

# **MODULAR ARMOR AND WEAPON CRAFTING**

## **V1.4**

**ARMOR AND WEAPON CRAFTING FOR THE DUNGEON MASTER AND PLAYER**

# MODULAR ARMOR AND WEAPON CRAFTING

## PREMISE AND GOALS

1. It should be easy for players and the DM to track crafting as well as the materials used to do so.
2. Provide a simple way for a dungeon master, and players, to manage item crafting using multiple ingredients.
3. Enable players to be able to craft a wide range of items without difficulty at the table.

## STRUCTURE OF CRAFTING

**Every item has a base material** which can either be found or bought at a shop (prices for materials are provided later). A player will then use the individual units of materials to craft items.

There are materials which are easier than others to use, but **with the appropriate skill in the profession, all items are possible.**

The modularity of the crafting is what sets this apart from other systems. Each craftable item has parts which can be exchanged for substitute materials. These substitute materials may be magical in nature, boosting the properties of the created item.

## CRAFTING RULES

- Applied bonuses come in 2 forms: **Numbered** and **Special**. Numbered bonuses are the +1's and +3's. Special bonuses are not numbered. They could be a spell that is applied, or a speed bonus - as an example.
- **Numbered bonuses** are applied to armor (AC), attack, or damage - but are only applied in a manner equal to the total amount of the bonus. A +3 bonus may be shared between damage and attack, but only as a +1 damage / +2 attack, not +3/+3.
- The maximum bonus is +3 to AC, Attack, or Damage. It's possible, depending on the material used, to craft a sword with +3 Attack and +3 Damage but **no more than 3 is allowed in any single category.**
- **Specialty bonuses** may be applied to items depending on the material used. These bonuses are **not limited** and may be stacked a number of times dependant upon the materials used in crafting.
- **Single Material Weapons** will have their number bonuses doubled. A +3 is now a +3/+3 and a +2 could be a +3/+1 or a +2/+2. However, you are still unable to pass the +3 limit on items. This allows an item, such as a Blowgun, to be a **+2 Attack / +2 Damage using on 1 material type**. Special properties are not doubled.

## PROFESSIONS

- There are 5 primary skills for **armor and weapon crafting**:
  - Leatherworking
  - Blacksmithing
  - Carpentry
  - Mining
  - Tailoring

## THE TOOLS NEEDED ARE THE FOLLOWING:

- Leatherworker's tools - PHB 154
- Carpenter's tools - PHB 154
- Smith's tools - PHB 154
- Mining Pick or Heavy Mining Pick

## LEVELING UP A PLAYERS PROFESSION IS SIMPLE.

The DC of the item being crafted acts as experience points in the profession. Add the DC of successfully completed items until the DC reaches the next level. If a player completes an item with a DC of 15, add that to their profession XP.

As a player levels their profession, **add to it their DC bonus** in the respective profession. This will allow them to more successfully craft complex and difficult items.

## PROFESSION LEVELING

Skill Level	XP to Level	Total XP	DC Bonus
0	150	150	0
1	300	450	0
2	375	825	1
3	475	1,300	1
4	600	1,900	2
5	750	2,650	2
6	925	3,575	3
7	1,150	4,725	3
8	1,425	6,150	4
9	1,785	7,935	4
10	2,200	10,135	5
11	2,700	12,835	5
12	3,375	16,210	6
13	4,200	20,410	6
14	5,250	25,660	7
15	6,550	32,210	7
16	8,200	40,410	8
17	10,250	50,660	8
18	12,800	63,460	9
19	16,000	79,460	9
20	20,000	99,460	10

# MINING AND ORE GATHERING

## ORE CHART

Type	DC	Rarity	Vein Size	Mining Location	Smelting DC (for 5 Units)
Iron	12	1d4 (4)	4	Surface Caves, Underdark	2
Silver	14	1d8 (8)	3	Surface Caves, Underdark	4
Gold	14	1d8 (8)	3	Surface Caves, Underdark	4
Mithril	18	2d8 (16)	2	Underdark	6
Adamantite	22	4d8 (32)	2	Underdark	6

## MONSTER THREAT CHART

Location	CR 0-3	CR 4-8	CR 9-12	CR 13-17	CR 18-20
Surface	(8) 1d8	(12) 1d12	(20) 2d10	(50) 5d10	(50) 5d10
Underdark	(10) 1d10	(8) 1d8	(10) 1d10	(32) 4d8	(32) 4d8

## HOW TO MINE

Mining is done with a **Pickaxe** or a **Heavy Pickaxe** in a Surface Cave or in the Underdark.

