# I. CORE RULES OF CRAFTING MAGIC ITEMS

In folklore, a major part of any magic item's mystique is the tale of its creation. With our “Crafting Magic Items” mechanic (based on donjon’s dynamic magic item creation system), the crafting of magic items becomes a quick but interesting story in which the whole party can participate. Items created in this way have unusual properties that lend them character and remind the PCs of the choices they made during item creation.

# II. CRAFTING REQUIREMENTS

Crafting an item requires the following:

1. Passing a level requirement
2. Gold (upon completion)
3. Components (at start)
4. Working Time
5. Playing out random challenges

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| **Item Rarity** | **Min Level to Use** | **Shop Price (in gold)** | **Min Level to Craft** | **Cost to Craft** | **Components** | **Working time (in days)** | **Random Challenges** |
| Common | 1st | 100 gp | 3rd | 50 gp | 3 Common | 1 | 1 |
| Uncommon | 1st | 1,000 gp | 3rd | 500 gp | 3 Uncommon | 3 | 1 |
| Rare | 3rd | 10,000 gp | 6th | 5,000 gp | 1 Rare and 3 Uncommon | 7 | 2 |
| Very Rare | 5th | 100,000 gp | 11th | 50,000 gp | 1 Very Rare, 3 Rare | 21 | 4 |
| Legendary | 8th | 1,000,000 gp | 17th | 500,000 gp | 1 Legendary, 3 Rare | 70 | 8 |
|  |  |  |  |  |  |  |  |

## MINIMUM CHARACTER LEVEL

Familiarity with more rare items comes with more experience. Not only does it require a certain level of general life experience to craft an item of high rarity, it requires such experience to wield it. Albeit less than crafting.

## COST TO CRAFT

Specific spells may need to be researched. Common materials may need to be acquired. The gold cost represents the funds needed to finance the operation and it is higher for more rare items.

## COMPONENTS

Magic items beget magic items. Depending on the rarity of the item to be created, the number of components required and the rarity of those components themselves increases. The actual nature of those components depends on the nature of the item to be crafted and should be worked out with the DM.

The cost of acquiring components is not included in the Cost to Craft.

## WORKING TIME

Creating magical items on one’s own can be a lifetime’s work. Typically, a different approach is taken to crafting more rare items. Such items are usually contracted out to an operation capable of producing them much quicker. See the section “Working at Scale” for details.

## Challenges

Throughout the working time several challenges will occur. The outcomes of which will play a role in the further creation process and the properties of the resulting item. See the section “Challenges” for details.

# III. WORKING AT SCALE

It’s quite rare for an individual to spend 40 years working day-in and day-out on the crafting of a Legendary Magical Item. Such creations are usually created by large scale and well renowned operations capable of producing them much more efficiently. Of course, that efficiency usually comes are another cost… gold.

The results can be a dramatically shorter working time…

|  |  |  |
| --- | --- | --- |
| **Item Rarity** | **Working days**  **(1 worker)** | **Working days (10 workers)** |
| Common | 1 | 1 |
| Uncommon | 3 | 1 |
| Rare | 7 | 1 |
| Very Rare | 21 | 7 |
| Legendary | 70 | 21 |

… but a significantly higher cost to craft.

|  |  |  |  |
| --- | --- | --- | --- |
| **Item Rarity** | **Shop Price (in gold)** | **Cost to Craft (1 worker)** | **Cost to Craft (10 workers)** |
| Common | 200 gp | 100 gp |  |
| Uncommon | 1000 gp | 500 gp |  |
| Rare | 10,000 gp | 5,000 gp |  |
| Very Rare | 100,000 gp | 50,000 gp |  |
| Legendary | 1,000,000 gp | 500,000 gp |  |

# IV. CHALLENGES

Throughout the working time several challenges will occur. The outcomes of which will play a role in the further creation process and the properties of the resulting item.

There are two types of challenges. **Base Challenges** and **Random Challenges**.

|  |  |  |
| --- | --- | --- |
| **Item Rarity** | **Random Challenges** | **Task DC Adjustment** |
| Common | 1 | --- |
| Uncommon | 1 | +2 |
| Rare | 2 | +4 |
| Very Rare | 4 | +6 |
| Legendary | 8 | +8 |

## Base Challenges

The following two challenges bookend the dynamic magic item creation process. Preparing the vessel is always the first challenge, and completing the item is always last.

### Prepare the Vessel

You must create or prepare an item to handle the magic you intend to instill within it.

#### Tasks

**Forge a New Vessel:** Applicable ability (artisan's tools) DC 10 + item rarity

**Mystical Preparations:** Intelligence (Arcana) DC 10 + item rarity

#### Results

**Critical Success:** You have a superlative and efficient vessel. Set the item creation cost at 75% of the base creation cost, and subtract 3 days from the item creation time.

**Success:** You have a satisfactory vessel. Set the item creation cost at 85% of the base creation cost.

**Failure:** You have a flawed vessel. Set the item creation cost at 100% of the base creation cost.

**Critical Failure:** The vessel is destroyed. You lose 25% of the item's base creation cost and must start over.

### Complete the Item

You put the finishing touches on the item.

#### Tasks

**Improvise:** Intelligence (Arcana) DC 15 + item rarity

**Just the Minimum:** Meet all the item's construction requirements

#### Results

**Critical Success:** You complete the item with a masterful flourish. Reduce the item's cost by 10%.

**Success:** You have completed the item.

**Failure:** The item is destroyed.

**Critical Failure:** The item is destroyed.

## Random Challenges

The DM will roll on the table below to determine which challenges the player character(s) face while making the item. Alternatively, the DM can instead choose a particular challenge based on the circumstances of the campaign.

# Appendix A. REFERENCES

## Skyrim Crafting Materials and Effects

<http://www.ign.com/wikis/the-elder-scrolls-5-skyrim/Ingredients>

## Diablo 3 Materials

<http://www.ign.com/wikis/diablo-3/Crafting_Materials>

<https://www.diablowiki.net/Legendary_materials>

## Formula’s

Cost to Craft = Shop Price (in gold) \* (Worker Count + 1) \* .25

<http://donjon.bin.sh/5e/item_creation/>

<http://paizo.com/pathfinderRPG/prd/unchained/magic/dynamicMagicItemCreation.html>

## Items by Rarity

<http://media.wizards.com/2014/downloads/dnd/MagicItemsRarity_printerfriendly.pdf>