

Crafting

Design intents for this crafting system

Before I get into the rules, I'd like to state my design intentions. There are many homebrew crafting systems out there, and knowing the design goals for this document may quickly inform a possible reader about whether the following material is worth their while. My goals when writing this documents were the following:

- Consolidate the crafting rules scattered across various 5e rulebooks, official published material only
- I **do not** wish to **replace** the 5e crafting system, but expand upon it in reasonable ways
- Define how crafting works in my campaigns
- Better engage mechanically inclining players who are interested in crafting systems
- Better engage roleplayers who wish to play a character who is a craftsman
- Flesh out tool proficiencies and their capabilities
- Keep it all simple and short. I can't expect my players to read and make use of a whole new sourcebook, but a few pages might do.

How crafting works in 5e

As a part of this document I wanted to create a summary of all the crafting rules that are actually present in various 5e books. This consolidation of important rules with an added reference guide will definitely be useful to me, and might be helpful for other readers as well.

Too many time units

The rules for crafting contain a LOT of various units of time. I will use the following abbreviations in this document:

Hour	H
Short Rest	SR
Long Rest	LR
Day	D
Workweek	WW

1 Workweek is defined (In XGtE, Chapter 2) as 5 days of work, during which a character must spend at least 8 hours each day on a given task. The days in a workweek don't need to be consecutive.

Player's Handbook

In the PHB, crafting is mentioned as a downtime activity. In Chapter 8, so check there for more in-depth explanations.

Crafting magical items is not mentioned, only nonmagical objects, including adventuring equipment and works of art.

It is mentioned that to craft certain objects, a player might need more than just the basic set of artisan tools, such as requiring a forge in addition to smith's tools to craft a suit of armor.

Otherwise the crafting is pretty basic, you need to spend 1 day to generate 5 gp of value but you have to spend 2,5 gp on raw materials. Items with high value can be crafted in daily increments, so an item worth 1500 gp can be crafted in 300 days. It is also mentioned that more than 1 player can work on an item.

Dungeon Master's Guide

It is mentioned in Chapter 8, under Proficiency -> Tools, that tool proficiency is used when the player makes a check to craft an object. This statement however contradicts all other rules for crafting, because they **never require an ability check**. Curious, huh? (Extracting a poison is the only instance of crafting which I saw that mentions making a check.)

The DMG has a small mention of crafting in Chapter 8, under Poisons. It describes how players who are proficient with the poisoner's kit can craft or harvest poisons.

In brief, crafting a poison uses the rules from PHB while harvesting a poison from a creature is a DC 20 Intelligence (Nature) check, where poisoner's kit proficiency can be used instead of the Nature skill. The harvesting process takes 1d6 minutes and a successful check generates 1 dose of poison. Failing the check by 5 slams the crafter with the poison's effects.

Magic Item Rarity Table

One thing that isn't strictly relevant to crafting but I want to have it here too, is the **Magic Item Rarity table** from Chapter 7. It suggests what value magical items of various rarities can have. It also notes that the value for consumable items is typically one half of the value given in the table.

Rarity	Value
Common	50 - 100 gp
Uncommon	101 - 500 gp
Rare	501 - 5 000 gp
Very rare	5 001 - 50 000 gp
Legendary	50 001+ gp

Take note that these prices are merely suggestions and the DM always has final say in how much a magical item is worth.

Xanathar's Guide to Everything

XGtE contains extensive rules for crafting magic items, I will paraphrase them below for easy access. I will not list all of the explanations for each feature, so for more in-depth explanations, check XGtE, Chapter 2

It is said that when a player attempts a check for which a skill proficiency **and** a tool proficiency both apply, the player might be granted advantage on the check, or granted some additional benefit. It is explicitly said that the proficiency bonuses for the skill and tool do not add up.

Items made by tools

Various tools gain an ability to craft certain mundane items or adventuring gear, as described in Chapter 2 -> Tool Proficiencies. I will sum them up into a table.