- A standard **Pickaxe** can be used to mine 54 cubic feet of material in **1 hour**.
- A **Heavy Pickaxe** can mine 54 cubic feet of material in **30 minutes**, doubling the mining speed. A heavy pickaxe requires a strength of 16 to use.
- A player may spend 30 minutes or 1 hour (depending on the pick being used) mining an area 3 feet wide, 6 feet high, and 3 feet in depth.
  - The DM and player may adjust the dimensions depending on the situation but the total volume of material removed is 54 cubic feet per hour. This does not change with skill level, but can change with alternate tools.
- Once the area has been mined, the player will roll to discover what ore is in the area they have mined using the chart above (1 roll per ore type depending on the mining location) If a player is mining in the Underdark, they will roll for all ore types.
- To mine found ore(s), the player must make a **Mining Ability check** against the DC of the ore. On a failed attempt, the player may **try again 1 time**.
- 2 Failures cause the ore to **crumble and become useless**.

## MONSTER THREAT

Mining is a noisy business and attracts attention. While mining, or while a crew is mining, for each hour, make a roll using the chart above.

## ORE RARITY AND DISCOVERY

Ore is found in 4 rarities: 4, 8, 16, 32.

- Using Iron as an example, for every 54 cubic feet of mining, you have a 1 in 4 chance to discover Iron.

The chart above details what to roll for each ore type and where to find the ore. The vein size determines how many Units can be found on a successful rarity roll.

## EXAMPLE: MINING MITHRIL

- If a player is searching for Mithril, they will need to travel to the underdark.
- For every 54 cubic feet of mining, the player will roll a dice per the rarity (2d8 for Mithril) and, should the player roll a 16, they find 2 units of Mithril (per the chart).
- Mining for 4 hours with a Heavy Pickaxe can, depending on the rolls, yields a maximum of 8 units of Mithril Ore, 8 Units of Adamantite, 12 Units of Gold and Silver, and 16 Units of Iron.

## SMELTING ORE

Any ore found takes 5 Units of ore to make 1 Unit of Refined Metal. In the case of iron, refining it makes Steel.

## INPUTS AND OUTPUTS

Ore (5)	Refined Material (1)
Iron	Refined Steel
Silver	Refined Silver
Gold	Refined Gold
Mithril	Refined Mithril
Adamantite	Refined Adamantite

- As an **alternative to smelting**, a player may pay a blacksmith to do so.

**SEE NEXT PAGE FOR ADDITIONAL METAL INFORMATION...**

# ORNAMENTAL METALS AND USES

## SILVER

### WERE-CREATURES

Weapons created using a silver blade or tip are able to fully damage were-creatures

### CASTING THROUGH SILVER

Magic cast through an item made of silver has its maximum range extended.

- For spells the range extends 5 feet per spell level up to a maximum of 45 feet of additional range.
- For cantrips, the range extends by 5 feet at level 5, 10, 15, and 20 - up to a maximum of 20 feet of additional range.

### RITUAL CASTING

Silvered items used in rituals are said to **reduce the casting time of said spells by half**, though depending on the spell, it may take a lot of silver to do so. Use the chart below to determine how much silver is needed per spell level.

- It takes a certain amount of silver to reduce the casting time. The silver is consumed upon use.
- Silver objects and trinkets of appropriate value may be used, but they will be consumed fully, even if their value is greater than the needed silver.

### RITUAL CASTING WITH SILVER

Ritual Spell Level	Value Needed (gp)
1	50
2	150
3	405
4	985
5	2,150
6	4,235
7	7,500
8	11,960
9	17,165

## GOLD

- Alchemy Uses
- Casting Through Gold
- Religious Services

### GILDED THREAD

Cloth made with gilded thread is typically quite fine. It is very expensive to craft and buy. (see chart on bottom of page)

### ALCHEMY AND POTIONS

"Alchemy and Potions" is a separate module coming soon.

### RELIGIOUS USES

Gold is frequently used in both religious artifacts and commonly used items. It is a way for religious orders to show their wealth and prestige. It is also believed that using gold for idols allows the deity to reside within it more comfortably.

## SILVERED & GILDED THREAD + CLOTH

- Silvered and Gilded thread can be created using 1 unit of metal. 1 Unit of metal creates 1 unit of thread.
- Add the thread to the cloth to create silvered or gilded cloth.

