

# MAGIC ITEM CRAFTING

**A**n elven smith looks proudly over the newly completed sword as it lays amongst the remains of the various ingredients used forge it to her own custom design. She raises out her hand and it flies into her grip, electricity dancing along its edge.

A bloodied, but determined dwarf, carefully skins a section of undamaged hide from a defeated dragon. The battle nearly cost him everything, but the enchanted scales will bring him a fortune.

A human wizard searches through the musty tomes of a long forgotten library until he finds it at last. The designs for the fabled Robe of the Archmagi.

The Magic Item Crafting System allows players to create magic items from the Dungeon Master Guide as well as their own custom creations using magical ingredients that are found through adventuring. These ingredients serve as an alternate form of treasure DMs can provide to their players. Player characters with the appropriate tools proficiencies can craft items from the ingredients they find, or they can find NPCs with the skills needed to craft the items they desire. Players with no intention of crafting can simply sell the ingredients they find.

## USING THE CRAFTING SYSTEM

The Magic Item Crafting System is broken up into three main parts. Parts 1 & 2 can be implemented independently of the other parts of this document, but Part 3 assumes Parts 1 & 2 are both being used.

**Part 1** covers the ways in which you can add magical ingredients as a form of treasure into your games. These are similar to gems and art objects from the DMG, and can be used to create more flavorful and engaging treasure as players harvest and discover strange magical materials.

**Part 2** is specific to DMs and includes revised Magic Item Tables as well as new magic items suitable for low level characters. These alternative Magic Item Tables sort magic items based on their perceived in game value rather the rarity listed in the DMG. This creates a more consistent power scale in terms of the magic items players will receive as they level up.

**Part 3** includes rules that allow players to convert harvested ingredients into magic items of their own design. This is followed by a section listing all the available magic effects that can be incorporated into an item.

# PART 1: MAGIC INGREDIENTS



hroughout their adventures, players acquire vast amounts of wealth. Aside from magical items, this generally takes the form of gold and a handful of gems and random art objects. This section details how players can acquire more unique wealth in the form of Magic Ingredients.

Magic Ingredients are items and materials players can find during their adventures that have a gp value they can be sold for, similar to the gems and art objects in the DMG, but also have properties that potentially make them useful for crafting. Magic Ingredients can come in many forms, from enchanted roses and hydra blood, to dragon hide and fiendish scrap metal.

Despite the fact that they are innately magical in nature, Magic Ingredients generally have little to no use in their current state and are mostly useful for the gold they can fetch on the open market, or their use in crafting more functional magic items.

## INGREDIENT PROPERTIES

Whatever form they take, there are three general properties that determine a Magic Ingredient's value and utility: Rarity, Material, and Energy.

### RARITY

Rarity determines the gp value of the Ingredient. Rarer Ingredients are generally found in more dangerous settings and are worth more gp.

### INGREDIENT RARITY VALUES

Ingredient Rarity	Value (gp)
Poor	5
Mundane	10
Common	50
Uncommon	100
Rare	500
Very Rare	1,000
Epic	5,000
Legendary	10,000
Mythic	50,000

### MATERIAL

Material describes what sort of physical substance makes up the majority of the Ingredient, such as a metal, bone, or wood. The material helps determine who is likely to carry them and what sorts of creatures they can be harvested from.

The material is also important for determining what sorts of items the Ingredient can be used to craft and what types of tool proficiencies are needed to know how to work with the Ingredient. For example, a magic sword will generally require metal to craft, and proficiency with Smith's Tools will be needed to know how to work the metal into the sword.

### BONE

Bone Ingredients include shells, coral, and carapaces from the creatures with exoskeletons. It can most often be found through harvesting slain creatures. In this document Woodcarver's Tools have been renamed Carver's Tools as those tools can also be used to carve bone into various types of items.

### CLOTH

Cloth Ingredients include any materials that can be used as a fabric, which includes animal products such as silks and furs. The animal products can be harvested from the associated creatures, otherwise cloth is generally found in the possession of creatures that have use for it. Cloth is primarily useful to Weavers.

### ESSENCE

Essence Ingredients include ethereal substances, and it is often left behind by supernatural beings that are expelled from the material plane, especially incorporeal creatures. Due to its magical and incorporeal nature, it must be harvested in vials for later use. Though there isn't any type of craftsman that specifically needs Essence for their crafting, their formless nature means that they can be incorporated into nearly any type of craftable item.

### FLESH

Flesh includes any form of meat or organs and is typically harvested from slain creatures. Flesh can be used as an aid when crafting certain types of items, but is primarily useful for crafting consumable items and as such is sought after by those with Alchemist's Tools and Cook's Tools. Flesh generally needs to be preserved for long term storage to prevent rotting.

### FLUID

Fluid can include any form of liquid Ingredient from enchanted water to magical blood, and can be used as an aid in crafting many types of items. Harvesting and storing it usually requires access to a vial or some other container that can hold liquid.

### GEM

Gems are often kept by creatures that understand their inherent value, and can be found in many treasure stashes. They can be incorporated into most types of items and are primary type of Ingredient needed by Jewelers.

## HIDE

Hides can be made into many types of wearable equipment and can be harvested from most types of beasts, dragons, and monstrosities. It can also be found in the form a wearable goods found on many types of humanoids. Hides are the primary type of Ingredient used by Leatherworkers.

## METAL

Metals are most often found in the form of weapons and gear. While this equipment may be usable in its current state, it generally won't have any magical functionality as is. Crafters can break down this equipment to utilize it in the creation of magic items, and metals such as these serve as the primary material needed by Smiths.

## PARCHMENT

Parchment includes other flexible materials uses for writing and drawing such as canvas and paper. Parchment rarely appears in the wild and is more often found in the possession of intelligent creatures and scattered through locations such as temples and libraries. Parchment is the primary material needed by Calligraphers, Cartographers, and Painters.

## PLANT

Plants include most forms of fungus and vegetation other than carvable wood. Other than being harvested off of plant creatures, plants are usually found through foraging. Plants have limited usage in the creation of weapons and gear, but are useful crafting consumable items. As such they are useful for Alchemists, Chefs, and Herbalists.

## STONE

Stone includes any non-metal and non-gemstone minerals. It can be harvested from stone based constructs and elementals and found in mountainous or subterranean environments. Stone can be used as a component in many types of items, especially those created by carvers. Glassblowers can also turn stone into glass, making it the primary material needed for their crafting.

## WOOD

Wood includes all carvable, plant based material. It can be harvest through foraging in wooded environments and found in the form of weapons and equipment. While this equipment may be usable in its current state, it generally won't have any magical functionality as is. Crafters can break down this equipment to utilize it in the creation of magic items, and wood such as this serves as the primary material needed by Carvers.

## ENERGY

All Magic Ingredients have some sort of magical property which is referred to as that Ingredient's Energy. There are different types of Energies which correspond to the different supernatural forces present in the world. Ingredients found in close proximity to those forces are more likely to have its associated Energy. For example, Ingredients found near a crossing to the Feywild are more likely to have Fey Energy.

The Energy of an Ingredient dictates what sorts of magical effects it can add to the item it is being crafted into. Different types of Energies allow access to different types of magical item effects.

## FIRE

Fire Energy stems primarily from the Elemental Plane of Fire. Ingredients with Fire Energy are most often found in locations bordering that plane, or any other that has abundant sources of flame, such as the Nine Hells.

It can also be found in areas of intense heat such as near volcanos or in deserts. Ingredients carried by creatures that wield magical flames also tend to have Fire Energy.

**Damage Types:** Fire, Radiant

**Resistances:** Fire

**Stats:** Charisma, Strength

**Status Effects:** None

**Associated Magic Effects:**

- Fire and Heat Manipulation
- Inspiring Others:
  - Fear and Exhaustion Negation
  - Temporary Hit Points
- Item Creation
- Retribution Effects
- Energy Sources
- Pheonix-like Revivification

## WATER

Water Energy stems primarily from the Elemental Plane of Water. Ingredients with Water Energy are most often found in locations bordering that plane, or in other vast sources of water. Ingredients harvested from deep sea creatures often have Water Energy as well.

**Damage Types:** Acid, Bludgeoning, Cold

**Resistances:** Acid, Cold

**Stats:** Dexterity, Intelligence

**Status Effects:** Grappled, Restrained

**Associated Magic Effects:**

- Aquatic Adaptation
- Water Manipulation
- Healing
- Evasiveness
- Cold Based Effects
- Image Distortion
- Dehydration Effects

## EARTH

Earth Energy stems primarily from the Elemental Plane of Earth. Ingredients with Earth Energy are most often found in locations bordering that plane, or deep underground.

Ingredients harvested from subterranean creatures often have Earth Energy as well.

**Damage Types:** Bludgeoning, Piercing, Slashing

**Resistances:** Acid, Bludgeoning, Lightning, Piercing, Poison, Slashing

**Stats:** Constitution, Strength

**Status Effects:** Petrified, Restrained, Prone, Stunned

**Associated Magic Effects:**

- Digging and Earth Manipulation
- AC Boosts
- Temporary Hit Points
- Shoving, Rooting, and Slowing Effects
- Gravity Manipulation
- Ignoring Difficult Terrain

- Creation of Items and Structures
- Drawing Attacks To Yourself and Resisting Them

## AIR

Air Energy stems primarily from the Elemental Plane of Air. Ingredients with Air Energy are most often found in locations bordering that plane, or locations at very high altitudes. Ingredients harvested from aerial creatures often have Air Energy as well.

**Damage Types:** Lightning, Slashing, Thunder

**Resistances:** Lightning, Thunder

**Stats:** Charisma, Dexterity

**Status Effects:** Deafened, Invisible, Restrained, Paralyzed, Prone

**Associated Magic Effects:**

- Wind Manipulation
- Freedom of Movement Effects
- Flight
- Increased Speed
- Flying Objects
- Moving Other Creatures
- Evasiveness
- Making Items Lighter

## FEY

Air Energy stems primarily from the Feywild. Ingredients with Fey Energy are most often found in locations bordering that plane, or locations associated with races originally from the Feywild, such as elves and gnomes. Ingredients found from fey creatures often have Fey Energy as well.

**Damage Types:** Poison

**Resistances:** None

**Stats:** Charisma, Dexterity

**Status Effects:** Charmed, Fear, Invisible, Poisoned, Sleep

**Associated Magic Effects:**

- Transmutation
- Illusions
- Light
- Emotional Manipulation
- Animal Manipulation and Transmutation
- Curses
- Evasiveness
- Reflecting Attacks
- Defense Negation
- Bardic Abilities
- Anti-Construct Abilities
- Short Range Teleportation

## SHADOW

Shadow Energy stems primarily from the Shadowfell. Ingredients with Shadow Energy are most often found in locations bordering that plane, or locations saturated with necrotic magic. Ingredients found from undead often have Shadow Energy as well.

**Damage Types:** Cold, Psychic, Necrotic

**Resistances:** Cold, Necrotic

**Stats:** Constitution

**Status Effects:** Exhaustion, Blinded, Deafened, Fear, Paralysis

**Associated Magic Effects:**

- Necromatic Magic
- Shadowfell Magic
- Darkness Effects
- Curses
- Vitality Draining and Healing Prevention
- Life Stealing
- Instant Kill Effects

## CELESTIAL

Celestial Energy stems from the divine planes that are the homes of gods. It can also be associated with actual celestial bodies such as stars. Ingredients with Celestial Energy are most often found in locations of divine significance.

Ingredients found from celestials often have Celestial Energy, and divine agents will often reward adventurers with Ingredients that have Celestial Energy.

**Damage Types:** Lightning, Radiant

**Resistances:** Necrotic, Radiant

**Stats:** Strength, Wisdom

**Status Effects:** Blinded

**Associated Magic Effects:**

- Divine Aid (Good Aligned)
- Inspiring Others
- Healing
- Light
- Anti Fiend and Undead Effects
- Resurrection
- Negating Status Effects and Disadvantage
- Retribution Effects

## FIENDISH

Fiendish Energy stems from the divine planes that are the homes of fiends. Ingredients with Fiendish Energy are most often found in locations that have felt heavy influence from fiends. Ingredients found from fiends and those that consort with them will often have Fiendish Energy.

**Damage Types:** Acid, Fire, Necrotic, Poison

**Resistances:** Fire, Poison

**Stats:** Constitution, Strength

**Status Effects:** Exhaustion, Fear, Poisoned

**Associated Magic Effects:**

- Divine Aid (Evil Aligned)
- Diseases
- Wounding Effects
- Physical Enhancement
- Life Steal
- Healing Prevention
- Critical Strike Enhancement
- Retribution Effects

## ORDERLY

Orderly Energy stems from the divine planes of law.

Ingredients with Orderly Energy are most often found in locations that are highly organized and sophisticated in their design, and often maintained with the aid of magic. Such locations are likely to include wizard's sanctums, major metropolises, and artificial locations such as a clockwork fortress.

Ingredients found from constructs and planar beings with a lawful alignment will often have Orderly Energy.

**Damage Types:** Force

**Resistances:** Force, Psychic, Radiant

**Stats:** Constitution, Wisdom

**Status Effects:** Restrained, Paralyzed

**Associated Magic Effects:**

- AC Boosts
- Shields and Barriers
- Animating Objects and Constructs
- Magical Security Effects
- Banishment
- Magical Contracts and Obligations
- Teamwork Effects
- Negating Advantage and Disadvantage
- Item Creation

## CHAOTIC

Chaotic Energy stems from the divine planes of chaos. Ingredients with Chaotic Energy are most often found in locations that have been warped and distorted. Such locations are likely to include ruins blasted apart by magical catastrophes and sites where large amounts of magical experimentation has taken place. Ingredients found from creatures warped by magical energies, planar beings with a chaotic alignment will often have Chaotic Energy. Many aberrations are the result of magical mutations or have the ability to warp reality, and as such, can often be harvested for Chaotic Ingredients.

**Damage Types:** Psychic

**Resistances:** None

**Stats:** Dexterity, Intelligence

**Status Effects:** Blinded, Deafened

**Associated Magic Effects:**

- Effects That Can Produce Multiple Damage Types
- Mutation
- Teleportation
- Time Manipulation
- Randomness
- Madness and Confusion
- Reflecting Attacks
- Defense Negation
- Aberration Abilities
- Reality Distortion
- Gravity Manipulation

## PRIMEVAL

Primeval Energy stems from life and the natural world. Ingredients with Primeval Energy are most often found in wild locations with abundant life. Ingredients found from oversized beasts, plant creatures, those wielding druidic magic will often have Primeval Energy.

**Damage Types:** Acid, Bludgeoning, Piercing, Poison, Slashing

**Resistances:** None

**Stats:** Constitution, Strength, Wisdom

**Status Effects:** Prone, Grappled

**Associated Magic Effects:**

- Healing
- Temporary Hit Points

- Curing Poison, Disease, and Exhaustion
- Plant and Animal Manipulation
- Physical Enhancement and Brute Force
- Negating Ranged Attacks
- Ignoring Difficult Terrain
- Anti Magic, Undead, and Construct Effects

## PSYCHIC

Psychic Energy is the result of supernatural forces associated with the mind and psyche. Ingredients with Psychic Energy are most often found in locations saturated with psionic energy or influenced by aberrant forces. Haunted locations also tend to be rife with Psychic Energy. Ingredients found from creatures with psionic abilities or incorporeal undead will often have Psychic Energy.

**Damage Types:** Psychic

**Resistances:** Psychic

**Stats:** Intelligence

**Status Effects:** Charmed, Fear, Stun, Sleep

**Associated Magic Effects:**

- Mind Reading
- Mind Control
- Telekinesis
- Sense Distortion
- Divination
- Enhanced Senses
- Curing Mental Status Effects

## NEUTRAL

Some Ingredients don't have a specific type of Energy. While they are just as potently magical as any other Ingredient, their Energy is essentially a blank slate. These Ingredients are worth just as much gp as any other Ingredient of their rarity, and many artisans value the flexibility these items provide when crafting.

# GATHERING INGREDIENTS

Outside of the treasure hoards uncovered throughout their adventures, the most common ways players will acquire Magic Ingredients will be by harvesting them from slain creatures, foraging for them in the wilderness, and finding them through the investigation.

After overcoming dangerous enemies or other encounters, players will usually have the chance to collect some amount of wealth afterwards in the form of money or valuable Ingredients. Ingredients can be gained by either harvesting them from slain creatures, foraging for them in the surrounding area, or using investigation to discover the Ingredients hidden nearby or on the bodies of defeated foes.

For more information on how these Ingredients should be made available to players, see **Part 2**.

## HARVESTING

Slain creatures often provide an opportunity for players to harvest their remains for valuable Ingredients. The type of creature that has been slain dictates what types of Ingredients can be harvested from it and what skills will be needed to do the harvesting. The following list provides guidelines for what types of skills will normally be required to harvest Ingredients from different types of creatures, though the DM may make different rulings.

**Beast:** Survival, Nature

**Celestial:** Survival, Religion

**Construct:** Arcana

**Dragon:** Survival, Nature

**Elemental:** Nature, Arcana

**Fey:** Nature, Survival

**Fiend:** Survival, Religion

**Giant:** Survival, Medicine

**Humanoid:** Survival, Medicine

**Ooze:** Nature, Arcana

**Plant** Nature, Survival

**Undead (Corporeal):** Same as Equivalent Living Creature

**Undead (Incorporeal):** Arcana, Religion

The character making the harvesting check does not need proficiency in the required skill and may receive help from another character to gain advantage on the check. If all characters involved in the harvesting both have proficiency with the required skill, they may choose what type of material they harvest, assuming it is a material they can harvest from the creature using the chosen skill. Characters have no control over the type of energy the harvested Ingredient has.

If a character has proficiency with tools capable of crafting items, those tools may be used to harvest Ingredients of that tool's **Primary Material Type**. For example, Smith's tools can be used to harvest metal Ingredients. See **Part 3** for more information on the **Primary Material Type** for each tool.

For more information on the types of Ingredients that can be harvested and setting the harvesting DCs, see **Part 3**.

## FORAGING AND INVESTIGATION

Sometimes Ingredients are found in the surrounding environment rather than harvested from slain foes. When facing encounters with creatures that can't be harvested or encounters that don't involve creatures at all, Ingredients will often be found by foraging or investigating the adventure locale. In these cases, the players have no control over the types of Ingredients that are collected, even if they have proficiency in the skills being used.

### FORAGING

During wilderness based adventures where the environment itself is the challenge the players must overcome, the DM may call for Wisdom (Survival) checks to find Ingredients in the environment.

### INVESTIGATING

Humanoid creatures generally can't be harvested for Ingredients, but they often keep valuable items hidden on their person or in their territory. In these cases, the DM may call for an Intelligence (Investigation) check to find hidden Ingredients rather than harvesting them.

## BUYING INGREDIENTS

Players may attempt to shop for and purchase Ingredients in between their adventures. Due to their exotic nature and rarity, Ingredients are usually not readily available in the open market, and players will have to spend time and gold to make contacts and find Ingredients available for purchase.

**Resources.** The cost and difficulty of finding Ingredients depends on the rarity of the Ingredients the player wishes to purchase. There are four tiers of rarity at which the player can shop, detailed below. Shopping for Ingredients requires one work week, and an amount of gp dependent on the Expense Cost for the tier of rarity the player has chosen. The player may spend more time and money to increase the odds of finding the desired Ingredient. At the DM's discretion, shopping may take less time or some areas may not have access to higher tiers of Ingredients.

**Resolution.** The character seeking Ingredients for purchase makes a Charisma (Persuasion) check to determine the quantity and quality of the Ingredients found. The character may add a +1 to the roll for every additional week spent searching for Ingredients and an additional +1 for every additional expenditure of gp equal to the Expense Cost. The total of these bonuses may not exceed +10.

When shopping for an Ingredient, the character determines a type of Ingredient being searched for, either by specifying a desired Material (such as Metal), or a specific Energy (such as Fire). The non specified attribute is determined at random by the DM. In the character's search, other random Ingredients will usually turn up for purchase as shown in the Shopping Tables below. The properties of these Ingredients are determined randomly by the DM. All Ingredients found can be purchased by the character at their gp value. See **Ingredient Rarity Values** (pg.2) for the gp values of different Ingredient rarities.

The player may specify both the Material and the Energy of the desired Ingredient when shopping (such as Fire Metal). However, doing so causes the Charisma (Persuasion) check to be made with disadvantage. Conversely, the character may choose not to specify any attribute of the desired Ingredient, and make the check with advantage.

## APPRENTICE TIER SHOPPING

Expense Cost: 1gp

d20	Desired Ingredients Found	Other Ingredients Found
1-5	1 Poor	None
6-10	2 Poor	1 Poor
11-15	1 Mundane	1 Poor
16-20	1 Mundane	2 Poor
21-25	2 Mundane	3 Poor
26-30	3 Mundane	4 Poor

## JOURNEYMAN TIER SHOPPING

Expense Cost: 10gp

d20	Desired Ingredients Found	Other Ingredients Found
1-5	3 Mundane	2 Mundane
6-10	1 Common	2 Mundane
11-15	2 Common	1 Common
16-20	1 Uncommon	1 Common
21-25	1 Uncommon	2 Common
26-30	2 Uncommon	3 Common
31-35	3 Uncommon	4 Common

## EXPERT TIER SHOPPING

Expense Cost: 100gp

d20	Desired Ingredients Found	Other Ingredients Found
1-5	3 Uncommon	2 Uncommon
6-10	1 Rare	2 Uncommon
11-15	2 Rare	1 Rare
16-20	1 Very Rare	1 Rare
21-25	1 Very Rare	2 Rare
26-30	2 Very Rare	1 Very Rare
31-35	3 Very Rare	2 Very Rare

## MASTER TIER SHOPPING

Expense Cost: 1,000gp

d20	Desired Ingredients Found	Other Ingredients Found
1-5	3 Very Rare	2 Very Rare
6-10	1 Epic	2 Very Rare

11-15	2 Epic
16-20	1 Legendary
21-25	1 Legendary
26-30	2 Legendary
31-35	3 Legendary

## RANDOM PROPERTY TABLES

The DM may use these tables to determine the random attributes of Ingredients found while shopping. These tables assume all Material and Energy types are equally likely to be found. Depending on the area where the characters are shopping, the DM may modify these tables to favor some properties or exclude others. Players should be made aware if some types of Ingredients are unavailable before they begin shopping.

### MATERIAL TYPES

d12	Material
1	Bone
2	Cloth
3	Flesh
4	Fluid
5	Gem
6	Hide
7	Metal
8	Parchment
9	Plant
10	Stone
11	Wood
12	Essense

### ENERGY TYPES

d12	Energy
1	Fire
2	Water
3	Earth
4	Air
5	Fey
6	Shadow
7	Celestial
8	Fiendish
9	Orderly
10	Chaotic
11	Psychic
12	Primeval

# BREAKING DOWN ITEMS

Players can break down magic items they have no use for and salvage them for Ingredients. Doing so requires proficiency with the tools that would be used to craft the item being broken down and an amount of time dependent on the complexity and rarity of the item.

The Rarity of the salvaged Ingredients is dependent on the power of the item's magic effects.

The Material of the salvaged Ingredients is dependent on the materials the item is made of. If the item is made of multiple materials, the player can generally chose the type material that is salvaged. Though, if the player is harvesting multiple Ingredients, the GM may limit the amounts of some types of material that are salvaged.

The Energy of the salvaged Ingredients is dependent on the Energy types associated with the item's effects. For example, an item with an effect associated with Air or Fey Energy can be salvaged for an Ingredient with one of those Energy types.

If the effect can have multiple Energy types associated with it, the DM can determine which of these Energy types the salvaged Ingredient has randomly, or choose the Energy type that best matches the item.

A permanent item with multiple effects can be broken down into one Ingredient per effect, and consumable items can be broken down into a single Ingredient as shown in the table below.

## RARITY OF SALVAGED INGREDIENTS

Item Effect Level	Permanent Item	Consumable Item
Apprentice	Uncommon Ingredient	Mundane Ingredient
Journeyman	Rare Ingredient	Common Ingredient
Expert	Very Rare Ingredient	Uncommon Ingredient
Master	Epic Ingredient	Rare Ingredient
Legend	Legendary Ingredient	Very Rare Ingredient

The amount of time it takes to break down an item is dependent on the the amount of effects the item has, and the level of those effect. The table below lists the Base Crafting Time for breaking down an item based on the effects it has. The rules for the amount of time it takes to break down an item are the same as they are for crafting an item. See **Crafting Time** on page 10 for more details.

## BASE TIME TO BREAK DOWN MAGIC ITEMS

Effect Level	Permanent Item Effect	Consumable Item
Apprentice	10 hrs	2 hrs
Journeyman	15 hrs	3 hrs
Expert	20 hrs	4 hrs
Master	25 hrs	5 hrs
Legend	30 hrs	6 hrs

# PART 2: MAGIC ITEM TABLES



This section contains the information needed for GMs to run sessions with magic. Ingredients as an alternative form of loot. It contains alternative versions of the treasure tables and magic item tables found in the DMG that account for magic ingredients as treasure.

## TREASURE HOARDS

The following treasure hoard tables are alternatives to those found in the DMG and replace gems and art objects with magic ingredients. These tables only list the rarity and quantity of ingredients found. The material and energy properties can be determined randomly or you can pick out properties that suit the location where they are found.

