.5

Controlled Spirit Store	General	1250	3
Copy Formal Permanent Scroll	General	375	1
Cosmetic Transformation	General	275	1
Counterspell	General	375	1
Create Limited Circle of Power	General	775	2
Curse of Undeath	Earth/Necr	875	3
Defensive Burst	General	1075	3
Destroy Magic <Aspect>	General	375	0
Elemental Burst	Celestial	375	1
Elemental Manipulation	General	375	1
Elemental Strike	General	200	0.5
Empower Warrior	General	1350	3
Empowered Armor	General	425	1
Empowered Wand	Celestial	825	3
Enchant	General	125	0.5
Endure Elements	General	300	0.5
Enhance Armor	General	625	1.5
Enhance Wand	Celestial	375	1
Enhanced Quiver	General	375	1
Eternal Forest/Blighted Forest	Earth/Necr	675	1
Extend Battle Magic Duration	General	300	0.5
Fate	General	925	3
Foresee the Weather	General	500	2
Greater Spell Store	General	225	0.5
Gift of Life	Earth	250	1
Haven of the Living/Domain of the Defiled	Earth/Necr	350	1
Healing/Chaos Strike	Earth/Necr	325	1
Heroic Interception	General	525	1.5
Illumination/Darkening	Celestial	325	1
Instant Trap	General	375	1
Investiture/Divestiture	General	225	0.5
Item Recall	Earth	850	2.5
Life Leech	Necromanc	600	2
Lore	General	300	0.5

Magic Evocation	General	1375	5
Magic Strike	Celestial	325	1
March of the Untiring	General	475	1.5
Mark/Unmark	General	225	0.5
Memory Strike	General	375	1
Merchant Insight	General	525	1.5
Mist Sense	General	275	1
Permanent Duration	General	1000	3
Planar Asylum	Celestial	775	2
Planar Gate	Celestial	500	0
Poison Cache	General	675	2.5
Poison Strike	General	675	2.5
Poison Trigger	General	650	2
Potency	General	450	1.5
Potion Coating	General	675	2.5
Preserve Duration	General	575	1.5
Quicken Aid	General	125	0.5
Quicken Meditation	General	250	0.25
Race Reaver	Earth	575	1.5
Racial Store	Earth	500	2
Racial Transformation	Earth	250	3
Raging Blow	General	375	1
Recharge Prowess	General	900	2.5
Render Indestructible Improved	General	775	2.5
Resist Destroy Magic	General	1050	3.5
Resonance	Earth	900	3.5
Reverse Life Force	Earth/Necr	650	2
Ritual of WOE	Earth	575	1.5
Rogue's Evasion	General	200	0.5
Sacrifice	Earth	600	1.25
Seek the Whole	General	625	2.5
Sorcerous Triage	Earth	375	1
Spell Parry	General	775	2.5
Spell Store	General	225	0.5
Spell Swap	General	200	0.5

Spirit Farewell	Earth	225	0.5
Spirit Link	General	650	2
Spirit Lock	General	700	2
Spirit Recall	Earth	850	2.5
Spirit Smith	General	450	1.5
Spirit Walk	General	925	3
Stable Foundation	General	600	1
Stalwart Shield	General	575	1.5
Sturdy Armor	General	500	1.5
Summon Elemental (Foundation)	Celestial	250	5
Summon Elemental (Magistarium)	Earth/Necr	475	1.5
Summon Extra planar Creature <Creature	Celestial	525	1.5
Summon Extra planar Creature <Pantherg	Celestial	525	1.5
Summon Magical Creature <Creature Nam	Earth	525	1.5
Summon Undead (Corporeal)	Necromant	375	1
Summon Undead (Skeletal)	Necromant	375	1
Summon Undead (Spectral)	Necromant	375	1
Transfer Enchantment	General	1000	3
Transform to < Greater Undead Corporeal>	Necromant	725	2.5
Transform to < Greater Undead Skeletal>	Necromant	725	2.5
Transform to < Greater Undead Spectral>	Necromant	725	2.5
Trap Avoidance	General	325	1
Universal Speech	General	275	1
Vengeance	Celestial	650	2
Vision	Celestial	375	1
Warder Glyph <Specific Name>	General	300	0.5
Warrior's Incantation	General	375	1
Whispering Wind	General	300	0.5
Workplace of Convenience	General	525	1.5
Workplace of Proliferation	General	525	1.5