### SPECIALTY THREAD

Thread Unit	Cost	Crafting DC
Standard Thread	5 sp	10
Silvered Thread	10 gp	16
Gilded Thread	250 gp	20

### SPECIALTY CLOTH

Cloth Unit	Cost to Buy	Crafting DC	Bonus
Standard Cloth	7sp	10	+0
Silvered Cloth	15 gp	16	+1
Gilded Cloth	325 gp	20	+2

# SKINNING AND LEATHERWORKING

Skinning is done with either a **dagger** or **small knife**, depending on what the player has available. Skinning uses the **Leatherworking** profession.

## CREATURE SKINNING DIFFICULTY BY CREATURE CR

CR	DC
0-1	6
2-5	9
6-10	12
11-15	15
16-20	18
20-25	21
26-30	25

## THE PROCESS

Skinning is a simpler process than mining in that skinning is directly related to the CR of the creature you are gathering materials from.

- Find a creature which is dead, but not for more than 2 days. A survival check (DC 12) can be made to determine this.
- Make a skinning roll against the DC of the creature (see chart on left).
  - A player may attempt the roll twice but after the 2nd fail, the material becomes too damaged to use.
  - On a successful roll, the player is able to salvage items per the chart below.

## SKINNING CHART BY CREATURE SIZE

Size	Units Gathered
Small	1
Medium	2
Large	3
Huge	4
Gargantuan	6

## PROCESSING THE RAW MATERIALS

Using a leatherworking shop and tools, the player may process the gathered raw materials into refined units.

Regardless of the source or type of the raw materials, all leather will process down by the same ratio.

- 5 Units of raw leather may be processed into 1 Unit of processed leather.
- 5 to 1 ratio of raw to processed leather

## WEAPON AND ARMOR CRAFTING

This section provides the information needed to craft the basic weapons and armor found in the PHB.

### BASE WEAPON AND ARMOR CRAFTING

#### MATERIALS AND ITEMS

- Crafting materials are used in "Units" for ease of tracking.
- Below is a chart detailing what each item and unit is.

#### BASE MATERIALS

Material	1 Unit
Refined Metal	5 lb
Processed Leather	5 sq ft
Cloth	5 sq ft
Gilded or Silvered Cloth	5 sq ft
Wood	5 lb
Blood	1 Flask

### MODULAR SECTIONS IN ARMOR AND THE PROFESSION NEEDED

(For any items not listed, refer to DM)

- **Padded Armor:** Tailoring
  - Main Piece (Processed Leather)
  - Padding (Cloth)
- **Leather Armor:** Leatherworking
  - Main Piece (Processed Leather)
  - Padding (Cloth)
- **Studded Armor:** Leatherworking
  - Main Piece (Processed Leather)
  - Padding (Cloth)
  - Studs (Metal)
- **Hide Armor:** Leatherworking
  - Main Piece (Processed Leather)
  - Padding (Cloth)
- **Scale Armor:** Blacksmithing
  - Main Piece (Refined Metal)
  - Padding (Cloth)
  - Joining (Leather)
- **Breastplate Armor:** Blacksmithing
  - Main Piece (Refined Metal)
  - Padding (Cloth)
  - Joining (Processed Leather)
- **Half Plate Armor:** Blacksmithing
  - Main Piece (Refined Metal)
  - Padding (Cloth)
  - Joining (Leather)
- **Ring Mail Armor:** Blacksmithing
  - Main Piece (Refined Metal)
  - Padding (Cloth)
  - Joining (Processed Leather)
- **Chain Mail Armor:** Blacksmithing
  - Main Piece (Refined Metal)
  - Padding (Cloth)
  - Joining (Processed Leather)

### MODULAR SECTIONS IN ARMOR (CONT)

- **Splint Armor:** Blacksmithing
  - Main Piece (Refined Metal)
  - Padding (Cloth)
  - Joining (Processed Leather)
- **Plate Armor:** Blacksmithing
  - Main Piece (Refined Metal)
  - Padding (Cloth)
  - Joining (Processed Leather)

### MODULAR SECTIONS IN WEAPONS

(For any items not listed, refer to DM)

