**The Rubble Maker**

When you hit an object or structure with this maul, it deals additional 2d6 bludgeoning damage. Additionally, when you hit a creature with this weapon, you may cause 5 square feet of dirt or stone it is standing on to become difficult terrain. Additionally, you may use your attack action to slam any 5-foot square of ground made of dirt or stone within 5 feet of you to turn it into difficult terrain. If you have the multi-attack feature, you may replace each attack with a use of this feature.

**Creation Requirements:** Carver Tools.

**Labor Cost:** 100gp

**Crafting Time:** 50 hrs.

**Invalid Ingredient Materials:** Cloth, Metal, Parchment

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

* **Head:** 1 Uncommon Bone, Stone, or Wood Ingredient
* **Shaft:** 1 Uncommon Bone or Wood Ingredient
* **Binding:** 1 Uncommon Flesh, Hide, or Plant Ingredient
* **Remainder:** 1 Valid Uncommon Ingredient

**Ingredients Being Used**

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Ingredient #1** | | **Ingredient #2** | | **Ingredient #3** | | **Ingredient #4** | | **Ingredient #5** | |
| **Item:** | Bear Club | **Item:** | Dragon Head Stone | **Item:** | Mystic Leather | **Item:** |  | **Item:** |  |
| **Rarity:** | Uncommon | **Rarity:** | Uncommon | **Rarity:** | Common | **Rarity:** |  | **Rarity:** |  |
| **Material:** | Bone | **Material:** | Stone | **Material:** | Hide | **Material:** |  | **Material:** |  |
| **Property:** | Primeval | **Property:** | Neutral | **Property:** | Neutral | **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

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