**Custom Item Crafting**

This document contains all information regarding the creation of custom magical items. Custom magic items are created by building one or more magical effects into an item during its creation. Creating a magical item requires proficiency in a tool that is capable of crafting that type of item. The tools capable of crafting the types of magical items listed in this document are: Cobbler’s Tools, Jeweler’s Tools, Leatherworker’s Tools, Smiths 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.

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 magical effects that can be crafted into an item have a Proficiency Level at which they become available.

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Proficiency Levels** | | | | | |
|  | **Apprentice** | **Journeyman** | **Expert** | **Master** | **Legend** |
| **Prof. Bonus** | +2 | +3 | +4 | +5 | +6 |
| **Level Range** | 1-4 | 5-8 | 9-12 | 13-16 | 17-20 |

Magic effects are built into items using magic ingredients specified by that magic effect’s recipe. Magic ingredients can be gathered in the wilderness, found in treasure stashes, harvested from enemies, or purchased from exotic vendors. Ingredients are differentiated based on their material, their rarity, and any specific magical properties they may have. Details of the different ingredient descriptors can be found on the next page.

This document contains the **Custom Recipe Templates** that players can use to organize the creation of their custom magic items. These can be found on pages 3-5.

The details of all the different magical effects that can be built into items can be found on page 6 and onwards.

# **Properties of Crafting Ingredients**

## **Ingredient Rarities**

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Ingredient Values and Conversions** | | | | | | | | | |
|  | **Poor (Pr)** | **Mundane (Mdn)** | **Common (Cmn)** | **Uncommon**  **(Ucmn)** | **Rare (Rr)** | **Very Rare**  **(VRr)** | **Epic (Epc)** | **Legendary (Lgnd)** | **Mythic**  **(Mthc)** |
| **Poor**  **(5gp)** | 1 | 1/2 | 1/10 | 1/20 | 1/100 | 1/200 | 1/1000 | 1/2000 | 1/10000 |
| **Mundane (10gp)** | 2 | 1 | 1/5 | 1/10 | 1/50 | 1/100 | 1/500 | 1/1000 | 1/5000 |
| **Common (50gp)** | 10 | 5 | 1 | 1/2 | 1/10 | 1/20 | 1/100 | 1/200 | 1/1000 |
| **Uncommon (100gp)** | 20 | 10 | 2 | 1 | 1/5 | 1/10 | 1/50 | 1/100 | 1/500 |
| **Rare (500gp)** | 100 | 50 | 10 | 5 | 1 | 1/2 | 1/10 | 1/20 | 1/100 |
| **Very Rare (1,000gp)** | 200 | 100 | 20 | 10 | 2 | 1 | 1/5 | 1/10 | 1/50 |
| **Epic (5,000gp)** | 1,000 | 500 | 100 | 50 | 10 | 5 | 1 | 1/2 | 1/10 |
| **Legendary (10,000gp)** | 2,000 | 1,000 | 200 | 100 | 20 | 10 | 2 | 1 | 1/5 |
| **Mythic (50,000gp)** | 10,000 | 5,000 | 1,000 | 500 | 100 | 50 | 10 | 5 | 1 |

### 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 Fiery Gem, could be substituted with two Common Fiery 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 Fiery Gems, could be substituted with one Rare Fiery Gem

## Ingredient Property Types

|  |  |
| --- | --- |
| **Magic Properties** | |
| Fiery (Fire) | Watery (Wtr) |
| Earthen (Erth) | Airy (Air) |
| Fey | Shadow (Shdw) |
| Celestial (Clstl) | Fiendish (Fnd) |
| Orderly (Ord) | Chaotic (Chtc) |
| Psychic (Psy) | Primeval (Prmvl) |

|  |  |
| --- | --- |
| **Material Properties** | |
| Wood (Wd) | Bone (Bn) |
| Stone (Stn) | Plant (Plnt) |
| Hide (Hd) | Flesh (Flsh) |
| Fluid (Fld) | Metal (Mtl) |
| Essence (Esnc) | Gem |

### 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.

# The Custom Recipe Templates

## Using the Custom Recipe Template

### Labor Cost

This represents how much you would have to pay someone to craft the item assuming you provided them with all the ingredients. The total cost depends on the number of effects being created and the proficiency requirement for each effect. This is shown in the **Additional Magic Effect Costs** table.

### Base Crafting Time & Actual 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 **Additional Magic Effect Costs** table. However, the actual crafting time is dependent on the Prof. Modifier of the crafter. For each hour spent working on the item, subtract a number of hours equal to the crafter’s Prof. Modifier from the Base Crafting Time. 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. Modifiers and speed up crafting.

The crafting can also be started before you have all your ingredients. You can complete a percentage of your crafting equal to the percentage of the ingredients you have. So, if your item requires three ingredients, and you have two of the three, you can complete up to two thirds of the crafting until you acquire the final ingredient.

### Magic Effects

When creating a custom magic item, you can use the Magic Effects table to list the magic effect that you are crafting into the item. You can list out the name and the recipe of the effect so that you are better able to track all the effects you are crafting into the item.

### Adding Additional Magic Effects

For every Magic Effect beyond the first that you add to the item during its creation, the number of available Ingredient Slots is reduced by one. For example, the template gives you 10 Ingredient Slots by default, but if you want 2 Magic Effects, you only have 9 of those Ingredient Slots to work with. This represents the increased difficulty in trying to properly craft an item with multiple magical effects.

