Создание Волшебных Предметов & Magic Items

Fan-Made Supplement

Version 0.3.7

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| Credits  Supplement Designer: Matt Katzenberger  Herbalism and Alchemy Rules: Dalagrath  Inspired by Dungeons and Dragons, 5th Edition | A guide to materials both common and exotic, item crafting, and the creation of magic items.  Designed by Matt Katzenberger |

# Crafting

A young adventurer sits by the fire, working hot steel in his makeshift forge. An hour here, an hour there; for weeks he’s slaved away trying to create a weapon worthy of a hero. A long, single edged, curved blade, the handle carved from wolf-bone and wrapped in the same beast's hide. From the pommel two fangs dangle from leather cords, trophies from the youth’s first kill.

An assassin toils alone in his apartment, blinds drawn to protect against prying eyes. He’s currently fashioning a dagger, not from steel, but from volcanic glass. Though fragile, such a tool is perfect for quick and silent killing. Several vials sit nearby, each containing a different toxin.

A master enchanter climbs his lofty tower. For years he’s worked on reproducing an artifact of immense power, and now he’s on the cusp of success. As he draws his ritual circles and preps his esoteric components, the wizard gives one last thought to the wisdom of creating such a powerful weapon.

Every swashbuckler needs a blade, every knight needs armor, and every wizard needs an arcane focus, but there’s no reason every sword has to be exactly the same. The following optional rules allow players and DMs alike a wide array of options for crafting armor, weapons, adventuring gear, poisons, potions, and magic items from the materials around them.

## Crafting Items

You can craft objects, including adventuring equipment, armor, weapons, and works of art. You need not be proficient with tools related to the object you are trying to create (typically artisan’s tools). You might need access to special materials or locations necessary to create it.

For each period of time (hour, day, month) spent crafting an item, you, and anyone assisting, must succeed on an Ability Check, depending on what you are crafting. If anyone fails by more than 5 the materials used for that period are lost. Working in a proper environment (such as a blacksmith’s forge, or a workshop) grants anyone working on the item advantage on their crafting checks.

|  |  |  |  |
| --- | --- | --- | --- |
| Crafting Information | | | |
| Item Type | Ability | Skill / Tool | DC |
| Wooden Weapons | Dexterity | Woodcarver’s Tools | 8 |
| Metal Weapons | Strength | Blacksmith’s Tools | 10 |
| Loading Weapons | -- | -- | +3 |
| Light Armor | Strength | Leatherworker’s Tools | 10 |
| Metal Armor | Strength | Blacksmith’s Tools | 11 |
| Tools | Dexterity | Artisan's Tools\* | 13 |
| Adventuring Gear | Dexterity | Artisan's Tools\* | 11 |
| Potion / Poison | See [Herbalism and Alchemy Guide](https://drive.google.com/open?id=0B6jldYSrGoKQM1p0ZW40MnFmb3c) | | |
| \*The proficiency related to crafting these items is determined by the primary material of the item. | | | |

## Crafting Time

For every 1 gp worth of materials you use, you must spend one hour of downtime crafting, or choose one of the rates from the table below. Multiple characters can combine their efforts toward the crafting of a single item, provided that the characters all are working together in the same place, and at the same rate.

|  |  |  |
| --- | --- | --- |
| Crafting Intervals | |  |
| Unit of Time | Value Crafted | DC |
| 30 minutes | 5 SP | --- |
| 1 hour | 1 GP | --- |
| 1 day (8 hours) | 10 GP | +2 |
| 1 week (10 days) | 100 GP | +3 |
| 1 month (30 days) | 300 GP | +4 |

## Crafting Materials

Crafting an item requires raw materials with a combined weight equal to that of the item being crafted (before factoring in any Altered Weight properties). For Tools and Adventuring Gear these materials must have a value of at least ¼ the cost listed in the Player’s Handbook, and can be anything, as long as they make sense for the item being crafted. For information on crafting Armor and Weapons, see below. See Appendix A for a list of raw crafting materials and their values.

## Crafting Armor

Light Armor has an Armor Class of 11, and requires 10 lbs of ***Leather*** to make. Adding 5 lbs of ***Metal*** creates Studded Armor, which has an Armor Class of 12. Creating Metal armor requires 5 lbs of ***Leather,*** 10 lbs of ***Metal***, and has an Armor class of 12. Adding additional ***Metal*** increases the AC by 1 for each 10 lbs added (up to a limit of AC 20, and before the altered weight property is factored). The chart below shows a completed suit of armor’s category, based on it’s weight.

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Armor Categories | | | | |  |  |
| Category | Weight | Strength | Stealth | AC Modifier | Hit Points\* | DC |
| Light | 0-15 lbs | --- | --- | Dex Modifier | 10 | --- |
| Medium | 16-25 lbs | --- | --- | Dex Modifier (Max 2) | 20 | +1 |
| Medium | 26-40 lbs | --- | Disadvantage | Dex Modifier (Max 2) | 20 | +2 |
| Heavy | 41 lbs and above | 10+(Weight/10) | Disadvantage | None | 30 | +3 |
| \*Items have a number of hit points based on their weight before factoring in the Altered Weight property. Items with the Fragile property have half as many hit points. | | | | | | |

### Variant: Don and Doff

It takes a number of minutes to Don armor equal to that armor’s weight divided by 10 (rounded up), and half that many minutes to Doff it.