- **Swords, Knives, Daggers:**
  - Grip (Processed Leather)
  - Blade (Bone or Refined Metal)
- **Axes, Battle Axes, Greataxes, Glaves::**
  - Handle (Wood, Metal, or Bone)
  - Grip (Processed Leather or Cloth)
  - Blade (Bone or Refined Metal)
- **Club, Greatclub:**
  - Grip (Refined Leather)
  - Club (Wood)
- **Maces, Morningstars, Flails, Mauls, Warhammers, Light Hammers, War Picks:**
  - Grip (Processed Leather or Cloth)
  - Handle (Wood, Metal, or Bone)
  - Bludgeoning bit (Metal)
- **Hand Crossbow, Heavy Crossbow:**
  - Crossbar (Refined Metal)
  - Grip (Processed Leather or Cloth)
  - Base (Wood)
- **Longbow:**
  - Bow (Wood)
  - Grip (Processed Leather or Cloth)
- **Lances, Spears, Halberds, Pikes, Javelins, Tridents:**
  - Shaft (Wood)
  - Tip (Bone or Refined Metal)
- **Shields:**
  - Shield (Refined Metal)
  - Grip (Processed Leather or Cloth)
- **Whip:**
  - Handle (Wood or Bone)
  - Whip (Leather)
- **Staves and Quarterstaves:**
  - Shaft (Wood or Metal)
  - Grip (Processed Leather or Cloth)
- **1 Material Items:** (see their crafting section for materials)
  - Blowguns
  - Darts
  - Nets (Cloth)
  - Slings

## HOW TO CRAFT

- Pick an item to craft and gather the required materials: Wood, Metal, Leather, Vials of Blood, and/or Cloth. Then, check the recipe for the item on the next page to find the quantities of each material. Using the DC chart + Material chart, make a profession roll.
- DC Pass:** The item is crafted - materials are consumed and the player receives 100% of possible experience.
- DC Fail:** The item is not crafted - materials are still consumed but the player receives 1/4 experience (rounded up).

**Example:** The item has DC of 15 but the crafting failed! The player loses the materials but gains 4 experience points.

- All professions require access to a workshop with the following items in addition to the profession tools / kits:
  - Blacksmith:** Crafting Workshop
  - Leatherworking:** Crafting Workshop
  - Carpentry:** Crafting Workshop
  - Tailoring:** Crafting Workshop

Crafting workshops are in most towns. Ask a shopkeeper if you may use theirs!

## SIMPLE RANGED WEAPONS

Item	Metal	Leather	Cloth	Wood	DC	Profession Needed	Tool Needed
Crossbow, Light	3	1	0	3	10	Blacksmithing	Smith's Tools
Dart x10	1	0	0	0	8	Blacksmithing	Smith's Tools
Shortbow	0	5	0	20	13	Carpentry	Carpenter's Tools
Sling	0	1	0	0	8	Leatherworker	Leatherworker's Tools

## MARTIAL RANGED WEAPONS

Item	Metal	Leather	Cloth	Wood	DC	Profession Needed	Tool Needed
Blowgun	1	0	0	0	8	Blacksmithing	Smith's Tools
Crossbow, Hand	5	1	0	5	10	Blacksmithing	Smith's Tools
Crossbow, Heavy	6	3	0	10	14	Blacksmithing	Smith's Tools
Longbow	0	10	0	30	13	Carpentry	Carpenter's Tools
Net	0	0	2	0	11	Tailor	Tailor's Tools

## SIMPLE MELEE WEAPONS

Item	Metal	Leather	Cloth	Wood	DC	Profession Needed	Tool Needed
Club	0	1	0	1	8	Carpentry	Carpenter's Tools
Dagger	1	1	0	0	10	Blacksmithing	Smith's Tools
Greatclub	0	1	0	1	10	Carpentry	Carpenter's Tools
Handaxe	1	1	0	0	11	Blacksmithing	Smith's Tools
Javelin	1	0	0	1	11	Blacksmithing	Smith's Tools
Light Hammer	1	1	0	0	10	Blacksmithing	Smith's Tools
Mace	1	1	0	1	10	Blacksmithing	Smith's Tools
Quarterstaff	0	1	0	1	9	Carpentry	Carpenter's Tools
Sickle (makes 4)	1	1	0	2	11	Blacksmithing	Smith's Tools
Spear (makes 4)	1	1	0	2	10	Carpentry	Carpenter's Tools

ADDITIONAL ITEMS ON NEXT PAGE...

## MARTIAL MELEE WEAPONS

Item	Metal	Leather	Cloth	Wood	DC	Profession Needed	Tool Needed
Battleaxe	1	1	0	2	12	Blacksmithing	Smith's Tools
Flail	1	1	0	1	13	Blacksmithing	Smith's Tools
Glaive	2	1	0	4	11	Blacksmithing	Smith's Tools
Greataxe	4	1	0	4	13	Blacksmithing	Smith's Tools
Greatsword	7	1	0	0	15	Blacksmithing	Smith's Tools
Halberd	2	2	0	12	12	Blacksmithing	Smith's Tools
Lance	1	1	0	10	12	Carpentry	Carpenter's Tools
Longsword	2	4	0	0	14	Blacksmithing	Smith's Tools
Maul	1	1	0	5	13	Blacksmithing	Smith's Tools
Morningstar	2	1	0	1	13	Blacksmithing	Smith's Tools
Pike	1	1	0	4	12	Blacksmithing	Smith's Tools
Rapier	3	3	0	0	12	Blacksmithing	Smith's Tools
Scimitar	3	3	0	0	12	Blacksmithing	Smith's Tools
Shortsword	1	3	0	0	12	Blacksmithing	Smith's Tools
Trident	1	1	0	2	12	Blacksmithing	Smith's Tools
War Pick	1	1	0	2	13	Blacksmithing	Smith's Tools
Warhammer	2	1	0	2	13	Blacksmithing	Smith's Tools
Whip	0	2	0	1	12	Leatherworker	Leatherworker's Tools