### TREASURE HOARD: 0-4

Coin	CP	SP	EP	GP	PP
	6d6 x 100 (2,100)	3d6 x 100 (1,050)	-----	2d6 x 10 (70)	-----
d100	Ingredients	Magic Items			
01-06	-----				
07-16	2d6 (7) Mundane				
17-26	1d4 (2) Common				
27-36	1d6 (3) Uncommon				
37-44	2d6 (7) Mundane	Roll 1d6 times on Magic Item Table A			
45-52	1d4 (2) Common	Roll 1d6 times on Magic Item Table A			
53-60	1d6 (3) Uncommon	Roll 1d6 times on Magic Item Table A			
61-65	2d6 (7) Mundane	Roll 1d4 times on Magic Item Table B			
66-70	1d4 (2) Common	Roll 1d4 times on Magic Item Table B			
71-75	1d6 (3) Uncommon	Roll 1d4 times on Magic Item Table B			
76-78	2d6 (7) Mundane	Roll 1d4 times on Magic Item Table C			
79-80	1d4 (2) Common	Roll 1d4 times on Magic Item Table C			
81-85	1d6 (3) Uncommon	Roll 1d4 times on Magic Item Table C			
86-92	1d4 (2) Common	Roll 1d4 times on Magic Item Table F			
93-97	1d6 (3) Uncommon	Roll 1d4 times on Magic Item Table F			
98-99	1d4 (2) Common	Roll once on Magic Item Table G			
00	1d6 (3) Uncommon	Roll once on Magic Item Table G			

## TREASURE HOARD: 5-10

Coin	CP	SP	EP	GP	PP
	2d6 x 100 (700)	2d6 x 1,000 (7,000)	-----	6d6 x 100 (2,100)	3d6 x 10 (105)
d100	Ingredients	Magic Items			
01-04	-----				
05-10	1 Uncommon				
11-16	2d4 (5) Uncommon				
17-22	1d4 (2) Rare				
23-28	1 Very Rare				
29-32	1 Uncommon	Roll 1d6 times on Magic Item Table A			
33-36	2d4 (5) Uncommon	Roll 1d6 times on Magic Item Table A			
37-40	1d4 (2) Rare	Roll 1d6 times on Magic Item Table A			
41-44	1 Very Rare	Roll 1d6 times on Magic Item Table A			
45-49	1 Uncommon	Roll 1d4 times on Magic Item Table B			
50-54	2d4 (5) Uncommon	Roll 1d4 times on Magic Item Table B			
55-59	1d4 (2) Rare	Roll 1d4 times on Magic Item Table B			
60-63	1 Very Rare	Roll 1d4 times on Magic Item Table B			
64-66	1 Uncommon	Roll 1d4 times on Magic Item Table C			
67-69	2d4 (5) Uncommon	Roll 1d4 times on Magic Item Table C			
70-72	1d4 (2) Rare	Roll 1d4 times on Magic Item Table C			
73-74	1 Very Rare	Roll 1d4 times on Magic Item Table C			
75-76	1 Uncommon	Roll once on Magic Item Table D			
77-78	2d4 (5) Uncommon	Roll once on Magic Item Table D			
79	1d4 (2) Rare	Roll once on Magic Item Table D			
80	1 Very Rare	Roll once on Magic Item Table D			
81-84	1 Uncommon	Roll 1d4 times on Magic Item Table F			
85-88	2d4 (5) Uncommon	Roll 1d4 times on Magic Item Table F			
89-91	1d4 (2) Rare	Roll 1d4 times on Magic Item Table F			
92-94	1 Very Rare	Roll 1d4 times on Magic Item Table F			
95-96	1d4 (2) Rare	Roll 1d4 times on Magic Item Table G			
97-98	1 Very Rare	Roll 1d4 times on Magic Item Table G			
99	1d4 (2) Rare	Roll once on Magic Item Table H			
00	1 Very Rare	Roll once on Magic Item Table H			

## TREASURE HOARD: 11-16

Coin	CP	SP	EP	GP	PP
-----	-----	-----	-----	4d6 x 1,000 (14,000)	5d6 x 100 (1,750)
d100	Ingredients	Magic Items			
01-03	-----				
04-06	1 Very Rare				
07-09	1d6 (3) Very Rare				
10-12	1 Epic				
13-15	1 Legendary				
16-19	1 Very Rare	Roll 1d4 times on Magic Item Table A and 1d6 times on Magic Item Table B			
20-23	1d6 (3) Very Rare	Roll 1d4 times on Magic Item Table A and 1d6 times on Magic Item Table B			
24-26	1 Epic	Roll 1d4 times on Magic Item Table A and 1d6 times on Magic Item Table B			
27-29	1 Legendary	Roll 1d4 times on Magic Item Table A and 1d6 times on Magic Item Table B			
30-35	1 Very Rare	Roll 1d6 times on Magic Item Table C			
36-40	1d6 (3) Very Rare	Roll 1d6 times on Magic Item Table C			
41-45	1 Epic	Roll 1d6 times on Magic Item Table C			
46-50	1 Legendary	Roll 1d6 times on Magic Item Table C			
51-54	1 Very Rare	Roll 1d4 times on Magic Item Table D			
55-58	1d6 (3) Very Rare	Roll 1d4 times on Magic Item Table D			
59-62	1 Epic	Roll 1d4 times on Magic Item Table D			
63-66	1 Legendary	Roll 1d4 times on Magic Item Table D			
67-68	1 Very Rare	Roll once on Magic Item Table E			
69-70	1d6 (3) Very Rare	Roll once on Magic Item Table E			
71-72	1 Epic	Roll once on Magic Item Table E			
73-74	1 Legendary	Roll once on Magic Item Table E			
75-76	1 Very Rare	Roll once on Magic Item Table F and 1d4 times on Magic Item Table G			
77-78	1d6 (3) Very Rare	Roll once on Magic Item Table F and 1d4 times on Magic Item Table G			
79-80	1 Epic	Roll once on Magic Item Table F and 1d4 times on Magic Item Table G			
81-82	1 Legendary	Roll once on Magic Item Table F and 1d4 times on Magic Item Table G			
83-85	1 Very Rare	Roll 1d4 times on Magic Item Table H			
86-88	1d6 (3) Very Rare	Roll 1d4 times on Magic Item Table H			
89-90	1 Epic	Roll 1d4 times on Magic Item Table H			
91-92	1 Legendary	Roll 1d4 times on Magic Item Table H			
93-94	1 Very Rare	Roll once on Magic Item Table I			
95-96	1d6 (3) Very Rare	Roll once on Magic Item Table I			
97-98	1 Epic	Roll once on Magic Item Table I			
99-00	1 Legendary	Roll once on Magic Item Table I			

## TREASURE HOARD: 17+

Coin	CP	SP	EP	GP	PP
-----	-----	-----	-----	12d6 x 1,000 (42,000)	8d6 x 1,000 (28,000)
d100	Ingredients	Magic Items			
01-02	-----				
03-05	1d4 (2) Epic	Roll 1d8 times on Magic Item Table C			
06-08	1 Legendary	Roll 1d8 times on Magic Item Table C			
09-11	1d6 (3) Epic	Roll 1d8 times on Magic Item Table C			
12-14	1d4 (2) Legendary	Roll 1d8 times on Magic Item Table C			
15-22	1d4 (2) Epic	Roll 1d6 times on Magic Item Table D			
23-30	1 Legendary	Roll 1d6 times on Magic Item Table D			
31-38	1d6 (3) Epic	Roll 1d6 times on Magic Item Table D			
39-46	1d4 (2) Legendary	Roll 1d6 times on Magic Item Table D			
47-52	1d4 (2) Epic	Roll 1d6 times on Magic Item Table E			
53-58	1 Legendary	Roll 1d6 times on Magic Item Table E			
58-63	1d6 (3) Epic	Roll 1d6 times on Magic Item Table E			
64-68	1d4 (2) Legendary	Roll 1d6 times on Magic Item Table E			
69	1d4 (2) Epic	Roll 1d4 times on Magic Item Table G			
70	1 Legendary	Roll 1d4 times on Magic Item Table G			
71	1d6 (3) Epic	Roll 1d4 times on Magic Item Table G			
72	1d4 (2) Legendary	Roll 1d4 times on Magic Item Table G			
73-74	1d4 (2) Epic	Roll 1d4 times on Magic Item Table H			
75-76	1 Legendary	Roll 1d4 times on Magic Item Table H			
77-78	1d6 (3) Epic	Roll 1d4 times on Magic Item Table H			
79-80	1d4 (2) Legendary	Roll 1d4 times on Magic Item Table H			
81-85	1d4 (2) Epic	Roll 1d4 times on Magic Item Table I			
86-90	1 Legendary	Roll 1d4 times on Magic Item Table I			
91-95	1d6 (3) Epic	Roll 1d4 times on Magic Item Table I			
96-00	1d4 (2) Legendary	Roll 1d4 times on Magic Item Table I			

# INDIVIDUAL TREASURE TABLES

The following treasure tables can be used as alternatives to the individual treasure tables found in the DMG. These tables can be used to provide magic ingredients as treasure rather than gold. If these ingredients are being harvested or found using Investigation or Survival, the tables can also be used to set the DCs for these checks and determine how many ingredients are found based on how well the player did on the check.

These tables only inform you how many ingredients should be harvested and at what rarity. The material and energy properties are dependent on nature of the encounter.

## HARVESTING: CHALLENGE 0-4

Harvesting DC	Ingredients Harvested
10	Poor x1
20	Poor x2

## HARVESTING: CHALLENGE 5-10

Harvesting DC	Ingredients Harvested
10	Mundane x1
13	Mundane x2
15	Common x1
20	Common x2
25	Common x3

## HARVESTING: CHALLENGE 11-16

Harvesting DC	Ingredients Harvested
12	Uncommon x1
15	Uncommon x2
17	Rare x2
27	Rare x3

## HARVESTING: CHALLENGE 17+

Harvesting DC	Ingredients Harvested
14	Very Rare x1
17	Very Rare x2
22	Epic x2
32	Epic x3

# ENCOUNTER INGREDIENT TABLES

The Individual Harvesting tables describe the quantity and quality of the ingredients found by players for encounters of a given challenge, but they don't determine the material or energy type. These are dependent on the specifics of the encounter.

When planning an encounter that will yield ingredients as a form of treasure, you can create Ingredient Tables that will dictate the types of ingredients that encounter can yield.

As an example, lets assume we're planning an encounter with a Giant Crocodile from the Monster Manual.

## STEP 1: DETERMINE HARVESTING METHOD

If the encounter involves creatures that can be slain and harvested for ingredients, determine what types of skills are needed to harvest the creature. The section on Harvesting in **Part 1** goes provides guidelines as to what skills are generally used for different creature types.

If the players are not likely to be slaying any harvestable creatures, consider placing the ingredients in the immediate environment. If they have been hidden, an Intelligence (Investigation) check may be needed to find them. If they are located in the wilderness, a Wisdom (Survival) check may be used instead.

The section on Gathering Ingredients in **Part 1** gives more details on how ingredients can be gathered.

For the Giant Crocodile example, we can assume an Intelligence (Nature) or Wisdom (Survival) check can be used when harvesting the materials from the crocodile.

## STEP 2: DETERMINE RARITY

Rarity is dependent on the challenge rating of the encounter. Simply match the challenge rating to the appropriate Harvesting table from the Individual Treasure Tables to determine the possible rarities for the ingredients.

A Giant Crocodile has a CR 5, so the Challenge 5-10 table would be used. This means the players could either harvest ingredients with a rarity of Mundane or Common.

## STEP 3: DETERMINE MATERIAL TYPES

Determine what types of materials the players are likely to harvest or find for the given encounter. The materials found should be intuitive for the players, so it is recommended you pick 1 to 4 materials that make sense for the given encounter.

When harvesting a beast, like the Giant Crocodile, Bone, Flesh, Fluid, and Hide usually make the most sense.

## MATERIAL TYPES

Material
Bone
Cloth
Flesh
Fluid
Gem
Hide
Metal
Parchment
Plant
Stone
Wood
Essense

Once you've picked your materials, create a table with them so can pick one at random if needed.

d4	Material
1	Bone
2	Hide
3	Flesh
4	Fluid

#### STEP 4: DETERMINE ENERGY TYPES

The energy type of an ingredient represents its metaphysical properties, and can sometimes be harder to intuit. **Part 1** contains descriptions of the 12 energy types used in this document and what sorts of creatures and environments they are each associated with.

In most cases it is best to pick 1 or 2 energy types for a given encounter. If the encounter isn't very supernatural in nature, it makes more sense for the ingredients found to not have an energy type and be Neutral. Creatures and environments that are more otherworldly in nature will be more likely to yield ingredients with a matching energy type.

#### ENERGY TYPES

Energy
Fire
Water
Earth
Air
Fey
Shadow
Celestial
Fiendish
Orderly
Chaotic
Psychic
Primeval

For the Giant Crocodile example, because the creature is an oversized beast, the Primeval energy is appropriate. It is also a partially aquatic creature, so the Water energy can be used as well. Because it is not necessarily supernatural in origin, we'll set the odds so that half the time, the harvested ingredient is neutral.

#### ENERGY TYPES

d4	Energy
1-2	Neutral
3	Primeval
4	Water

These energy types are by no means set in stone. Customizing the ingredients being found to the circumstances of the encounter can help reinforce a theme for an entire adventure. For example, if the adventurers were exploring a land cursed by necromancers, you could have all the creatures in there yield ingredients with the Shadow property to show how the corruption has seeped into the wildlife.

#### EXAMPLE INGREDIENT TABLES: GIANT CROCODILE (CR 5)

**Harvesting Skills:** Intelligence (Nature) or Wisdom (Survival)

Harvesting DC	Ingredients Harvested
10	Mundane x1
13	Mundane x2
15	Common x1
20	Common x2
25	Common x3

d4	Material
1	Bone
2	Hide
3	Flesh
4	Fluid

  

d4	Energy
1-2	Neutral
3	Primeval
4	Water

#### DESCRIBING INGREDIENTS

In order to sell ingredients or use them for crafting, all the players need to know about them are their rarity, material, and energy property, if any. However, the players will often feel more immersed when there is more to the ingredients they find than simple mechanical descriptions. Telling players they harvested "Common Primeval Hide" can suffice, but describing it as "Primordial Crocodile Scales" will make it come alive and feel like a real item they collected. This is especially important if the ingredient is a special, stand-alone item like a quest reward or something harvested from a major foe.

While using your imagination to come up with inspiring narrative descriptions for major items can be a fun creative exercise, trying to do this for every item harvested or discovered throughout an adventure can be daunting. If players are repeatedly harvesting multiple ingredients after every encounter, it will be simpler to describe them solely based on their rarity, material, and energy.

If the players harvest several bones from a group of slain giant crocodiles, you can simply refer to them all as common bones. If one of the players decides he's keen on collecting a crocodile jaw, he can specify that that is specifically what he's harvesting, and add that level of detail to his ingredient.

Alternatively, if you know you will be using the same or similar enemies throughout an adventure, you can customize their loot tables to reflect a greater level of detail, as shown in the example below.

### EXAMPLE INGREDIENT TABLES:

#### Giant Crocodile (CR 5)

**Harvesting Skills:** Intelligence (Nature) or Wisdom (Survival)

Harvesting DC	Ingredients Harvested
10	Mundane x1
13	Mundane x2
15	Common x1
20	Common x2
25	Common x3

d4 Material	Mundane Ingredient	Common Ingredient
1 Bone	Giant Crocodile Teeth	Giant Crocodile Bone
2 Hide	Giant Crocodile Hide	Giant Crocodile Scales
3 Flesh	Giant Crocodile Meat	Giant Crocodile Heart
4 Fluid	Giant Crocodile Blood	Giant Crocodile Tears

d4	Energy	Description Modifier
1-2	Neutral	None
3	Primeval	Primal
4	Water	Drenched

The **Description Modifier** represents an adjective you can add to the ingredient's name based on what energy type it is. For example, common primeval flesh, could be described as a Primal Giant Crocodile Heart.

This loot table isn't meant to be followed religiously, but to serve as an example of how you can add more character to the loot players harvest, while still keeping the naming conventions consistent enough to avoid confusion. If you or the players suddenly decide the crocodile's liver should be harvested, you can always deviate from what's listed here.

## MAGIC ITEM TABLES

The following magic item tables are alternatives to those found in the DMG. These tables are organized according to the approximate gp value of the items. While the magic items in the DMG have rarities that can be used to determine an approximate gp value, these values often conflict with the items actual power and utility.

These tables dispense with most of the assumptions about the rarity of items according to the DMG and reorganize them based on a reassessment of their actual power level.

These tables list the gold value of each item along with how many "magic effects" it can be assumed the item has. Knowing how many magic effects an item has is important if players wish to use custom crafting to add additional effects to the item. An item that already has three or more effects on it cannot have any more added through custom crafting, and the more effects the item possess, the greater the cost of adding additional effects.

### MAGIC ITEM TABLE A

d100	Magic Item	Value(gp)	Source
01-50	Potion of healing	50	DMG pg.187
51-60	Spell scroll (cantrip)	10	DMG pg.200
61-62	Quaal's Feather Token: Anchor	50	DMG pg.188
63-70	Rune of talent	50	Item List
71-90	Spell scroll (1st)	60	DMG pg.200
91-94	Spell scroll (2nd)	120	DMG pg.200
95-98	Potion of greater healing	150	DMG pg.187
99	Lesser Bag of Holding	1000	Item List
00	Driftglobe	750	DMG pg.166

### MAGIC ITEM TABLE B

d100	Magic Item	Value(gp)	Source
01-15	Potion of greater healing	150	DMG pg.187
16-22	Potion of fire breath	150	DMG pg.187
23-29	Potion of climbing	180	DMG pg.187
30-34	Ammunition, +1 (1d6+4 Pieces)	25 Each	DMG pg.152
35-39	Potion of animal friendship	200	DMG pg.187
40-44	Potion of heroism	180	DMG pg.188
45-49	Potion of invisibility	180	DMG pg.188
50-54	Potion of water breathing	180	DMG pg.188
55-59	Spell scroll (2nd)	120	DMG pg.200
60-64	Spell scroll (3rd)	200	DMG pg.200
65-67	Lesser bag of holding	1000	Item List
68-70	Elixir of health	120	DMG pg.168
71-73	Potion of mind reading	180	DMG pg.188
74-75	Quaal's feather token: fan	250	DMG pg.188
76-77	Quaal's feather token: whip	250	DMG pg.188
78-79	Nolzur's marvelous pigments	200	DMG pg.183

80-81	Scroll of protection	180	DMG pg.199
82-83	Philter of love	90	DMG pg.184
84	Ioun stone: sustenance	1000	DMG pg.177
85	Cap of water breathing	1000	DMG pg.157
86	Quiver of Ehlonna	1000	DMG pg.189
87	Driftglobe	750	DMG pg.166
88	Ring of warmth	1000	DMG pg.193
89	Helm of comprehending languages	500	DMG pg.173
90	Enchanted artisan's tools	500	Item List
91	Neckless of Xorn	750	Item List
92	Rod of magic detection	100	Item List
93	Orb of awareness	500	Item List
94	Potion of poison	100	DMG pg.188
95	Mega chains	250	Item List
96	Robe of useful items	Varies	DMG pg.195
97	Placeholder	XX	XX
98	Placeholder	XX	XX
99	Goggles of night	1500	DMG pg.172
00	Mariner's armor	1500	DMG pg.181

### MAGIC ITEM TABLE C

d100	Magic Item	Value(gp)	Source
01-15	Potion of superior healing	450	DMG pg.187
16-22	Spell scroll (4th)	320	DMG pg.200
23-27	Ammunition, +2 (1d6+4 Pieces)	100 Each	DMG pg.152
28-32	Potion of flying	500	DMG pg.187
33-37	Potion of growth	270	DMG pg.187
38-42	Potion of diminution	270	DMG pg.187
43-47	Potion of clairvoyance	960	DMG pg.187
48-52	Potion of vitality	960	DMG pg.188
48-52	Potion of gaseous form	300	DMG pg.187
53-57	Potion of resistance	300	DMG pg.188
58-62	Potion of speed	400	DMG pg.188
63-67	Spell scroll (5th)	640	DMG pg.200
68-70	Keoghtom's ointment	varies	DMG pg.179
71-73	Bag of holding	4000	DMG pg.153
71-73	Oil of slipperiness	480	DMG pg.184
74-75	Sovereign glue	400	DMG pg.200
76-77	Universal solvent	300	DMG pg.209
78-79	Dust of disappearance	300	DMG pg.166
80-81	Dust of dryness	varies	DMG pg.166

82-83	Dust of sneezing and choking	480	DMG pg.166
84-85	Elemental gem	960	DMG pg.167
86-87	Bead of force	960	DMG pg.154
89	Chime of opening	1500	DMG pg.158
90	Horseshoes of the zephyr	1500	DMG pg.175
91	Eyes of minute seeing	2500	DMG pg.168
92	Wand of secrets	1500	DMG pg.211
93	Wand of magic detection	1500	DMG pg.211
94	Lantern of revealing	5000	DMG pg.179
95	Immovable rod	5000	DMG pg.175
96	Ring of swimming	3000	DMG pg.193
97	Rope of climbing	2000	DMG pg.197
98	Saddle of the cavalier	2000	DMG pg.199
99	Heward's handy haversack	2000	DMG pg.174
00	Sending stones	2000	DMG pg.199

### MAGIC ITEM TABLE D

d100	Magic Item	Value(gp)	Source
01-20	Potion of supreme healing	1350	DMG pg.187
21-30	Potion of invulnerability	3840	DMG pg.188
31-40	Spell scroll (6th)	1280	DMG pg.200
41-47	Spell scroll (7th)	2560	DMG pg.200
48-52	Potion of hill giant strength	3000	DMG pg.187
53-57	Potion of frost giant strength	5000	DMG pg.187
58-62	Potion of stone giant strength	5000	DMG pg.187
63-67	Potion of fire giant strength	9000	DMG pg.187
68-72	Potion of cloud giant strength	15000	DMG pg.187
73-77	Oil of sharpness	3200	DMG pg.184
78-82	Oil of ethereality	1920	DMG pg.183
83-87	Ammunition (+3) (1d6+4 Pieces)	400	DMG pg.150
88-92	Spell scroll (8th)	5120	DMG pg.200
93-95	Potion of longevity	9000	DMG pg.188
88-89	Quaal's feather token: bird	3000	DMG pg.188
90-91	Quaal's feather token: swan boat	3000	DMG pg.188
92-93	Necklace of fireballs	varies	DMG pg.182
94-95	Horseshoes of speed	5000	DMG pg.175

96-97	Placeholder	XX	XX
98	Periapt of health	5000	DMG pg.184
99	Bag of devouring	N/A	DMG pg.153
00	Portable hole	8000	DMG pg.185
00	Alchemy jug	6000	DMG pg.150
00	Folding boat	10,000	DMG pg.170

#### MAGIC ITEM TABLE E

d100	Magic Item	Value(gp)	Source
01-30	Spell scroll (8th)	5120	DMG pg.200
31-55	Potion of storm giant strength	22000	DMG pg.187
56-70	Potion of supreme healing	1350	DMG pg.187
71-85	Spell scroll (9th)	10240	DMG pg.200
86-93	Placeholder	XX	XX
94-98	Arrow of Slaying (1d6+4 Pieces)	600 Each	DMG pg.152
99-00	Placeholder	XX	XX

#### MAGIC ITEM TABLE F

d100	Magic Item	Value(gp)	Source
01-15	Weapon, +1	1000	DMG pg.213
16-20	Wand of the war mage, +1	1200	DMG pg.212
21-23	Mithral Armor	800	DMG pg.182
24-26	Adamantine Armor	500	DMG pg.150
22-23	Vicious Weapon	350	DMG pg.209
24-25	Club of savagery	XXX	Item List
26-27	Whispersilk cloak	XXX	Item List
28-29	Rubblemaker	XXX	Item List
30-31	Storm trident	XXX	Item List
32-33	Ghostfire blade	XXX	Item List
34-35	Spore slinger	XXX	Item List
36-37	Jousting lance	XXX	Item List
38-39	Blade of insight	XXX	Item List
40-41	Riot gear	XXX	Item List
42-43	Crystal slippers	XXX	Item List
44-45	Mantle of tides	XXX	Item List
46-47	Rosethrown pike	XXX	Item List
48-49	Shining armor	XXX	Item List
50-51	Mace of the valiant	XXX	Item List
52-53	Lucky charm	XXX	Item List
54-55	Quiver of the striking cobra	XXX	Item List

56-57	Smoldering garrote	XXX	Item List
58-59	Bracers of the last stand	XXX	Item List
60-61	Dualist's standard	XXX	Item List
62-63	Cloak of daggers	XXX	Item List
64-65	Wind cord	XXX	Item List
66-67	Mox (roll d8)	XXX	Item List
	1	Amber	
	2	Jet	
	3	Ruby	
	4	Pearl	
	5	Chrome	
	6	Opal	
	7	Emerald	
	8	Sapphire	
68-69	Eversmoking bottle	1000	DMG pg.168
70-71	Horn of blasting	450	DMG pg.174
72-73	Sword of life-stealing	1000	DMG pg.206
74-75	Sword of vengeance	XXX	DMG pg.206
76-77	Trident of fish command	800	DMG pg.209
78-79	Goldean lions	1200	DMG pg.169
80-81	Placeholder	XXX	XXX
82-83	Placeholder	XXX	XXX
84-85	Placeholder	XXX	XXX
86-87	Placeholder	XXX	XXX
88-89	Placeholder	XXX	XXX
90-91	Placeholder	XXX	XXX
92-93	Placeholder	XXX	XXX
94-95	Placeholder	XXX	XXX
96-97	Placeholder	XXX	XXX
98-99	Placeholder	XXX	XXX
00	Placeholder	XXX	XXX

#### MAGIC ITEM TABLE G

d100	Magic Item	Value(gp)	Source
01-10	Weapon, +2	4000	DMG pg.213
11-15	Wand of the warmage, +2	4800	DMG pg.212
16-18	+1, Armor	1500	DMG pg.152
19	+1, Shield	1500	DMG pg.200

20	Gloves of swimming and climbing	2000	DMG pg.200	50	Prayer Bead - bless	2000	DMG pg.182	77
21	Ring of feather falling	2000	DMG pg.191	51	Pipes of the sewers	2000	DMG pg.185	79
22	Bracers of archery	1500	DMG pg.156	52	Sword of wounding	2000	DMG pg.207	
23	Circlet of blasting	1500	DMG pg.158	53	Dagger of venom	2500	DMG pg.160	
24	Javelin of lightning	1500	DMG pg.178	54	Gloves of Missile Snaring	3000	DMG pg.172	
25	Prayer bead - smiting	1500	DMG pg.182	55	Ioun Stone (Roll d6)	3000	DMG pg.177	
26	Wind fan	1500	DMG pg.213		1	Agility		
27	Sword of sharpness	1700	DMG pg.206		2	Fortitude		
28	Staff of the adder	1800	DMG pg.203		3	Insight		
29	Dancing sword	2000	DMG pg.160		4	Intellect		
30	Armor of vulnerability	XXX	DMG pg.152		5	Leadership		
31	Berserker Axe	XXX	DMG pg.155		6	Strength		
32	Gem of brightness	5000	DMG pg.171	56	Staff of withering	3000	DMG pg.205	
33	Glamored studded leather	2000	DMG pg.172	57	Cloak of protection	3500	DMG pg.159	
34	Frost brand	2200	DMG pg.171	58	Oathbow	3500	DMG pg.183	
35	Boots of elvenkind	2500	DMG pg.155	59	Ring of protection	3500	DMG pg.159	
36	Eyes of the eagle	2500	DMG pg.168	60	Boots of speed	4000	DMG pg.155	
37	Ring of jumping	2500	DMG pg.191	61	Dragon scale mail	4000	DMG pg.165	
38	Dimensional shackles	3000	DMG pg.165	62	Elven chain	4000	DMG pg.167	
39	Eyes of charming	3000	DMG pg.168	63	Ioun stone regeneration	4000	DMG pg.177	
40	Medallion of thoughts	3000	DMG pg.181	64	Iron bands of Bilarro	4000	DMG pg.177	
41	Boots of levitation	4000	DMG pg.155	65	Prayer bead - curing	4000	DMG pg.182	
42	Ring of animal influence	4000	DMG pg.189	66	Rope of entanglement	4000	DMG pg.197	
43	Boot of springing and striding	5000	DMG pg.156	67	Luckstone	4200	DMG pg.205	
44	Cloak of arachnida	5000	DMG pg.158	68	Flame tongue	5000	DMG pg.170	
45	Cloak of elvenkind	5000	DMG pg.158	69	Periapt of wound closure	5000	DMG pg.184	
46	Gloves of thievery	5000	DMG pg.172	70	Ring of evasion	5000	DMG pg.191	
47	Hat of disguise	5000	DMG pg.173	71	Ring of the ram	5000	DMG pg.193	
48	Periapt of proof against poison	5000	DMG pg.184	72	Tentacle rod	5000	DMG pg.208	
49	Slippers of spider climbing	5000	DMG pg.200	73	Necklace of adaptation	1500	DMG pg.182	
				74	Ring of water walking	1500	DMG pg.193	
				75	Staff of the python	2000	DMG pg.204	
				76	Necklace of adaptation	1500	DMG pg.182	