Tools	Time	Crafted item	Cost
Alchemist's	1 LR	1 acid or 1 alchemist's fire or 1 antitoxin or 1 oil or 1 perfume or 1 soap	half of the item's gold value worth of raw materials
Brewer's	1 LR	6 gallons of purified water	same amount of impure water
Cartographer's	"while traveling"	a map	none specified
Cobbler's	8 H	hidden compartment in shoes	none specified
Cook's	1 SR	tasty meal	sufficient food
Disguise	1 LR	a disguise	none specified
Forgery	1 SR	forged document	
Weaver's	1 LR	an outfit	sufficient cloth
Woodcarver's	1 SR	5 arrows	enough wood
Woodcarver's	1 LR	20 arrows	enough wood

Special Ingredients

It is said that crafting magical items requires a **special ingredient** which may be challenging to acquire. The challenge is given as a CR, which may be the CR of the creature that yields the special ingredient. The concrete ingredient needed is up to the DM to decide.

Item rarity	CR Range
Common	1-3
Uncommon	4-8
Rare	9-12
Very rare	13-18
Legendary	19+

Magic Item Crafting

We are also given a table that shows us how much time magic items take to make, and how much they cost.

Item rarity	Time	Cost
Common	1 WW	50 gp
Uncommon	2 WW	200 gp
Rare	10 WW	2 000 gp
Very rare	25 WW	20 000 gp
Legendary	50 WW	100 000 gp

Consumable items (e. g. potions or scrolls) have their time and cost **halved**.

Potions of Healing

There is also a special table for brewing **Potions of Healing** for players with proficiency with Herbalism Kit.

Type	Time	Cost
Healing	1 D	25 gp
Greater Healing	1 WW	100 gp
Superior Healing	3 WW	1 000 gp
Supreme Healing	4 WW	10 000 gp

Scribing Scrolls

Another downtime activity related to crafting is **scribing a spell scroll**. In short, to scribe a spell scroll you need proficiency in the **Arcana** skill, must know the spell you are scribing, and must spend time and gold to craft the scroll. I will merge the table for crafting spell scrolls with the table that shows which scrolls have what DC and spell attack bonuses because it just makes sense to me.

Spell Level	Time	Cost	Save DC	Spell Attack
Cantrip	1 D	15 gp	13	+5
1st	1 D	25 gp	13	+5
2nd	3 D	250 gp	13	+5
3rd	1 WW	500 gp	15	+7
4th	2 WW	2 500 gp	15	+7
5th	4 WW	5 000 gp	17	+9
6th	8 WW	15 000 gp	17	+9
7th	16 WW	25 000 gp	18	+10
8th	32 WW	50 000 gp	18	+10
9th	48 WW	250 000 gp	19	+11

Artificer

This is a small but relevant point, you can find it wherever the Artificer class is printed. At level 10, when crafting magic items **of common or uncommon quality**, the artificers only need to spend a quarter of the normal time and it costs them half as much of the usual gold.

Artificer Consumables Crafting

Since the artificer's crafting bonuses stack with the decreased time and cost you get from crafting a consumable item, I will add a table that has the final calculation for **how much it costs to craft a consumable magic item as a level 10+ artificer**. This table is not actually anywhere in the rules but since it's just a calculation based on the rules provided it makes sense to put it here. I rounded some of the time values so the numbers are clean.

Item rarity	Time	Cost
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Common	1 D	13 gp
Uncommon	1 D	50 gp

Homebrew starts here

Everything from here onward is my homebrew modifications. If you are reading this and play in one of my campaigns, all of it applies for our campaign.

Who can craft potions of healing?

As is written in XGtE, Herbalism Kit proficiency grants the ability to craft potions of healing. In my campaigns, players with **Alchemist's Supplies** can **also** craft potions of healing, with the same costs and durations as the Herbalism Kit.

Workshops

In order to craft an item, you need a proper set of tools. The various tool kits available in the PHB are made to be portable and compact, so you can always bring them with you. It stands to reason that these portable toolkits are far from the optimal setup for crafting. Crafting an item in a well equipped **workshop** makes a big difference, however, even workshops can have various shapes and sizes. A decently equipped smithy in a small town may not be sufficient for crafting a supreme greatsword out of adamantium.