## ARMOR (ALL TYPES)

Item	Metal	Leather	Cloth	DC	Profession Needed	Tool Needed
<b>Light Armor</b>	--	--	--	--	--	--
Padded	0	0	7	8	Tailor	Tailor's Tools
Leather	0	7	4	8	Leatherworker	Leatherworker's Tools
Studded Leather	3	10	6	9	Leatherworker	Leatherworker's Tools
<b>Medium Armor</b>	--	--	--	--	--	--
Hide	0	6	4	10	Leatherworker	Leatherworker's Tools
Chain Shirt	5	6	6	12	Blacksmithing	Smith's Tools
Scale Mail	5	6	6	13	Blacksmithing	Smith's Tools
Breastplate	15	10	10	11	Blacksmithing	Smith's Tools
Half Plate	30	15	15	11	Blacksmithing	Smith's Tools
<b>Heavy Armor</b>	--	--	--	--	--	--
Ring Mail	4	1	1	12	Blacksmithing	Smith's Tools
Chain Mail	8	12	10	13	Blacksmithing	Smith's Tools
Splint	25	10	10	13	Blacksmithing	Smith's Tools
Plate	40	25	25	15	Blacksmithing	Smith's Tools
<b>Shields</b>	--	--	--	--	--	--
Shield	1	1	0	13	Blacksmithing	Smith's Tools

## SPECIALTY MATERIALS

- Specialty materials are those which provide a bonus to an item once crafted. Some items are very rare, while others are not as rare.

- Regardless of their rarity, all specialty items increase the DC of the item being crafted. Some materials and material combinations require a very skilled artisan to complete successfully.

## MATERIAL BONUSES

Bonuses may be applied to AC, Attack, Damage, etc. That is up to the player and dungeon master.

### THE FOLLOWING ARE TYPES OF MAGICAL AND ORNAMENTAL MATERIALS

Material	Substitute	Note
Silver	Metal	Able to replace up to a 12 inch blade - Not suitable for armor - Useful against were-creatures
Gold	Metal	Able to replace up to a 12 inch blade - Not suitable for armor
Adamantite	Metal	Able to replace an equal amount of steel
Mithril	Metal	Able to replace an equal amount of steel
Dragon Bone	Metal	Able to replace up to a 12 inches of Metal or Wood - Not suitable for armor
Demon Bone	Metal	Able to replace up to a 12 inches of Metal or Wood - Not suitable for armor
Dragon Hide	Leather	Able to replace an equal amount of leather
Demon Hide	Leather	Able to replace an equal amount of leather

## METALS

Material	Bonus	DC Penalty	Cost per Unit (5lbs)	Toughness / Notes
Steel (standard material)	+0	+0	7 gp	Hard / Commonly Used
Silver	+0	+1	20 gp	Hard / Ornamental / Specialty Uses
Gold	+0	+1	250 gp	Soft / Ornamental
Mithral	+1	+3	2,500 gp	Hard / Rare
Adamantite	+2	+6	4,850 gp	Very Hard / Very Rare

## WOOD

Material	Bonus	DC Penalty	Cost per Unit (5lbs)	Toughness / Notes
Standard Wood	+0	+0	5 gp	Hard / Commonly Used
Mithril Infused Wood	+1	+3	20 gp	Hard / Specialty Uses
Adamantite Infused Wood	+2	+6	20 gp	Hard / Specialty Uses

## SPECIALTY CLOTH

Material	Bonus	DC Penalty	Cost per Unit (5 sq ft)	Toughness / Notes
Standard Cloth	+0	+0	7 sp	No Armor Value / Commonly Used
Silvered Cloth	+1	+4	15 gp	No Armor Value / Were-Creatures
Gilded Cloth	+2	+8	325 gp	No Armor Value / Religious Uses

## SPECIALTY LEATHER

Material	Bonus	DC Penalty	Cost per Unit (5 sq ft)	Toughness / Notes
Standard Leather	+0	+0	1 gp	No Armor Value / Commonly Used
Dragon Hide	+1	+4	15 gp	No Armor Value / Were-Creatures
Demon Hide	+2	+8	325 gp	No Armor Value / Religious Uses
Metallic Dragon Hide	+2	+8	325 gp	No Armor Value / Religious Uses

# DRAGON HIDE BONUSES

Dragon hide has a 5% chance (nat 20 roll) to provide an additional magical bonus to a crafted item. Different dragons provide different bonuses. Metallic Dragons have an additional 2% chance (1d100, must roll a 100 or a 1) to provide an additional bonus to an item. These bonuses are rolled at the time of crafting.