80	Wings of flying	5000	DMG pg.269
81	Wand of enemy detection	4000	DMG pg.210
82	Onyx dog	3,000	DMG pg.170
83	Silver raven	5,000	DMG pg.170
84	Animated shield	6,000	DMG pg.151
85	Armor of resistance	6,000	DMG pg.152
86	Arrow-catching shield	6,000	DMG pg.152
87	Belt of dwarvenkind	6,000	DMG pg.155
88	Bracers of defense	6,000	DMG pg.156
89	Ioun stone: reserve	6,000	DMG pg.177
90	Pearl of power	6,000	DMG pg.184
91	Pipes of haunting	6,000	DMG pg.185
92	Ring of resistance	6,000	DMG pg.192
93	Robe of scintillating colors	6,000	DMG pg.194
94	Scimitar of speed	6,000	DMG pg.199
95	Ebon fly	6,000	DMG pg.169
96	Cloak of the bat	6,000	DMG pg.159
97	Ring of x-ray vision	6,000	DMG pg.193
98	Marble elephant	6,000	DMG pg.170
99	Serpentine owl	6,000	DMG pg.170
00	Cloak of the manta ray	6,000	DMG pg.159

d100	Magic Item	Value(gp)	Source	
01-10	Weapon, +3	16,000	DMG pg.213	34
11-15	Wand of the warmage, +3	19,200	DMG pg.212	35
16-20	Armor, +2	12,000	DMG pg.152	36
21-22	Shield, +2	12,000	DMG pg.200	
23	Mace of smiting	7,000	DMG pg.179	37
24	Brooch of shielding	7,500	DMG pg.156	38
25	Amulet of health	8,000	DMG pg.150	39
26	Dragon slayer	8,000	DMG pg.166	40
27	Gauntlets of ogre power	8,000	DMG pg.171	41
28	Headband of intellect	8,000	DMG pg.173	42
29	Ring of spell turning	30,000	DMG pg.193	43
30	Mace of disruption	8,000	DMG pg.179	44
31	Mace of terror	8,000	DMG pg.180	45
32	Wand of magic missiles	8,000	DMG pg.211	46
33	Nine lives stealer	8,000	DMG pg.183	47
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## MAGIC ITEM TABLE H

58	Staff of frost	26,000	DMG pg.201
59	Carpet of flying	12,000	DMG pg.157
60	Ring of regeneration	12,000	DMG pg.191
61	Sphere of annihilation	15,000	DMG pg.201
62	Instrument of the bards - foculan bandlore	26,500	DMG pg.176
63	Instrument of the bards - mac-fuirmidh cittern	27,000	DMG pg.176
64	Instrument of the bards - doss lute	28,500	DMG pg.176
65	Instrument of the bards - canaith mandolin	30,000	DMG pg.176
66	Rod of lordly might	28,000	DMG pg.195
67	Rod of the pact keeper, +3	28,000	DMG pg.197
68	Mantle of spell resistance	30,000	DMG pg.180
69	Defender	24,000	DMG pg.164
70	Armor of invulnerability	18,000	DMG pg.164
71	Talisman of the sphere	20,000	DMG pg.207
72	Shield of missile attraction	6,000	DMG pg.200
73	Giant slayer	7,000	DMG pg.172
74	Robe of the archmagi	34,000	DMG pg.194
75	Prayer bead - favor	32,000	DMG pg.182
76	Wand of fireballs	32,000	DMG pg.210
77	Wand of lightning bolts	32,000	DMG pg.211
78	Wand of polymorph	32,000	DMG pg.211
79	Gem of seeing	32,000	DMG pg.172
80	Instrument of the bards - cli lyre	35,000	DMG pg.176
81	Amulet of proof against detection and location	20,000	DMG pg.150
82	Apparatus of Kwalish	10,000	DMG pg.151
83	Boots of the winterlands	10,000	DMG pg.156
84	Cape of the mountebank	8,000	DMG pg.157
85	Cube of force	16,000	DMG pg.159
86	Deck of illusions	6,120	DMG pg.161
88	Demon armor	XXX	DMG pg.165
87	Dwarven plate	9,000	DMG pg.167
89	Efreeti chain	20,000	DMG pg.167
90	Helm of telepathy	12,000	DMG pg.174

91	Mirror of life trapping	18,000	DMG pg.181	d10 01-0 07-0 10-1 12-1 14-1 16-1 18-1 20-2 22-2 24-2 26-2 28-2 30-3 32-3 34-3 36-3 38-3 40-4 42-4 44-4 46-4 48-4 50-5 52-5 54-5
92	Ring of invisibility	10,000	DMG pg.191	
93	Ring of mind shielding	16,000	DMG pg.191	
94	Robe of eyes	30,000	DMG pg.193	
95	Rod of rulership	16,000	DMG pg.197	
96	Bronze griffon	8,000	DMG pg.169	
97	Ivory goats	22,000	DMG pg.169	
98	Helm of brilliance	25,000	DMG pg.173	
99	Belt of hill giant strength	30,000	DMG pg.155	
00	Helm of brilliance	25,000	DMG pg.173	

### MAGIC ITEM TABLE I

56-57	Deck of many things	XXX	DMG pg.162
58-59	Iron flask	XXX	DMG pg.178
60-61	Ring of three wishes	XXX	DMG pg.193
62-63	Luck blade	XXX	DMG pg.179
64-65	Well of many worlds	XXX	DMG pg.213
66-67	Wand of wonder	XXX	DMG pg.212
68-69	Ring of djinni summoning	XXX	DMG pg.190
70-71	Bag of tricks	XXX	DMG pg.154
72-73	Tome of the stilled tongue	XXX	DMG pg.208
74-75	Bag of beans	XXX	DMG pg.152
76-77	Staff of the magi	XXX	DMG pg.203
78-79	Talisman of ultimate evil	61,440	DMG pg.207
80-81	Talisman of pure good	71,680	DMG pg.207
82-83	Holy avenger	165,000	DMG pg.174
84-85	Rod absorption	50,000	DMG pg.195
86-87	Rod resurrection	XXX	DMG pg.197
88-89	Efreeti bottle	XXX	DMG pg.167
90	Obsidian steed	128,000	DMG pg.170
91	Manual of bodily health	XXX	DMG pg.180
92	Manual of gainful exercise	XXX	DMG pg.180
93	Manual of quickness of action	XXX	DMG pg.180
94	Tome of clear thought	XXX	DMG pg.208
95	Tome of leadership and influence	XXX	DMG pg.208
96	Tome of understanding	XXX	DMG pg.209
97	Belt of frost/stone giant strength	50,000	DMG pg.155
98	Belt of fire giant strength	90,000	DMG pg.155
99	Belt of cloud giant strength	150,000	DMG pg.155
00	Belt of storm giant strength	220,000	DMG pg.155

## MAGIC ITEM TABLE INGREDIENT CONVERSIONS

In order to give the players more opportunities to craft their own powerful items, you may want replace some of the magic items they find during their adventures with an equivalent amount of magic ingredients.

When you are rolling for magic items for a treasure hoard, you can choose to replace any number of those rolls with ingredients of a rarity shown in the following table.

Magic Item Table	Equivalent Ingredients Roll
Magic Item Table A	2d4 (5) Mundane Ingredients
Magic Item Table B	2d4 (5) Common Ingredients
Magic Item Table C	2d4 (5) Rare Ingredients
Magic Item Table D	2d4 (5) Epic Ingredients
Magic Item Table E	2d4 (5) Mythic Ingredients
Magic Item Table F	1 Rare Ingredient
Magic Item Table G	1 Epic Ingredient
Magic Item Table H	1 Mythic Ingredient
Magic Item Table I	4d4 (10) Mythic Ingredients

# PART 3: CUSTOM CRAFTING

**P**layers can use magic ingredients they find throughout their adventures to create their own magic items with custom effects of their choosing. Crafting such an item requires proficiency with the appropriate artisan's tool, with different tools being used to craft different kinds of items.

This section describes the process for crafting a custom item, defines the different types of items, and lists the different types of magical effects players can incorporate into their items. For details on Ingredients and how they can be harvested, see **Part 1**.

## TOOL PROFICIENCIES

The tools capable of crafting the types of magical items listed in this document are: Cobbler's Tools, Glassblower's Tools, Jeweler's Tools, Leatherworker's Tools, Smith's Tools, Weaver's Tools, and Woodcarver's Tools. Throughout the rest of this document, Woodcarver's Tools will be referred to as Carver's Tools, as these tools can also be used to craft items made from bone and stone.

As a character's Prof. Bonus increases, their proficiency with their tools also increases, thus giving them access to more powerful magic effects that can be crafted into their items. For the purposes of tool use and crafting, these proficiency levels are referred to as Apprentice, Journeyman, Expert, Master, and Legend. All magic item effects have a Proficiency Level at which they become available. If a character has expertise in a tool, their Proficiency Level with that tool is twice their Prof. Bonus.

## PROFICIENCY LEVELS

Proficiency Level	Prof. Bonus	Level Range	Labor Cost (gp per hr.)
Apprentice	+2	1-4	4
Journeyman	+3	5-8	12
Expert	+4	9-12	28
Master	+5	13-16	60
Legend	+6	17-20	120

## CRAFTING A CUSTOM MAGIC ITEM

When crafting a custom magic item, the player can add up to three unique magic effects. Each magic effect has a Recipe that dictates the gp worth of Crafting Supplies that must be used in the item's creation along with what types of magic Ingredients must be amongst those supplies. The specific descriptions and Recipes for these different effects can be found later in this section.

## CRAFTING SUPPLIES

Crafting Supplies refer to anything with a gp value that contributes towards the magic item's creation. Every magic effect has a Supply Cost, representing the gp value worth of Crafting Supplies that must be included in the item's creation to add the effect.

Crafting Supplies can include any magic Ingredients that are usable by the artisan's tools being used to create the item. They can also include more abstract tools and reagents that can be purchased from vendors in larger towns and cities. Crafting Supplies bought this way are not considered to be magical Ingredients, and the DM may rule that a particular settlement does not have the means to provide such magical Crafting Supplies to players.

Additionally, if the item being crafted is a magic weapon, shield, or suit of armor, the non-magical equivalent item, or enough supplies to create it, must be provided. This is in addition to the Supply Costs dictated by the magic effect recipes.

All Crafting Supplies used in an item's creation are consumed once the item is completed.

## INGREDIENTS

Ingredients are magical materials that players find and harvest during their adventures. Though they can come in many forms, for the purposes of crafting, the three descriptors that matter are:

- **Rarity:** Determines the value in terms of gp
- **Material:** Determines how it can be used by different tools
- **Energy:** Different item effects require specific energies

No more than 10 Ingredients can be used at a time when crafting an item. For more information on these properties and harvesting Ingredients in general, see **Part 1**.

## ADDING MULTIPLE EFFECTS

If multiple magical effects are being added to an item, all the recipes for each magic effect must be met.

Additionally, if two effects are being built into an item, the total Supply Cost increases by one half. For example, if an item is being crafted with two effects totaling a Supply Cost of 1000gp, the final Supply Cost would be 1500gp.

If three effects are being built into the item, the total Supply Cost is doubled. For example, if an item is being created with three effect totaling a Supply Cost of 2000gp, the final Supply Cost would be 4000gp.

This represents the increased complexity in trying to combine multiple magical effects into a single item.

## CRAFTING TIME

The Base Crafting Time is a baseline for how many working hours it will take to craft an item, and is shown in the **Labor Cost and Crafting Time** table on the next page. However, the actual crafting time is dependent on the Proficiency Level of the crafter. For each hour spent working on the item, subtract a number of hours equal to the crafter's Prof. Bonus from the Base Crafting Time. Subtract twice their Prof. Bonus if they have expertise in the tool. When the Base Crafting Time reaches zero, the item is complete.

A character may spend up to 8 hours a day and 40 hours a week working on an item. Two characters with the relevant tool proficiencies can work on together on an item to add their Prof. Bonuses and speed up crafting.

The crafting can also be started before you have all your Crafting Supplies. You can complete a percentage of your crafting equal to the percentage of the Crafting Supplies you have provided. For example, if your item requires 3000gp worth of Crafting Supplies, and you have 2000gp worth of Crafting Supplies, you can complete up to two thirds of the crafting.

## CRAFTING TIME

Effect Level	Base Crafting Time (Hrs. Per Effect)
Apprentice	50
Journeyman	75
Expert	100
Master	125
Legend	150

## LABOR COST

If none of the player characters in your party have proficiency with the tools needed to craft an item, they may be able to find an NPC with the necessary skills. NPCs with higher Proficiency Levels will generally be harder to find, and at the DM's discretion, the players may have to travel to large cities or remote locations to find especially skilled artisans.

The payment required for this crafting service is dependent on the skill level of the crafter and how many hours are being worked. See the **Proficiency Levels** table on the previous page to see hourly cost of crafters based on their proficiency.

## UPGRADING A MAGIC ITEM

Some magic items can be modified and upgraded. This can involve empowering existing effects or adding new ones entirely. As part of upgrading an item, the crafter may also remove any existing effects.

## UPGRADING EFFECTS TO HIGHER RANKS

If an existing effect is being upgraded, the crafter must meet the proficiency requirements for the rank it is being upgraded to. Each rank has its own recipe, and the crafter can upgrade an effect through multiple ranks at once as long as the cumulative requirements of all those recipes are met.

If the item has two effects, then the Supply Cost for upgrading one of those effects to a higher rank is increased by one half. If the item has three effects, the Supply Cost is doubled instead.

If the item is being upgraded through multiple ranks at once, treat the crafting time as though you are applying one effect with the proficiency level of the highest rank being added.

## ADDING NEW EFFECTS

If a new effect is being added to the item, Crafting Supplies worth half the cost of the item must be provided in order to make it ready for the infusion of a new effect. This must be done for each new effect being added.

If the new effect being added would be the item's second effect, the effect's Supply Cost is increased by one half. If the new effect would be the item's third effect, the Supply Cost is doubled.

The normal rules for determining crafting time and labor costs apply to upgraded and added effects.

## SUBSTITUTING INGREDIENTS

Magic effect recipes specify requirements for specific types of Ingredients at specific rarities. When crafting, you may substitute a required Ingredient with a number of lesser Ingredients that have the same required properties and at least the same combined value in gp.

- For example, a requirement for an Uncommon Gem could be met with two Common Gems
- A requirement for an Uncommon Ingredient with Fire Energy could be met with two Common Ingredients that both have Fire Energy

Additionally, an Ingredient of greater value can replace a number of Ingredients with the same properties as it that are equal to or less than its gp value.

- For example, one Rare Fire Gem used in a recipe would be equivalent to using five Uncommon Fire Gems

## INGREDIENT EXCHANGE RATES

Rarity	Poor	Mundane	Common	Uncommon	Rare	Very Rare	Epic	Legendary	Mythic
Poor	1	1/2	1/10	1/20	1/100	1/200	1/1000	1/2000	1/10000
Mundane	2	1	1/5	1/10	1/50	1/100	1/500	1/1000	1/5000
Common	10	5	1	1/2	1/10	1/20	1/100	1/200	1/1000
Uncommon	20	10	2	1	1/5	1/10	1/50	1/100	1/500
Rare	100	50	10	5	1	1/2	1/10	1/20	1/100
Very Rare	200	100	20	10	2	1	1/5	1/10	1/50
Epic	1,000	500	100	50	10	5	1	1/2	1/10
Legendary	2,000	1,000	200	100	20	10	2	1	1/5
Mythic	10,000	5,000	1,000	500	100	50	10	5	1

# ITEM TYPES

The section on magic items in the DMG describes several different categories of magic item which include weapons, armor, shields, rings, rods, staffs, and wands (DMG pg.139). Other permanent items are lumped into a catch-all category known as Wondrous Items. For the purposes of custom crafting, several other categories of magic item are defined below.

## BAGS

Bags refer to any cloth or leather item that can be used to carry other items and includes backpacks and satchels.

## BELTS

Belts refer to any item that is meant to be worn around the waist. Belts can be made of cloth, leather, or metal.

## BRACERS

Bracers are worn around the wrists or forearms and are typically made of metal or leather, though some magic bracers may be made of cloth.

## CLOAKS

For the purposes of custom crafting, cloaks can refer to any sort of outerwear, including capes. They are typically made of cloth, furs, or leather.

## CLOTHES

Clothes refer to any cloth item that be be worn underneath armor. These tend to be pants and shirts, but could also include other items such as scarfs or even undergarments.

## FOOTWEAR

Footwear is typically boots or shoes, but could include sandals, slippers, or even clogs. Footwear is primarily the domain of cobblers and can be made from a variety of materials.

## GLASSES

Glasses are made by glassblowers and include spectacles, monocles, and goggles. These items can generally be worn in conjunction with headgear.

## GLOVES

Gloves refer to any item meant to be worn across the hands. Gloves are generally made from cloth and leather, but this category also includes metal gauntlets.

## HEADGEAR

Headgear refers to any item that is meant to be worn on the head or over the majority of the face. Headgear can be made from a variety of materials and includes includes hats, masks, helmets, crowns, and circlets.

## HORSESHOES

Horseshoes are the equivalent to footwear for hooved creatures, including hooved animals and humanoids. Attaching horseshoes takes 10 minutes and can be done as part of a short or long rest.

## JEWELRY

Jewelry refers to brooches, pendants, necklaces, and any other wearable accessory made from gems or precious metals. Unless stated otherwise, this category includes rings.

## ROBES

Robes are made of cloth and can be worn over armor or other sets of cloths.

## SADDLES

Saddles are any generally made of leather and are worn by creatures serving as mounts.

## WEARABLE ITEMS

Some magic item effects can only be applied to wearable items. Wearable items include: armor, belts, bracers, cloaks, footwear, glasses, gloves, headgear, horseshoes, jewelry, and saddles. Unless stated otherwise, if a wearable item has a magic effect that targets its user, the user must be wearing the item to receive the benefits of the effect.

# CRAFTING TOOLS

This section lists the artisan's tools capable of crafting custom magic items and the options available to each of them. This includes lists of the effects available for each set of artisan's tools, organized by their proficiency requirements. For more details on the different effects and their recipes, see the **Magic Item Effects** section.

Each set of tools has one or more Primary Material Types that represents the most important material needed for crafting custom items with that tool. If an item has multiple Primary Material Types, you must choose which type you are using for the item being crafted.

Each set of tools also has a list of Invalid Material Types that indicate which types of materials cannot be used when crafting custom items with this tool.

## CARVER'S TOOLS

**Craftable Item Types:** Bludgeoning Weapons, Daggers, Spears, Javelins, Ranged Weapons (Except Darts), Medium Armor, Rings, Rods, Staffs, Wands, Shields, Bracers, Headgear

**Primary Material Type:** Bone or Wood

**Invalid Material Types:** Parchment and Metal

## APPRENTICE

Magic Effect	Required Energy
Assisted Escape	Air, Fey, Water
Beacon	Psychic
Buoyant	Water
Cognizant	Psychic
Detecting	Orderly or Psychic
Determined	Celestial or Fire
Dread - 1	Shadow or Psychic
Energy Weapon	Varies
Extinguishing - 1, 2	Air, Shadow or Water
Intimidating - 1	Fey, Fiendish, Psychic, or Shadow
Invigorating	Celestial, Fire, or Primeval
Life Draining - 1	Fiendish or Shadow
Light - 1	Celestial, Fire or Fey
Light Devouring	Shadow
Lightning - 1	Air or Celestial
Malleable	Chaotic
Recovery - 1	Primeval, or Water
Seeking Spells	Chaotic, or Fey
Shifting	Fey
Skill Boosting - 1	Celestial, Fiendish, or Fey
Slowing - 1	Chaotic, Earth, or Water
Spell Infused - Cantrip	Varies

Spell Reflecting - 1	Chaotic or Fey
Toppling - 1	Air, Earth, or Primeval
Tricky	Air or Fey
Venomous - 1	Fey, Fiendish, or Primeval
Vicious - 1, 2	Fiendish
Vindicating	Celestial or Orderly
Weightless	Air
Withering - 1	Shadow

## JOURNEYMAN

Magic Effect	Required Energy
Ability Replacement: Dexterity - 10, 11, 12	Air, Chaotic, Fey, or Water
Ability Replacement: Wisdom - 10, 11, 12	Celestial, Orderly, or Primeval
Ability Boost: Dexterity - 1	Air, Chaotic, Fey, or Water
Ability Boost: Wisdom - 1	Celestial, Orderly, or Primeval
Arrow Catching Shield - 1	Air, Orderly, or Psychic
Cold Proof	Fire or Water
Concussive	Earth or Primeval
Coordinating	Orderly
Deceptive	Chaotic or Fiendish
Devouring	Shadow or Fiendish
Dread - 2	Shadow or Psychic
Elven Armor: Medium	Air, Fey
Energy Empowered - 1	Varies
Engulfing	Primeval or Water
Extinguishing - 3, 4	Air, Shadow or Water
Feather Falling	Air
Force Empowered - 1	Orderly
Force Weapon	Orderly
Heat Proof	Fire or Water
Inflicting - 1	Varies
Intimidating - 2	Fey, Fiendish, Psychic, or Shadow
Life Draining - 2	Fiendish or Shadow
Light - 2	Celestial, Fire or Fey
Lightning - 2	Air or Celestial
Magic Weapon - 1	None
Mighty - 1	Earth or Primeval
Poison Proof - 1	Earth or Fiendish

Protection	Earth or Orderly
Returning	Air or Psychic
Skill Boosting - 2	Celestial, Fiendish, or Fey
Slaying - 1	Shadow
Slowing - 2	Chaotic, Earth, or Water
Spell Infused - 1, 2	Varies
Spell Reflecting - 2, 3	Chaotic or Fey
Spell Wand - Lesser	Varies
Stunning - 1	Earth, or Primeval
Toppling - 2	Air, Earth, or Primeval
Venomous - 2	Fey, Fiendish, or Primeval
Vicious - 3, 4	Fiendish
Withering - 2	Shadow
War Mage - 1	Chaotic
Warding	Orderly
Water Breathing	Air or Water
Wounding	Fiendish, Fire, or Shadow

## EXPERT

Magic Effect	Required Energy
Ability Replacement: Dexterity - 13, 14	Air, Chaotic, Fey, or Water
Ability Replacement: Wisdom - 13, 14	Celestial, Orderly, or Primeval
Ability Boost: Dexterity - 2	Air, Chaotic, Fey, or Water
Ability Boost: Wisdom - 2	Celestial, Orderly, or Primeval
Arrow Catching Shield - 2, 3	Air, Orderly, or Psychic
Camouflage	Fey or Primeval
Disease Proof - 1, 2	Earth or Primeval
Dread - 3	Shadow or Psychic
Energy Empowered - 2	Varies
Extinguishing - 5	Air, Shadow or Water
Force Empowered - 2	Orderly
Inflicting - 2, 3	Varies
Intercepting	Celestial, Earth, or Orderly
Intimidating - 3	Fey, Fiendish, Psychic, or Shadow
Life Draining - 3	Fiendish or Shadow
Light - 3	Celestial, Fire or Fey
Lightning - 3, 4	Air or Celestial
Magic Armor/Shield - 1	None

Magic Weapon - 2	None
Mighty - 2	Earth or Primeval
Omniscient	Orderly or Psychic
Paralyzing - 1	Air or Orderly
Poison Proof - 2	Earth or Fiendish
Recovery - 2	Primeval, or Water
Resistance	Varies
Skill Boosting - 3	Celestial, Fiendish, or Fey
Slaying - 2	Shadow
Slowing - 3	Chaotic, Earth, or Water
Spell Infused - 3, 4	Varies
Spell Reflecting - 4	Chaotic or Fey
Spell Storing - 1, 2	Orderly
Stunning - 2	Earth, or Primeval
Swift Weapon	Air or Chaotic
Talented	Celestial, Fiendish, or Fey
Toppling - 3	Air, Earth, or Primeval
Vengeful	Celestial, Fiendish, or Fire
Venomous - 3	Fey, Fiendish, or Primeval
Vicious - 5	Fiendish
War Mage - 2	Chaotic
Withering - 3	Shadow

## MASTER

Magic Effect	Required Energy
Ability Replacement: Dexterity - 15	Air, Chaotic, Fey, or Water
Ability Replacement: Wisdom - 15	Celestial, Orderly, or Primeval
Ability Boost: Dexterity - 3, 4	Air, Chaotic, Fey, or Water
Ability Boost: Wisdom - 3, 4	Celestial, Orderly, or Primeval
Arrow Catching Shield - 4	Air, Orderly, or Psychic
Animated Shield	Air, Orderly, or Psychic
Dread - 4	Shadow or Psychic
Energy Empowered - 3	Varies
Force Empowered - 3	Orderly
Inflicting - 4	Varies
Intimidating - 4	Fey, Fiendish, Psychic, or Shadow
Invisibility	Air or Fey
Life Draining - 4	Fiendish or Shadow

Lightning - 5	Air or Celestial
Magic Armor/Shield - 2	None
Mighty - 3	Earth or Primeval
Mind Shielding	Orderly or Psychic
Paralyzing - 2	Air or Orderly
Sentinel	Air, Orderly, or Psychic
Skill Boosting - 4	Celestial, Fiendish, or Fey
Slaying - 3, 4	Shadow
Slowing - 4	Chaotic, Earth, or Water
Spell Infused - 5	Varies
Spell Reflecting - 5	Chaotic or Fey
Spell Staff - 1, 2, 3, 4	Varies
Spell Storing - 3	Orderly
Spell Wand - Greater	Varies
Stunning - 3	Earth, or Primeval
Toppling - 4	Air, Earth, or Primeval
Venomous - 4	Fey, Fiendish, or Primeval
Withering - 4	Shadow

Slowing - 5	Chaotic, Earth, or Water
Spell Deflecting	Orderly or Primeval
Spell Infused - 6, 7, 8, 9	Varies
Spell Reflecting - 6, 7, 8, 9	Chaotic or Fey
Spell Resistance	Orderly or Primeval
Spell Staff - 5, 6, 7, 8, 9	Varies
Spell Storing - 4, 5, 6, 7, 8, 9	Orderly
Stunning - 4	Earth, or Primeval
Toppling - 5	Air, Earth, or Primeval
Venomous - 5	Fey, Fiendish, or Primeval
War Mage - 3	Chaotic
Withering - 5	Shadow

## LEGEND

Magic Effect	Required Energy
Ability Replacement: Dexterity - 16, 17, 18, 19, 20	Air, Chaotic, Fey, or Water
Ability Replacement: Wisdom - 16, 17, 18, 19, 20	Celestial, Orderly, or Primeval
Ability Boost: Dexterity - 5, 6, 7, 8, 9, 10	Air, Chaotic, Fey, or Water
Ability Boost: Wisdom - 4, 5, 6, 7, 8, 9, 10	Celestial, Orderly, or Primeval
Arrow Catching Shield - 5	Air, Orderly, or Psychic
Dread - 5	Shadow or Psychic
Energy Empowered - 4, 5	Varies
Force Empowered - 4, 5	Orderly
Inflicting - 5	Varies
Intimidating - 5	Fey, Fiendish, Psychic, or Shadow
Life Draining - 5	Fiendish or Shadow
Magic Armor/Shield - 3	None
Magic Weapon - 3	None
Mighty - 4, 5	Earth or Primeval
Proof Against Detection	Chaotic or Fey
Paralyzing - 3	Air or Orderly
Skill Boosting - 5	Celestial, Fiendish, or Fey
Slaying - 5, 6, 7, 8, 9, 10	Shadow

## COBBLER'S TOOLS

**Craftable Item Types:** Footwear  
**Primary Material Type:** Cloth, Hide, or Wood  
**Invalid Material Types:** Parchment and Stone

### APPRENTICE

Magic Effect	Required Energy
Assisted Escape	Air, Fey, Water
Beacon	Psychic
Buoyant	Water
Cognizant	Psychic
Determined	Celestial or Fire
Extinguishing - 1, 2	Air, Shadow or Water
Invigorating	Celestial, Fire, or Primeval
Light - 1	Celestial, Fire or Fey
Light Devouring	Shadow
Malleable	Chaotic
Shifting	Fey
Skill Boosting - 1	Celestial, Fiendish, or Fey
Spell Infused - Cantrip	Varies
Weightless	Air

### JOURNEYMAN

Magic Effect	Required Energy
Ability Replacement: Dexterity - 10, 11, 12	Air, Chaotic, Fey, or Water
Ability Replacement: Strength - 10, 11, 12	Celestial, Earth, Fiendish, Fire or Primeval
Ability Boost: Dexterity - 1	Air, Chaotic, Fey, or Water
Ability Boost: Strength - 1	Celestial, Earth, Fiendish, Fire or Primeval
Cold Proof	Fire or Water
Devouring	Shadow or Fiendish
Evasion	Air, Fey, or Water
Extinguishing - 3, 4	Air, Shadow or Water
Feather Falling	Air
Heat Proof	Fire or Water
Light - 2	Celestial, Fire or Fey
Magma Tread	Fiendish or Fire
Skill Boosting - 2	Celestial, Fiendish, or Fey
Speed - 1, 2	Air