## Crafting Weapons

Weapons can be crafted using any combination of a Primary Material, and any number of secondary materials. A weapon’s Primary Material is usually the material its damaging part is made from (metal for a sword, axe, or spear, wood for a quarterstaff or club). A crafted weapon inherits its Damage Dice and crafting DC from its Primary Material weight (rounded up) *before* factoring in the Altered Weight property of the material, but all other properties from its Primary Material weight (rounded up) *after*. In addition to the Primary Material, you can use any number of secondary materials to increase the Weapon’s value. Weapons do not inherit properties from additional materials used to construct them, and they do not affect the weight of the weapon when it comes to determining the weapon’s properties.

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Weapon Weight | | | | | | |
| Weight | Metal Weapon Damage Die | Wooden Weapon Damage Die | Range | Properties | Hit Points\* | DC |
| 1 lb | 1d4 | --- | 20/60 | Light, Finesse, Thrown | 5 | --- |
| 2 lbs | 1d6 | 1d4 | 20/60 | Finesse and Light OR Light and Thrown | 10 | --- |
| 3 lbs | 1d6 | 1d4 | 30/120 | Finesse, Versatile (1d8) | 10 | +1 |
| 4 lbs | 1d8 | 1d6 | 30/120 | Versatile (1d8) OR Versatile (1d10) | 10 | +1 |
| 5 lbs | 1d10 | 1d8 | 80/320 | Two-Handed, Versatile (1d10) | 10 | +2 |
| 6 lbs | 1d10 | 1d8 | 80/320 | Two-Handed, Versatile (1d10) | 10 | +2 |
| 7 lbs | 1d12 | 1d8 | 100/400 | Heavy, Two-Handed, Versatile (1d10) | 20 | +3 |
| 8+ lbs | 2d6 | 1d10 | 150/600 | Heavy, Two-Handed | 20 | +3 |
| \*Items have a number of hit points based on their weight before factoring in the Altered Weight property. Items with the Fragile property have half as many hit points. | | | | | | |

### Reach Weapons

The Reach property can be added to any melee weapon weapon. Doing so requires an additional 4 lbs of ***Metal, Wood,*** or ***Leather,*** which *does* count towards the weapon’s Altered Weight.

### Ranged and Loading Weapons

The Ammunition and Loading properties can be added to wooden weapons. Doing so reduces its damage die by 1, removes the Versatile property, and adds the two-handed property (unless it also has the Loading property). Because of the complex nature of Ranged and Loading weapons, you complete work at 1/2 the speed you normally would.

### Special Weapons

A Lance can be made from 6 lbs of ***Wood.*** A Net can be made from 3 lbs of ***Cloth*** or ***Leather*** (PHB 148, 149).

### Versatile Weapons

Weapons only benefit from the Versatile property on Melee Weapon Attacks, if they don’t have the Ammunition property, and if their damage die is one lower than the value of the Versatile property.

## Masterwork Items

When crafting an item you can elect to spend additional time and materials to increase the value of the item you are crafting. It is up to you whether or not these additional materials affect the weight of the item (within reason). If the material value of the item exceeds 100 gp it is considered Masterwork quality.

## Broken Items

An item is broken when its hit points are reduced to 0. A broken item is unusable until it is repaired, broken weapons are considered improvised weapons (no proficiency, 1d4 damage), and broken armor has an armor class of 10. A broken item can be repaired during a single hour, using materials with a cost of 1/10th the total material value of the item. To repair an item make an ability check using the same ability, tool, and DC that would be required to craft a new item of the same type and material. The *mending* spell can also be used to repair broken items.

## Skilled Crafters

Non-player characters who have devoted their life to a particular craft or profession are considered to be exceptionally talented. Such characters add double their proficiency bonus to any rolls made in the practice of their profession.

### For examples of PHB items crafted using these rules, see Appendix F.

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# Creating Magic Items

Enchanting a magic item is both difficult and time consuming. The item itself must already exist (you may purchase the item, or craft it yourself), and it must be of Masterwork quality.

For each hour spent enchanting an item, you, and anyone assisting, must succeed on an Ability Check, using their Spellcasting ability (characters without a Spellcasting ability make an Intelligence check). You are considered proficient if your Multiclass Caster level combined with your Warlock level is equal to or higher than the Minimum Caster Level for the enchantment you are creating. If anyone fails by more than 5 the materials used for that period of time are lost. Working in a proper environment (such as arcane laboratory) grants anyone working on the item advantage on their crafting checks.

## Enchanting an Item

Enchanting an item requires the following

1. An item of Masterwork quality.
2. The item must be of the appropriate type for the Enchantment being applied.
3. You must have the amount of raw arcane materials of equal value to the item’s base Enchantment cost, or as specified by the item’s Constructional Formula.

