

*****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:

- NPCing a full event awards you 1 pick
- Being the Principal Writer of the Event awards you 1 pick.
- Being the Principal Director of the Event awards you 1 pick.
- Additional picks may be awarded at the discretion of the Head of Plot, General Manager, or Owner.
- You must have enough Goblin Stamps (GS) to afford the pick(s) at the time of selection.
- Picks may be carried over to the next event, but once any picks are spent, unused picks are lost.
- 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.
- LCO Catalysts may only be purchased for scrolls on the LCO Scroll list.
- Player may “turn in” a magic item rep of choice (new or recycled) to be used for their item. If they choose not to, a rep will be selected for them randomly.
- A single LCO Wand may be both Greater and Enhanced.
- 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.

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	Picks	GS Cost	
Reagent		0.5	60
Catalyst		1	300

LCO Scroll	Picks	GS Cost	
Arcane Armor		2	1000
Audible Projection		0.5	100
Bane		2	300
Banish to Another Plane		3	1000
Blissful Rest		0.5	25
Boost Duration		2	100
Bound Shard		0.5	200
Bountiful Harvest /Blighted Crop		0.5	125
Chanel Spell		2	450
Circle Lock		1	125
Cloak		2	225

Cloak of Darkness	1	150
Construct	2	350
Contact Other Plane	1	100
Cosmetic Transformation	0.5	75
Copy Formal Scroll	3	1000
Create Limited Circle	2	400
Damage Aura	3	600
Destroy Magic	2	400
Earth/ Chaos Aura	3	500
Elemental Aura	3	400
Elemental Burst	2	175
Enchant	1	100
Endure Elements	0.5	50
Enhance Wand	2	200
Eternal / Blighted Forest	0.5	125
Eternal Repose	0.5	250
Expanded Enchantment	2	250
Extend Battle Magic Duration	1	75
Foresee the Weather	0.5	100
Greater Wand	2	375
Haven of the Living	3	750
Heal Golem	2	150
Illumination /Darkening	0.5	250
Investiture /Divestiture	1	300
Item Recall	1	400
Lore	1	100
March of the Untiring	0.5	150
Mark /Unmark	1	50
Master Construct	3	750
Mist Sense	0.5	60
Monster Slayer	3	400
Obfuscate	2	300
Planar Asylum	1	250
Planar Gate	1	300
Preserve Duration	2	600
Proscribe	1	200
Protection Aura	2	400
Race Reaver	3	400
Render Indestructible	1	100
Render Indestructible, Improved	2	350

Resist Destroy Magic	2	250
Ritual of Woe	3	500
Sacrifice	1	150
Seek the Whole	0.5	150
Spell Parry	2	300
Spell Store	2	400
Spirit Farewell	0.5	50
Spirit Link	1	300
Spirit Lock	1	150
Spirit Recall	2	350
Spirit Store	1	150
Spirit Walk	1	200
Stable Foundation	0.5	175
Store Ability	1	100
Summon Extraplanar Creature	2	350
Summon Foundation Elemental	2	350
Summon Magical Creature	2	350
Summon Magesterium Elemental	2	350
Summon Pantherghast	2	350
Summon Undead	2	350
Transfer Enchantment	2	400
Universal Speech	0.5	100
Vengeance	2	400
Vision	1	100
Warder Glyph	1	250
Whispering Wind	1	100

Magic Item: Arcane Armor	1 Year Picks	1 Year GS Cost	3 year Picks	3 Year GS Cost	5 Year Picks	5 Year GS Cost
1-15 pts	1	500	2	750	2	1000
16-20 pts	2	750	3	1100	3	1500
21-25 pts	3	1100	4	1700	4	2300

Magic Item:	1 Year Picks	1 Year GS Cost	3 Year Picks	3 Year GS Cost	5 Year Picks	5 Year GS Cost
Weapon or Shield						
Rendered Indestructible	1	300				
Rendered Indestructible, Improved					2	600
Damage Aura 0	2	500	3	750	4	1000
Damage Aura +1	3	750	4	1100	5	1600
Damage Aura +2	4	1000	5	1500	6	2000
Earth or Chaos Aura	2	400	3	600	4	800

Elemental Aura	2	300	3	450	4	600
Monster Slayer +2	2	500	3	750	4	1000
Monster Slayer +4	3	750	4	1100	5	1600
Monster Slayer +6	4	1000	5	1500	6	2000
Race Reaver +2	2	500	3	750	4	1000
Race Reaver +4	3	750	4	1100	5	1600
Race Reaver +6	4	1000	5	1500	6	2000