Spell Infused - 1, 2

Varies

Springing - 1, 2

Air or Primeval

Striding

Air

Water Walking

Water

### EXPERT

Magic Effect	Required Energy
Ability Replacement: Dexterity - 13, 14	Air, Chaotic, Fey, or Water
Ability Replacement: Strength - 13, 14	Celestial, Earth, Fiendish, Fire or Primeval
Ability Boost: Dexterity - 2	Air, Chaotic, Fey, or Water
Ability Boost: Strength - 2	Celestial, Earth, Fiendish, Fire or Primeval
Aquatic	Water
Camouflage	Fey or Primeval
Earth Tread	Earth
Extinguishing - 5	Air, Shadow or Water
Forest Tread	Fey or Primeval
Ice Tread	Water
Light - 3	Celestial, Fire or Fey
Mountaineering	Fiendish or Primeval
Skill Boosting - 3	Celestial, Fiendish, or Fey
Speed - 3	Air
Spell Infused - 3, 4	Varies
Spider Climbing	Fiendish or Primeval
Talented	Celestial, Fiendish, or Fey

### MASTER

Magic Effect	Required Energy
Ability Replacement: Dexterity - 15	Air, Chaotic, Fey, or Water
Ability Replacement: Strength - 15	Celestial, Earth, Fiendish, Fire or Primeval
Ability Boost: Dexterity - 3, 4	Air, Chaotic, Fey, or Water
Ability Boost: Strength - 3, 4	Celestial, Earth, Fiendish, Fire or Primeval
Free Tread	Earth or Primeval
Skill Boosting - 4	Celestial, Fiendish, or Fey
Speed - 4	Air
Spell Infused - 5	Varies

## LEGEND

Magic Effect	Required Energy
Ability Replacement: Dexterity - 16, 17, 18, 19, 20	Air, Chaotic, Fey, or Water
Ability Replacement: Strength - 16, 17, 18, 19, 20	Celestial, Earth, Fiendish, Fire or Primeval
Ability Boost: Dexterity - 5, 6, 7, 8, 9, 10	Air, Chaotic, Fey, or Water
Ability Boost: Strength - 5, 6, 7, 8, 9, 10	Celestial, Earth, Fiendish, Fire or Primeval
Free Movement	Air, Fey, or Water
Skill Boosting - 5	Celestial, Fiendish, or Fey
Speed - 5, 6	Air
Spell Infused - 6, 7, 8, 9	Varies
Winged	Air

## GLASSBLOWER'S TOOLS

**Craftable Item Types:** Daggers, Rods, Wands, Glasses

**Primary Material Type:** Stone

**Invalid Material Types:** Bone, Cloth, Flesh, Hide, Parchment, Plant, and Wood

## APPRENTICE

Magic Effect	Required Energy
Beacon	Psychic
Buoyant	Water
Cognizant	Psychic
Determined	Celestial or Fire
Detecting	Orderly or Psychic
Dread - 1	Shadow or Psychic
Energy Weapon	Varies
Extinguishing - 1, 2	Air, Shadow or Water
Intimidating - 1	Fey, Fiendish, Psychic, or Shadow
Invigorating	Celestial, Fire, or Primeval
Life Draining - 1	Fiendish or Shadow
Light - 1	Celestial, Fire or Fey
Light Devouring	Shadow
Lightning - 1	Air or Celestial
Malleable	Chaotic
Seeking Spells	Chaotic, or Fey
Shifting	Fey
Skill Boosting - 1	Celestial, Fiendish, or Fey
Slowing - 1	Chaotic, Earth, or Water
Spell Infused - Cantrip	Varies
Spell Reflecting - 1	Chaotic or Fey
Tricky	Air or Fey
Venomous - 1	Fey, Fiendish, or Primeval
Vicious - 1, 2	Fiendish
Vindicating	Celestial or Orderly
Weightless	Air
Withering - 1	Shadow

## JOURNEYMAN

Magic Effect	Required Energy
Ability Replacement: Charisma - 10, 11, 12	Air, Fey, or Fire
Ability Replacement: Intelligence - 10, 11, 12	Chaotic, Psychic, or Water
Ability Replacement: Wisdom - 10, 11, 12	Celestial, Orderly, or Primeval

Ability Boost: Charisma - 1	Air, Fey, or Fire
Ability Boost: Intelligence - 1	Chaotic, Psychic, or Water
Ability Boost: Wisdom - 1	Celestial, Orderly, or Primeval
Coordinating	Orderly
Darkvision	Celestial, Primeval, or Shadow
Deceptive	Chaotic or Fiendish
Devouring	Shadow or Fiendish
Dread - 2	Shadow or Psychic
Energy Empowered - 1	Varies
Extinguishing - 3, 4	Air, Shadow or Water
Force Empowered - 1	Orderly
Force Weapon	Orderly
Inflicting - 1	Varies
Intimidating - 2	Fey, Fiendish, Psychic, or Shadow
Life Draining - 2	Fiendish or Shadow
Light - 2	Celestial, Fire or Fey
Lightning - 2	Air or Celestial
Magic Weapon - 1	None
Mighty - 1	Earth or Primeval
Returning	Air or Psychic
Skill Boosting - 2	Celestial, Fiendish, or Fey
Slaying - 1	Shadow
Slowing - 2	Chaotic, Earth, or Water
Spell Infused - 1, 2	Varies
Spell Reflecting - 2, 3	Chaotic or Fey
Spell Wand - Lesser	Varies
Stunning - 1	Earth, or Primeval
Venomous - 2	Fey, Fiendish, or Primeval
Vicious - 3, 4	Fiendish
War Mage - 1	Chaotic
Withering - 2	Shadow
Wounding	Fiendish, Fire, or Shadow

## EXPERT

Magic Effect	Required Energy
Ability Replacement: Charisma - 13, 14	Air, Fey, or Fire
Ability Replacement: Intelligence - 13, 14	Chaotic, Psychic, or Water
Ability Replacement: Wisdom - 13, 14	Celestial, Orderly, or Primeval

Ability Boost: Charisma - 2	Air, Fey, or Fire
Ability Boost: Intelligence - 2	Chaotic, Psychic, or Water
Ability Boost: Wisdom - 2	Celestial, Orderly, or Primeval
Dread - 3	Shadow or Psychic
Energy Empowered - 2	Varies
Ethereal Sight - 1	Orderly or Psychic
Extinguishing - 5	Air, Shadow or Water
Force Empowered - 2	Orderly
Inflicting - 2, 3	Varies
Intimidating - 3	Fey, Fiendish, Psychic, or Shadow
Life Draining - 3	Fiendish or Shadow
Light - 3	Celestial, Fire or Fey
Lightning - 3, 4	Air or Celestial
Magic Weapon - 2	None
Mighty - 2	Earth or Primeval
Omniscient	Orderly or Psychic
Paralyzing - 1	Air or Orderly
Skill Boosting - 3	Celestial, Fiendish, or Fey
Slaying - 2	Shadow
Slowing - 3	Chaotic, Earth, or Water
Spell Infused - 3, 4	Varies
Spell Reflecting - 4	Chaotic or Fey
Spell Storing - 1, 2	Orderly
Stunning - 2	Earth, or Primeval
Swift Weapon	Air or Chaotic
Talented	Celestial, Fiendish, or Fey
Time Stealing	Chaotic
Vengeful	Celestial, Fiendish, or Fire
Venomous - 3	Fey, Fiendish, or Primeval
Vicious - 5	Fiendish
War Mage - 2	Chaotic
Withering - 3	Shadow

## MASTER

Magic Effect	Required Energy
Ability Replacement: Charisma - 15	Air, Fey, or Fire
Ability Replacement: Intelligence - 15	Chaotic, Psychic, or Water
Ability Replacement: Wisdom - 15	Celestial, Orderly, or Primeval

Ability Boost: Charisma - 3, 4	Air, Fey, or Fire
Ability Boost: Intelligence - 3, 4	Chaotic, Psychic, or Water
Ability Boost: Wisdom - 2	Celestial, Orderly, or Primeval
Dread - 4	Shadow or Psychic
Energy Empowered - 3	Varies
Force Empowered - 3	Orderly
Inflicting - 4	Varies
Intimidating - 4	Fey, Fiendish, Psychic, or Shadow
Life Draining - 4	Fiendish or Shadow
Lightning - 5	Air or Celestial
Mighty - 3	Earth or Primeval
Paralyzing - 2	Air or Orderly
Sentinel	Air, Orderly, or Psychic
Skill Boosting - 4	Celestial, Fiendish, or Fey
Slaying - 3, 4	Shadow
Slowing - 4	Chaotic, Earth, or Water
Spell Infused - 5	Varies
Spell Reflecting - 5	Chaotic or Fey
Spell Storing - 3	Orderly
Spell Wand - Greater	Varies
Stunning - 3	Earth, or Primeval
True Seeing - 1	Orderly or Psychic
Venomous - 4	Fey, Fiendish, or Primeval
Withering - 4	Shadow
X-Ray Vision - 1	Chaotic

Ethereal Sight - 2	Orderly or Psychic
Force Empowered - 4, 5	Orderly
Inflicting - 5	Varies
Intimidating - 5	Fey, Fiendish, Psychic, or Shadow
Life Draining - 5	Fiendish or Shadow
Magic Weapon - 3	None
Mighty - 4, 5	Earth or Primeval
Paralyzing - 3	Air or Orderly
Skill Boosting - 5	Celestial, Fiendish, or Fey
Slaying - 5, 6, 7, 8, 9, 10	Shadow
Spell Infused - 6, 7, 8, 9	Varies
Spell Reflecting - 6, 7, 8, 9	Chaotic or Fey
Spell Storing - 4, 5, 6, 7, 8, 9	Orderly
Stunning - 4	Earth, or Primeval
Slowing - 5	Chaotic, Earth, or Water
True Seeing - 2	Orderly or Psychic
Venomous - 5	Fey, Fiendish, or Primeval
War Mage - 3	Chaotic
Withering - 5	Shadow
X-Ray Vision - 2	Chaotic

## LEGEND

Magic Effect	Required Energy
Ability Replacement: Charisma - 16, 17, 18, 19, 20	Air, Fey, or Fire
Ability Replacement: Intelligence - 16, 17, 18, 19, 20	Chaotic, Psychic, or Water
Ability Replacement: Wisdom - 16, 17, 18, 19, 20	Celestial, Orderly, or Primeval
Ability Boost: Charisma - 5, 6, 7, 8, 9, 10	Air, Fey, or Fire
Ability Boost: Intelligence - 5, 6, 7, 8, 9, 10	Chaotic, Psychic, or Water
Ability Boost: Wisdom - 5, 6, 7, 8, 9, 10	Celestial, Orderly, or Primeval
Dread - 5	Shadow or Psychic
Energy Empowered - 4, 5	Varies

## JEWLER'S TOOLS

**Craftable Item Types:** Headgear, Jewelry, Rods, Wands

**Primary Material Type:** Gem

**Invalid Material Types:** Bone, Cloth, Flesh, Hide, Parchment, Plant, and Wood

### APPRENTICE

Magic Effect	Required Energy
Assisted Escape	Air, Fey, Water
Beacon	Psychic
Buoyant	Water
Cognizant	Psychic
Detecting	Orderly or Psychic
Determined	Celestial or Fire
Extinguishing - 1, 2	Air, Shadow or Water
Intimidating - 1	Fey, Fiendish, Psychic, or Shadow
Invigorating	Celestial, Fire, or Primeval
Light - 1	Celestial, Fire or Fey
Light Devouring	Shadow
Malleable	Chaotic
Recovery - 1	Primeval, or Water
Seeking Spells	Chaotic, or Fey
Shifting	Fey
Skill Boosting - 1	Celestial, Fiendish, or Fey
Spell Infused - Cantrip	Varies
Weightless	Air

### JOURNEYMAN

Magic Effect	Required Energy
Ability Replacement: Charisma - 10, 11, 12	Air, Fey, or Fire
Ability Replacement: Constitution - 10, 11, 12	Earth, Fiendish, Orderly, Primeval, or Shadow
Ability Replacement: Dexterity - 10, 11, 12	Air, Chaotic, Fey, or Water
Ability Replacement: Intelligence - 10, 11, 12	Chaotic, Psychic, or Water
Ability Replacement: Strength - 10, 11, 12	Celestial, Earth, Fiendish, Fire or Primeval
Ability Replacement: Wisdom - 10, 11, 12	Celestial, Orderly, or Primeval
Ability Boost: Charisma - 1	Air, Fey, or Fire

Ability Boost: Constitution - 1	Earth, Fiendish, Orderly, Primeval, or Shadow
Ability Boost: Dexterity - 1	Air, Chaotic, Fey, or Water
Ability Boost: Intelligence - 1	Chaotic, Psychic, or Water
Ability Boost: Strength - 1	Celestial, Earth, Fiendish, Fire or Primeval
Ability Boost: Wisdom - 1	Celestial, Orderly, or Primeval
Cold Proof	Fire or Water
Devouring	Shadow or Fiendish
Extinguishing - 3, 4	Air, Shadow or Water
Feather Falling	Air
Gem of Power - 1	Chaotic or Fire
Heat Proof	Fire or Water
Intimidating - 2	Fey, Fiendish, Psychic, or Shadow
Light - 2	Celestial, Fire or Fey
Poison Proof - 1	Earth or Fiendish
Protection	Earth or Orderly
Skill Boosting - 2	Celestial, Fiendish, or Fey
Spell Infused - 1, 2	Varies
Spell Wand - Lesser	Varies
War Mage - 1	Chaotic
Warding	Orderly
Water Breathing	Air or Water

### EXPERT

Magic Effect	Required Energy
Ability Replacement: Charisma - 13, 14	Air, Fey, or Fire
Ability Replacement: Constitution - 13, 14	Earth, Fiendish, Orderly, Primeval, or Shadow
Ability Replacement: Dexterity - 13, 14	Air, Chaotic, Fey, or Water
Ability Replacement: Intelligence - 13, 14	Chaotic, Psychic, or Water
Ability Replacement: Strength - 13, 14	Celestial, Earth, Fiendish, Fire or Primeval
Ability Replacement: Wisdom - 13, 14	Celestial, Orderly, or Primeval

Ability Boost: Charisma - 2	Air, Fey, or Fire
Ability Boost: Constitution - 2	Earth, Fiendish, Orderly, Primeval, or Shadow
Ability Boost: Dexterity - 2	Air, Chaotic, Fey, or Water
Ability Boost: Intelligence - 2	Chaotic, Psychic, or Water
Ability Boost: Strength - 2	Celestial, Earth, Fiendish, Fire or Primeval
Ability Boost: Wisdom - 2	Celestial, Orderly, or Primeval
Disease Proof - 1, 2	Earth or Primeval
Extinguishing - 5	Air, Shadow or Water
Gem of Power - 2	Chaotic or Fire
Intimidating - 3	Fey, Fiendish, Psychic, or Shadow
Light - 3	Celestial, Fire or Fey
Poison Proof - 2	Earth or Fiendish
Recovery - 2	Primeval, or Water
Resistance	Varies
Skill Boosting - 3	Celestial, Fiendish, or Fey
Soul Storing	Shadow
Spell Infused - 3, 4	Varies
Spell Storing - 1, 2	Orderly
Talented	Celestial, Fiendish, or Fey
War Mage - 2	Chaotic

## MASTER

Magic Effect	Required Energy
Ability Replacement: Charisma - 15	Air, Fey, or Fire
Ability Replacement: Constitution - 15	Earth, Fiendish, Orderly, Primeval, or Shadow
Ability Replacement: Dexterity - 15	Air, Chaotic, Fey, or Water
Ability Replacement: Intelligence - 15	Chaotic, Psychic, or Water
Ability Replacement: Strength - 15	Celestial, Earth, Fiendish, Fire or Primeval
Ability Replacement: Wisdom - 105	Celestial, Orderly, or Primeval
Ability Boost: Charisma - 3, 4	Air, Fey, or Fire
Ability Boost: Constitution - 3, 4	Earth, Fiendish, Orderly, Primeval, or Shadow
Ability Boost: Dexterity - 3, 4	Air, Chaotic, Fey, or Water

Ability Boost: Intelligence - 3, 4	Chaotic, Psychic, or Water
Ability Boost: Strength - 3, 4	Celestial, Earth, Fiendish, Fire or Primeval
Ability Boost: Wisdom - 3, 4	Celestial, Orderly, or Primeval
Gem of Power - 3, 4	Chaotic or Fire
Intimidating - 4	Fey, Fiendish, Psychic, or Shadow
Invisibility	Air or Fey
Mind Shielding	Orderly or Psychic
Sentinel	Air, Orderly, or Psychic
Skill Boosting - 4	Celestial, Fiendish, or Fey
Spell Infused - 5	Varies
Spell Storing - 3	Orderly
Spell Wand - Greater	Varies

## LEGEND

Magic Effect	Required Energy
Ability Replacement: Charisma - 16, 17, 18, 19, 20	Air, Fey, or Fire
Ability Replacement: Constitution - 16, 17, 18, 19, 20	Earth, Fiendish, Orderly, Primeval, or Shadow
Ability Replacement: Dexterity - 16, 17, 18, 19, 20	Air, Chaotic, Fey, or Water
Ability Replacement: Intelligence - 16, 17, 18, 19, 20	Chaotic, Psychic, or Water
Ability Replacement: Strength - 16, 17, 18, 19, 20	Celestial, Earth, Fiendish, Fire or Primeval
Ability Replacement: Wisdom - 16, 17, 18, 19, 20	Celestial, Orderly, or Primeval
Ability Boost: Charisma - 5, 6, 7, 8, 9, 10	Air, Fey, or Fire
Ability Boost: Constitution - 5, 6, 7, 8, 9, 10	Earth, Fiendish, Orderly, Primeval, or Shadow
Ability Boost: Dexterity - 5, 6, 7, 8, 9, 10	Air, Chaotic, Fey, or Water
Ability Boost: Intelligence - 5, 6, 7, 8, 9, 10	Chaotic, Psychic, or Water
Ability Boost: Strength - 5, 6, 7, 8, 9, 10	Celestial, Earth, Fiendish, Fire or Primeval
Ability Boost: Wisdom - 5, 6, 7, 8, 9, 10	Celestial, Orderly, or Primeval

Gem of Power - 5, 6, 7, 8, 9	Chaotic or Fire
Intimidating - 5	Fey, Fiendish, Psychic, or Shadow
Proof Against Detection	Chaotic or Fey
Skill Boosting - 5	Celestial, Fiendish, or Fey
Spell Deflecting	Orderly or Primeval
Spell Infused - 6, 7, 8, 9	Varies
Spell Resistance	Orderly or Primeval
Spell Storing - 4, 5, 6, 7, 8, 9	Orderly
War Mage - 3	Chaotic

## LEATHERWORKER'S TOOLS

**Craftable Item Types:** Slings, Whips, Light and Medium Armor, Shields, Bags, Belts, Bracers, Cloaks, Gloves, Headgear, Saddles

**Primary Material Type:** Hide

**Invalid Material Types:** Metal, Parchment, Stone

### APPRENTICE

Magic Effect	Required Energy
Assisted Escape	Air, Fey, Water
Beacon	Psychic
Buoyant	Water
Cognizant	Psychic
Detecting	Orderly or Psychic
Determined	Celestial or Fire
Dread - 1	Shadow or Psychic
Elven Armor: Light, Medium	Air, Fey
Energy Weapon	Varies
Extinguishing - 1, 2	Air, Shadow or Water
Holding - 1, 2	Chaotic or Orderly
Invigorating	Celestial, Fire, or Primeval
Life Draining - 1	Fiendish or Shadow
Light - 1	Celestial, Fire or Fey
Light Devouring	Shadow
Malleable	Chaotic
Recovery - 1	Primeval, or Water
Shifting	Fey
Skill Boosting - 1	Celestial, Fiendish, or Fey
Slowing - 1	Chaotic, Earth, or Water
Spell Infused - Cantrip	Varies
Spell Reflecting - 1	Chaotic or Fey
Tricky	Air or Fey
Venomous - 1	Fey, Fiendish, or Primeval
Vicious - 1, 2	Fiendish
Vicious - 2	Fiendish
Vindicating	Celestial or Orderly
Weightless	Air
Withering - 1	Shadow

### JOURNEYMAN

Magic Effect	Required Energy
Ability Replacement: Constitution - 10, 11, 12	Earth, Fiendish, Orderly, Primeval, or Shadow

Ability Replacement: Dexterity - 10, 11, 12	Air, Chaotic, Fey, or Water
Ability Replacement: Intelligence - 10, 11, 12	Chaotic, Psychic, or Water
Ability Replacement: Wisdom - 10, 11, 12	Celestial, Orderly, or Primeval
Ability Boost: Constitution - 1	Earth, Fiendish, Orderly, Primeval, or Shadow
Ability Boost: Dexterity - 1	Air, Chaotic, Fey, or Water
Ability Boost: Intelligence - 1	Chaotic, Psychic, or Water
Ability Boost: Wisdom - 1	Celestial, Orderly, or Primeval
Arrow Catching Shield - 1	Air, Orderly, or Psychic
Cold Proof	Fire or Water
Coordinating	Orderly
Dancing Weapon - 1	Air, Orderly, or Psychic
Deceptive	Chaotic or Fiendish
Devouring	Shadow or Fiendish
Dread - 2	Shadow or Psychic
Elven Armor: Light, Medium	Air, Fey
Energy Empowered - 1	Varies
Engulfing	Primeval or Water
Evasion	Air, Fey, or Water
Extinguishing - 3, 4	Air, Shadow or Water
Feather Falling	Air
Force Empowered - 1	Orderly
Force Weapon	Orderly
Heat Proof	Fire or Water
Holding - 3, 4	Chaotic or Orderly
Inflicting - 1	Varies
Life Draining - 2	Fiendish or Shadow
Light - 2	Celestial, Fire or Fey
Magic Weapon - 1	None
Mighty - 1	Earth or Primeval
Poison Proof - 1	Earth or Fiendish
Protection	Earth or Orderly
Skill Boosting - 2	Celestial, Fiendish, or Fey
Slaying - 1	Shadow
Slowing - 2	Chaotic, Earth, or Water

Spell Infused - 1, 2	Varies
Spell Reflecting - 2, 3	Chaotic or Fey
Stunning - 1	Earth, or Primeval
Venomous - 2	Fey, Fiendish, or Primeval
Vicious - 3, 4	Fiendish
Water Breathing	Air or Water
<b>EXPERT</b>	
<b>Magic Effect</b>	<b>Required Energy</b>
Ability Replacement: Constitution - 13, 14	Earth, Fiendish, Orderly, Primeval, or Shadow
Ability Replacement: Dexterity - 13, 14	Air, Chaotic, Fey, or Water
Ability Replacement: Intelligence - 13, 14	Chaotic, Psychic, or Water
Ability Replacement: Wisdom - 13, 14	Celestial, Orderly, or Primeval
Ability Boost: Constitution - 2	Earth, Fiendish, Orderly, Primeval, or Shadow
Ability Boost: Dexterity - 2	Air, Chaotic, Fey, or Water
Ability Boost: Intelligence - 2	Chaotic, Psychic, or Water
Ability Boost: Wisdom - 2	Celestial, Orderly, or Primeval
Arrow Catching Shield - 2, 3	Air, Orderly, or Psychic
Aquatic	Water
Camouflage	Fey or Primeval
Dancing Weapon - 2, 3	Air, Orderly, or Psychic
Disease Proof - 1, 2	Earth or Primeval
Dread - 3	Shadow or Psychic
Energy Empowered - 2	Varies
Extinguishing - 5	Air, Shadow or Water
Force Empowered - 2	Orderly
Holding - 5, 6, 7	Chaotic or Orderly
Inflicting - 2, 3	Varies
Intercepting	Celestial, Earth, or Orderly
Life Draining - 3	Fiendish or Shadow
Light - 3	Celestial, Fire or Fey
Magic Armor/Shield - 1	None
Magic Weapon - 2	None
Mighty - 2	Earth or Primeval
Missile Snaring - 1	Air, Orderly, or Water

Mountaineering	Fiendish or Primeval
Omniscient	Orderly or Psychic
Paralyzing - 1	Air or Orderly
Recovery - 2	Primeval, or Water
Resistance	Varies
Skill Boosting - 3	Celestial, Fiendish, or Fey
Slaying - 2	Shadow
Slowing - 3	Chaotic, Earth, or Water
Spell Infused - 3, 4	Varies
Spell Reflecting - 4	Chaotic or Fey
Stunning - 2	Earth, or Primeval
Swift Weapon	Air or Chaotic
Talented	Celestial, Fiendish, or Fey
Vengeful	Celestial, Fiendish, or Fire
Venomous - 3	Fey, Fiendish, or Primeval
Vicious - 5	Fiendish
Warding	Orderly
Withering - 2, 3	Shadow
Wounding	Fiendish, Fire, or Shadow

## MASTER

Magic Effect	Required Energy
Ability Replacement: Constitution - 15	Earth, Fiendish, Orderly, Primeval, or Shadow
Ability Replacement: Dexterity - 15	Air, Chaotic, Fey, or Water
Ability Replacement: Intelligence - 15	Chaotic, Psychic, or Water
Ability Replacement: Wisdom - 15	Celestial, Orderly, or Primeval
Ability Boost: Constitution - 3, 4	Earth, Fiendish, Orderly, Primeval, or Shadow
Ability Boost: Dexterity - 3, 4	Air, Chaotic, Fey, or Water
Ability Boost: Intelligence - 3, 4	Chaotic, Psychic, or Water
Ability Boost: Wisdom - 3, 4	Celestial, Orderly, or Primeval
Animated Shield	Air, Orderly, or Psychic
Arrow Catching Shield - 4	Air, Orderly, or Psychic
Dancing Weapon - 4, 5	Air, Orderly, or Psychic
Dread - 4	Shadow or Psychic
Energy Empowered - 3	Varies
Force Empowered - 3	Orderly
Holding - 8, 9, 10	Chaotic or Orderly

Inflicting - 4	Varies
Invisibility	Air or Fey
Life Draining - 4	Fiendish or Shadow
Magic Armor/Shield - 2	None
Mighty - 3	Earth or Primeval
Mind Shielding	Orderly or Psychic
Missile Snaring - 2, 3	Air, Orderly, or Water
Paralyzing - 2	Air or Orderly
Sentinel	Air, Orderly, or Psychic
Skill Boosting - 4	Celestial, Fiendish, or Fey
Slaying - 3, 4	Shadow
Slowing - 4	Chaotic, Earth, or Water
Spell Infused - 5	Varies
Spell Reflecting - 5	Chaotic or Fey
Stunning - 3	Earth, or Primeval
Venomous - 4	Fey, Fiendish, or Primeval
Withering - 4	Shadow

## LEGEND

Magic Effect	Required Energy
Ability Replacement: Constitution - 16, 17, 18, 19, 20	Earth, Fiendish, Orderly, Primeval, or Shadow
Ability Replacement: Dexterity - 16, 17, 18, 19, 20	Air, Chaotic, Fey, or Water
Ability: Intelligence - 16, 17, 18, 19, 20	Chaotic, Psychic, or Water
Ability: Wisdom - 16, 17, 18, 19, 20	Celestial, Orderly, or Primeval
Ability Boost: Constitution - 5, 6, 7, 8, 9, 10	Earth, Fiendish, Orderly, Primeval, or Shadow
Ability Boost: Dexterity - 5, 6, 7, 8, 9, 10	Air, Chaotic, Fey, or Water
Ability Boost: Intelligence - 5, 6, 7, 8, 9, 10	Chaotic, Psychic, or Water
Ability Boost: Wisdom - 5, 6, 7, 8, 9, 10	Celestial, Orderly, or Primeval
Arrow Catching Shield - 5	Air, Orderly, or Psychic
Displacing	Fey
Dread - 5	Shadow or Psychic
Energy Empowered - 4, 5	Varies
Force Empowered - 4, 5	Orderly
Free Movement	Air, Fey, or Water
Inflicting - 5	Varies
Life Draining - 5	Fiendish or Shadow