Crafting an item in a suitable workshop decreases the **time** needed to craft the item by half, if the workshop is of sufficient **quality**. This time decrease stacks with all other bonuses that decrease crafting time. This time reduction does not apply to magic item research (explained further).

Workshop Quality

A workshop's quality uses the same terminology as item rarities. Determining whether a workshop is of sufficient quality to provide a bonus for crafting a magical item is simple: the workshop quality must be greater or equal to the rarity of the crafted item.

Workshop quality	Equipment cost
Common	100 gp
Uncommon	1 000 gp
Rare	10 000 gp
Very rare	100 000 gp
Legendary	1 000 000 gp

Which crafting tools can be used in a workshop is up to the DM. Alchemical workshops may equally benefit multiple tools, such as brewer's supplies, alchemist supplies, poisoner's kit and herbalism kit. Specialized tinkerer workshops may only benefit crafts that require tinker's tools.

Some players may wish to build their own workshop, perhaps if they have some kind of base of operations.

Raw crafting materials

Every time crafting an item calls for a **monetary cost**, it can be paid for in two ways.

If the player is crafting in a location with ample options for buying supplies, like one has in a city, they can use their gold. When using gold to craft an item, the player isn't actually making an item out of coins, it is assumed that the player is acquiring needed materials using the money as it is needed.

If the player is crafting on the road, or in a location that doesn't have access to good and consistent supplies, they need to use **raw crafting materials**.

Raw crafting materials are a type of item that always has a monetary value attached to it, for example you may pick up raw alchemical materials worth 500 gp.

Raw crafting materials should have a defined tool for which they apply. For instance various mechanical parts may only be considered as **raw tinkering materials**. Some raw crafting materials may be applicable for multiple crafting tools, such as **raw alchemical materials** could be used by Herbalism, Alchemy and Poisoner's kits. The decision whether certain crafting materials are applicable for a set of tools is up to the DM.

Gathering raw materials

It is possible to create new crafting materials by scrapping other items or gathering, but I'm not providing concrete rules because I usually estimate the result based on the circumstances. I'd recommend starting an attempt to procure new raw materials with an ability check.

Crafting schematics

One of the essential items one needs to craft magical items is the **recipe** or **schematic** of the intended final item. These can possibly be obtained by adventuring or shopping. I am adding a new way to acquire a recipe, detailed below.

Magic Item Research

If a player owns an item and is proficient with the tools needed to craft it, they can attempt to research the item to "reverse engineer" a crafting schematic of it. This is done via an ability check, using Intelligence and the player's proficiency bonus for the relevant tool. The DC for this check is in the table below.

Short-term temporary bonuses to ability checks, such as Bardic Inspiration or the Guidance spell, can not be applied to Magic Item Research.

Researching takes time and money. The necessary numbers are in the table below:

Item rarity	DC	Time	Cost
Nonmagical item	8	1 D	25 gp
Common	10	1 D	50 gp
Uncommon	15	2 D	200 gp

Rare	20	1 WW	2 000 gp
Very rare	25	4 WW	20 000 gp
Legendary	30	8 WW	100 000 gp

The cost of research can be paid for with relevant raw crafting materials or gold.

Research costs and time investments **are not reduced** for consumable items. What's in the table applies to consumables as well.

The ability check to determine whether someone succeeded at researching is done at the end of the research time period. If the player makes the check, they gain a crafting schematic for the item they examined.

Some items may not be able to be reverse engineered, such as artifacts, or magical items that are relevant to some greater plot. This is up to DM's discretion. The DM tells the player at the start of the reverse engineering process whether it is possible to extract the schematic.

Empowered Spell Scrolls

A player who is proficient in the use of **Calligrapher's Supplies** can craft empowered spell scrolls. To craft an empowered spell scroll, the player still needs to fulfill all of the necessary conditions for crafting a normal spell scroll.

In addition, the player needs to be able to upcast the spell he wants to scribe on a scroll by 1 level. For instance, crafting an empowered scroll of *magic missile* (a 1st level spell) requires the player to be able to cast *magic missile* as a 2nd level spell.