Armour & Weapons	Aspect	Type/Location	20 Log Periods		40 Log Periods		60 Log Periods	
			Goblin Stamps	MI Picks	Goblin Stamps	MI Picks	Goblin Stamps	MI Picks
Elemental Strike	Celestial	Weapon	200	1	300	2	450	3
Empowered Armor	General	Armor	600	2	900	3	1350	5
Enhance Armor	General	Armor	1000	3	1500	5	2250	8
Healing/Chaos Strike	Earth/Necr	Weapon	300	1	450	2	675	3
Magic Strike	General	Weapon	300	1	450	2	675	3
Memory Strike	General	Weapon	600	2	900	3	1350	5
Mystic Smith	General	Armor	800	2	1200	3	1800	5
Poison Cache	General	Melee Weapon	700	2	1050	3	1575	5
Poison Strike	General	Weapon	700	1	1050	2	1575	3
Poison Trigger	General	Weapon	1200	1	1800	2	2700	3
Potion Coating	General	Melee Weapon	1400	2	2100	3	3150	5
Race Reaver	Earth	Weapon	600	2	900	3	1350	5
Spell Parry	General	Weapon	1400	1	2100	2	3150	3
Stalwart Shield	General	shield	1000	2	1500	3	2250	5
Sturdy Armor	General	Armor	800	2	1200	3	1800	5
Warrior's Incantation	General	Weapon	300	1	450	2	675	3

Items and Location	Aspect	Type/Location	20 Log Periods		40 Log Periods		60 Log Periods	
			Goblin Stamps	MI Picks	Goblin Stamps	MI Picks	Goblin Stamps	MI Picks
Ability Store		Body or Item	1000	2	1500	3	2250	5
Assassin's Edge 1/day	General	Item	375	1	570	2	860	3
Assassin's Edge 2/day	General	Item	550	2	830	3	1250	3
Counterspell 1/day	General	Body or Item	375	1	570	2	860	3
Counterspell 2/day	General	Body or Item	550	2	830	3	1250	3
Defensive Burst	General	Item	1025	2	1540	3	2310	4
Elemental Manipulation 3rd	General	Item	375	1	570	1	860	2
Elemental Manipulation 6th	General	Item	750	1	1130	2	1700	3
Elemental Manipulation 9th	General	Item	725	2	1090	3	1640	3
Empowered Wand	Celestial	Wand	525	1	790	2	1190	3
Enhance Wand 1 Extra Element	Celestial	Wand	375	1	570	2	860	2
Enhance Wand 2 Extra Elements	Celestial	Wand	575	1	870	2	1310	3
Enhanced Quiver 40	General	Quiver	375	1	570	1	860	2

Enhanced Quiver 60	General	Quiver	700	1	1050	2	1580	3
Enhanced Quiver 80	General	Quiver	1025	2	1540	2	2310	4
Fate	General	Item	725	1	1090	2	1640	3
Heroic Interception	General	Body or Item	425	1	640	2	960	3
Life Leech 1/day	Necromancy	Item	450	1	680	1	1020	2
Life Leech 2/day	Necromancy	Item	900	2	1350	2	2030	3
Merchant Insight	General	Location	450	1	680	2	1020	3
Potency 1/day	General	Body or Item	400	1	600	2	900	3
Potency 2/day	General	Body or Item	700	1	1050	2	1580	3
Potency 3/day	General	Body or Item	1000	2	1500	3	2250	4
Quicken Aid 1/day	General	Item	125	1	190	2	290	2
Quicken Aid 2/day	General	Item	275	1	420	2	630	3
Quicken Meditation 1/day	General	spellbook/focus	250	1	380	2	570	2
Quicken Meditation 2/day	General	spellbook/focus	400	1	600	2	900	3
Racial Store		Body or Item	1000	1	1500	2	2250	3
Raging Blow 1/day	General	Item	375	1	570	2	860	2
Raging Blow 2/day	General	Item	550	2	830	2	1250	3
Recharge Prowess	General	Item	800	1	1200	2	1800	3
Spell Swap 1/day	General	spellbook	150	1	230	2	350	3
Spell Swap 2/day	General	spellbook	300	2	450	3	680	3
Workplace of Convenience	General	Workshop	425	2	640	3	960	5
Workplace of Proliferation	General	Workshop	425	2	640	3	960	5