Magic Armor/Shield - 3	None
Magic Weapon - 3	None
Mighty - 4, 5	Earth or Primeval
Paralyzing - 3	Air or Orderly
Proof Against Detection	Chaotic or Fey
Skill Boosting - 5	Celestial, Fiendish, or Fey
Slaying - 5, 6, 7, 8, 9, 10	Shadow
Slowing - 5	Chaotic, Earth, or Water
Spell Deflecting	Orderly or Primeval
Spell Infused - 6, 7, 8, 9	Varies
Spell Reflecting - 6, 7, 8, 9	Chaotic or Fey
Spell Resistance	Orderly or Primeval
Stunning - 4	Earth, or Primeval
Venomous - 5	Fey, Fiendish, or Primeval
Winged	Air
Withering - 5	Shadow

## SMITH'S TOOLS

**Craftable Item Types:** Melee Weapons, Darts, Medium and Heavy Armor, Shields, Rings, Rods, Belts, Bracers, Gloves, Headgear, Horseshoes

**Primary Material Type:** Metal

**Invalid Materials:** Cloth, Parchment, Plant, Stone

### APPRENTICE

Magic Effect	Required Energy
Assisted Escape	Air, Fey, Water
Beacon	Psychic
Buoyant	Water
Cognizant	Psychic
Detecting	Orderly or Psychic
Determined	Celestial or Fire
Dread - 1	Shadow or Psychic
Energy Weapon	Varies
Extinguishing - 1, 2	Air, Shadow or Water
Intimidating - 1	Fey, Fiendish, Psychic, or Shadow
Invigorating	Celestial, Fire, or Primeval
Life Draining - 1	Fiendish or Shadow
Light - 1	Celestial, Fire or Fey
Light Devouring	Shadow
Lightning - 1	Air or Celestial
Malleable	Chaotic
Recovery - 1	Primeval, or Water
Seeking Spells	Chaotic, or Fey
Shifting	Fey
Skill Boosting - 1	Celestial, Fiendish, or Fey
Slowing - 1	Chaotic, Earth, or Water
Spell Infused - Cantrip	Varies
Spell Reflecting - 1	Chaotic or Fey
Toppling - 1	Air, Earth, or Primeval
Tricky	Air or Fey
Venomous - 1	Fey, Fiendish, or Primeval
Vicious - 1, 2	Fiendish
Vindicting	Celestial or Orderly
Weightless	Air
Withering - 1	Shadow

### JOURNEYMAN

Magic Effect	Required Energy
Ability Replacement: Constitution - 10, 11, 12	Earth, Fiendish, Orderly, Primeval, or Shadow

Ability Replacement: Intelligence - 10, 11, 12	Chaotic, Psychic, or Water
Ability Replacement: Strength - 10, 11, 12	Celestial, Earth, Fiendish, Fire or Primeval
Ability Boost: Constitution - 1	Earth, Fiendish, Orderly, Primeval, or Shadow
Ability Boost: Intelligence - 1	Chaotic, Psychic, or Water
Ability Boost: Strength - 1	Celestial, Earth, Fiendish, Fire or Primeval
Arrow Catching Shield - 1	Air, Orderly, or Psychic
Cold Proof	Fire or Water
Concussive	Earth or Primeval
Coordinating	Orderly
Dancing Weapon - 1	Air, Orderly, or Psychic
Deceptive	Chaotic or Fiendish
Devouring	Shadow or Fiendish
Dread - 2	Shadow or Psychic
Elven Armor: Medium	Air, Fey
Energy Empowered - 1	Varies
Extinguishing - 3, 4	Air, Shadow or Water
Engulfing	Primeval or Water
Force Empowered - 1	Orderly
Force Weapon	Orderly
Heat Proof	Fire or Water
Horse Shoes of Speed - 1	Air
Inflicting - 1	Varies
Intimidating - 2	Fey, Fiendish, Psychic, or Shadow
Life Draining - 2	Fiendish or Shadow
Light - 2	Celestial, Fire or Fey
Lightning - 2	Air or Celestial
Magic Weapon - 1	None
Mighty - 1	Earth or Primeval
Poison Proof - 1	Earth or Fiendish
Returning	Air or Psychic
Skill Boosting - 2	Celestial, Fiendish, or Fey
Slaying - 1	Shadow

Slowing - 2	Chaotic, Earth, or Water
Spell Infused - 1, 2	Varies
Spell Reflecting - 2, 3	Chaotic or Fey
Stunning - 1	Earth, or Primeval
Toppling - 2	Air, Earth, or Primeval
Venomous - 2	Fey, Fiendish, or Primeval
Vicious - 3, 4	Fiendish
Withering - 2	Shadow
War Mage - 1	Chaotic
Water Breathing	Air or Water
Wounding	Fiendish, Fire, or Shadow

## EXPERT

Magic Effect	Required Energy
Ability Replacement: Constitution - 13, 14	Earth, Fiendish, Orderly, Primeval, or Shadow
Ability Replacement: Intelligence - 13, 14	Chaotic, Psychic, or Water
Ability Replacement: Strength - 13, 14	Celestial, Earth, Fiendish, Fire or Primeval
Ability Boost: Constitution - 2	Earth, Fiendish, Orderly, Primeval, or Shadow
Ability Boost: Intelligence - 2	Chaotic, Psychic, or Water
Ability Boost: Strength - 2	Celestial, Earth, Fiendish, Fire or Primeval
Arrow Catching Shield - 2	Air, Orderly, or Psychic
Arrow Catching Shield - 3	Air, Orderly, or Psychic
Aquatic	Water
Dancing Weapon - 2, 3	Air, Orderly, or Psychic
Disease Proof - 1, 2	Earth or Primeval
Dissolving - 3	Fiendish, Primeval, or Water
Dread - 3	Shadow or Psychic
Elven Armor: Heavy	Air, Fey
Energy Empowered - 2	Varies
Extinguishing - 5	Air, Shadow or Water
Force Empowered - 2	Orderly
Horse Shoes of Speed - 2, 3	Air
Inflicting - 2, 3	Varies

Intercepting	Celestial, Earth, or Orderly
Intimidating - 3	Fey, Fiendish, Psychic, or Shadow
Life Draining - 3	Fiendish or Shadow
Light - 3	Celestial, Fire or Fey
Lightning - 3, 4	Air or Celestial
Magic Armor/Shield - 1	None
Magic Weapon - 2	None
Mighty - 2	Earth or Primeval
Mountaineering	Fiendish or Primeval
Omniscient	Orderly or Psychic
Paralyzing - 1	Air or Orderly
Poison Proof - 2	Earth or Fiendish
Poison Proof - 2	Earth or Fiendish
Recovery - 2	Primeval, or Water
Resistance	Varies
Skill Boosting - 3	Celestial, Fiendish, or Fey
Slaying - 2	Shadow
Slowing - 3	Chaotic, Earth, or Water
Spell Infused - 3, 4	Varies
Spell Reflecting - 4	Chaotic or Fey
Spell Storing - 1, 2	Orderly
Stunning - 2	Earth, or Primeval
Swift Weapon	Air or Chaotic
Talented	Celestial, Fiendish, or Fey
Toppling - 3	Air, Earth, or Primeval
Vengeful	Celestial, Fiendish, or Fire
Venomous - 3	Fey, Fiendish, or Primeval
Vicious - 5	Fiendish
War Mage - 2	Chaotic
Withering - 3	Shadow

## MASTER

Magic Effect	Required Energy
Ability Replacement: Constitution - 15	Earth, Fiendish, Orderly, Primeval, or Shadow
Ability Replacement: Intelligence - 15	Chaotic, Psychic, or Water
Ability Replacement: Strength - 15	Celestial, Earth, Fiendish, Fire or Primeval
Ability Boost: Constitution - 3, 4	Earth, Fiendish, Orderly, Primeval, or Shadow

Ability Boost: Intelligence - 3, 4	Chaotic, Psychic, or Water
Ability Boost: Strength - 3, 4	Celestial, Earth, Fiendish, Fire or Primeval
Animated Shield	Air, Orderly, or Psychic
Arrow Catching Shield - 4	Air, Orderly, or Psychic
Dancing Weapon - 4, 5	Air, Orderly, or Psychic
Dread - 4	Shadow or Psychic
Energy Empowered - 3	Varies
Force Empowered - 3	Orderly
Inflicting - 4	Varies
Intimidating - 4	Fey, Fiendish, Psychic, or Shadow
Invisibility	Air or Fey
Life Draining - 4	Fiendish or Shadow
Lightning - 5	Air or Celestial
Magic Armor/Shield - 2	None
Mighty - 3	Earth or Primeval
Mind Shielding	Orderly or Psychic
Paralyzing - 2	Air or Orderly
Sentinel	Air, Orderly, or Psychic
Skill Boosting - 4	Celestial, Fiendish, or Fey
Slaying - 3, 4	Shadow
Slowing - 4	Chaotic, Earth, or Water
Spell Infused - 5	Varies
Spell Reflecting - 5	Chaotic or Fey
Spell Staff - 1, 2, 3, 4	Varies
Spell Storing - 3	Orderly
Stunning - 3	Earth, or Primeval
Toppling - 4	Air, Earth, or Primeval
Venomous - 4	Fey, Fiendish, or Primeval
Vorpal	Fiendish
Withering - 4	Shadow

## LEGEND

Magic Effect	Required Energy
Ability Replacement: Constitution - 16, 17, 18, 19, 20	Earth, Fiendish, Orderly, Primeval, or Shadow
Ability Replacement: Intelligence - 16, 17, 18, 19, 20	Chaotic, Psychic, or Water

**Ability Replacement:** Celestial, Earth, Fiendish, Fire or Primeval  
**Strength** - 16, 17, 18, 19, 20

**Ability Boost:** Earth, Fiendish, Orderly, Primeval, or Shadow  
**Constitution** - 5, 6, 7, 8, 9, 10

**Ability Boost:** Chaotic, Psychic, or Water  
**Intelligence** - 5, 6, 7, 8, 9, 10

**Ability Boost:** Celestial, Earth, Fiendish, Fire or Primeval  
**Strength** - 5, 6, 7, 8, 9, 10

**Arrow Catching Shield** - 5 Air, Orderly, or Psychic

**Dread** - 5 Shadow or Psychic

**Energy Empowered** - 4, 5 Varies

**Force Empowered** - 4, 5 Orderly

**Inflicting** - 5 Varies

**Intimidating** - 5 Fey, Fiendish, Psychic, or Shadow

**Life Draining** - 5 Fiendish or Shadow

**Magic Armor/Shield** - 3 None

**Magic Weapon** - 3 None

**Mighty** - 4, 5 Earth or Primeval

**Paralyzing** - 3 Air or Orderly

**Proof Against Detection** Chaotic or Fey

**Skill Boosting** - 5 Celestial, Fiendish, or Fey

**Slaying** - 5, 6, 7, 8, 9, 10 Shadow

**Slowing** - 5 Chaotic, Earth, or Water

**Spell Deflecting** Orderly or Primeval

**Spell** - 6, 7, 8, 9 Varies

**Spell Reflecting** - 6, 7, 8, 9 Chaotic or Fey

**Spell Resistance** Orderly or Primeval

**Spell Staff** - 5, 6, 7, 8, 9 Varies

**Spell Storing** - 4, 5, 6, 7, 8, 9 Orderly

**Stunning** - 4 Earth, or Primeval

**Toppling** - 5 Air, Earth, or Primeval

**Venomous** - 5 Fey, Fiendish, or Primeval

**War Mage** - 3 Chaotic

**Withering** - 5 Shadow

## WEAVER'S TOOLS

**Craftable Item Types:** Light Armor, Bags, Belts, Bracers, Cloaks, Clothes, Gloves, Headgear, Robes

**Primary Material Type:** Cloth

**Invalid Material Types:** Gem, Parchment, and Wood

### APPRENTICE

Magic Effect	Required Energy
Assisted Escape	Air, Fey, Water
Beacon	Psychic
Buoyant	Water
Cognizant	Psychic
Detecting	Orderly or Psychic
Determined	Celestial or Fire
Extinguishing	Air, Shadow or Water
Holding	Chaotic or Orderly
Invigorating	Celestial, Fire, or Primeval
Light	Celestial, Fire or Fey
Light Devouring	Shadow
Malleable	Chaotic
Recovery	Primeval, or Water
Shifting	Fey
Skill Boosting	Celestial, Fiendish, or Fey
Spell Infused	Varies
Weightless	Air

### JOURNEYMAN

Magic Effect	Required Energy
Ability Replacement: Charisma - 10, 11, 12	Air, Fey, or Fire
Ability Replacement: Dexterity - 10, 11, 12	Air, Chaotic, Fey, or Water
Ability Replacement: Intelligence - 10, 11, 12	Chaotic, Psychic, or Water
Ability Replacement: Wisdom - 10, 11, 12	Celestial, Orderly, or Primeval
Ability Boost: Charisma - 1	Air, Fey, or Fire
Ability Boost: Dexterity - 1	Air, Chaotic, Fey, or Water
Ability Boost: Intelligence - 1	Chaotic, Psychic, or Water
Ability Boost: Wisdom - 1	Celestial, Orderly, or Primeval
Cold Proof	Fire or Water
Deceptive	Chaotic or Fiendish

Devouring	Shadow or Fiendish
Holding - 3, 4	Chaotic or Orderly
Light - 2	Celestial, Fire or Fey
Poison Proof - 1	Earth or Fiendish
Protection	Earth or Orderly
Elven Armor: Light	Air, Fey
Evasion	Air, Fey, or Water
Extinguishing - 3, 4	Air, Shadow or Water
Feather Falling	Air
Heat Proof	Fire or Water
Skill Boosting - 2	Celestial, Fiendish, or Fey
Spell Infused - 1, 2	Varies
Warding	Orderly
Water Breathing	Air or Water

## EXPERT

Magic Effect	Required Energy
Ability Replacement: Charisma - 13, 14	Air, Fey, or Fire
Ability Replacement: Dexterity - 13, 14	Air, Chaotic, Fey, or Water
Ability Replacement: Intelligence - 13, 14	Chaotic, Psychic, or Water
Ability Replacement: Wisdom - 13, 14	Celestial, Orderly, or Primeval
Ability Boost: Charisma - 2	Air, Fey, or Fire
Ability Boost: Dexterity - 2	Air, Chaotic, Fey, or Water
Ability Boost: Intelligence - 2	Chaotic, Psychic, or Water
Ability Boost: Wisdom - 2	Celestial, Orderly, or Primeval
Aquatic	Water
Camouflage	Fey or Primeval
Disease Proof - 1, 2	Earth or Primeval
Extinguishing - 5	Air, Shadow or Water
Holding - 5, 6, 7	Chaotic or Orderly
Light - 3	Celestial, Fire or Fey
Magic Armor/Shield - 1	None
Missile Snaring - 1	Air, Orderly, or Water
Mountaineering	Fiendish or Primeval
Poison Proof - 2	Earth or Fiendish
Recovery - 2	Primeval, or Water
Resistance	Varies

Skill Boosting - 3	Celestial, Fiendish, or Fey
Spell Infused - 3, 4	Varies
Talented	Celestial, Fiendish, or Fey

## MASTER

Magic Effect	Required Energy
Ability Replacement: Charisma - 15	Air, Fey, or Fire
Ability Replacement: Dexterity - 15	Air, Chaotic, Fey, or Water
Ability Replacement: Intelligence - 15	Chaotic, Psychic, or Water
Ability Replacement: Wisdom - 15	Celestial, Orderly, or Primeval
Ability Boost: Charisma - 3, 4	Air, Fey, or Fire
Ability Boost: Dexterity - 3, 4	Air, Chaotic, Fey, or Water
Ability Boost: Intelligence - 3, 4	Chaotic, Psychic, or Water
Ability Boost: Wisdom - 3, 4	Celestial, Orderly, or Primeval
Holding - 8, 9, 10	Chaotic or Orderly
Invisibility	Air or Fey
Magic Armor/Shield - 2	None
Mind Shielding	Orderly or Psychic
Missile Snaring - 2, 3	Air, Orderly, or Water
Sentinel	Air, Orderly, or Psychic
Skill Boosting - 4	Celestial, Fiendish, or Fey
Spell Infused - 5	Varies

## LEGEND

Magic Effect	Required Energy
Ability Replacement: Charisma - 16, 17, 18, 19, 20	Air, Fey, or Fire
Ability Replacement: Dexterity - 16, 17, 18, 19, 20	Air, Chaotic, Fey, or Water
Ability Replacement: Intelligence - 16, 17, 18, 19, 20	Chaotic, Psychic, or Water
Ability Replacement: Wisdom - 16, 17, 18, 19, 20	Celestial, Orderly, or Primeval
Ability Boost: Charisma - 5, 6, 7, 8, 9, 10	Air, Fey, or Fire
Ability Boost: Dexterity - 5, 6, 7, 8, 9, 10	Air, Chaotic, Fey, or Water
Ability Boost: Intelligence - 5, 6, 7, 8, 9, 10	Chaotic, Psychic, or Water

Ability Boost:  
Wisdom - 5, 6, 7, 8, 9, 10    Celestial, Orderly, or Primeval

Displacing	Fey
Free Movement	Air, Fey, or Water
Magic Armor/Shield - 3	None
Proof Against Detection	Chaotic or Fey
Skill Boosting - 5	Celestial, Fiendish, or Fey
Spell Deflecting	Orderly or Primeval
Spell Infused - 6, 7, 8, 9	Varies
Spell Resistance	Orderly or Primeval
Winged	Air

# MAGIC ITEM EFFECTS

This section provides descriptions of the different item effects available to players through custom crafting. Each item effect contains some or all of the following descriptors.

## ITEM TYPE

This is the type of item the magic effect can be applied to.

## TOOLS

This lists the types of tools that can be used to craft an item with this property.

## ATTUNEMENT

This indicates whether or not applying this effect to an item will cause it to require attunement.

## RECIPE

The recipe lists the required gp value of Crafting Supplies and what types of Ingredients are needed to craft the magic effect. Most recipes includes requirements for:

- Crafting Supplies equal to a certain amount of gp
- Ingredients of the Primary Material
- Ingredients with a specific Magic Energy.

These requirements are independent of each other and can be met separately with the same Ingredients.

## RECIPE EXAMPLE

Assume a smith is making a weapon with the *Concussive* property, which has the following recipe

**Recipe:** 1,500gp worth of Crafting Supplies, including:

- 1 Very Rare Ingredient of the Primary Material
- 1 Rare Ingredient with Earth or Primeval Energy

Since this is being made with smith's tools, the Primary Material is Metal. If the smith used a Very Rare Metal with the Fire property (worth 1,000gp), this would meet the Primary Material requirement and pay for 1,000gp of the 1,500gp Crafting Supply requirement. If the smith then provided a Rare Gem with the Earth property (worth 500gp), this would satisfy Energy requirement and pay for the remaining 500gp worth of Crafting Supplies.

Alternatively, if the smith has a Very Rare Metal with the Earth property, that could be used to simultaneously meet the requirement for the Primary Material and the needed Energy. The remaining 500gp worth of needed Crafting Supplies could then be met using gold to purchase supplies.

## HIGHER RANKS

Some effects have higher level ranks that boost their potency. When adding an effect with multiple ranks, you may choose to upgrade the effect to a higher rank if you meet that rank's proficiency requirement and you meet the requirements of that rank's recipe. You may upgrade through multiple ranks at once as long as the recipes of all the ranks are satisfied. When upgrading an item, you may boost an existing effect to higher ranks. See **Upgrading Effects to Higher Ranks** (pg.5) for more details.

The recipes for the different ranks are listed in an abbreviated format.

# MAGIC ITEM EFFECT DESCRIPTIONS

The effects are presented here in alphabetical order.

## ABILITY BOOST

*Journeyman*

**Item Type:** Varies

**Tools:** Varies

**Attunement:** Yes

**Recipe:** 2,000gp worth of Crafting Supplies, including:

- 1 Very Rare Ingredient of the Primary Material
- 1 Rare Ingredient with Energy determined by the Ability Score (See Description)

While wearing this item, you get a +1 to one of your ability scores. This cannot be used to boost that ability score beyond its normal maximum. The ability score this item effects determines what item types it can be, the energy types that can be used for the recipe, and the tools that can be used craft the item.

## CHARISMA

**Item Type:** Cloaks, Clothes, Glasses, Headgear, Jewelry

**Tools:** Glassblower, Jeweler, Weaver

**Energy Types:** Air, Fey, or Fire Energy

## CONSTITUTION

**Item Type:** Belts, Bracers, Jewelry

**Tools:** Jeweler, Leatherworker, Smith

**Energy Types:** Earth, Fiendish, Orderly, Primeval, or Shadow Energy

## DEXTERITY

**Item Type:** Cloaks, Footwear, Gloves, Jewelry

**Tools:** Carver, Cobbler, Jeweler, Leatherworker, Weaver

**Energy Types:** Air, Chaotic, Fey, or Water Energy

## INTELLIGENCE

**Item Type:** Glasses, Headwear, Jewelry

**Tools:** Glassblower, Jeweler, Leatherworker, Smith, Weavers

**Energy Types:** Chaotic, Psychic, or Water Energy

## STRENGTH

**Item Type:** Belts, Footwear, Gloves, Jewelry

**Tools:** Cobbler, Jeweler, Smith

**Energy Types:** Celestial, Earth, Fiendish, Fire or Primeval Energy

## WISDOM

**Item Type:** Cloaks, Headgear, Glasses, Jewelry

**Tools:** Carver, Glassblower, Jeweler, Leatherworker, Weaver

**Energy Types:** Celestial, Orderly, or Primeval Energy

### At Higher Ranks:

Rank	Proficiency	Recipe	Ability Boost
1	J journeyman	2,000gp: 1 VRr Prmry, 1 Rr ReqEnrgy	+1
2	E expert	2,000gp: 1 VRr Prmry, 1 Rr ReqEnrgy	+2
3	M master	3,000gp: 2 VRr Prmry, 1 VRr ReqEnrgy	+3
4	M master	3,000gp: 2 VRr Prmry, 1 VRr ReqEnrgy	+4
5	L legend	4,500gp: 3 VRr Prmry, 1 VRr ReqEnrgy	+5
6	L legend	4,500gp: 3 VRr Prmry, 1 VRr ReqEnrgy	+6
7	L legend	7,000gp: 1 Epc Prmry, 2 VRr ReqEnrgy	+7
8	L legend	7,000gp: 1 Epc Prmry, 2 VRr ReqEnrgy	+8
9	L legend	10,000gp: 1 Epc Prmry, 2 VRr ReqEnrgy	+9
10	L legend	10,000gp: 1 Epc Prmry, 2 VRr ReqEnrgy	+10

### ABILITY REPLACEMENT

*J journeyman*

**Item Type:** Varies

**Tools:** Varies

**Attunement:** Yes

**Recipe:** 1,000gp worth of Crafting Supplies, including:

- 1 Rare Ingredient of the Primary Material
- 2 Uncommon Ingredients with an Energy determined by the ability score (See Description)

While wearing this item, one of your ability scores becomes 10. If that ability score is greater than 10, this item has no effect on you. The ability score this item effects determines what item types it can be, the energy types that can be used for the recipe, and the tools that can be used craft the item. See the description of the Ability Boost effect for the requirements of each ability score.

### At Higher Ranks:

Ability Score	Proficiency	Recipe
10	J journeyman	1,000gp: 1 Rr Prmry, 2 Uncmn ReqEnrgy
11	J journeyman	500gp: 3 Uncmn Prmry, 1 Uncmn ReqEnrgy
12	J journeyman	800gp: 1 Rr Prmry, 2 Uncmn ReqEnrgy
13	E expert	1,000gp: 1 Rr Prmry, 2 Uncmn ReqEnrgy
14	E expert	2,000gp: 1 VRr Prmry, 1 Rr ReqEnrgy

15	M master	3,000gp: 2 VRr Prmry, 1 VRr ReqEnrgy
16	L legend	6,000gp: 1 Epc Prmry, 2 VRr ReqEnrgy
17	L legend	9,000gp: 1 Epc Prmry, 2 VRr ReqEnrgy
18	L legend	13,000gp: 1 Lgndry Prmry, 3 VRr ReqEnrgy
19	L legend	20,000gp: 1 Lgndry Prmry, 1 Epc ReqEnrgy
20	L legend	30,000gp: 2 Lgndry Prmry, 1 Lgndry ReqEnrgy

### ANIMATED SHIELD

*M aster*

**Item Type:** Shield

**Tools:** Carver, Smith, Leatherworker

**Attunement:** Yes

**Recipe:** 6,000gp worth of Crafting Supplies, including:

- 1 Epic Ingredient of the Primary Material
- 2 Very Rare Ingredients with Air, Orderly, or Psychic Energy

While holding the shield, you can speak its Command Word as a Bonus Action to cause it to animate. The shield leaps into the air and hovers in your space to protect you as if you were wielding it, leaving your hands free. The shield remains animated for 1 minute, until you use a Bonus Action to end this effect, or until you are Incapacitated or die, at which point the shield falls to the ground or into your hand if you have one free.

### ARROW CATCHING SHIELD

*J journeyman*

**Item Type:** Shield

**Tools:** Carver, Smith, Leatherworker

**Attunement:** Yes

**Recipe:** 1,000gp worth of Crafting Supplies, including:

- 1 Rare Ingredient of the Primary Material
- 2 Uncommon Ingredients with Air, Earth, or Primeval Energy

You gain a +1 bonus to AC against ranged attacks while you wield this shield. This is in addition to the shield's normal bonus to AC.

### At Higher Ranks:

Rank	Proficiency	Recipe	AC Bonus
1	J journeyman	1,000gp: 1 Rr Prmry, 2 Uncmn Air/Ert/Prmv	+1
2	E expert	1,500gp: 1 VRr Prmry, 1 Rr Air/Ert/Prmv	+2
3	E expert	2,500gp: 2 VRr Prmry, 1 Rr Air/Ert/Prmv	+3
4	M master	3,500gp: 2 VRr Prmry, 1 VRr Air/Ert/Prmv	+4
5	L legend	5,000gp: 3 VRr Prmry, 1 VRr Air/Ert/Prmv	+5

## ASSISTED ESCAPE

*Apprentice*

**Item Type:** Cloak, Footwear, Gloves, Rings

**Tools:** Carver, Cobbler, Jeweler, Leatherworker, Smith, Weaver

**Attunement:** Yes

**Recipe:** 500gp worth of Crafting Supplies, including:

- 3 Uncommon Ingredients of the Primary Material
- 1 Uncommon Ingredient with Air, Fey, or Water Energy

This item can make you very difficult to pin down. While wearing it, you can use your Reaction to gain advantage on a saving throw you make to avoid being Paralyzed or Restrained or you can gain advantage on any check you make to escape a grapple. The item can't be used this way again until the next dawn

## AQUATIC

*Expert*

**Item Type:** Footwear and Gloves

**Tools:** Cobbler, Leatherworker, Smith, Weaver

**Attunement:** No

**Recipe:** 2,500gp worth of Crafting Supplies, including:

- 2 Very Rare Ingredients of the Primary Material
- 1 Rare Ingredient with Water Energy

While in water, this item extends a magical webbing that aids in swimming. While wearing this item, swimming doesn't cost you extra movement.