## Enchanting Time

For every 2 gp worth of materials you use, you must spend one hour of downtime crafting. Multiple characters can combine their efforts toward the crafting of a single item, provided that the characters all are working together in the same place. Each character contributes 2 gp worth of effort for every hour spent helping to craft the item.

|  |  |  |
| --- | --- | --- |
| Enchanting Intervals | | |
| Unit of Time | Value Crafted | DC |
| 1 hour | 2 GP | --- |
| 1 day (8 hours) | 25 GP | +2 |
| 1 week (10 days) | 250 GP | +3 |
| 1 month (30 days) | 750 GP | +4 |

## Recreating an Existing Magic Item

Recreating an existing magic item requires a Masterwork quality item to enchant, an understanding of the enchantment process for that particular item, and magical components with a value equal to the base enchantment cost for that item's rarity. In order to develop a sufficient understanding of the enchantment process for a given item, you must either acquire a Constructional Formula, or reverse engineer an existing item (the item is destroyed in the process). A Constructional Formula contains information necessary to enchant the item.

The table below shows the information needed for recreating existing magic items of different rarities. The Base Enchantment Cost represents the cost of the magical components necessary to reproduce a magical item of a given rarity from a Constructional Formula, if the formula doesn’t specify a higher or lower cost.

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Enchantment Cost by Rarity | | | | |
| Item Rarity | Price Range | Base Enchantment Cost | Minimum Caster Level | DC |
| Common | 0-100 GP | 50 GP | 3rd | 15 |
| Uncommon | 101-500 GP | 250 GP | 5th | 16 |
| Rare | 501-5000 GP | 2,500 GP | 7th | 17 |
| Very Rare | 5001-50,000 GP | 10,000 GP | 11th | 19 |
| Legendary | Above 50,000 GP | 125,000 GP | 17th | 22 |

## Magic Item Properties

The following magical properties can be added to any Masterwork or Magical item, with their enchantment cost listed below without the need for a constructional formula. No trait can be added to the same item more than once unless otherwise stated. If the addition of a property would increase the total value of the item being worked on to a higher rarity, the minimum caster level and DC both increase accordingly for working with that item.

**Arcane Charged (12,000 GP):** A weapon attack made with this item deals an additional 1d6 force damage. This property can only be applied to weapons and ammunition. If applied to ammunition, the enchantment covers 20 pieces. This property cannot be combined with the Brilliant, Harming, or Energetic properties.

**Attunement (*Special*):** The item requires attunement for some or all of its properties to function. The cost of any properties that require attunement is halved, unless otherwise specified. This property cannot be applied to ammunition.

**Beacon (25 GP):** The bearer can use a bonus action to cause the item to shed bright light in a 10-foot radius, and dim light for an additional 10 feet, or to extinguish the light. This trait can be selected multiple times, each time increasing both ranges by 10 feet, with the cost doubling each subsequent time.

**Brilliant (10,000 GP):** A weapon attack made with this item deals an additional 1d6 radiant damage. This property can only be applied to weapons and ammunition. If applied to ammunition, the enchantment covers 20 pieces. This property cannot be combined with the Arcane Charged, Harming, or Energetic properties.

**Compass (100 GP):** The wielder can use an action to learn which way is north.

**Defensive (25,000 GP):** This item grants the bearer a +1 bonus to AC. The cost of this trait is reduced to 5,000 GP if it requires Attunement.

**Delver (100 GP):** While underground, the bearer of this item always knows the item’s depth below the surface and the direction to the nearest staircase, ramp, or other path leading to the surface upward.

**Energetic (6,000 GP):** A weapon attack made with this item deals an additional 1d6 damage of one of the following types: acid, cold, fire, thunder, lightning. This property can only be applied to weapons and ammunition. If applied to ammunition, the enchantment covers 20 pieces. This property cannot be combined with the Brilliant, Harming, or Arcane Charged properties.

**Enchanted Weapon (1000 GP):** The bearer has a +1 bonus to attack and damage rolls made with this weapon. This property can only be applied to weapons and ammunition. If applied to ammunition, the enchantment covers 20 pieces.

**Enhanced Ability (50,000 GP):** This item grants the bearer a +2 bonus to a single ability score. This property can be selected multiple times, but no more than once for a single ability score.

**Freedom (50,000 GP):** The bearer can’t be blinded, deafened, petrified, or stunned.

**Gleaming (50 GP):** The item never gets dirty.

**Guardian (1,000 GP):** The item whispers warnings to its bearer, granting a +2 bonus to initiative if the bearer isn’t incapacitated.

**Harmonious (500 GP):** Attuning to this item takes only 1 minute. The cost of this property cannot be reduced with the addition of the Attunement property.

**Harming (8,000 GP):** A weapon attack made with this item deals an additional 1d6 damage of one of the following types: psychic, poison, or necrotic. This property can only be applied to weapons and ammunition. If applied to ammunition, the enchantment covers 20 pieces. This property cannot be combined with the Brilliant, Arcane Charged, or Energetic properties.

**Healthy (500 GP):** The bearer is immune to disease.

**Hidden Message (100 GP):** A message is hidden somewhere on the item. It might be visible only at a certain time of the year, under the light of one phase of the moon, or in a specific location. If this property requires Attunement only someone attuned to the item can see the message.