Body, Spirit and/or other	Aspect	Type/Location	20 Log Periods		40 Log Periods		60 Log Periods	
			Goblin Stamps	MI Picks	Goblin Stamps	MI Picks	Goblin Stamps	MI Picks
Arcane Armor 5	General	Spirit or Physical	375	1	570	2	860	3
Arcane Armor 10	General	Spirit or Physical	525	1	790	2	1190	3
Arcane Armor 15	General	Spirit or Physical	675	1	1020	2	1530	3
Arcane Armor 20	General	Spirit or Physical	975	2	1470	3	2210	4
Arcane Armor 25	General	Spirit or Physical	1975	2	2970	3	4460	4
Empower Warrior	General	Spirit, Body or Item	1450	1	2180	2	3270	3
Enchant 1st-3rd 1 charge	General	Item	125	1	These items are X Ever, so there is no expiry on them.			
Enchant 1st-3rd 2 charges	General	Item	225	1				
Enchant 1st-3rd 3 charges	General	Item	325	1				
Enchant 4th-6th 1 Charge	General	Item	225	1				
Enchant 4th-6th 2 Charges	General	Item	325	1				
Enchant 4th-6th 3 Charges	General	Item	425	1				
Enchant 7th-9th 1 Charge	General	Item	325	2				
Enchant 7th-9th 2 Charges	General	Item	425	2				
Enchant 7th-9th 3 Charges	General	Item	525	2				
Instant Trap	General	Trap	375	2				
Magic Evocation	General	Spirit, Body or Item	875	1	1320	2	1980	3
Rogue's Evasion 1/day	General	Spirit, Body or Item	150	1	230	1	350	2
Rogue's Evasion 2/day	General	Spirit, Body or Item	300	1	450	1	680	2
Rogue's Evasion 3/day	General	Spirit, Body or Item	450	2	680	2	1020	3
Sorcerous Triage 1 /day	Earth	Body	375	1	570	2	860	2
Sorcerous Triage 2 /day	Earth	Body	550	1	830	2	1250	2
Sorcerous Triage 1 /day	Earth	Body/ Item	725	2	1090	3	1640	4
Sorcerous Triage 2 /day	Earth	Body/ Item	1200	2	1800	3	2700	4
Spell Store 3	General	Universal	375	1	570	2	860	3
Spell Store 6	General	Universal	700	1	1050	2	1580	3
Spell Store 9	General	Universal	1025	2	1540	3	2310	5
Spell Store 11	General	Universal	2225	2	3340	3	5010	5
Trap Avoidance 1/day	General	Spirit or Body	275	1	420	2	630	3
Trap Avoidance 2/day	General	Spirit or Body	550	2	830	3	1250	4

Additional Effects (Item MUST have 1 other function above and match # log periods)			20 Log Periods		40 Log Periods		60 Log Periods	
			Type/Location	Goblin Stamps	MI Picks	Goblin Stamps	MI Picks	Goblin Stamps
Item Recall	Earth	Spirit (placed on PC)	850	1	1280	2	1920	3
Spirit Link	General	Universal and Spirit	650	1	980	1	1470	2
Spirit Lock	General	Universal and Spirit	700	0	1050	1	1580	2
Render Indestructible Improved	General	Item	775	2	1170	3	1760	3
Resist Destroy Magic	General	Universal and Spirit	1050	2	1580	2	2370	3