Magic Item: Spell Effects

	Times Ever Picks	Times Ever GS Cost	1 Year Picks	1 Year GS Cost	3 Year Picks	3 Year GS Cost	5 Year Picks	5 Year GS Cost
Lvl 1: 1 spell	0.5	10	1	30	1	45	2	60
Lvl 1: 2 spells	0.5	20	1	60	1	90	2	120
Lvl 1: 3 spells	0.5	30	1	90	1	145	2	180
Lvl 2: 1 spell	0.5	20	1	60	1	90	2	120
Lvl 2: 2 spells	0.5	40	1	120	1	180	2	240
Lvl 2: 3 spells	0.5	60	1	180	1	270	2	360
Lvl 3: 1 spell	0.5	30	1	90	1	145	2	180
Lvl 3: 2 spells	0.5	60	1	180	1	270	2	360
Lvl 3: 3 spells	0.5	90	1	270	1	405	2	540
Lvl 4: 1 spell	1	40	1	120	1	180	2	240
Lvl 4: 2 spells	1	80	1	240	1	360	2	480
Lvl 4: 3 spells	1	120	1	360	1	540	2	720
Lvl 5: 1 spell	1	50	1	150	2	225	2	300
Lvl 5: 2 spells	1	100	2	300	2	450	3	600
Lvl 5: 3 spells	1	150	2	450	3	675	3	900
Lvl 6: 1 spell	1	60	1	180	2	270	3	360
Lvl 6: 2 spells	1	120	2	360	2	540	3	720
Lvl 6: 3 spells	1	180	2	540	3	810	3	1080
Lvl 7: 1 spell	1	70	2	210	2	315	3	420
Lvl 7: 2 spells	1	140	2	420	2	630	3	840
Lvl 7: 3 spells	1	210	3	630	3	945	3	1260
Lvl 8: 1 spell	1	80	2	240	2	360	3	480
Lvl 8: 2 spells	1	160	2	480	3	720	3	960
Lvl 8: 3 spells	1	240	3	720	3	1080	4	1440

Magic Item: Skill Store

	x1 Picks	x1 GS Cost	x2 Picks	x2 GS Cost	x3 Picks	x3 GS Cost
Assassinate: 30	1	30	1	60	1	90
Assassinate: 50	1	45	2	70	2	90
Assassinate: 70	2	60	2	90	2	120
Assassinate: 90	2	75	2	110	3	150
Disarm	1	30	1	60	1	90

Dodge	2	100	2	200	3	300
Evade	2	30	2	60	2	90
Parry	2	50	2	100	2	150
Riposte	2	100	2	150	2	300
Shatter	2	50	2	100	2	150
Slay: 30	1	30	1	60	1	90
Slay: 50	1	45	2	70	2	90
Slay: 70	2	60	2	90	2	120
Slay: 90	2	75	2	110	3	150
Stun Limb	2	50	2	100	2	150

Magic Item: Protection Aura	1 Year Picks	1 Year GS Cost	3 Year Picks	3 Year GS Cost	5 Year Picks	5 Year GS Cost
Protection Aura: 1	1	150	1	225	2	300
Protection Aura: 2	1	300	2	450	2	600
Protection Aura: 3	2	450	2	900	3	1200

Magic Item: Special Defenses	1 Year Picks	1 Year GS Cost	3 Year Picks	3 Year GS Cost	5 Year Picks	5 Year GS Cost
Bane <effect>: 1	1	200	2	300	3	400
Bane <effect>: 2	2	400	3	600	4	800
Bane <effect>:3	3	600	4	900	5	1200
Cloak <effect>: 1	1	150	1	225	2	300
Cloak <effect>: 2	1	300	2	450	3	600
Cloak <effect>: 3	2	450	3	675	4	900

Magic Item: Improved Wands	1 Year Picks	1 Year GS Cost	3 Year Picks	3 Year GS Cost	5 Year Picks	5 Year GS Cost
Enhance Wand: 2	1	200	1	300	2	400
Enhance Wand: 3	2	400	2	600	2	800
Greater Wand: +1	1	300	1	450	2	600
Greater Wand +2	2	600	2	900	2	1200

Added Effects	1 Year Picks	1 Year GS Cost	3 Year Picks	3 Year GS Cost	5 Year Picks	5 Year GS Cost
Item Recall	0	500	1	650	1	800
Silver (if weapon)	0	50	0	100	0	150
Spirit Link	1	400	2	500	2	600
Spirit Lock	0	200	1	250	1	300