**Illusion (300 GP):** This item is imbued with illusion magic, causing it to appear differently from it’s actual form. For example, a suit of armor might project the illusion of a regular coat, or a sword my present itself as being made of wood.

**Iron WIll (5,000 GP):** The bearer cannot be charmed or frightened.

**Language (1000 GP):** The bearer can speak and understand a particular language of the enchanter’s choosing. This trait can be selected multiple times.

**Quickened (5,000 GP):** The bearer’s movement speed increases by 10 feet. This trait can be selected multiple times, with the cost doubling each subsequent time.

**Regenerating (15,000 GP):** The bearer regains 1 hit point at the start of each of its turns, as long as it has at least 1 hit point. This property can be selected multiple times, with the cost doubling each subsequent time.

**Resistance (10,000 GP):** The bearer has resistance to one type of damage. This trait can be selected more than once.

**Sentinel (5oo GP):** This item glows faintly when creatures of a type chosen by the enchanter are within 120 feet of it.

**Skilled (3000 GP):** The bearer becomes proficient in a skill of the enchanter’s choice. This trait can be selected more than once, granting proficiency in a different skill each time.

**Spellcraft (5000+ GP):** This item grants the bearer the ability to cast a single cantrip at will, or a 1st, 2nd, or 3rd level spell once per day. The cost of this trait increases to 8000 GP for a first level spell, 10,000 GP for a second level spell, and 20,000 GP for a third level spell. This trait can be selected more than once.

**Spell Focus (25 GP+):** This item can be used as a spellcasting focus. Increase the cost to 250 GP if the item is a weapon or shield, and to 1,000 GP if the item can be worn or otherwise utilized without being held (such as a ring or necklace). This property cannot be applied to clothing or armor.

**Songcraft (50 GP):** Whenever this item is struck or is used to strike a foe it lets out a particular sound, such as an unusual note, a roar, a scream, or a fragment of a song.

**Temperate (200 GP):** The bearer suffers no harmful effects from either naturally occurring hot or cold weather, as chosen by the enchanter. This property can be selected more than twice (once for each type of weather).

**Unbreakable (2,500 GP):** This item cannot be broken. Special means must be used to destroy it. If the item has the Fragile property, that property is ignored as long as this enchantment is in place. The attunement property cannot be used to reduce the cost of this property.

**War Leader (100 GP):** The bearer can use a bonus action to cause his or her voice to carry clearly for up to 300 feet until the end of their next turn.

## Quirks and Drawbacks

The following magical properties can be added to any Masterwork or Magical item, with their enchantment cost listed below. Quirks that reduce the cost of the item are called Negative Traits, and can be added while working on another enchantment, to reduce the enchanting cost and time by the amount listed. Adding a negative trait does not affect the rarity or difficulty of the item. If adding any combination of traits would reduce the enchanting cost of an item below 50 GP, it reduces it to 50 GP instead. No trait can be added to the same item more than once unless otherwise stated.

**Blissful (-25 GP):** While in possession of the item, the bearer feels fortunate and optimistic about what the future hold. Butterflies and other harmless creatures might frolic in the item’s presence.

**Blood Rite (-250 GP):** Before using one of this item's properties as an action, you must use a bonus action to draw blood, either from yourself or from a willing or incapacitated creature within your reach, using a piercing or slashing melee weapon. The subject takes 1d4 damage of a type appropriate to the wound.

**Blood Sacrifice (-500 GP):** To attune to this item, the bearer must kill an otherwise non-hostile humanoid, and bathe the item in its blood.

**Bloodthirsty (-100 GP):** This item’s magical properties function only if fresh blood from a humanoid has been applied to it within the past 24 hours. It needs only a drop to activate.

**Confident (-25 GP):** The item helps its bearer feel self-assured.

**Covetous (-50 GP):** The item’s bearer becomes obsessed with material wealth.

**Cursed (500+ GP):** When a creature becomes attuned to an item with the Cursed property, all Negative Traits of that item apply to that creature as long as they remain attuned to the item, even if they are not in possession of the it, and that creature cannot unattune from the item unless a *remove curse* spell is cast. If the Cursed property is chosen, properties with negative gold piece costs cannot be used to reduce the cost of adding enhancements to the item. The cost of adding the Cursed property to an item is increased by the total cost of all Negative Traits already present on the item.

**Gluttonous (-250 GP):** The bearer must eat and drink six times the normal amount of food and water each day. This trait requires the item have the Attunement trait.

**Loud (-25 GP):** The item makes a loud noise--such as a clang, shout, or resonating gong--when used.

**Maddening (-1000 GP):** When the bearer becomes attuned to the artifact, they gain a form of long-term madness at random. This madness can only be removed by detuning from the item (See page 260 of the DMG).

**Muttering (-25 GP):** The item grumbles and mutters at random times in a language the enchanter speaks, chosen by the enchanter. The item has no consciousness, and can’t actually communicate.

**Painful (-100 GP):** The bearer experiences a flash of pain when using the item. When drawing the item the bearer must make a DC 10 Constitution save, or take 1d4 necrotic damage.