**At Higher Ranks:**

Rank	Proficiency	Recipe	Charges	Amount Regained
1	J journeyman	1,500gp: 1 VRr Prmry, 1 Rr Ord	4	1d3+1
2	E expert	2,500gp: 2 VRr Prmry, 1 Rr Ord	6	1d4+2
3	M master	5,000gp: 3 VRr Prmry, 1 VRr Ord	8	1d6+2
4	L legend	12,000gp: 1 Lgndry Prmry, 3 VRr Ord	10	1d6+4
5	L legend	28,000gp: 2 Lgndry Prmry, 1 Lgndry Ord	12	1d8+4

## BEACON

*Apprentice*

**Item Type:** Any

**Tools:** Any

**Attunement:** Yes

**Recipe:** 500gp worth of Crafting Supplies, including:

- 3 Uncommon Ingredients of the Primary Material
- 1 Uncommon Ingredient with Psychic Energy

You have a psychic link to the item and always know its location as long as it is on the same plane as you. This ability persists for an additional 24 hours after your attunement to the item ends, even if another creature attunes to the item.

## BUOYANT

*Apprentice*

**Item Type:** Any

**Tools:** Any

**Attunement:** Yes

**Recipe:** 400gp worth of Crafting Supplies, including:

- 2 Uncommon Ingredients of the Primary Material
- 1 Uncommon Ingredient with Water Energy

The item floats in water, granting you an extra 5ft. of swimming movement. If you are incapacitated underwater, the item will pull you towards the surface at a rate of 20ft per round.

## CAMOUFLAGE

*Expert*

**Item Type:** Boots, Cloaks and Any Armor that Doesn't Impose Disadvantage on Stealth Checks

**Tools:** Carver, Leatherworker, Weaver

**Attunement:** No

**Recipe:** 2,500gp worth of Crafting Supplies, including:

- 2 Very Rare Ingredients of the Primary Material
- 1 Rare Ingredient with Fey or Primeval Energy

This item changes its color patterns and texture to match your environment. Wisdom (Perception) checks made to see you are made with disadvantage.

## COGNIZANT

*Apprentice*

**Item Type:** Any

**Tools:** Any

**Attunement:** Yes

**Recipe:** 400gp worth of Crafting Supplies, including:

- 2 Uncommon Ingredients of the Primary Material
- 1 Uncommon Ingredient with Psychic Energy

You have a psychic link to the item and can use an action to see and hear through this item as though you were at its location as long as it is no further than 300 feet away from you.

## COLD PROOF

*J journeyman*

**Item Type:** Any Wearable Item Except Glasses

**Tools:** Any Except Glassblower

**Attunement:** No

**Recipe:** 1,000gp worth of Crafting Supplies, including:

- 1 Rare Ingredient of the Primary Material
- 2 Uncommon Ingredients with Fire or Water Energy

This item protects you from extremely cold environments. While wearing it, you can tolerate temperatures low as -50 degrees Fahrenheit.

## CONCUSSIVE

*Journeyman*

**Item Type:** Any Bludgeoning Weapon

**Tools:** Carver, Smith

**Attunement:** Yes

**Recipe:** 1,500gp worth of Crafting Supplies, including:

- 1 Very Rare Ingredient of the Primary Material
- 1 Rare Ingredient with Earth or Primeval Energy

The weapon is capable of delivering powerful blows that knock back its targets. Upon striking a creature with this weapon, you may use a bonus action to Shove the target.

## COORDINATING

*Journeyman*

**Item Type:** Any Weapon

**Tools:** Carver, Glassblower, Leatherworker, Smith

**Attunement:** Yes

**Recipe:** 2,000gp worth of Crafting Supplies, including:

- 1 Very Rare Ingredient of the Primary Material
- 1 Rare Ingredient with Orderly Energy

Strikes from the weapon expose vulnerabilities that your allies can take advantage of. After striking a target with the weapon, the next attack made against the target by someone other than you is made with advantage (This can only be triggered once per turn).

## DANCING WEAPON

*Journeyman*

**Item Type:** Any Slashing Weapon

**Tools:** Leatherworker, Smith

**Attunement:** No

**Recipe:** 1,500gp worth of Crafting Supplies, including:

- 1 Very Rare Ingredient of the Primary Material
- 1 Rare Ingredient with Air, Orderly, or Psychic Energy

You can use a Bonus Action to toss the weapon into the air and speak the Command Word. When you do so, the weapon begins to hover, flies up to 30 feet, and attacks one creature of your choice within 5 feet of it. The weapon uses your Attack roll and ability score modifier to Damage Rolls.

While the weapon hovers, you can use a Bonus Action to cause it to fly up to 30 feet to another spot within 30 feet of you. As part of the same Bonus Action, you can cause the weapon to Attack one creature within 5 feet of it.

After the hovering weapon has attacked 3 times, it flies up to 30 feet and tries to return to your hand, if does not reach you keeps move towards you at the start of each of your turn. If you have no hand free, it falls to the ground at your feet. If the weapon has no unobstructed path to you, it moves as close to you as it can and then falls to the ground. It also ceases to hover if you grasp it or move more than 30 feet away from it.

## At Higher Ranks:

Rank	Proficiency	Recipe	Range
1	Journeyman	1,500gp: 1 VRr Prmry, 1 Rr Air/Ord/Psy	30 ft.
2	Expert	1,500gp: 1 VRr Prmry, 1 Rr Air/Ord/Psy	60 ft.
3	Expert	1,500gp: 1 VRr Prmry, 1 Rr Air/Ord/Psy	90 ft.
4	Master	1,500gp: 1 VRr Prmry, 1 Rr Air/Ord/Psy	120 ft.
5	Master	1,500gppg: 1 VRr Prmry, 1 Rr Air/Ord/Psy	150 ft.

## DARKVISION

*Journeyman*

**Item Type:** Glasses

**Tools:** Glassblower

**Attunement:** No

**Recipe:** 1,500gp worth of Crafting Supplies, including:

- 1 Very Rare Ingredient of the Primary Material
- 1 Rare Ingredient with Celestial, Primeval, or Shadow Energy

While wearing these glasses, you have Darkvision out to a range of 60 feet. If you already have Darkvision, its range is increased by 60 feet.

## DECEPTIVE

*Journeyman*

**Item Type:** Any Weapon

**Tools:** Carver, Glassblower, Leatherworker, Smith

**Attunement:** Yes

**Recipe:** 2,000gp worth of Crafting Supplies, including:

- 1 Very Rare Ingredient of the Primary Material
- 1 Rare Ingredient with Chaotic or Fiendish Energy

While wearing this item, it is much harder for others to determine your intent. Wisdom (Insight) checks contested against your Charisma (Deception) are made with disadvantage.

## DETECTING

*Apprentice*

**Item Type:** Weapons, Shields, Jewelry, Headgear, Rods, Wands, Glasses

**Tools:** Any but Cobbler

**Attunement:** No

**Recipe:** 500gp worth of Crafting Supplies, including:

- 3 Uncommon Ingredients of the Primary Material
- 1 Uncommon Ingredient with Orderly, or Psychic Energy

The item enables to you to detect nearby enemies. While holding it, you can use an action to speak a command word. For the next minute, you know the direction of the nearest creature hostile to you within 60 feet, but not its distance from you. The item can sense the presence of hostile creatures that are ethereal, invisible, disguised, or hidden, as well as those in plain sight.

The effect ends if you stop holding the item. Once you use this feature, it can't be used until the next dawn.

## DETERMINED

*Apprentice*

**Item Type:** Any

**Tools:** Any

**Attunement:** Yes

**Recipe:** 500gp worth of Crafting Supplies, including:

- 3 Uncommon Ingredients of the Primary Material
- 1 Uncommon Ingredient with Fire or Celestial Energy

If you are near death, the item will fill you with determination, bringing you back from the brink. Once per day when you fail your third death saving throw, reset your death saving throws instead of dying.

## DEVOURING

*Journeyman*

**Item Type:** Any

**Tools:** Any

**Attunement:** Yes

**Recipe:** 1,000gp worth of Crafting Supplies, including:

- 1 Rare Ingredient of the Primary Material
- 2 Uncommon Ingredients with Fiendish or Shadow Energy

The item devours the life force of creatures that die near it. Whenever a creature with CR 1 or greater dies within 30ft. of you, you are healed a number of HP equal to the creature's CR.

## DISEASE PROOF

*Expert*

**Item Type:** Belts and Jewelry

**Tools:** Carver, Jeweler, Leatherworker, Smith, Weaver

**Attunement:** No

**Recipe:** 2,500gp worth of Crafting Supplies, including:

- 2 Very Rare Ingredients of the Primary Material
- 1 Rare Ingredients with Earth or Primeval Energy

This item boosts your ability to stave off diseases. While wearing it, you have advantage on saving throws against being diseased.

### At Higher Ranks:

Rank	Proficiency	Recipe	Effect
1	Expert	2,500gp: 2 VRr Prmry, 1 Rr Erth/Prmvl	Advantage on Saves Against Disease
2	Expert	2,000gp: 1 VRr Prmry, 1 Rr Erth/Prmvl	Immunity to Disease

## DISPLACING

*Legend*

**Item Type:** Cloaks and Light or Medium Armor

**Tools:** Leatherworker, Weaver

**Attunement:** Yes

**Recipe:** 60,000gp worth of Crafting Supplies, including:

- 1 Mythic Ingredient of the Primary Material
- 2 Legendary Ingredients with Fey Energy

While you wear this cloak, it projects an illusion that makes you appear to be standing in a place near your actual location, causing any creature to have disadvantage on attack rolls against you. If you take damage, the property ceases to function until the start of your next turn. This property is suppressed while you are incapacitated, restrained, or otherwise unable to move.

## DREAD

*Apprentice*

**Item Type:** Any Weapon

**Tools:** Carver, Glassblower, Leatherworker, Smith

**Attunement:** No

**Recipe:** 350gp worth of Crafting Supplies, including:

- 2 Uncommon Ingredients of the Primary Material
- 1 Uncommon Ingredient with Shadow or Psychic Energy

You can use an action to cause this weapon to take on a nightmarish appearance of your choice. This effect lasts for 1 minute or until an attack using this weapon hits a creature. That creature must succeed on a DC 13 Wisdom saving throw or take 1d10 psychic damage and become frightened for 1 minute. The weapon can't be used this way again until the next dawn.

### At Higher Ranks:

Rank	Proficiency	Recipe	Damage	DC
1	Apprentice	350gp: 2 Uncmn Prmry, 1 Uncmn Fey/Shdw	1d10	13
2	Journeyman	500gp: 3 Uncmn Prmry, 1 Uncmn Fey/Shdw	2d10	15
3	Expert	700gp: 1 Rr Prmry, 2 Uncmn Fey/Shdw	3d10	17
4	Master	1,500gp: 1 VRr Prmry, 1 Rr Fey/Shdw	4d10	18
5	Legend	2,500gp: 2 VRr Prmry, 1 Rr Fey/Shdw	5d10	19

## EARTH TREAD

*Expert*

**Item Type:** Footwear

**Tools:** Cobbler

**Attunement:** No

**Recipe:** 4,000gp worth of Crafting Supplies, including:

- 2 Very Rare Ingredients of the Primary Material
- 1 Very Rare Ingredient with Earth Energy

This footwear is able to temporarily mold the earth around each of their steps. While wearing this item, you ignore difficult terrain caused by dirt or stone.

## ELVEN ARMOR

*Journeyman*

**Item Type:** Armor

**Tools:** Varies

**Attunement:** No

**Recipe:** Varies

You are considered proficient with this armor even if you lack proficiency in it.

The recipe and tools that used to create this armor depend on how heavy the armor is.

#### Different Armor Types:

Armor Type	Tools	Proficiency	Recipe
Light	Leatherworker, Weaver	Journeyman	1,000gp: 1 Rr Prmry, 2 Uncmn Air/Fey
Medium	Carver, Leatherworker, Smith	Journeyman	2,000gp: 1 VRr Prmry, 2 Rr Air/Fey
Heavy	Smith	Expert	4,500gp: 3 VRr Prmry, 1 VRr Air/Fey

#### ENERGY EMPOWERED

*Journeyman*

**Item Type:** Any Weapon

**Tools:** Carver, Glassblower, Leatherworker, Smith

**Attunement:** Yes

**Recipe:** 2,000gp worth of Crafting Supplies, including:

- 1 Very Rare Ingredient of the Primary Material
- 1 Rare Ingredient with an Energy type determined by the damage type (See Description)

This weapon is infused with energy that causes it to do an additional 1d6 damage of a different damage type. The damage type determines the energy type required by the recipe.

When upgrading this effect, the damage type must remain the same. This effect cannot be applied to an item with the Force Empowered or Mighty effects.

Damage Type	Required Energy
Acid	Fiendish, Primeval, or Water
Cold	Shadow or Water
Fire	Fiendish or Fire
Lightning	Air or Celestial
Necrotic	Fiendish or Shadow
Poison	Fey, Fiendish, or Primeval
Psychic	Chaotic, Psychic, or Shadow
Radiant	Fire or Celestial
Thunder	Air or Celestial

#### At Higher Ranks:

Rank	Proficiency	Recipe	Damage
1	Journeyman	2,000gp: 1 VRr Prmry, 1 Rr ReqEnergy	1d6
2	Expert	2,500gp: 2 VRr Prmry, 1 Rr ReqEnergy	2d6
3	Master	4,000gp: 2 VRr Prmry, 1 VRr ReqEnergy	3d6

4	Legend	6,000gp: 1 Epc Prmry, 2 VRr ReqEnergy	4d6
5	Legend	9,000gp: 1 Epc Prmry, 2 VRr ReqEnergy	5d6

#### ENERGY WEAPON

*Apprentice*

**Item Type:** Any Weapon

**Tools:** Carver, Glassblower, Leatherworker, Smith

**Attunement:** Yes

**Recipe:** 250gp worth of Crafting Supplies, including:

- 2 Uncommon Ingredients of the Primary Material
- 1 Common Ingredient with an Energy type determined by the damage type (See Description)
- If a two handed weapon is being crafted, the Supply Cost increases by 100gp and an additional Common Ingredient with the required Energy type must be included

The portion of this weapon that would normally strike an enemy has been replaced with pure energy. For example, the blade of a sword might be replaced with endless flames, or the head of a war maul may be composed of enchanted ice.

At the time of its crafting, choose a damage type. The weapon's damage type changes to the chosen damage type. The chosen damage type determines the Required Energy type for crafting.

This effect cannot be combined with Force Weapon. This effect does not contribute to three effect limit of an item. This effect changes the Primary Material type of the crafted item to Essence.

Damage Type	Required Energy
Acid	Fiendish, Primeval, or Water
Cold	Shadow or Water
Fire	Fiendish or Fire
Lightning	Air or Celestial
Necrotic	Fiendish or Shadow
Poison	Fey, Fiendish, or Primeval
Psychic	Chaotic, Psychic, or Shadow
Radiant	Fire or Celestial
Thunder	Air or Celestial

#### ENGULFING

*Journeyman*

**Item Type:** Any Melee Weapon, Except Daggers

**Tools:** Carver, Leatherworker, Smith

**Attunement:** Yes

**Recipe:** 1,000gp worth of Crafting Supplies, including:

- 1 Rare Ingredient of the Primary Material
- 2 Uncommon Ingredients with Primeval or Water Energy

This weapon can sprout vines or tendrils of water that grapple foes. When you hit a creature with this weapon, you may attempt a grapple as a bonus action with the weapon, you can't attack or grapple with the weapon for as long as the creature is grappled.

## Ethereal Sight

*Expert*

**Item Type:** Glasses

**Tools:** Glassblower

**Attunement:** Yes

**Recipe:** 2,500gp worth of Crafting Supplies, including:

- 2 Very Rare Ingredients of the Primary Material
- 1 Rare Ingredient with Orderly or Psychic Energy

These glasses grant you otherworldly sight. You can speak the item's Command Word, allowing you to see invisible creatures and objects as well as allowing you to see into the Ethereal Plane for the next 10 minutes. This property can't be used again until the next dawn.

**At Higher Ranks:**

Rank	Proficiency	Recipe	Duration
1	Expert	2,500gp: 2 VRr Prmry, 1 Rr Ord/Psy	10 Min.
2	Legend	22,000gp: 3 Epc Prmry, 1 Epc Ord/Psy	Unlimited

## Evasion

*J Journeyman*

**Item Type:** Cloaks and Footwear

**Tools:** Cobbler, Leatherworker, Weaver

**Attunement:** Yes

**Recipe:** 1,500gp worth of Crafting Supplies, including:

- 1 Very Rare Ingredient of the Primary Material
- 1 Rare Ingredients with Air, Fey, or Water Energy

When you fail a Dexterity saving throw while wearing this item, you can use your reaction to succeed on that saving throw instead.

## Extinguishing

*Apprentice*

**Item Type:** Any

**Tools:** Any

**Attunement:** No

**Recipe:** 300gp worth of Crafting Supplies, including:

- 2 Uncommon Ingredients of the Primary Material
- 1 Uncommon Ingredient with Air, Shadow or Water Energy

The item can be used to extinguish all nonmagical flames within 30 feet of you. This can be done as a free object interaction, and can be done when drawing the item. This property can be used no more than once per hour.

**At Higher Ranks:**

Rank	Proficiency	Recipe	Range (ft.)
1	Apprentice	300gp: 2 Uncmn Prmry, 1 Uncmn Air/Shdw/Wtr	30
2	Apprentice	400gp: 2 Uncmn Prmry, 1 Uncmn Air/Shdw/Wtr	60

3	Journeyman	500gp: 3 Uncmn Prmry, 1 Uncmn Air/Shdw/Wtr	90
4	Journeyman	600gp: 1 Rr Prmry, 2 Uncmn Air/Shdw/Wtr	120
5	Expert	700gp: 1 Rr Prmry, 2 Uncmn Air/Shdw/Wtr	150

## Feather Falling

*J Journeyman*

**Item Type:** Cloaks, Footwear, Rings

**Tools:** Carver, Cobbler, Jeweler, Leatherworker, Weaver

**Attunement:** Yes

**Recipe:** 2,000gp worth of Crafting Supplies, including:

- 1 Very Rare Ingredient of the Primary Material
- 1 Rare Ingredient with Air Energy

This item slows your decent while falling, protecting you from fall damage. When you fall while wearing this item, you descend 60 feet per round and take no damage from falling.

## Force Empowered

*J Journeyman*

**Item Type:** Any Weapon

**Tools:** Carver, Glassblower, Leatherworker, Smith

**Attunement:** Yes

**Recipe:** 2,000gp worth of Crafting Supplies, including:

- 1 Very Rare Ingredient of the Primary Material
- 1 Rare Ingredient with Orderly Energy

This weapon is infused with energy that causes it to do an additional 1d6 force damage. This effect cannot be applied to an item with the Energy Empowered or Mighty effect.

**At Higher Ranks:**

Rank	Proficiency	Recipe	Damage
1	Journeyman	2,000gp: 1 VRr Prmry, 1 Rr Ord	1d6
2	Expert	3,000gp: 2 VRr Prmry, 1 VRr Ord	2d6
3	Master	4,500gp: 3 VRr Prmry, 1 VRr Ord	3d6
4	Legend	6,000gp: 1 Epc Prmry, 2 VRr Ord	4d6
5	Legend	10,000gp: 1 Epc Prmry, 2 VRr Ord	5d6

## FORCE WEAPON

*Journeyman*

**Item Type:** Any Weapon

**Tools:** Carver, Glassblower, Leatherworker, Smith

**Attunement:** Yes

**Recipe:** 800gp worth of Crafting Supplies, including:

- 1 Rare Ingredient of the Primary Material
- 2 Uncommon Ingredients with Orderly Energy
- If a two handed weapon is being crafted, the Supply Cost increases by 200gp

The portion of this weapon that would normally strike an enemy has been replaced with pure force energy. The weapon's damage type changes to force damage.

This effect cannot be combined with Energy Weapon.

This effect does not contribute to three effect limit of an item. This effect changes the primary material type of the crafted item to Essence.

## FOREST TREAD

*Master*

**Item Type:** Footwear

**Tools:** Cobbler

**Attunement:** No

**Recipe:** 4,000gp worth of Crafting Supplies, including:

- 2 Very Rare Ingredients of the Primary Material
- 1 Very Rare Ingredient with Fey or Primeval Energy

While wearing this footwear, plants rearrange themselves around your step to aid your movement. While wearing this item, you ignore difficult terrain caused by vegetation.

## FREE MOVEMENT

*Legend*

**Item Type:** Cloaks and Footwear

**Tools:** Cobbler, Leatherworker, Weaver

**Attunement:** Yes

**Recipe:** 12,000gp worth of Crafting Supplies, including:

- 1 Legendary Ingredient of the Primary Material
- 3 Very Rare Ingredients with Air, Fey, or Water Energy

This item prevents your movement from being inhibited by magic. While wearing it, magic can neither reduce your speed nor cause you to be paralyzed or restrained.

## FREE TREAD

*Master*

**Item Type:** Footwear

**Tools:** Cobbler

**Attunement:** No

**Recipe:** 8,000gp worth of Crafting Supplies, including:

- 1 Epic Ingredient of the Primary Material
- 2 Very Rare Ingredients with Earth or Primeval Energy

Nothing can impede your stride while wearing this footwear. While wearing this item, difficult terrain doesn't cost you extra movement.

## GEM OF POWER

*Journeyman*

**Item Type:** Any Jewelry

**Tools:** Jeweler

**Attunement:** Yes (By a Spellcaster)

**Recipe:** 2,000gp worth of Crafting Supplies, including:

- 1 Very Rare Ingredient of the Primary Material
- 1 Rare Ingredient with Chaotic or Fire Energy

While this gem is on your person, you can use an action to speak its command word and regain one expended spell slot. If the expended slot is of 2nd Level or higher, the new slot is 1st Level. Once you have used the item, it can't be used again until the next dawn. The maximum level of the spell slot that can be recovered goes up with the item's rank.

### At Higher Ranks:

Rank	Proficiency	Recipe	Max Spell Slot
1	Journeyman	2,000gp: 1 VRr Prmry, 1 Rr Chtc	1st
2	Expert	2,000gp: 1 VRr Prmry, 1 Rr Chtc	2nd
3	Master	2,500gp: 2 VRr Prmry, 1 Rr Chtc	3rd
4	Master	3,500gp: 2 VRr Prmry, 1 VRr Chtc	4th
5	Legend	10,000gp: 1 Epc Prmry, 2 VRr Chtc	5th
6	Legend	19,000gp: 1 Lgdry Prmry, 1 Epc Chtc	6th
7	Legend	38,000gp: 2 Lgdry Prmry, 1 Lgdry Chtc	7th
8	Legend	75,000gp: 1 Mthc Prmry, 2 Lgdry Chtc	8th
9	Legend	155,000gp: 2 Mthc Prmry, 1 Mthc Chtc	9th

## HEAT PROOF

*Journeyman*

**Item Type:** Any Wearable Item Except Glasses

**Tools:** All but Glassblower

**Attunement:** No

**Requirement:**

- 1,000gp worth of Crafting Supplies, including:
- 1 Rare Ingredient of the Primary Material
- 2 Uncommon Ingredients with Fire or Water Energy

This item protects you from extremely hot environments. While wearing it, you can tolerate temperatures high as 150 degrees Fahrenheit.

## HOLDING

*Apprentice*

**Item Type:** Bags

**Tools:** Leatherworker, Weaver

**Attunement:** No

**Recipe:** 300gp worth of Crafting Supplies, including:

- 2 Uncommon Ingredients of the Primary Material
- 1 Uncommon Ingredient Chaotic or Orderly Energy

The interior of this bag contains an extra-dimensional space that can hold up to 20 pounds of material, not exceeding a volume of 2 cubic feet. If the it is turned inside out, its contents spill forth, unharmed, and the bag must be put right before it can be used again. If a breathing creature is placed within the bag, the creature can survive for up to 10 minutes, after which time it begins to suffocate.

Placing the bag inside an extra-dimensional space created by a Bag of Holding, Portable Hole, or similar item instantly destroys both items and opens a gate to the Astral Plane. The gate originates where one item was placed inside the other. Any creature within 10 feet of the gate is sucked through it and deposited in a random location on the Astral Plane. The gate then closes. The gate is one-way only and can't be reopened.

**At Higher Ranks:**

Rank	Proficiency	Recipe	Pounds	Cubic Feet
1	Apprentice	300gp: 2 Uncmn Prmry, 1 Uncmn Chtc/Ord	20	2
2	Apprentice	300gp: 2 Uncmn Prmry, 1 Uncmn Chtc/Ord	40	4
3	Journeyman	300gp: 2 Uncmn Prmry, 1 Uncmn Chtc/Ord	60	6
4	Journeyman	300gp: 2 Uncmn Prmry, 1 Uncmn Chtc/Ord	80	8
5	Expert	1,500gp: 1 VRr Prmry, 1 Rr Chtc/Ord	160	16
6	Expert	1,000gp: 1 Rr Prmry, 2 Uncmn Chtc/Ord	240	32
7	Expert	1,000gp: 1 Rr Prmry, 2 Uncmn Chtc/Ord	480	64
8	Master	1,500gp: 1 VRr Prmry, 1 Rr Chtc/Ord	960	128
9	Master	2,000gp: 1 VRr Prmry, 1 Rr Chtc/Ord	1440	192
10	Master	2,000gp: 1 VRr Prmry, 1 Rr Chtc/Ord	1920	256

## HORSESHOES OF SPEED

*J journeyman*

**Item Type:** Horseshoes

**Tools:** Smiths

**Attunement:** No

**Requirement:**

- 1,000gp worth of Crafting Supplies, including:
- 1 Rare Ingredient of the Primary Material
- 2 Uncommon Ingredients with Air Energy

These iron horseshoes come in a set of four. While all four shoes are affixed to the hooves of a horse or similar creature, they increase the creature's walking speed by 10 feet.

**At Higher Ranks:**

Rank	Proficiency	Recipe	Speed Increase
1	Journeyman	1,000gp: 1 Rr Prmry, 2 Uncmn Air	10ft.
2	Expert	1,500gp: 1 VRr Prmry, 1 Rr Air	20ft.
3	Expert	2,500gp: 2 VRr Prmry, 1 Rr Air	30ft.

## ICE TREAD

*Master*

**Item Type:** Footwear

**Tools:** Cobbler

**Attunement:** No

**Recipe:** 4,000gp worth of Crafting Supplies, including:

- 2 Very Rare Ingredients of the Primary Material
- 1 Very Rare Ingredient with Water Energy

Slick ice and deep snow pose no danger to this footwear. While wearing this item, you ignore difficult terrain caused by ice or snow.

## INFILTING

*J Journeyman*

**Item Type:** Any Weapon

**Tools:** Carver, Glassblower, Leatherworker, Smith

**Attunement:** Yes

**Recipe:** 1,000gp worth of Crafting Supplies, including:

- 1 Rare Ingredient of the Primary Material
- 2 Uncommon Ingredients with an Energy Type Determined by the Inflicted Effect

Once per turn, when you hit a creature with an attack using this weapon, you can inflict it with a condition that damages it over time. At the time of the weapon's crafting, choose whether you want the inflicted condition to be **Dissolving**, **acid**, **Immolating** flames, or **Rotting** necrosis.

At the start of each of the inflicted creature's turns, it takes 2d4 damage of a type determined by the weapon's effect for each time you've inflicted it, and it can then make a DC 15 saving throw, ending the effect of all such effects on a success.

Alternatively, the inflicted creature, or a creature within 5 feet of it, can use an action to make a check with DC 15 to end all effects inflicting it. The type of save and type of check are determined by the nature of the effect inflicting the creature.