Only spells which can be upcast can be scribed as empowered spell scrolls.

An empowered spell scroll has 50% higher crafting cost. When a player attempts to craft an empowered scroll, they must make a DC 20 **Intelligence** (Calligrapher's Supplies) check at the end of the crafting process. On a success, the spell on the scroll is considered to be upcast by 1 spell level. On a failure, the spell is written in its un-empowered state.

Unique Crafting Components

To make crafting more interesting and add more possibilities for cool treasure, players can use unique crafting components when creating an item.

Unique crafting components are **consumed** when they are used to craft an item.

I recommend limiting the amount of unique crafting components which can be used for a single craft. My preferred limitation is 1 unique crafting component per crafted item.

Unique crafting components may be restricted to only be usable with a certain type (or types) of artisan tools.

Examples of Unique Crafting Components

Lintir Ingot

This silvery metal is known for its exceptional toughness and extremely high melting point. Lintir can only be used when crafting in a workshop. Items made out of Lintir can not be targetted by the **Heat Metal** spell. Lintir is not affected by magnetism. Lintir has the same effect as silver for the purpose of damaging certain magical creatures.

Garen Ingot

Garen is a rare metal with a red hue, which is well known for its exceptional affinity for enchantments. It has also been discovered that springs made of Garen are much more efficient at storing energy than those of other metals, which lead to several breakthroughs in clockwork mechanisms.

Creating a magical item that is mostly made of Garen decreases the crafting cost by 10% and the time required by 1 WW. Creating a mechanical item with Garen mechanisms decreases the crafting cost by 15%.

Adamantium Ingot

Armor made of adamantium grants its wearer immunity to critical hits, while weapons made of adamantium always score a critical hit when they are used to damage an object.

Mithril Ingot

This rare metal with a unique blue hue is much lighter than steel, while providing the same toughness. Weapons made of mithril gain the finesse property and lose the heavy property. However, weapons which lose the heavy property also have their damage die decreased by 1 stage. Armor made of mithril has its Strength requirement decreased by 2 and all medium and light armor made of mithril doesn't grant disadvantage to stealth.

Unique Mechanical Gizmo

A mechanical item that incorporates the unique mechanical gizmo will have its crafting cost reduced by 25%.

Mystical Herb of Patience

This rare herb can be used when crafting any drinkable consumable item with a duration longer than instantaneous. It increases the duration of the final product by 50%.

What can you make with your tools?

In some cases it may be obvious, in other cases less so. I will provide some **suggestions** for possible crafted items for each type of tool below:

Tools	Suggested craftable items
Alchemist's Supplies	potions, some magical items (like a cloak made of alchemically preserved giant manta ray skin)
Brewer's Supplies	alcohol, possibly alcohol with special effects
Calligrapher's Supplies	empowered spell scrolls, some

	magical items (such as shields inscribed with runes of power)
Carpenter's Tools	special furniture, staffs, some magical items (such as a folding boat)
Cartographer's Tools	enchanted maps or navigating tools
Cobbler's Tools	boots, sabatons
Cook's Utensils	food, possibly food with special effects
Glassblower's Tools	statuettes, some magical items (such as scrying balls)
Jeweler's Tools	rings, necklaces, some magical items (such as items decorated with enchanted gems)
Leatherworker's Tools	light armor, gloves, some magical items (such as a magical belt)
Mason's Tools	statuettes, some magical items (such as warding obelisks)
Painter's Supplies	paintings, some magical items (such as magical tattoos)
Potter's Tools	statuettes, some magical items (such as jars with various magical effects)
Smith's Tools	metal weapons and armor, some magical items
Tinker's Tools	mechanical items, some magical items
Weaver's Tools	robes, hats, clothing, some magical items
Woodcarver's Tools	bows, some magical items (such as wooden items with magical engravings)
Herbalism Kit	raw materials, potions of healing
Poisoner's Kit	poisons, some magical items (such as daggers of poison)
Thieves' Tools	locks, trap mechanisms