**Possessive (-100 GP):** Attuning to another item causes the bearer to lose attunement with this item. This trait requires the item have the Attunement trait.

**Rapid Aging (-500 GP):** You age at twice the normal rate for your race. This trait requires the Attunement trait.

**Repulsive (-25 GP):** The bearer feels a sense of distaste when in contact with the item, and continues to feel discomfort while bearing it.

**Rotting (-25 GP):** This item emits a sour stench noticable from up to 10 feet away.

**Sickening (-1000 GP):** While holding or using this item the bearer is physically ill, and has disadvantage on ability checks and saving throws that use Strength or Constitution.

**Slothful (-50 GP):** The bearer of this item feels slothful and lethargic. While attuned to the item, the bearer requires 10 hours to finish a long rest. This trait requires the Attunement trait.

**Vulnerability, Damage (-500 GP):** The bearer has vulnerability to one type of damage of the enchanter’s choosing. If the item has the attunement property, this drawback only applies while attuned. This trait can be selected more than once.

**Vulnerability, Magic (-1,000 GP):** The bearer has disadvantage on saving throws against spells. If the item has the attunement property, this drawback only applies while attuned.

**Vulnerability, Poison (-500 GP):** The bearer has disadvantage on saving throws against poison. If the item has the attunement property, this drawback only applies while attuned.

**Weakened Ability (-5,000 GP):** This item grants the bearer a -2 penalty to a single ability score. This property can be selected multiple times, but no more than once for a single ability score. This trait requires the Attunement trait.

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# Appendix A: Raw Crafting Materials

Some flavor text about the wide variety of materials available in the world. See Appendix B for more information on crafting material properties, and Appendix C for information on monster hide and bone.

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Crafting Materials | | | |  |  |
| Material | Source | Value | Properties | Material Type | DC |
| Metal |  |  |  |  |  |
| Steel | Refined from iron | 1 gp / lb |  | Metal | --- |
| Adamantine | Refined from ore | 100 gp / lb | Exceptional, Indestructible, Unshakeable | Metal | +3 |
| Alchemical Silver | Alchemically treated silver | 25 gp / lb | Bane (Vampires, Shapechangers, Silver) | Metal | +2 |
| Bronze | Copper alloy | 15 sp / lb | Malleable | Metal | -1 |
| Copper | Refined from ore | 5 sp / lb | Fragile, Inferior | Metal | --- |
| Cold Iron | Specially Tempered iron | 25 gp / lb | Bane (Fiends, Fey) | Metal | +1 |
| Iron, Raw | Refined from ore | 1 sp / lb | Weight (125%) | Metal | -1 |
| Gold | Refined from ore | 5 gp / lb | Inferior, Valuable (x10) | Metal | +1 |
| Lead | Refined from ore | 5 sp / lb | Durable, Weight (200%) | Metal | +1 |
| Mithral | Refined from ore | 100 gp / lb | Durable, Exceptional, Lithe, Valuable (x5) Weight (50%) | Metal | +3 |
| Platinum | Refined from ore | 50 gp / lb | Inferior, Valuable (x10) | Metal | +2 |
| Silver | Refined from ore | 5 gp / lb | Inferior | Metal | +1 |
| Tempered Steel | Tempered iron | 10 gp/ lb | Durable, Weight (75%) | Metal | +1 |
| Leather |  |  |  |  |  |
| Leather | Animal Hide | 5 sp / lb | Malleable | Leather | --- |
| Darkleaf Weave | Treated darkwood leaves | 50 gp / lb | Durable, Weight (50%) | Leather | +2 |
| Hide, Monster | Various monsters | Varies | Durable, Varies | Leather | +1 |
| Cloth |  |  |  |  |  |
| Cotton | Cotton | 1 gp / lb | Malleable | Cloth | --- |
| Canvas | Cotton | 2 sp / lb | Weight (120%), Weight (80%)\* | Cloth, Leather\* | -1 |
| Linen | Flax | 10 gp /lb | Durable, Weight (120%), Weight (80%)\* | Cloth. Leather\* | +1 |
| Mummy Wrap | Mummies | 50 gp / lb | Durable, Resistance (Necrotic) | Cloth | +2 |
| Shadowsilk | Shadows | 50 gp / lb | Camouflage, Durable, Lithe, Valuable (x5), Weight (50%) | Cloth | +3 |
| Silk | Silkworms | 40 gp / lb | Weight (50%) | Cloth | +2 |
| Spider Silk | Giant spiders | 50 gp / lb | Durable, Lithe, Weight (50%) | Cloth | +2 |
| Wood |  |  |  |  |  |
| Hardwood | Mahogany, Ash, Birch, Oak | 1 cp / lb |  | Wood | --- |
| Darkwood | Darkwood trees | 25 gp / lb | Durable, Exceptional, Valuable (x10), Weight (50%) | Wood | +3 |
| Ironwood | Ironwood trees | 50 gp / lb | Adaptable, Indestructible, Exceptional, Valuable (x2), Weight (80%)\* | Wood, Metal\* | +3 |
| Softwood | Cedar, Pine, Fir, Redwood | 5 cp / lb | Weight (80%) | Wood | +1 |
| Bone |  |  |  |  |  |
| Bone | Beasts | 1 cp / lb | Adaptable, Malleable, Fragile, Inferior | Bone | -1 |
| Bone, Monster | Various monsters | Varies | Adaptable, Durable, Varies | Bone | +1 |
| Treantwood | Treant bones | 1 sp / lb | Adaptable, Durable | Bone | +2 |
| Other |  |  |  |  |  |
| Glass | Heating sand | 5 sp / lb | Fragile, Inferior\*, Weight (50%)\* | Glass, Metal\* | +2/+4\* |
| Obsidian | Volcanic areas | 50 gp / lb | Fragile, Keen, Valuable (x5), Weight (50%)\* | Glass, Metal\* | +2/+5\* |
| Stone | Naturally occurring | 1 cp / lb | Malleable, Fragile, Inferior, Weight (300%)\* | Stone, Metal\* | -2 |
| Altered Weights are compared to the bolded material for each Material Type. | | | | | |
| Materials have an Armor Class, which represents their resilience. (Cloth: 11, Glass: 13, Wood and Bone: 15, Stone: 17, Metal: 19). Durable materials have +2, and Indestructible materials have +4 (see page 246-247 of the DMG for more information). | | | | | |
| \*This property only applies when the material is being used in place of a material of a different type. For example, using a glass in place of a metal, or bone in place of wood. | | | | | |