- **Black:**

- 5% chance a weapon will inflict 1d4 acid damage
- 5% chance armor will be resistant to acid damage

- **Green:**

- 5% chance a weapon will inflict 1d4 poison damage
- 5% chance armor will be resistant to poison damage

- **Red:**

- 5% chance a weapon will inflict 1d4 fire damage
- 5% chance armor will be resistant to fire damage

- **White:**

- 5% chance a weapon will inflict 1d4 frost damage
- 5% chance armor will be resistant to frost damage

- **Blue:**

- 5% chance a weapon will inflict 1d4 lightning damage
- 5% chance armor will be resistant to lightning damage

## METALLIC DRAGON HIDE SPECIAL BONUSES

Dragon hide has a 5% chance (nat 20 roll) to provide an additional magical bonus to a crafted item. Different dragons provide different bonuses. Metallic Dragons have an additional 2% chance (1d100, must roll a 100 or a 1) to provide an additional bonus to an item. These bonuses are rolled at the time of crafting. For metallic dragons, the crafter will roll both a 1d20 for the 5% bonus and the 1d100 for the 2% bonus.

- **Brass:**

- 5% chance a weapon will inflict 1d8 fire damage
- 5% chance armor will be resistant to fire damage
- 2% chance a weapon **may** put target to sleep
- 2% chance armor armor will provide immunity against being put to sleep

- **Bronze:**

- 5% chance a weapon will inflict 1d8 lightning damage
- 5% chance armor will be resistant to lightning damage
- 2% chance a weapon **may** repulse target
- 2% chance armor armor will provide immunity to being repulsed

- **Copper:**

- 5% chance a weapon will inflict 1d8 acid damage
- 5% chance armor will be resistant to acid damage
- 2% chance a weapon **may** slow target
- 2% chance armor armor will provide immunity to being slowed

- **Gold:**

- 5% chance a weapon will inflict 1d8 fire damage
- 5% chance armor will be resistant to fire damage
- 2% chance a weapon **may** weaken target
- 2% chance armor armor will provide immunity to being weakened

- **Silver:**

- 5% chance a weapon will inflict 1d8 frost damage
- 5% chance armor will be resistant to frost damage
- 2% chance a weapon **may** paralyze target
- 2% chance armor armor will provide immunity to being paralyzed

## METALLIC DRAGON MATERIAL RULES FOR WEAPONS

Should a bonus be applied to a weapon due to the use of dragon hide, see below for details.

- **Sleep:** Target will make a saving throw against users spell DC, Strength, or Dexterity - whichever is highest. On a failed save, target is put to sleep for 1d4 turns
- **Repulsion:** Target will make a saving throw against users spell DC, Strength, or Dexterity - whichever is highest. On a failed save, the target is pushed back up to 20 feet.
- **Slowed:** Target will make a saving throw against users spell DC, Strength, or Dexterity - whichever is highest. On a failed save, target is slowed for 1d4 turns.
- **Weakened:** Target will make a saving throw against users spell DC, Strength, or Dexterity - whichever is highest. On a failed save, target will have disadvantage on all attacks and saving throws until the end of the targets next turn.
- **Paralyzed:** Target will make a saving throw against users spell DC, Strength, or Dexterity - whichever is highest. On a failed save, target will be paralyzed until the end of the targets next turn.

## DRAGON HIDE

Material	Bonus	DC Penalty	Cost per Unit (5lbs)
Dragon Hide	+1	+3	3,100 gp
Metallic Dragon Hide	+2	+6	6,600 gp

## DRAGON BONE

Dragon bone can be used in place of metal or wood, but only for up to 1 foot of material length. While powerful and sharp, once dried and lifeless it becomes too brittle to hold up against even steel at more than a foot of length.

## DRAGON BONE

Material	Bonus	DC Penalty	Cost per Unit (5lbs)
Dragon Bones	+1	+3	750 gp

## DEMON HIDE

Demon Hide receives its bonus and DC from the challenge rating of the creature it's harvested from.