### Ingredient Slots

The Ingredient Slots section presents the player with all available Ingredient Slots. When crafting an item, each ingredient used, fills an Ingredient Slot. The player may not use any more ingredients in the crafting of the item than there are Ingredient Slots.

## Custom Recipe Template

This template can be used when crafting custom items. You must have constant access to your crafting tools to make progress on the item. If you are creating a magic weapon, shield, or suit of armor, you must provide the non-magical equivalent item or enough ingredients to create it. This does not take up an Ingredient Slot.

**Labor Cost and Crafting Time**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
|  | **Apprentice** | **Journeyman** | **Expert** | **Master** | **Legend** |
| **Labor Cost (gp per Effect)** | 100 | 300 | 700 | 1,500 | 3,000 |
| **Base Crafting Time (hrs. per Effect)** | 50 | 75 | 100 | 125 | 150 |

**Magic Effects**

|  |  |
| --- | --- |
| **Effect Name** | **Recipe** |
|  |  |
|  |  |
|  |  |
|  |  |
|  |  |

**Ingredient Slots**

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

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

## Magic Upgrade Template

This template is used when upgrading an existing magic effect on an item that can be produced through custom crafting. It cannot be used to add entirely new effects to magic items.

**Creation Requirements:** Access to the Relevant Crafting Tools

**Labor Cost:** Determined by **Additional Magic Effect Costs** table below

**Base Crafting Time:** Determined by **Additional Magic Effect Costs** table below

**Additional Magic Effect Costs**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
|  | **Apprentice** | **Journeyman** | **Expert** | **Master** | **Legend** |
| **Labor Cost (gp per Effect)** | 100 | 300 | 700 | 1,500 | 3,000 |
| **Base Crafting Time (hrs. per Effect)** | 50 | 75 | 100 | 125 | 150 |

**Magic Effect**

|  |  |
| --- | --- |
| **Effect Name** | **Recipe** |
|  |  |

**Ingredient Slots**

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

# Magic Item Effects

This section lists and describes the most common magic item effects available to players. The section begins with lists of the effects available to each set of tools, organized by their proficiency requirements, and then lists each magic effect in detail.

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 much 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.

## Magic Effect Descriptors

**Proficiency:** This is the required proficiency level of the crafter to craft an item with this effect

**Item Type:** This is the type of item the magic effect can be applied to

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

**Recipe:** The recipe lists what types of ingredients are needed to craft the magic effect. In the magic effect’s description, the recipe is listed out in detail like the following example. (**Note:** The **Primary Material Type** depends on the tool being used to craft the item)

*4 Uncommon Ingredients*

* *3 Must be of the Primary Material Type*
* *1 Must have Water Energy*

Outside of the detailed description, the recipe will be shown in an abbreviated form. For example, the abbreviated version of the recipe above would be shown as:

*4 Uncm: 3 Prmry, 1 Wtr*

Sometimes a recipe will require ingredients that have one of multiple magical properties. The shorthand for this would be:

*4 Uncm: 3 Prmry, 1 Chtc/Erth/Wtr*

**Higher Ranks:** Some effects have higher level versions that boost the potency of their effects. When crafting an effect with multiple ranks, you may choose to craft the effect at a higher rank if you meet that rank’s proficiency requirement and you meet the requirements of that rank’s recipe, along with the recipes of all the ranks below it. This is still considered to be adding a single magic effect to the item, and the recipes of all the ranks you are adding to the item should be treated as a single large recipe.

You may boost the rank of a magic effect on an existing item using the **Magic Upgrade Template** shown in the previous section.

## Magic Effects List

### Smith’s Tools

**Craftable Item Types:** Melee Weapons, Medium and Heavy Armor, Shields, Helmets, Gauntlets, Belts

**Primary Material Type:** Metal

**Invalid Material Types:** Flesh, Plant, Stone

#### Apprentice

|  |  |  |  |
| --- | --- | --- | --- |
| **Magic Effect** | **Item Type** | **Recipe** | **Page** |
| Buoyant | Any | 4 Uncm: 3 Mtl, 1 Wtr |  |
| Cognizant | Any | 4 Uncm: 3 Mtl, 1 Psy |  |
| Determined | Any | 5 Uncm: 3 Mtl, 2 Fire |  |
| Slowing - 1 | Weapon | 6 Uncm: 4 Mtl, 2 Chtc/Erth/Wtr |  |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |

## Magic Effect Descriptions

### Buoyant

**Proficiency:** Apprentice

**Item Type:** Any

**Attunement:** Yes

**Recipe:** 4 Uncommon Ingredients

* 3 Must be of the Primary Material Type
* 1 Must be Watery

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

### Slowing

**Proficiency:** Apprentice

**Item Type:** Weapon

**Attunement:** No

**Recipe:** 6 Uncommon Ingredients

* 4 Must be of the Primary Material Type
* 2 Must be Chaotic, Earthen, or Watery

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 until the start of your next turn. 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.

**Higher Ranks:** At higher ranks, the duration and Save DC are increased

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Rank** | **Proficiency** | **Recipe** | **Duration** | **DC** |
| 1 | Apprentice | 6 Ucnm: 3 Prmry, 2 Chtc/Erth/Wtr | 1 Round | 13 |
| 2 | Journeyman |  | 1 Minute | 15 |
| 3 | Expert |  | 1 Minute | 17 |
| 4 | Master |  | 1 Minute | 19 |
| 5 | Legend |  | 1 Minute | 20 |