# Appendix B: Monster Parts

Bits of monsters can be harvested by making a successful Wisdom (Survival) or Intelligence (Nature) check, of the listed DC. On a successful check you harvest materials from the creature based on it’s size. *Tiny: 1 unit, Small: 1d2 units, Medium: 1d4 units, Large: 1d6 units, Huge: 2d4 units, Gargantuan: 2d6 units.* If you succeed on this check by more than 5 double the dice rolled.

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Monster Bits | | | | |
| Monster | Recoverable Bit | Properties | DC | Value |
| Aboleth | Mucous | Alchemical |  |  |
| Angel | Blood | Alchemical, Universal Component, Valuable (x3) |  |  |
| Ankheg | Acid | Acid (PHB, 148) |  | 5 gp / oz |
| Azer | Blood | Alchemical |  |  |
| Basilisk | Blood | Alchemical |  |  |
|  | Serpent Venom | Alchemical |  |  |
| Behir | Hide | Durable, Resistance (Lightning), Scaled |  |  |
| Bulette | Plating | Durable, Plated, Unshakeable |  |  |
| Chuul | Plating | Durable, Plated |  |  |
| Cloaker | Hide | Durable, Camouflage |  |  |
| Cockatrice | Venom | Alchemical |  |  |
| Couatl | Blood, Tears | Alchemical, Valuable (x2) |  | 75 gp / oz |
|  | Hide | Durable, Resistance (Radiant), Scaled |  |  |
| Darkmantle | Hide | Durable, Camouflage |  |  |
| Doppleganger | Blood | Alchemical |  |  |
| Dragon | Blood | Alchemical, Universal Component, Valuable (x2) |  |  |
|  | Bones | Durable, Resistance (Dragon Type), Weight (80%) |  |  |
|  | Hide | Durable, Exceptional, Resistance (Dragon Type), Scaled, Weight (80%) |  |  |
| Dragon Turtle | Shell | Durable, Resistance (Fire), Plated, Unshakeable |  |  |
| Drider | Spider Venom | Alchemical |  |  |
| Elemental, Any | Blood | Alchemical, Universal Component, Valuable (x2) |  |  |
| Ettercap | Silk | Durable, Weight (50%) |  |  |
| Fiend, Any | Blood | Alchemical, Universal Component, Valuable (x3) |  |  |
|  | Bones | Durable, Resistance (Fire) |  |  |
|  | Hide | Durable, Resistance (Fire) |  |  |
| Giant, Any | Blood | Alchemical |  |  |
| Hydra | Hide | Durable, Scaled |  |  |
| Mummy | Mummy Wrap | Resistance (Necrotic) |  |  |
| Naga | Serpent Venom | Alchemical |  |  |
| Ooze, Any | Acid | Acid (PHB, 148) |  | 5 gp / oz |
| Pixie | Pixie Dust | Universal Component, Valuable (x2) |  | 10 gp / oz |
| Purple Worm | Purple Worm Venom | Alchemical |  | 1000 gp / oz |
| Remorhaz | Hide | Durable, Resistance (Fire, Cold), Plated |  |  |
| Salamander | Hide | Durable, Resistance (Fire) |  |  |
| Shadow | Silk | Durable, Camouflage, Weight (50%) |  |  |
| Spider | Spider Venom | Alchemical |  |  |
|  | Silk | Durable, Weight (50%) |  |  |
| Snake, Giant | Venom | Alchemical |  | 100 gp / oz |
| Treant | Bones | Durable, Count as Wood or Metal |  |  |
| Wyvern | Hide | Durable, Scaled |  |  |
|  | Venom | Alchemical |  | 600 gp / oz |

## 

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# Appendix C: Material Qualities

**Adaptable:** Materials with this property can be used in place of ***Metal*** or ***Wood*** materials.

**Alchemical:** Materials with this quality can be used to create potions and poisons. Please see Appendix D for more information.

