**The Jousting Lance**

When If you move at least 30 feet in a straight line immediately before making an attack with this weapon it deals an additional 1d12 damage. Also, when you roll a 20 on an Attack roll made with this weapon after moving at least 30 feet you may knock target prone if they are large or smaller or push them back 5 feet.

**Creation Requirements:** Smith’s Tools

**Labor Cost:** 100gp

**Crafting Time:** 50 hrs.

**Invalid Ingredient Materials:** Flesh, Plant, Stone

**Recipe:** 4 Uncommon Ingredients, One of Which Must have Air, Earth, or Primeval Energy

* **Body:** 1 Uncommon Metal Ingredient
* **Grip:** 1 Uncommon Bone, Metal, or Wood Ingredient
* **Pedigree:** 1 Uncommon Cloth, Gem, or Parchment
* **Remainder:** 1 Valid Uncommon Ingredient

**Ingredients Being Used**

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Ingredient #1** | | **Ingredient #2** | | **Ingredient #3** | | **Ingredient #4** | | **Ingredient #5** | |
| **Item:** |  | **Item:** |  | **Item:** |  | **Item:** |  | **Item:** |  |
| **Rarity:** |  | **Rarity:** |  | **Rarity:** |  | **Rarity:** |  | **Rarity:** |  |
| **Material:** |  | **Material:** |  | **Material:** |  | **Material:** |  | **Material:** |  |
| **Property:** |  | **Property:** |  | **Property:** |  | **Property:** |  | **Property:** |  |

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Ingredient #6** | | **Ingredient #7** | | **Ingredient #8** | | **Ingredient #9** | | **Ingredient #10** | |
| **Item:** |  | **Item:** |  | **Item:** |  | **Item:** |  | **Item:** |  |
| **Rarity:** |  | **Rarity:** |  | **Rarity:** |  | **Rarity:** |  | **Rarity:** |  |
| **Material:** |  | **Material:** |  | **Material:** |  | **Material:** |  | **Material:** |  |
| **Property:** |  | **Property:** |  | **Property:** |  | **Property:** |  | **Property:** |  |

**Crafting Reminders**

**Substituting Ingredients**

When crafting, you may substitute an ingredient with a number of lesser ingredients that have the same properties and have at least the same combined value.

* For example, an Uncommon Fire Gem could be substituted with two Common Fire Gems

When crafting, a greater ingredient can replace a number of ingredients with the same properties as it that are equal to or less than its value.

* For example, five Uncommon Fire Gems, could be substituted with one Rare Fire Gem

|  |  |
| --- | --- |
| **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 |

**Opposing Energies**

Each magical property has an opposite energy that is listed across from it in the Magic Properties table. These represent opposing forces in the world and cannot be mixed together when crafting a single magic effect. They can be used in the same item, so long as they are used in separate magic effects.

|  |  |
| --- | --- |
| **Energy** | **Opposing Energy** |
| Fire | Water |
| Earth | Wind |
| Fey | Shadow |
| Celestial | Fiendish |
| Orderly | Chaotic |
| Psychic | Primeval |