#### **Inflicted Effect Options:**

Effect	Required Energy	Damage Type	Save Type	Check to End Effect
Dissolving	Fiendish, Primeval, Water	Acid	Con	Wisdom (Medicine)
Immolating	Fiendish, Fire	Fire	Dex	Dexterity
Rotting	Fiendish, Shadow	Necrotic	Con	Wisdom (Medicine)

#### **At Higher Ranks:**

Rank	Proficiency	Recipe	Damage	DC
1	Journeyman	1,000gp: 1 Rr Prmry, 2 Uncmn ReqEnerg	2d4	15
2	Expert	1,500gp: 1 VRr Prmry, 1 Rr ReqEnerg	4d4	17
3	Expert	2,500gp: 2 VRr Prmry, 1 Rr ReqEnerg	6d4	17
4	Master	3,500gp: 2 VRr Prmry, 1 VRr ReqEnerg	8d4	18
5	Legend	5,000gp: 3 VRr Prmry, 1 VRr ReqEnerg	10d4	19

## **INTERCEPTING**

*Expert*

**Item Type:** Shield

**Tools:** Carver, Leatherworker, Smith

**Attunement:** Yes

**Recipe:** 5,000gp worth of Crafting Supplies, including:

- 3 Very Rare Ingredients of the Primary Material
- 1 Very Rare Ingredient with Celestial, Earth, or Orderly Energy

The shield designed to intercept attacks meant for your allies. Whenever an attacker makes a attack against a target within 5 feet of you, you can use your reaction to become the target of the attack instead.

## **INTIMIDATING**

*Apprentice*

**Item Type:** Rod or Staff

**Tools:** Carver, Glassblower, Jeweler, Smith

**Attunement:** No

**Recipe:** 700gp worth of Crafting Supplies, including:

- 1 Rare Ingredient of the Primary Material
- 2 Uncommon Ingredients with Fey, Fiendish, Psychic, or Shadow Energy

This rod or staff can be used to frighten whole crowds of onlookers. While holding the item, you can use an action to force each creature you can see within 30 feet of you to make a DC 12 Wisdom saving throw. On a failure, a target is Frightened of you. A Frightened target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. This property can't be used again until the next dawn.

#### **At Higher Ranks:**

Rank Proficiency	Recipe	Save DC
1 Apprentice	700gp: 1 Rr Prmry, 2 Uncmn Fey/Fndsh/Psy/Shdw	12
2 Journeyman	400gp: 2 Uncmn Prmry, 1 Uncmn Fey/Fndsh/Psy/Shdw	15
3 Expert	600gp: 1 Rr Prmry, 2 Uncmn Fey/Fndsh/Psy/Shdw	17
4 Master	800gp: 1 Rr Prmry, 2 Uncmn Fey/Fndsh/Psy/Shdw	18
5 Legend	1,000gp: 1 Rr Prmry, 2 Uncmn Fey/Fndsh/Psy/Shdw	19

## **INVIGORATING**

*Apprentice*

**Item Type:** Any Wearable Item

**Tools:** Any

**Attunement:** Yes

**Recipe:** 600gp worth of Crafting Supplies, including:

- 1 Rare Ingredient of the Primary Material
- 2 Uncommon Ingredients with Celestial, Fire, or Primeval Energy

This item bolsters your ability to push through intense levels of fatigue. While wearing this item, you suffer levels of exhaustion as though they were one level less.

## **INVISIBILITY**

*Master*

**Item Type:** Cloaks, Headgear, and Jewelry

**Tools:** Carver, Jeweler, Leatherworker, Smith, Weaver

**Attunement:** Yes

**Recipe:** 10,000gp worth of Crafting Supplies, including:

- 1 Epic Ingredient of the Primary Material
- 2 Very Rare Ingredients with Water Energy

While wearing this item, you can turn Invisible as an action. Anything you are wearing or carrying is Invisible with you. You remain Invisible until the item is removed, until you Attack or Cast a Spell, or until you use a Bonus Action to become visible again.

## **LIFE DRAINING**

*Apprentice*

**Item Type:** Any Melee Weapon

**Tools:** Carver, Glassblower, Leatherworker, Smith

**Attunement:** No

**Recipe:** 700gp worth of Crafting Supplies, including:

- 1 Rare Ingredient of the Primary Material
- 2 Uncommon Ingredients with Fiendish or Shadow Energy

Attacks from this weapon are capable of draining the life from their victims. When you hit a creature with a melee attack using this weapon, you can force the target to make a DC 13 Constitution saving throw. On a failure, the target takes an extra 2d6 necrotic damage, and you regain a number of Hit Points equal to half that necrotic damage. This property can't be used again until the next dawn.

#### At Higher Ranks:

Rank	Proficiency	Recipe	Damage	DC
1	Apprentice	700gp: 1 Rr Prmry, 2 Uncmn Fnd/Shdw	2d6	13
2	J Journeyman	1,000gp: 1 Rr Prmry, 2 Uncmn Fnd/Shdw	4d6	15
3	Expert	1,500gp: 1 VRr Prmry, 1 Rr Fnd/Shdw	6d6	17
4	Master	2,500gp: 2 VRr Prmry, 1 Rr Fnd/Shdw	8d6	18
5	Legend	3,500gp: 2 VRr Prmry, 1 VRr Fnd/Shdw	10d6	19

## LIGHT

#### Apprentice

**Item Type:** Any

**Tools:** Any

**Attunement:** No

**Recipe:** 300gp worth of Crafting Supplies, including:

- 2 Uncommon Ingredients of the Primary Material
- 1 Uncommon Ingredient with Celestial, Fire or Fey Energy

As an action, you can cause the item to shed bright light in a 30 ft. radius and dim light for an additional 30 feet. You can use another action to cause the object to stop shedding light.

#### At Higher Ranks:

Rank	Proficiency	Recipe	Range (ft.) Bright Light / Dim Light
1	Apprentice	300gp: 2 Uncmn Prmry, 1 Uncmn Celstl/Fire/Fey	30/30
2	J Journeyman	800gp: 1 Rr Prmry, 2 Uncmn Celstl/Fire/Fey	60/60
3	Expert	1,500gp: 1 VRr Prmry, 1 Rr Celstl/Fire/Fey	90/90

## LIGHT DEVOURING

#### Apprentice

**Item Type:** Any

**Tools:** All

**Attunement:** No

**Recipe:** 400gp worth of Crafting Supplies, including:

- 2 Uncommon Ingredients of the Primary Material
- 1 Uncommon Ingredient with Shadow Energy

You may use an action to use the item to create an aura of darkness emanating from the object in a 10-foot radius of darkness and dim light for another 10 feet. Creatures with darkvision can still see through the darkness, but only magical light can illuminate it. The darkness continues until you use a bonus action to dismiss it. This effect stacks with other instances of itself from other sources.

## LIGHTNING

#### Apprentice

**Item Type:** Any Thrown Weapon

**Tools:** Carver, Glassblower, Smith

**Attunement:** No

**Recipe:** 700gp worth of Crafting Supplies, including:

- 1 Rare Ingredient of the Primary Material
- 2 Uncommon Ingredients with Air or Celestial Energy

When you throw this weapon and speak its Command Word, it transforms, forming a line 5 feet wide that extends out from you to a target within 120 feet. Each creature in the line excluding you and the target must make a DC 12 Dexterity saving throw, taking 2d6 lightning damage on a failed save, and half as much damage on a successful one. The weapon turns back into its original form when it reaches the target. When you hit a target with a ranged weapon attack, the target takes damage from the weapon plus 2d6 lightning damage. The weapon can't be used this way again until the next dawn.

#### At Higher Ranks:

Rank	Proficiency	Recipe	Damage	DC
1	Apprentice	700gp: 1 Rr Prmry, 2 Uncmn Air/Clstl	2d6	13
2	J Journeyman	1,000gp: 1 Rr Prmry, 2 Uncmn Air/Clstl	4d6	15
3	Expert	1,500gp: 1 VRr Prmry, 1 Rr Air/Clstl	6d6	17
4	Expert	2,000gp: 1 VRr Prmry, 1 Rr Air/Clstl	8d6	17
5	Master	3,500gp: 2 VRr Prmry, 1 VRr Air/Clstl	10d6	18

## MAGIC ARMOR/SHIELD +1, +2, +3

#### J Journeyman

**Item Type:** Armor or Shield

**Tools:** Carver, Leatherworker, Smith, Weaver

**Attunement:** No

**Recipe:** 3,000gp worth of Crafting Supplies, including:

- 2 Very Rare Ingredients of the Primary Material

This item is magically enhanced to give a +1 to its wearer's AC while equipped.

#### At Higher Ranks:

Rank	Proficiency	Recipe	Armor Bonus
1	J Journeyman	3,000gp: 2 VRr Prmry	+1
2	Expert	9,000gp: 1 Epic Prmry	+2

3 Legend 36,000gp: 2 Lgndry Prmry +3

### MAGIC WEAPON +1, +2, +3

*Journeyman*

**Item Type:** Any Weapon

**Tools:** Carver, Glassblower, Leatherworker, Smith

**Attunement:** No

**Recipe:** 1000gp worth of Crafting Supplies, including:

- 1 Rare Ingredient of the Primary Material

The weapon is magically enhanced to give a +1 to attack and damage rolls.

**At Higher Ranks:**

Rank	Proficiency	Recipe	Weapon Bonus
1	Journeyman	1,000gp: 1 Rr Prmry	+1
2	Expert	3,000gp: 2 VRr Prmry	+2
3	Legend	12,000gp: 1 Lgndry Prmry	+3

### MAGMA TREAD

*Journeyman*

**Item Type:** Footwear

**Tools:** Cobbler

**Attunement:** No

**Recipe:** 1,500gp worth of Crafting Supplies, including:

- 1 Very Rare Ingredient of the Primary Material
- 1 Rare Ingredient with Fire or Fiendish Energy

This footwear allows you to treat floors made of lava like any other floor. While wearing this item, you can stand and walk across molten rock as if it were solid ground, and ignore the heat and other environmental dangers it poses.

### MALLEABLE

*Apprentice*

**Item Type:** Any

**Tools:** Any

**Attunement:** Yes

**Recipe:** 400gp worth of Crafting Supplies, including:

- 2 Uncommon Ingredients of the Primary Material
- 1 Uncommon Ingredient with Chaotic Energy

The form this item takes can be changed at the end of a short rest allowing it to become a different item type. The new form can be any item type including weapons and armor. Any other magical properties the item has that can't be applied to its new item type cease to function while it has that form. For example, a +1 weapon that is turned into armor will cease to grant any form of attack bonus.

### MIGHTY

*Journeyman*

**Item Type:** Any Weapon

**Tools:** Carver, Glassblower, Leatherworker, Smith

**Attunement:** No

**Recipe:** 2,000gp worth of Crafting Supplies, including:

- 1 Very Rare Ingredient of the Primary Material
- 1 Rare Ingredient with Earth or Primeval Energy

This weapon is enhanced to deliver more devastating attacks. It does an additional 1d6 damage. This effect cannot be applied to an item with the Energy Empowered or Force Empowered effect.

**At Higher Ranks:**

Rank	Proficiency	Recipe	Damage
1	Journeyman	2,000gp: 1 VRr Prmry, 1 Rr Erth/Prmvl	1d6
2	Expert	2,500gp: 2 VRr Prmry, 1 Rr Erth/Prmvl	2d6
3	Master	4,000gp: 2 VRr Prmry, 1 VRr Erth/Prmvl	3d6
4	Legend	6,000gp: 1 Epc Prmry, 2 VRr Erth/Prmvl	4d6
5	Legend	9,000gp: 1 Epc Prmry, 2 VRr Erth/Prmvl	5d6

### MIND SHIELDING

*Master*

**Item Type:** Headgear

**Tools:** Carver, Jeweler, Leatherworker, Smith, Weaver

**Attunement:** Yes

**Recipe:** 10,000gp worth of Crafting Supplies, including:

- 1 Epic Ingredient of the Primary Material
- 2 Very Rare Ingredients with Orderly or Psychic Energy

This item shields your mind from magical intrusion. While wearing it, you are immune to magic that allows other creatures to read your thoughts, determine whether you are lying, know your Alignment, or know your creature type. Creatures can telepathically communicate with you only if you allow it.

### MISSILE SNARING

*Expert*

**Item Type:** Gloves

**Tools:** Leatherworker, Weaver

**Attunement:** Yes

**Recipe:** 3,000gp worth of Crafting Supplies, including:

- 2 Very Rare Ingredient of the Primary Material
- 1 Very Rare Ingredient with Air, Orderly, or Water Energy

When a ranged weapon attack hits you while you're wearing these gloves, you can use your reaction to reduce the damage by  $1d10 + \text{your Dexterity modifier}$  provided that you have a free hand. If you reduce the damage to 0, you can catch the missile if it is small enough for you to hold in that hand.

### At Higher Ranks:

Rank	Proficiency	Recipe	Damage Reduction
1	Expert	3,000gp: 2 VRr Prmry, 1 VRr Air/Ord/Wtr	1d10
2	Master	3,000gp: 2 VRr Prmry, 1 VRr Air/Ord/Wtr	3d10
3	Master	3,000gp: 2 VRr Prmry, 1 VRr Air/Ord/Wtr	5d10

### MOUNTAINEERING

*Expert*

**Item Type:** Footwear and Gloves

**Tools:** Cobbler, Leatherworker, Smith, Weaver

**Attunement:** Yes

**Recipe:** 2,500gp worth of Crafting Supplies, including:

- 2 Very Rare Ingredients of the Primary Material
- 1 Rare Ingredient with Fiendish or Primeval Energy

When climbing, this item magically grips surfaces. While wearing it, climbing doesn't cost you extra movement.

### OMNISCIENT

*Expert*

**Item Type:** Any Melee Weapon

**Tools:** Carver, Glassblower, Leatherworker, Smith

**Attunement:** Yes

**Recipe:** 2,500gp worth of Crafting Supplies, including:

- 2 Very Rare Ingredients of the Primary Material
- 1 Rare Ingredient with Orderly or Psychic Energy

The weapon gives you insights into the next attack your opponents will make against you. Upon hit, until the start of your next turn, you can use your reaction to cause the next attack the target makes against you have disadvantage or the next save you make against an effect caused by the target have advantage.

### PARALYZING

*Expert*

**Item Type:** Any Weapon

**Tools:** Carver, Glassblower, Leatherworker, Smith

**Attunement:** No

**Recipe:** 4,000gp worth of Crafting Supplies, including:

- 2 Very Rare Ingredients of the Primary Material
- 1 Very Rare Ingredient with Air or Orderly Energy

Strikes from this weapon are capable of paralyzing their targets. When you hit a creature with an attack using this weapon, you can force the target to make a DC 17 Strength saving throw. On a failure, the target is Paralyzed. The target can repeat the saving throw at the end of each of its turns, ending the effect on a success. This property can't be used again until the next dawn.

**At Higher Ranks:**

Rank	Proficiency	Recipe	Save DC
1	Expert	4,000gp: 2 VRr Prmry, 1 VRr Air/Ord	17
2	Master	1,000gp: 1 Rr Prmry, 2 Uncmn Air/Ord	18
3	Legend	1,000gp: 1 Rr Prmry, 2 Uncmn Air/Ord	19

### POISON PROOF

*Journeyman*

**Item Type:** Belts and Jewelry

**Tools:** Carver, Jeweler, Leatherworker, Smith, Weaver

**Attunement:** No

**Recipe:** 1,500gp worth of Crafting Supplies, including:

- 1 Very Rare Ingredient of the Primary Material
- 1 Rare Ingredients with Earth or Fiendish Energy

This item boosts your ability to stave off poisons. While wearing it, you have advantage on saving throws against being poisoned.

**At Higher Ranks:**

Rank	Proficiency	Recipe	Effect
1	Journeyman	1,500gp: 1 VRr Prmry, 1 Rr Erth/Fndsh	Advantage on Saves Against Being Poisoned
2	Expert	2,000gp: 1 VRr Prmry, 1 Rr Erth/Fndsh	Immunity to Being Poisoned

### PROOF AGAINST DETECTION

*Legend*

**Item Type:** Cloaks, Headgear, and Jewelry

**Tools:** Carver, Jeweler, Leatherworker, Smith, Weaver

**Attunement:** Yes

**Recipe:** 20,000gp worth of Crafting Supplies, including:

- 1 Legendary Ingredient of the Primary Material
- 1 Epic Ingredient with Chaotic or Fey Energy

This item protects you from any form of magical spying or detection. While wearing it, you are hidden from divination magic. You can't be targeted by such magic or perceived through magical scrying sensors.

### PROTECTION

*Journeyman*

**Item Type:** Cloaks, Jewelry

**Tools:** Carver, Jeweler, Leatherworker, Weaver

**Attunement:** Yes

**Recipe:** 2,000gp worth of Crafting Supplies, including:

- 1 Very Rare Ingredient of the Primary Material
- 1 Rare Ingredient with Earth or Orderly Energy

The item offers magical protection from attacks. While wearing it you have a +1 to AC.

## RECOVERY

*Apprentice*

**Item Type:** Belts, Jewelry

**Tools:** Carver, Jeweler, Leatherworker, Smith, Weaver

**Attunement:** Yes

**Recipe:** 600gp worth of Crafting Supplies, including:

- 1 Rare Ingredient of the Primary Material
- 2 Uncommon Ingredients with Primeval, or Water Energy

The item possess healing energies that boost your natural healing ability. Whenever you roll a hit die to regain hit points while wearing this item, add 1 to the result rolled.

**At Higher Ranks:**

Rank	Proficiency	Recipe	Effect
1	Apprentice	600gp: 1 Rr Prmry, 2 Uncmn Prmvl/Wtr	Add 1 to Result Rolled
2	Expert	3,500gp: 2 VRr Prmry, 1 VRr Prmvl/Wtr	Double Result Rolled

## RESISTANCE

*Expert*

**Item Type:** Armor, Cloths, Headgear, Jewelry, Shields

**Tools:** Carver, Jeweler, Leatherworker, Smith, Weaver

**Attunement:** Yes

**Recipe:** Varies

While wearing or carrying this item you gain resistance to a specific damage type. The damage type determines the recipe.

Damage Type	Recipe
Acid	3,000gp: 2 VRr Prmry, 1 VRr Erth/Wtr
Cold	3,000gp: 2 VRr Prmry, 1 VRr Shdw/Wtr
Fire	3,000gp: 2 VRr Prmry, 1 VRr Fire/Fnd
Lightning	3,000gp: 2 VRr Prmry, 1 VRr Air/Erth
Necrotic	4,000gp: 2 VRr Prmry, 1 VRr Clstl/Shdw
Poison	3,000gp: 2 VRr Prmry, 1 VRr Erth/Fnd
Psychic	4,000gp: 2 VRr Prmry, 1 VRr Ord/Psy
Radiant	4,000gp: 2 VRr Prmry, 1 VRr Ord/Clstl

Thunder

3,000gp:  
2 VRr Prmry,  
1 VRr Air

## RETURNING

*Journeyman*

**Item Type:** Any Thrown Weapon

**Tools:** Carver, Glassblower, Smith

**Attunement:** No

**Recipe:** 2,000gp worth of Crafting Supplies, including:

- 1 Very Rare Ingredient of the Primary Material
- 1 Rare Ingredient with Air or Psychic Energy

Immediately after making a thrown attack with the weapon, it flies back to your hand.

## SEEKING SPELLS

*Apprentice*

**Item Type:** Rods, Staffs, Wands

**Tools:** Carver, Glassworker, Jeweler, Smith

**Attunement:** Yes (By a Spellcaster)

**Recipe:** 400gp worth of Crafting Supplies, including:

- 2 Uncommon Ingredients of the Primary Material
- 1 Uncommon Ingredient with Chaotic or Fey Energy

Spells cast from this item phase through barriers to reach their targets. The item can serve as a spell casting focus and spell attacks cast from it ignore half cover.

## SENTINEL

*Master*

**Item Type:** Glasses, Headgear, Shields

**Tools:** All but Cobbler

**Attunement:** No

**Recipe:** 10,000gp worth of Crafting Supplies, including:

- 1 Epic Ingredient of the Primary Material
- 2 Very Rare Ingredients with Air, Orderly or Psychic Energy

This item aids in responding quickly to danger. While you have it equipped, you have advantage on Initiative rolls.

## SHIFTING

*Apprentice*

**Item Type:** Any

**Tools:** Any

**Attunement:** Yes

**Recipe:** 500gp worth of Crafting Supplies, including:

- 3 Uncommon Ingredients of the Primary Material
- 1 Uncommon Ingredient with Fey Energy

You can use an action to transform this item into a mundane item worth no more than 1 gp. The item must retain the same weight and volume. The item loses all its other features while in this alternate form. The item reverts to its original form if the attunement ends.

## SKILL BOOSTING

*Apprentice*

**Item Type:** Any Item Except Weapons

**Tools:** Any

**Attunement:** No

**Recipe:** 500gp worth of Crafting Supplies, including:

- 3 Uncommon Ingredients of the Primary Material
- 1 Uncommon Ingredient with Celestial, Fiendish, or Fey Energy

Choose a skill at the time of this item's creation. While this item is equipped, it grants you a +1 to skill checks made using the chosen skill. When upgrading this item, you may change the chosen skill. You may have multiple instances of this effect on the same item if a different skill is chosen for each instance.

**At Higher Ranks:**

Rank	Proficiency	Recipe	Skill Bonus
1	Apprentice	500gp: 3 Uncmn Prmry, 1 Uncmn Clstl/Fey/Fnd	+1
2	J Journeyman	1,000gp: 1 Rr Prmry, 2 Uncmn Clstl/Fey/Fnd	+2
3	Expert	2,000gp: 1 VRr Prmry, 1 Rr Clstl/Fey/Fnd	+3
4	Master	3,500gp: 2 VRr Prmry, 1 VRr Clstl/Fey/Fnd	+4
5	Legend	6,000gp: 1 Epc Prmry, 2 VRr Clstl/Fey/Fnd	+5

## SLAYING

*J Journeyman*

**Item Type:** Any Weapon

**Tools:** Carver, Glassblower, Leatherworker, Smith

**Attunement:** Yes

**Recipe:** 1,500gp worth of Crafting Supplies, including:

- 1 Very Rare Ingredient of the Primary Material
- 1 Rare Ingredients with Shadow Energy

This weapon can rip through the lives of victims that are already near death. If a creature has 5 HP or fewer after taking damage from this weapon, it is instantly slain. At higher ranks the HP threshold for this effect to trigger increases.

**At Higher Ranks:**

Rank	Proficiency	Recipe	HP Threshold
1	J Journeyman	1,500gp: 1 VRr Prmry, 1 Rr Shdw	5
2	Expert	2,000gp: 1 VRr Prmry, 1 Rr Shdw	10
3	Master	2,500gp: 2 VRr Prmry, 1 Rr Shdw	15

4	Master	3,000gp: 2 VRr Prmry, 1 VRr Shdw	20
5	Legend	3,500gp: 2 VRr Prmry, 1 VRr Shdw	25
6	Legend	4,000gp: 2 VRr Prmry, 1 VRr Shdw	30
7	Legend	5,000gp: 3 VRr Prmry, 1 VRr Shdw	35
8	Legend	6,000gp: 1 Epc Prmry, 2 VRr Shdw	40
9	Legend	8,000gp: 1 Epc Prmry, 2 VRr Shdw	45
10	Legend	10,000gp: 1 Epc Prmry, 2 VRr Shdw	50

## SLOWING

*Apprentice*

**Item Type:** Any Weapon

**Tools:** Carver, Glassblower, Leatherworker, Smith

**Attunement:** No

**Recipe:** 700gp worth of Crafting Supplies, including:

- 1 Rare Ingredient of the Primary Material
- 2 Uncommon Ingredients with Chaotic, Earth, or Water Energy

The weapon has the ability to slow creatures it strikes. This may be result of a chilling effect, binding earth magic, or warping the very nature of time around the creature.

If you hit a target with an attack, it must make a DC 13 Constitution saving throw. On a failure, the creature's speed is halved, it has disadvantage on Dexterity saving throws, and it can't use reactions for 1 minute. Moreover, on each of its turns, it can take either an action or a bonus action, but not both. At the end of each of its turns, it can repeat the saving throw, ending the effect on itself on a success. The weapon can't be used this way again until the next dawn.

**At Higher Ranks:**

Rank	Proficiency	Recipe	DC
1	Apprentice	700gp: 1 Rr Prmry, 2 Uncmn Chtc/Erth/Wtr	13
2	J Journeyman	1,000gp: 1 Rr Prmry, 2 Uncmn Chtc/Erth/Wtr	15
3	Expert	1,500gp: 1 VRr Prmry, 1 Rr Chtc/Erth/Wtr	17
4	Master	2,500gp: 2 VRr Prmry, 1 Rr Chtc/Erth/Wtr	18
5	Legend	4,000gp: 2 VRr Prmry, 1 VRr Chtc/Erth/Wtr	19

## SOUL STORING

*Expert*

**Item Type:** Jewelry

**Tools:** Jeweler

**Attunement:** Yes

**Recipe:** 4,000gp worth of Crafting Supplies, including:

- 2 Very Rare Ingredients of the Primary Material
- 1 Very Rare Ingredient with Shadow Energy

The gem socketed in this item absorbs the soul of its owner upon his or her death. If you die while wearing this item, your soul enters it, unless it already houses a soul. You can remain in the item or depart for the afterlife. As long as your soul is in the item, you can telepathically communicate with any creature wearing it.

## SPEED

*Journeyman*

**Item Type:** Boots

**Tools:** Cobbler

**Attunement:** No

**Requirement:**

- 1,000gp worth of Crafting Supplies, including:
- 1 Rare Ingredient of the Primary Material
- 2 Uncommon Ingredients with Air Energy

These shoes propel you forward with each step. While wearing them, your walking speed increases by 5ft.

**At Higher Ranks:**

Rank	Proficiency	Recipe	Speed Increase
1	Apprentice	1,000gp: 1 Rr Prmry, 2 Uncmn Air	5ft.
2	Journeyman	1,000gp: 1 Rr Prmry, 2 Uncmn Air	10ft.
3	Expert	1,500gp: 1 VRr Prmry, 1 Rr Air	15ft.
4	Master	2,500gp: 2 VRr Prmry, 1 Rr Air	20ft.
5	Legend	10,000gp: 1 Epc Prmry, 2 VRr 1 Air	25ft.
6	Legend	190,000gp: 2 Mythc Prmry, 1 Mythc 1 Air	30ft.

## SPELL DEFLECTING

*Legend*

**Item Type:** Armor, Cloaks, Jewelry, Shields

**Tools:** Carver, Jeweler, Leatherworker, Smith, Weaver

**Attunement:** Yes

**Recipe:** 20,000gp worth of Crafting Supplies, including:

- 1 Legendary Ingredient of the Primary Material
- 1 Epic Ingredient with Orderly or Primeval Energy

This item deflects incoming magical attacks. While it is equipped, attacks from spells and spell like abilities against you have disadvantage.

## SPELL INFUSED

*Apprentice*

**Item Type:** Based on Spell

**Tools:** Based on Item Type

**Attunement:** No

**Recipe:** Based on Spell

The item is infused with a specific spell determined at the time of its crafting. While in possession of the item, you may use it to cast the spell. If the spell requires a saving throw or attack roll, it is determined by its level, shown in the **Recipes per Spell Level** table. If the spell requires concentration, the one who uses the item to cast the spell must maintain concentration on it. Once the spell has been cast, it can't be cast again in this way until the next dawn.

If the spell can target you and does not require an attack roll or saving throw, and the spell is infused into a wearable item, you may only target yourself with the spell. For example, if you infuse *Fly* into boots, you can only target yourself with the spell while wearing the boots. However, spells cast this way do not require concentration.