**Altered Weight:** Items with an altered weight have their weight increased or decreased to the given percentage.

**Bane:** Melee weapons, thrown weapons, and ammunition with this property count as magic for the purpose of overcoming damage resistance and immunity of the listed creature types, or any resistance or immunity normally overcome by the listed material type. These items are not actually magical.

**Camouflage:** Items with this property grant advantage on stealth checks to avoid being seen.

**Durable:** Durable items have resistance to all damage types. ***Cloth*** with the Durable property can be used in place of ***Leather.***

**Exceptional:** Tools and musical instruments with the Exceptional property grant a +1 bonus on ability checks made using those tools.

**Fragile:** Fragile items have vulnerability to bludgeoning and thunder damage. Fragile weapons and tools break on an attack roll or ability check of a natural 1 and become unusable until repaired. Armor cannot be made from materials with the Fragile property.

**Indestructible:** Indestructible items are immune to damage from non-magical sources, and have resistance to every other type of damage.

**Inferior:** This material is not ideal for producing tools or useful items. Attack rolls and skill checks made with Inferior items suffer a -1 penalty. Armor made from inferior quality materials has its Armor Class value reduced by 1.

**Keen:** The roll required to score a critical hit when using a melee weapon, thrown weapon, or piece of ammunition with the Keen property is one lower than normal.

**Lithe:** Light and Medium armor with the Lithe property, excluding Half Plate, can be worn under normal clothing.

**Malleable:** You can craft items from materials with the Malleable quality without needing any special work environment. You have advantage on all crafting checks made to create an item whose primary component has this property.

**Plated:** Materials with this property count as ***Metal*** for the purpose of creating Metal Armor.

**Resistance:** Clothing or armor with this property grants resistance to the given damage type. This effect is not magical. Any item with this property has resistance to the given damage type.

**Scaled:** Materials with this property count as ***Metal*** for the purpose of creating Metal Armor.

**Universal Component:** This material can be used as a component in enhancing, or in place of any costly spell components when casting a spell. Universal components are always consumed when a spell is cast using them, even if the components in that spell ordinarily would not be.

**Unshakeable:** While worn, any critical hit against the wearer of this armor becomes a normal hit instead.

**Valuable:** Items and materials with this quality are exceedingly rare or useful. They have their base value multiplied by the given number for determining market value.

**Additional Properties:** The properties above represent a basic idea of what properties various materials might have. The list does not include all possible properties. It is up to the DM to determine if certain materials have additional properties. For example, animal or monster hide from a creature covered in fur might grant protection from cold weather.

### 

# Appendix D: Alchemy

The rules for creating potions and poisons are adapted from the [Herbalism & Alchemy Guide](https://drive.google.com/file/d/0B6jldYSrGoKQM1p0ZW40MnFmb3c/view) by Dalagrath. Those rules are used, unless otherwise noted below.

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Alchemical Reagents | | | | |
| Ingredient | Rarity | Details | DC | Value |
| Aboleth Mucus | Rare | Potion Enchantment: |  |  |
| Angel Blood | Very Rare | Potion Effect: |  |  |
| Azur Blood | Rare | Potion Effect: |  |  |
| Basilisk Blood | Rare | **Potion Effect:** Removes the petrified condition. Must be a contact potion. | +3 |  |
| Beeswax | Common | **Alchemy Base:** This potion or poison takes effect on contact with the skin. | +1 |  |
| Cockatrice Venom | Uncommon | Toxin Effect: |  |  |
| Couatl Blood or Tears | Rare | **Toxin Modifier:** While poisoned the creature can’t knowingly speak a lie, as if under the effect of a *zone of truth* spell. |  |  |
| Dragon Blood | Very Rare | Enchantment: | +5 |  |
| Doppelganger Blood | Rare | **Potion Enchantment:** When consumed, the creature is transformed into another humanoid creature of the same size for 1 hour, as per the *alter self* spell. Special: The appearance is copied from another humanoid, and is chosen by adding an element of the desired person (hair, blood, etc) to the potion. This can be done at any time after the potion is created. |  |  |
| Elemental Blood | Rare | **Special (Enchantment):** Functions as Elemental Water. See Appendix B of the Herbalism & Alchemy Guide for details. | +3 |  |
| Fiend Blood | Very Rare | Enchantment: | +3 |  |
| Fiend Blood | Very Rare | **Toxin Modifier:** While poisoned, the target cannot regain hit points through magical means. Whenever a spell that would normally restore hitpoints is cast on the target, they take 1d4 + Alchemy modifier necrotic damage instead. | +5 |  |
| Giant Blood | Rare | **Enchantment:** User creates a potion of frost/fire/stone giant strength, based on the type of Giant’s blood used. (DMG 187). |  |  |
| Mineral Powder | Common | **Alchemy Base:** This potion or poison takes effect when inhaled. | +2 | 1 gp / lb |
| Purple Worm Venom | Very Rare | **Toxin Effect:** The target takes 12d4 poison damage on a failed Constitution saving throw, or half as much on a successful one. |  | 1000 gp /oz |
| Serpent Venom | Uncommon | **Toxin Effect:** The target takes 3d4 poison damage on a failed Constitution saving throw, or half as much on a successful one. |  | 100 gp / oz |
| Spider Venom | Uncommon | Toxin Effect: | +1 |  |
| Vegetable Oil | Common | **Alchemy Base:** This potion or poison takes effect when introduced to the blood via a slashing or piercing weapon. | -- | 1 sp / oz |
| Water | Common | **Alchemy Base:** This potion or poison takes effect when ingested. | -- | -- |
| Wyrmtongue Petals | Common | **Toxin Effect:** On a failed Constitution saving throw the target is poisoned for 1 minute. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. |  |  |
| Wyvern Venom | Rare | **Toxin Effect:** The target takes 7d4 poison damage on a failed Constitution saving throw, or half as much on a successful one. |  | 600 gp / oz |