### DEMON HIDE

CR	Bonus	DC Penalty
1-4	+0	+0
5-15	+1	+3
16-30	+2	+6

### DEMON HIDE PROPERTIES

Demon hide has special properties and when used as a crafting material, it often carries those properties with it and fuses with the item being created. Use the chart below to roll for Demon Hide special properties. Use 2 1d20's for the rolls. See the special properties guide below

### DEMON HIDE SPECIAL BONUSES

Roll	Armor Special Bonus	Weapon Special Bonus
1-91	None	None
92-93	Spider Climb	Web Walking
94-95	Magic Resistance	Reactive
96-97	Poison Immunity	Magic Resistance
98-99	Fire Immunity	Fearless
100	Teleport (1)	Finishing Blow

### SPECIAL PROPERTIES GUIDE

- Spider Climb:** User may climb difficult surfaces including upside down on ceilings without needing to make an ability check
- Reactive:** User may take a reaction on every enemy turn in combat.
- Magic Resistance:** User has advantage on saving throws against spells and other magical effects.
- Web Walking:** User ignores movement restrictions caused by webbing.
- Poison Immunity:** User is immune to poison damage and the poisoned condition.
- Teleport:** User may cast teleport 1 times per long rest without expending a spell slot. The user, along with any equipment the user is wearing or carrying, can teleport up to 60 feet to an unoccupied space it can see.
- Fearless:** User is immune to the fear condition and cannot be frightened.
- Finishing Blow:** When the user can see that a nearby target (within 30 feet) is below 6 HP, but not yet dead, the user dash towards the target and make a single attack. This is a free action. If the user has no movement remaining, they may still use this ability. If the user has any movement remaining at the time of using this ability, it will consume the remaining movement available.

## DEMON BONE

Demon bone is similar to Dragon bone, in that it becomes brittle after it's become dry and lifeless.

Demon bone can be used in place of metal or wood, but only for up to 1 foot of material length. While powerful and sharp, once dried and lifeless it becomes too brittle to hold up against even steel at more than a foot of length.

### DEMON BONE

Material	Bonus	DC Penalty	Cost per Unit (5lbs)
Demon Bones	+1	+3	675 gp

## CELESTIALS

Celestial blood fuels the magic in crafting some of the rarest items ever created.

- Celestial blood **cannot be used in combination with other magical materials**. Their blood is too pure, and will instantly destroy both itself and the other magical materials in comes into contact with. Their blood can only be combined with raw metal, leathers, and wood.
- Celestial blood components CAN be combined with other components to create full items. See the example page at the end of this guide.
- Celestial blood provides both **number** bonuses and **special** bonuses.

## CELESTIAL BLOOD

Blood Source	Bonus	DC Penalty	Cost per Unit (1 Flask)
Angels	+3	+8	11,500 gp
Couatl	+3	+8	9,750 gp
Empyrean	+3	+8	12,550 gp
Ki-rin	+3	+8	10,000 gp
Pegasus	+3	+8	17,275 gp
Unicorn	+3	+8	13,225 gp

## CREATING CELESTIAL METALS, LEATHERS, AND WOOD

- During the smelting of metal, the blood is poured into the molten mix.
- Leather is soaked in the blood until it is no longer visible - this typically takes 2 hours until it is completely absorbed.
- Wood is rubbed with the blood, like a fine finish. The wood, like the leather, absorbs the blood over the course of 2 hours.

## SPECIAL BONUSES FOR CELESTIAL BLOOD

Blood Source	Armor Bonus	Weapon Bonus
Angels	Regeneration	Smite
Couatl	Polymorph	Confession
Empyrean	Bolster	Trembling Strike
Ki-rin	Detect	Evasion
Pegasus	Flight	Flight
Unicorn	Shimmering Shield	Stealth

- **To apply the special bonus to an item**, make a 1d20 roll. On a natural 20 a bonus, associated with the blood being used, is applied.

## CELESTIAL BLOOD MATERIAL RULES

To gain the benefit of the below items, the user must be wearing the armor or wielding the weapon associated with the benefit. Simply owning or being attuned to the magical item does not suffice.