The chosen spell determines what type of item it can be crafted into and what the Required Energy is. Any tool capable of crafting the item type can be used to craft this item. The **Spells for Custom Items** section details all the spells that can be crafted into different types of items, along with the Required Energy types for each spell.

### Recipes per Spell Level:

Spell Level	Proficiency	Recipe	Attack Bonus	DC
Cantrip	Apprentice	200gp: 1 Uncmn Prmry, 1 Cmn ReqErgy	+5	13
1	Journeyman	800gp: 1 Rr Prmry, 2 Uncmn ReqErgy	+5	13
2	Journeyman	1,500gp: 1 VRr Prmry, 1 Rr ReqErgy	+5	13
3	Expert	2,500gp: 2 VRr Prmry, 1 Rr ReqErgy	+7	15
4	Expert	4,000gp: 2 VRr Prmry, 1 VRr ReqErgy	+7	15
5	Master	8,000gp: 1 Epc Prmry, 2 VRr ReqErgy	+9	17
6	Legend	15,000gp: 1 Lgdry Prmry, 1 Epc ReqErgy	+9	17
7	Legend	30,000gp: 2 Lgdry Prmry, 1 Lgdry ReqErgy	+10	18
8	Legend	60,000gp: 1 Mthc Prmry, 2 Lgdry ReqErgy	+10	18
9	Legend	120,000gp: 2 Mthc Prmry, 3 Lgdry ReqErgy	+11	19

## SPELL REFLECTING

*Apprentice*

**Item Type:** Rods, Shields, or Staffs

**Tools:** Carver, Glassblower, Leatherworker, Smith

**Attunement:** Yes

**Recipe:** 700gp worth of Crafting Supplies, including:

- 1 Rare Ingredient of the Primary Material
- 2 Uncommon Ingredients with Chaotic or Fey Energy

This item is capable of reflecting spells back at their caster. If you are holding the item and fail a saving throw against a spell of 1st level or lower that targets only you, you can turn your failed save into a successful one. You can't use this property of the item again until the next dawn. If you succeed on a save against a spell that targets only you, with or without the item's intervention, you can use your reaction from the item and turn the spell back on its caster as if you had cast the spell. At higher ranks, the item is capable of reflecting higher level spells

**At Higher Levels:**

Rank	Proficiency	Recipe	Max Spell Level
1	Apprentice	700gp: 1 Rr Prmry, 2 Uncmn Chtc/Fey	1
2	J journeyman	800gp: 1 Rr Prmry, 2 Uncmn Chtc/Fey	2
3	J journeyman	800gp: 1 Rr Prmry, 2 Uncmn Chtc/Fey	3
4	Expert	1,500gp: 1 VRr Prmry, 1 Rr Chtc/Fey	4
5	Master	3,500gp: 2 VRr Prmry, 1 VRr Chtc/Fey	5
6	Legend	8,000gp: 1 Epc Prmry, 2 VRr Chtc/Fey	6
7	Legend	15,000gp: 1 Lgdry Prmry, 1 Epc Chtc/Fey	7
8	Legend	30,000gp: 2 Lgdry Prmry, 1 Lgdry Chtc/Fey	8
9	Legend	60,000gp: 1 Mthc Prmry, 2 Lgdry Chtc/Fey	9

## SPELL RESISTANCE

*Legend*

**Item Type:** Armor, Cloaks, Jewelry, Shields

**Tools:** Carver, Jeweler, Leatherworker, Smith, Weaver

**Attunement:** Yes

**Recipe:** 30,000gp worth of Crafting Supplies, including:

- 2 Legendary Ingredients of the Primary Material
- 1 Legendary Ingredient with Orderly or Primeval Energy

This item wards off hostile magics. While wearing it you have advantage on saves against spells and spell like effects.

## SPELL STAFF

*Master*

**Item Type:** Staff

**Tools:** Carver, Smith

**Attunement:** Yes (By a Spellcaster)

**Recipe:** Varies

The staff has 10 charges. While holding it, you can use an action to expend 1 or more of its charges to cast one of its spells. Each spell cast expends a number of charges equal to its spell level. You may cast spells at a higher level by expending more charges this way. The spells use your spell save DC and spell attack bonus.

The staff regains 1d6 + 4 expended charges daily at dawn. If you expend the last charge, roll a d20. On a 1, the staff is destroyed.

When creating the staff, choose a Required Energy type. This will determine what types of spells can be built into the staff. The **Base Spell Staff Recipe** depends on the highest level spell built into the staff. This highest level spell is automatically added to the staff as part of its creation.

Up to two additional spells may be added to the staff as long as they have the same Required Energy type and they have a lower spell level than the first spell added. Every spell added to the staff carries an extra cost shown in the **Recipe Cost Per Spell** table.

See the **Spells for Custom Items** section for information on what energy types correspond to what spells and what spells can be added to a staff.

This item effect can be added multiple times so long as no spells of a higher level are added and the Required Energy type remains the same. When it is added additional times, it does not add any extra charges and the base recipe cost does not need to be met. However, the recipe costs for any new spells added must still be met.

## BASE SPELL STAFF RECIPE

Highest Level Spell	Proficiency	Base Recipe
1	Master	7,000gp: 1 Epc Prmry Mtrl 2 VRr Prmry Enrgy
2	Master	7,000gp: 1 Epc Prmry Mtrl 2 VRr Prmry Enrgy
3	Master	7,000gp: 1 Epc Prmry Mtrl 2 VRr Prmry Enrgy
4	Master	9,000gp: 1 Epc Prmry Mtrl 2 VRr Prmry Enrgy
5	Legend	15,000gp: 1 Lgdry Prmry Mtrl 1 Epc Prmry Enrgy
6	Legend	25,000gp: 2 Lgdry Prmry Mtrl 1 Epc Prmry Enrgy
7	Legend	43,000gp: 3 Lgdry Prmry Mtrl 1 Lgdry Prmry Enrgy

8	Legend	75,000gp: 1 Mthc Prmry Mtrl 2 Lgndry Prmry Enrgy
9	Legend	130,000gp: 2 Mthc Prmry Mtrl 3 Lgndry Prmry Enrgy

## RECIPE COST PER SPELL

Level Spell	Recipe Modification
1	+200gp: 1 Uncmn Prmry Enrgy
2	+400gp: 2 Uncmn Prmry Enrgy
3	+600gp: 1 Rr Prmry Enrgy
4	+900gp: 1 Rr Prmry Enrgy
5	+2,000gp: 1 VRr Prmry Enrgy
6	+4,000gp: 2 VRr Prmry Enrgy
7	+8,000gp: 1 Epc Prmry Enrgy
8	+15,000gp: 1 Lgndry Prmry Enrgy
9	+30,000gp: 2 Lgndry Prmry Enrgy

## SPELL STORING

*Expert*

**Item Type:** Jewelry and Rods

**Tools:** Carver, Glassblower, Jeweler, Smith

**Attunement:** Yes

**Recipe:** 2,500gp worth of Crafting Supplies, including:

- 2 Very Rare Ingredients of the Primary Material
- 1 Rare Ingredient with Orderly Energy

This item can store spells cast into it, holding them until the attuned wearer uses the. The item can store up to 1 level worth of spells at a time.

Any creature can cast a spell of 1st Level into the item by touching it as the spell is cast. The spell has no effect, other than to be stored in the item. If the item can't hold the spell, the spell is expended without effect. The level of the slot used to cast the spell determines how much space it uses.

While in possession of the item, you can cast any spell stored in it. The spell uses the slot level, spell save DC, spell Attack bonus, and spellcasting ability of the original caster, but is otherwise treated as if you cast the spell. The spell cast from the item is no longer stored in it, freeing up space.

At higher ranks, the amount of spell levels worth of spells that can be stored in the item increases.

### At Higher Ranks:

Rank	Proficiency	Base Recipe	Max Number of Combined Spell Levels
1	Expert	2,500gp: 2 VRr Prmry, 1 Rr Ord	1
2	Expert	2,500gp: 2 VRr Prmry, 1 Rr Ord	2
3	Master	2,500gp: 2 VRr Prmry, 1 Rr Ord	3

4	Legend	4,500gp: 3 VRr Prmry, 1 VRr Ord	4
5	Legend	12,000gp: 1 Lgndry Prmry, 3 VRr Ord	5
6	Legend	25,000gp: 2 Lgndry Prmry Mtrl 1 Epc Ord	6
7	Legend	48,000gp: 3 Lgndry Prmry Mtrl 1 Lgndry Ord	7
8	Legend	48,000gp: 3 Lgndry Prmry Mtrl 1 Lgndry Ord	8
9	Legend	96,000gp: 1 Mthc Prmry Mtrl 2 Lgndry Ord	9

## SPELL WAND - GREATER

*Master*

**Item Type:** Wand

**Tools:** Carver, Glassblower, Jeweler, Smith

**Attunement:** Yes (By a Spellcaster)

**Recipe:** 7,000gp worth of Crafting Supplies, including:

- 1 Epic Ingredient of the Primary Material

This wand has 7 charges and a single spell built into it. While holding it, you can use an action to expend 1 or more of its charges to cast its spell. Each casting of the spell expends a number of charges equal to its spell level. You may cast the spell at a higher level by expending more charges this way. The spell uses your spell save DC and spell attack bonus.

The wand regains 1d6 + 1 expended charges daily at dawn.

When creating the wand, choose a Required Energy type. This determines what type of spell can be built into the wand. The wand can contain a spell of up to 5th level.

See the **Spells for Custom Items** section for information on what energy types correspond to what spells and what spells can be added to a wand.

This item effect can be added multiple times so long as the Required Energy type remains the same. When it is added additional times, it does not add any extra charges and the base recipe cost does not need to be met. However, the recipe cost for the new spell added must still be met.

This effect cannot be combined with Spell Wand - Lesser.

## RECIPE COST FOR SPELL

Level Spell	Recipe Modification
1	+200gp: 1 Uncmn Prmry Enrgy
2	+400gp: 2 Uncmn Prmry Enrgy
3	+600gp: 1 Rr Prmry Enrgy
4	+900gp: 1 Rr Prmry Enrgy

+2,000gp:  
1 VRr Prmry Enrgy

## SPELL WAND - LESSER

*Master*

**Item Type:** Wand

**Tools:** Carver, Glassblower, Jeweler, Smith

**Attunement:** Yes (By a Spellcaster)

**Recipe:** 2,000gp worth of Crafting Supplies, including:

- 1 Very Rare Ingredient of the Primary Material

The wand has 3 charges and a single spell built into it. While holding it, you can use an action to expend 1 or more of its charges to cast its spell. Each casting of the spell expends a number of charges equal to its spell level. You may cast the spell at a higher level by expending more charges this way. The spell uses your spell save DC and spell attack bonus.

The wand regains 1d3 expended charges daily at dawn. When creating the wand, choose a Required Energy type. This determines what type of spell can be built into the wand. The wand can contain a spell of up to 3rd level.

See the **Spells for Custom Items** section for information on what energy types correspond to what spells and what spells can be added to a wand.

This item effect can be added multiple times so long as the Required Energy type remains the same. When it is added additional times, it does not add any extra charges and the base recipe cost does not need to be met. However, the recipe cost for the new spell added must still be met.

This effect cannot be combined with Spell Wand - Greater.

## RECIPE COST FOR SPELL

Level Spell	Recipe Modification
1	+200gp: 1 Uncmn Prmry Enrgy
2	+400gp: 2 Uncmn Prmry Enrgy
3	+600gp: 1 Rr Prmry Enrgy

## SPIDER CLIMBING

*Expert*

**Item Type:** Footwear

**Tools:** Cobbler

**Attunement:** Yes

**Recipe:** 5,000gp worth of Crafting Supplies, including:

- 3 Very Rare Ingredients of the Primary Material
- 1 Very Rare Ingredient with Fiendish or Primeval Energy

While you wear this footwear you can move up, down, and across vertical surfaces and upside down along ceilings while leaving your hands free. You have a climbing speed equal to your walking speed. However, the item doesn't allow you to move this way on a slippery surface, such as one covered by ice or oil.

## SPRINGING

*Journeyman*

**Item Type:** Footwear

**Tools:** Cobbler

**Attunement:** Yes

**Recipe:** 1,500gp worth of Crafting Supplies, including:

- 1 Very Rare Ingredient of the Primary Material
- 1 Rare Ingredients with Air or Primeval Energy

This footwear adds an extra spring to your leaps. While wearing this item, you can jump two times your normal distance, though you can't jump farther than your remaining movement would allow.

**At Higher Ranks:**

Rank	Proficiency	Recipe	Jump Distance
1	Journeyman	1,500gp: 1 VRr Prmry, 1 Rr Air/Prmvl	Double
2	Journeyman	500gp: 3 Uncmn Prmry, 1 Ucmn Air/Prmvl	Triple

## STRIDING

*Journeyman*

**Item Type:** Footwear

**Tools:** Cobbler

**Attunement:** No

**Recipe:** 1,500gp worth of Crafting Supplies, including:

- 1 Very Rare Ingredient of the Primary Material
- 1 Rare Ingredients with Air Energy

This footwear adds an extra spring to your step. While you wear this item, your walking speed becomes 30 feet, unless your walking speed is higher.

## STUNNING

*Journeyman*

**Item Type:** Any Weapon

**Tools:** Carver, Glassblower, Leatherworker, Smith

**Attunement:** No

**Recipe:** 1,500gp worth of Crafting Supplies, including:

- 1 Very Rare Ingredient of the Primary Material
- 1 Rare Ingredients with Earth or Psychic Energy

The weapon is capable stunning its targets, either through a concussive blow or a psychic assault. When you hit a creature with this weapon, you may force the creature to make a DC 15 Constitution saving throw or become stunned. The target can repeat the saving throw at the end of each of its turns, ending the effect on a success. The item can't be used again this way until the next dawn.

**At Higher Ranks:**

Rank	Proficiency	Recipe	DC
1	Journeyman	1,500gp: 1 VRr Prmry, 1 Rr Erth/Prmvl	15
2	Expert	500gp: 3 Uncmn Prmry, 1 Uncmn Erth/Prmvl	17
3	Master	500gp: 3 Uncmn Prmry, 1 Uncmn Erth/Prmvl	18
4	Legend	1,000gp: 1 Rr Prmry, 2 Uncmn Erth/Prmvl	19

## SWIFT WEAPON

*Expert*

**Item Type:** Any Weapon

**Tools:** Carver, Glassblower, Leatherworker, Smith

**Attunement:** Yes

**Recipe:** 3,000gp worth of Crafting Supplies, including:

- 2 Very Rare Ingredients of the Primary Material
- 1 Very Rare Ingredient with Air or Chaotic Energy
- If the weapon has the Light property, the supply cost and each of the ingredient requirements is halved

The weapon can strike with supernatural speed. You can make one attack with the weapon as a bonus action on each of your turns.

## TALENTED

*Expert*

**Item Type:** Any Item Except Weapons

**Tools:** Any

**Attunement:** Yes

**Recipe:** 2,500gp worth of Crafting Supplies, including:

- 2 Very Rare Ingredients of the Primary Material
- 1 Rare Ingredient with Celestial, Fiendish, or Fey Energy

The item has an otherworldly power that enhances your abilities. While this item is equipped, you gain a +1 bonus to ability checks.

## TOPPLING

*Apprentice*

**Item Type:** Any Bludgeoning Weapon

**Tools:** Carver, Smith

**Attunement:** No

**Recipe:** 600gp worth of Crafting Supplies, including:

- 1 Rare Ingredient of the Primary Material
- 2 Uncommon Ingredients with Air, Earth, or Primeval Energy

The weapon is capable striking with concussive force that can knock enemies prone. When you hit a creature with this weapon, you may force the creature to make a DC 13 Strength saving throw or be knocked prone. The item can't be used again this way until the next dawn.

### At Higher Ranks:

Rank	Proficiency	Recipe	DC
1	Apprentice	600gp: 1 Rr Prmry, 2 Uncmn Air/Erth/Prmvl	13
2	J Journeyman	300gp: 2 Uncmn Prmry, 1 Uncmn Air/Erth/Prmvl	15
3	Expert	600gp: 1 Rr Prmry, 2 Uncmn Air/Erth/Prmvl	17
4	Master	800gp: 1 Rr Prmry, 2 Uncmn Air/Erth/Prmvl	18
5	Legend	1,000gp: 1 Rr Prmry, 2 Uncmn Air/Erth/Prmvl	19

## TRICKY

*Apprentice*

**Item Type:** Any Melee Weapon

**Tools:** Carver, Glassblower, Leatherworker, Smith

**Attunement:** Yes

**Recipe:** 600gp worth of Crafting Supplies, including:

- 1 Rare Ingredient of the Primary Material
- 2 Uncommon Ingredients with Air or Fey Energy

The weapon magically aids in hit and run attacks. Upon hit, the target makes opportunity attacks against you with disadvantage until the end of your turn.

## TRUE SEEING

*Master*

**Item Type:** Glasses

**Tools:** Glassblower

**Attunement:** Yes

**Recipe:** 10,000gp worth of Crafting Supplies, including:

- 1 Epic Ingredient of the Primary Material
- 2 Very Rare Ingredients with Orderly or Psychic Energy

These glasses grant you Truesight. You can speak the item's Command Word, granting you Truesight out to 120ft. for the next 10 minutes. This property can't be used again until the next dawn.

### At Higher Ranks:

Rank	Proficiency	Recipe	Duration
1	Master	10,000gp: 1 Epc Prmry, 2 VRr Ord/Psy	10 Min.
2	Legend	90,000gp: 1 Mythc Prmry, 2 Lgdry Ord/Psy	Unlimited

## VENGEFUL

*Expert*

**Item Type:** Any Melee Weapon

**Tools:** Carver, Glassblower, Leatherworker, Smith

**Attunement:** Yes

**Recipe:** 4,000gp worth of Crafting Supplies, including:

- 2 Very Rare Ingredients of the Primary Material
- 1 Very Rare Ingredient with Celestial, Fiendish, or Fire Energy
- If the weapon has the Light property, the supply cost and each of the ingredient requirements is halved

The weapon thirsts for retribution against other attackers. In response to being damaged by a creature you can see, you may use the weapon to make an attack against the creature as a reaction.

## VENOMOUS

*Apprentice*

**Item Type:** Any Slashing or Piercing Weapon

**Tools:** Carver, Glassblower, Leatherworker, Smith

**Attunement:** No

**Recipe:** 350gp worth of Crafting Supplies, including:

- 2 Uncommon Ingredients of the Primary Material
- 1 Uncommon Ingredient with Fey, Fiendish, or Primeval Energy

You can use an action to cause poison to coat the blade. The poison remains for 1 minute or until an attack using this weapon hits a creature. That creature must succeed on a DC 13 Constitution saving throw or take 1d10 poison damage and become poisoned for 1 minute. The weapon can't be used this way again until the next dawn.

#### At Higher Ranks:

Rank	Proficiency	Recipe	Damage DC	
1	Apprentice	350gp: 2 Uncmn Prmry, 1 Uncmn Fey/Fnd/Prmv	1d10	13
2	J journeyman	500gp: 3 Uncmn Prmry, 1 Uncmn Fey/Fnd/Prmv	2d10	15
3	Expert	700gp: 1 Rr Prmry, 2 Uncmn Fey/Fnd/Prmv	3d10	17
4	Master	1,500gp: 1 VRr Prmry, 1 Rr Fey/Fnd/Prmv	4d10	18
5	Legend	2,500gp: 2 VRr Prmry, 1 Rr Fey/Fnd/Prmv	5d10	19

## VICIOUS

### Apprentice

**Item Type:** Any Weapon

**Tools:** Carver, Glassblower, Leatherworker, Smith

**Attunement:** No

**Recipe:** 250gp worth of Crafting Supplies, including:

- 2 Uncommon Ingredients of the Primary Material
- 1 Common Ingredient with Fiendish Energy

The weapon inflicts extra pain on creatures it critically strikes. When you roll a 20 on your attack roll with this weapon, the target takes an extra 5 damage of the weapon's damage type.

#### At Higher Ranks:

Rank	Proficiency	Recipe	Extra Damage
1	Apprentice	250gp: 2 Uncmn Prmry, 1 Cmn Fnd	5
2	Apprentice	400gp: 2 Uncmn Prmry, 1 Uncmn Fnd	10
3	J journeyman	600gp: 1 Rr Prmry, 2 Uncmn Fnd	15
4	J journeyman	900gp: 1 Rr Prmry, 2 Uncmn Fnd	20
5	Expert	1,500gp: 1 VRr Prmry, 1 Rr Fnd	25

## VINDICATING

### Apprentice

**Item Type:** Any Weapon

**Tools:** Carver, Glassblower, Leatherworker, Smith

**Attunement:** Yes

**Recipe:** 500gp worth of Crafting Supplies, including:

- 3 Uncommon Ingredients of the Primary Material
- 1 Uncommon Ingredient with Celestial or Orderly Energy

The weapon can help you overcome situations that would normally put you at a disadvantage. If you would have disadvantage on an attack, you may use a bonus action to negate the disadvantage on your next attack with this weapon.

## VORPAL

### Master

**Item Type:** Any Slashing Weapon

**Tools:** Smith

**Attunement:** No

**Recipe:** 8,000gp worth of Crafting Supplies, including:

- 1 Epic Ingredient of the Primary Material
- 2 Very Rare Ingredients with Fiendish Energy

This blade has a wicked edge, capable of quickly decapitating its victims. When you attack a creature that has at least one head with this weapon and roll a 20 on the attack roll, you cut off one of the creature's heads. The creature dies if it can't survive without the lost head. A creature is immune to this effect if it is immune to slashing damage, doesn't have or need a head, has legendary actions, or the GM decides that the creature is too big for its head to be cut off with this weapon. Such a creature instead takes an extra 6d8 slashing damage from the hit.

## WAR MAGE +1, +2, +3

### J journeyman

**Item Type:** Rods, Staffs, Wands

**Tools:** Carver, Glassblower, Jeweler, Smith

**Attunement:** Yes (By a Spellcaster)

**Recipe:** 1,000gp worth of Crafting Supplies, including:

- 1 Rare Ingredient of the Primary Material
- 2 Uncommon Ingredients with Chaotic Energy

This item can serve as a spell casting focus and grants a +1 to your spell attack rolls and spell save DCs.

#### At Higher Ranks:

Rank	Proficiency	Recipe	Spell Bonus
1	J journeyman	1,000gp: 1 Rr Prmry, 2 Uncmn Chtc	+1
2	Expert	3,500gp: 2 VRr Prmry, 1 VRr Chtc	+2
3	Legend	13,000gp: 1 Lgndry Prmry, 3 VRr Chtc	+3

## WARDING

### J journeyman

**Item Type:** Cloaks, Jewelry

**Tools:** Carver, Jeweler, Leatherworker, Weaver

**Attunement:** Yes

**Recipe:** 2,000gp worth of Crafting Supplies, including:

- 1 Very Rare Ingredient of the Primary Material
- 1 Rare Ingredient with Orderly Energy

The item provides magical protection against harm. While wearing it you have a +1 to all saving throws.

## WATER BREATHING

*Journeyman*

**Item Type:** Headgear

**Tools:** Carver, Jeweler, Leatherworker, Smith, Weaver

**Attunement:** No

**Recipe:** 1,000gp worth of Crafting Supplies, including:

- 1 Rare Ingredient of the Primary Material
- 2 Uncommon Ingredients with Air or Water Energy

This item can draw breathable air from the water. While wearing it, you can breath normally underwater.

## WATER WALKING

*Journeyman*

**Item Type:** Footwear

**Tools:** Cobbler

**Attunement:** No

**Recipe:** 1,500gp worth of Crafting Supplies, including:

- 1 Very Rare Ingredient of the Primary Material
- 1 Rare Ingredients with Water Energy

This footwear can treat liquid surfaces as though they are solid. While wearing this item, you can stand and move across any liquid surface as if it were solid ground.

## WEIGHTLESS

*Apprentice*

**Item Type:** Any

**Tools:** Any

**Attunement:** No

**Recipe:** 400gp worth of Crafting Supplies, including:

- 2 Uncommon Ingredients of the Primary Material
- 1 Uncommon Ingredient with Air Energy

This item is lighter than air. It doesn't contribute to your weight capacity, it reduces your fall damage by 10ft., and you may use an action to cause the item to float weightlessly in the air like a balloon.

## WINGED

*Legend*

**Item Type:** Boots and Cloaks

**Tools:** Cobbler, Leatherworker, Weaver

**Attunement:** Yes

**Recipe:** 30,000gp worth of Crafting Supplies, including:

- 2 Legendary Ingredients of the Primary Material
- 1 Legendary Ingredient with Air Energy

This item grants you the power of flight. While wearing it you have a fly speed equal to your walk speed.

## WITHERING

*Apprentice*

**Item Type:** Any Weapon

**Tools:** Carver, Glassblower, Leatherworker, Smith

**Attunement:** No

**Recipe:** 700gp worth of Crafting Supplies, including:

- 1 Rare Ingredient of the Primary Material
- 2 Uncommon Ingredients with Shadow Energy

The weapon can force its targets to experience the ravages of age. When you hit a creature, the target must succeed on a DC 13 Constitution saving throw or have disadvantage on any ability check or saving throw that uses Strength or Constitution until the start of your next turn.

At the end of each of the target's turns, it can repeat the saving throw, ending the effect on itself on a success. The weapon can't be used this way again until the next dawn.

### At Higher Ranks:

Rank	Proficiency	Recipe	DC
1	Apprentice	700gp: 1 Rr Prmry, 2 Uncmn Shdw	13
2	Journeyman	900gp: 1 Rr Prmry, 2 Uncmn Shdw	15
3	Expert	1,500gp: 1 VRr Prmry, 1 Rr Shdw	17
4	Master	2,000gp: 1 VRr Prmry, 1 Rr Shdw	18
5	Legend	3,000gp: 2 VRr Prmry, 1 VRr Shdw	19

## WOUNDING

*Journeyman*

**Item Type:** Any Weapon

**Tools:** Carver, Glassblower, Leatherworker, Smith

**Attunement:** No

**Recipe:** 2,000gp worth of Crafting Supplies, including:

- 1 Very Rare Ingredient of the Primary Material
- 1 Rare Ingredient with Fiendish, Fire, or Shadow Energy

The weapon leaves grievous wounds that resist supernatural healing. Hit Points lost to this weapon's damage can be regained only through a short or long rest, rather than by regeneration, magic, or any other means.

## X-RAY VISION

*Master*

**Item Type:** Glasses

**Tools:** Glassblower

**Attunement:** Yes

**Recipe:** 6,000gp worth of Crafting Supplies, including:

- 1 Epic Ingredient of the Primary Material
- 2 Very Rare Ingredients with Chaotic Energy

These glasses allow you to see through solid surfaces. While wearing these glasses, you can use an action to speak its command word. When you do so, you can see into and through solid matter for 1 minute.

This vision has a radius of 30 feet. To you, solid Objects within that radius appear transparent and don't prevent light from passing through them. The vision can penetrate 1 foot of stone, 1 inch of Common metal, or up to 3 feet of wood or dirt. Thicker substances block the vision, as does a thin sheet of lead.

**At Higher Ranks:**

Rank	Proficiency	Recipe	Duration
1	Master	6,000gp: 1 Epc Prmry, 2 VRr Chtc	1 Min.
2	Legend	54,000gp: 3 Lgdry Prmry, 3 Epc Chtc	Unlimited

## SPELLS FOR CUSTOM ITEMS

Several item effects available while custom crafting an item involve imbuing the item with the ability to cast a spell. The Required Energy type for these effects depends on the spells being imbued into the item, and essentially all spells have limitations as to what types of items they can be imbued into.

This section lists all the most commonly known spells available to players, what their Required Energy type is, and what types of items they can be imbued into.

### CANTRIP

Name	Required Energy	Item Type
Acid Splash	Fiendish, Primeval, Water	Staff, Wand, Ring, Gloves