**Item Crafting**

**Overview**

Item Crafting is the process of using some set of **Tools** to combine various **Ingredients**, into an **Item**. Item Crafting requires proficiency with the **Tools** being used and sometimes a **Recipe** that informs the player what **Ingredients** are required and how to properly combine those **Ingredients**. **Recipes** are automatically learned by player characters as their proficiency increases and can also sometimes be discovered during the course of adventuring. **Ingredients** can be found and harvested by players throughout their adventures and sometimes purchased from venders, though usually at an up charged rate. **Ingredients** are differentiated based on their **Rarity** (Poor, Uncommon, Rare, etc.) and their **Material** (Bone, Fluid, Gem, etc.). They may also have a **Magic Property** that makes them useful in crafting specific items and increases their overall value. A **Magic Property** represents the **Ingredient** having been saturated in a specific kind of magical energy and it increases its gold value by a flat amount determined by the **Ingredient’s Rarity** (See Magical Property Value By Rarity table).

**Rarities**

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| Poor | Mundane | Common | Uncommon | Rare | Very Rare | Epic | Legendary |

**Material Types**

|  |
| --- |
| **Material Type** |
| Wood |
| Bone |
| Hide |
| Fluid |
| Stone |
| Flesh |
| Plant |
| Metal |
| Essence |
| Gem |

**Magical Properties**

|  |  |
| --- | --- |
| **Magical Property** | **Common Creature Sources** |
| Fire | Fire based creatures and elementals, fiends |
| Earth | Subterranean creatures and elementals, creatures and objects that have been buried for long periods of time, some constructs |
| Water | Aquatic creatures, drowned undead |
| Wind | Flying creatures, creatures living at high altitudes |
| Fey | Fey creatures and locations |
| Psychic | Creatures with psionic abilities, incorporeal undead, items forged by devils |
|  |  |
| Chaotic | Demons, aberrations, arcane focuses carried by spell casters |
| Orderly | Constructs, Devils, Creatures bound to some service for extended periods of time |
| Primeval | Oversized and monstrous creatures, plant creatures, druidic focuses |
| Fiendish | Fiends, magic items carried by warlocks |
| Radiant | Celestials, holy items carried by clerics and paladins, items found in temples or blessed by priests/gods |
| Necrotic | Undead, Creatures from the Shadowfel |

**Magical Property Value By Rarity**

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| **Poor** | **Mundane** | **Common** | **Uncommon** | **Rare** | **Very Rare** | **Epic** | **Legendary** |
| 5gp | 10gp | 50gp | 100gp | 500gp | 1,000gp | 5,000gp | 10,000gp |

The reference table on the next page shows the values of each **Ingredient** at each **Rarity** along with the added value that a **Magical Property** adds to an **Ingredient** at any given **Rarity**.

**Ingredient Costs Reference Table**



**Magic Item Crafting**

There are two primary methods of **Magic Item Crafting**. The first is **Recipe Crafting** and involves following a set **Recipe** to create a known Magic Item. This may be a specific item from the DMG or a magic item designed by the DM. **Recipes** are learned as characters with crafting tools proficiency increase their proficiency bonus and they can also be discovered through research and adventuring.

The second method is **Experimental Crafting**, and it involves creating a magic item with a custom set of **Magic Effects** determined by the player during crafting.

**Following a Magic Item Recipe**

The following sections can be found in most Magic Item Recipes.

**Creation Requirements**

The Creation Requirements specify the necessary tools, location, etc. need to create the item beyond simply having all the ingredients.

**Supply Cost**

The Supply Cost describes the mundane items that need to be supplied for the item’s creation. These supplies can generally be purchased from vender’s in town and are consumed during the item’s creation.

**Labor Cost**

The Labor Cost represents what it will typically cost to pay an NPC to perform the crafting of the item, assuming they are supplied with all other supplies and ingredients.

**Crafting Time**

The Crafting Time represents the total time that must be spent working on the item to finish creating it. It can usually be reduced based on your Proficiency Modifier. The crafting time can be broken up by the hour. 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.

**Invalid Ingredients**

Invalid Ingredients are types of Ingredients that cannot be used for the item’s creation.

**Required Ingredients**

The Required Ingredients table lists what types of Ingredients are needed to craft the item. The required amounts of each type of Ingredient are measured by worth in gp. The Material Properties side of the table lists the required amounts of specific materials needed, and the Magic Properties side of the table lists the required amounts of Ingredients with a specific Magic Property that are needed. The Magic and Material requirements must be met separately, meaning a single Ingredient cannot simultaneously meet both cost requirements. However, if an Ingredient completes one gp requirement with some value to spare, it can carry over to pay for another gp requirement.

**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 Ingredient’s in the crafting of the item than there are Ingredient Slots.

**Item Levels**

Some items can be scaled up in power if greater expense is spent on their creation. These items have Levels, representing different power levels that then item can be crafted to. The cost of the item shown in the Supply Cost, Labor Cost, and Ingredients/Properties table will reflect the amount that must be spent per desired item Level. The Levels Table will present the scaling effects the item will have at each level.

**Experimental Crafting**

Experimental Crafting functions much the same way as Recipe Crafting. Different types of items have their own templates that are used for their crafting. The main difference in an Experimental Crafting Template is the Magic Effect Slots table.

**Magic Effect Slots**

When creating a custom magic item, you can use the Magic Effect Slots to list the magic effect that you are crafting into the item. You can list out the name, required property and the gp cost of the effect. The table will also provide you with a way to track how much of that gp cost must be met by Ingredients with the required Magic Property and how much must be met by Ingredients with a specific Material Property.

**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, if the template gives you 10 Ingredient Slots and 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.