- **Regeneration:** User has a pool of hit dice equal to their level. Each hit dice is 1d4 hit points. The number of hit dice resets each day. They may expend 1 or all of the hit dice as a free action when they choose to if out of combat, or on their turn if they are in combat.
- **Polymorph:** The user may cast the polymorph spell successfully one time per day without expending a spell slot. If the user does not successfully cast the spell, it does not use a spell slot nor does it count as their 1 cast per day. This counts as a full action to use.
- **Bolster:** The user may bolster up to 4 targets in can see within 40 feet. The bolstered targets cannot be charmed or frightened, and they gain advantage on ability checks and saving throws until the end of the users next turn. This counts as a full action to use.
- **Detect:** The user may boost their perception by +3 for 1 turn. In addition, they gain advantage on perception checks for 1 turn. This may be used as a bonus action.
- **Evasion:** The user may move up to 15 feet without provoking opportunity attacks. This ability is always active.
- **Smite:** All of the weapons damage is dealt in radiant energy.
- **Confession:** While wielding the weapon, the user has advantage on insight and intimidation checks.
- **Trembling Strike:** The user may choose, up to 3 times per day, to attack with Trembling Strike. A successful hit triggers an earth tremor centered on the user, expanding outward up to 20 feet in all directions. All creatures in the area must make a DC 16 strength saving throw or be knocked prone.
- **Flight:** The weapon or armor grants the user 1 use of flight per day. The user may fly up to 60 feet in any direction for 1 turn. At the end of the turn, the flight ends, and if the user is not on the ground, will fall. This may be used as a bonus action.
- **Shimmering Shield:** The user may cast the Shield spell using no spell slots. The user may cast this 2 times per day.
- **Stealth:** The user gains advantage to all stealth checks made while wielding the weapon.

## EXAMPLE ITEMS

### 1. ADAMANTITE LONGSWORD WITH A CR 17 DEMON HIDE GRIP

- **Attack:** 1d20+2
- **Damage:** 1d8+2
- **Reactive:** User may take a reaction on every enemy turn in combat.

How did we get to this item?

- **Longsword:** Base Crafting DC of 14
  - **Blade:** +2 Attack (+6 Crafting DC)
  - **Grip:** +2 Damage (+6 Crafting DC)
- **Total Crafting DC:**  $14+6+6 = 26$  (player will need to be quite skilled)

Roll a 1d100 to determine Dragon Hide properties. To illuminate the example, assume the roll was a 94: **Reactive**

### 2. MITHRIL PLATE ARMOR WITH WHITE DRAGON HIDE JOINING

- **AC:** 19
- **Resistance:** Frost Damage

How did we get to this item?

- **Plate Armor:** Base Crafting DC of 15
  - **Main Piece:** +1 AC, +3 DC
  - **Joining:** +1 AC, +3 DC
  - **Padding:** No Bonus
- **Total Crafting DC:**  $15+3+3 = 21$  (player will need to be somewhat skilled)

### 3. STEEL SHIELD WITH CR 8 DEMON HIDE GRIP

- **AC:** 3

How did we get to this item?

- **Plate Armor:** Base Crafting DC of 13
  - **Shield:** +2 AC (base, no bonus), +0 DC
  - **Grip:** +1 AC, +3 DC
- **Total Crafting DC:**  $13+0+3 = 16$  (a player with limited skill could craft this item)

### 4. SILVER HALBERD WITH MITHRIL INFUSED WOODEN SHAFT

- **Attack:** 1d20+0
- **Damage:** 1d10+1
- **Silvered:** This weapon counts as a silvered weapon against were-creatures.

How did we get to this item?

- **Halberd:** Base Crafting DC of 12
  - **Blade:** +0 Attack (+1 Crafting DC)
  - **Shaft:** +1 Damage (+3 Crafting DC)
- **Total Crafting DC:**  $12+0+4 = 16$  (a player with limited skill could craft this item)

Using silver as the blade allows this weapon to be useful against were-creatures.

### 5. ANGELS BLOOD STEEL SHEILD WITH METALLIC (SILVER) DRAGON HIDE GRIP

- **AC:** 5
- User is **immune to being paralyzed** (Silver Dragon)
- User gains **Regeneration:** User has a pool of hit dice equal to their level. Each hit dice is 1d4 hit points. The number of hit dice resets each day. They may expend 1 or all of the hit dice as a free action when they choose to if out of combat, or on their turn if they are in combat.

How did we get to this item?

- **Shield:** Base Crafting DC of 13
  - **Shield:** 5 -- +2 AC (base) and +3 from Angels Blood bonus
  - **Grip:** +2 AC From Metallic Dragon Hide (Note: Because the bonus cap is +3, the dragon hide +2 is ignored as the full +3 bonus is being applied from the Angels blood)
- **Total Crafting DC:**  $13+8+6 = 27$  (a player with very high skill could craft this)
  - +8 DC for using Angels Blood Steel
  - +6 DC for using Metallic Dragon Hide
- **A perfect roll for both dragon hide and angels blood -** this is an example.