### Variant: Alchemy Base

All potions and poisons require one alchemy base to craft. The alchemy base determines the method by which the potion or poison can be utilized. Similar ingredients can be substituted for any alchemy base.

### Variant: Wyrmtongue Petals

Replace Wyrmtongue Petals in the Herbalism & Alchemy guide with the entry on the above table.

# Appendix E: Buying and Selling Items

## Item Pricing

The pricing of items can be a tricky business, influenced by many factors; including material component value, labor hours, complexity of labor, supply, and demand.

### Variant: Market Value

The prices listed in the Player’s Handbook represent an item’s market price based on many factors, rather than it’s actual value. If an item in the Player’s Handbook is valued below what it would cost to craft an identical item, you should consider raising the price to double the crafting cost instead.

## Selling Exotic Items

Unlike mundane items, which almost always fetch about half their market value when resold, Masterwork and Magical items can be sold for more, if the right buyer is found. Use the following charts to determine how long it takes to find a buyer, and what type of buyer they are. During gameplay a DM can choose to make finding a buyer easier or harder, depending upon current circumstances. (Remember: the “base item value” represents the cost of producing the item, not its sale/market value.)

|  |  |  |
| --- | --- | --- |
| Finding a Buyer | | |
| **Base Item Value** (Material Cost + Enchanting Cost) | Days to find Buyer | d100 Roll Modifier |
| Up to 100 gp | 1d4 | +20 |
| 100-500 gp | 1d6 | +10 |
| 500-5,000 gp | 1d8 | 0 |
| 5,000-50,000 gp | up to 10d10 | -10 (reduce the penalty by 1 for each d10) |
| 50,000+ gp | up to 10d20 | -20 (reduce the penalty by 2 for each d20) |

|  |  |
| --- | --- |
| Selling an Exotic Item | |
| d100 + Modifier | You find ... |
| 20 or lower | A buyer offering a half of the base item value. |
| 21-40 | A buyer offering the base item value. |
| 41-80 | A buyer offering the base item value, and a shady buyer offering one and a half times the base item value. |
| 81-90 | A buyer offering one and a half times the base item value. |
| 91-100 | A shady buyer offering double the base item value, no questions asked or a buyer offering one and a half times the base item value. |
| 100-110 | A buyer offering double the base item value. |
| Above 110 | A buyer offering two and a half times the base item value, or a shady buyer offering three times the base item value. |

Основний текст

Основний текст

# Appendix F: Crafting Items from the Player’s Handbook

The table below shows some common adventuring gear you may want to craft. It is possible to craft the same item using completely different materials.

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Recreating Items from the Player’s Handbook | | | | | | | |  |
| Item | AC / Damage | Weight | PHB Weight | Primary Component | Secondary Component | Material Value | PHB Value | Crafting Time |
| Leather Armor | 11 | 10 lbs | 10 lbs | Leather (10 lbs) |  | 5 gp | 10 gp | 5 hours |
| Studded Leather | 12 | 15 lbs | 13 lbs | Leather (10 lbs) | Steel (5 lbs) | 10 gp | 45 gp | 1 day |
| Chain Shirt | 13 | 25 lbs | 20 lbs | Steel (20 lbs) | Leather (5 lbs) | 22.5 gp | 50 gp | 3 days |
| Tempered | 13 | 20 lbs | 20 lbs | Tempered Steel (15 lbs\*) | Leather (5 lbs) | 77.5 gp | 50 gp | 8 days |
| Scale Mail | 14 | 35 lbs | 45 lbs | Steel (30 lbs) | Leather (5 lbs) | 32.5 gp | 50 gp | 4 days |
| Breastplate | 14 | 20 lbs | 20 lbs | Tempered Steel (15 lbs\*) | Leather (5 lbs) | 152.5 gp | 400 gp | 16 days |
| Half Plate | 15 | 35 lbs | 40 lbs | Tempered Steel (30 lbs\*) | Leather (5 lbs) | 302.5 gp | 750 gp | 31 days |
| Ring Mail | 14 | 42.5 lbs | 40 lbs | Raw Iron (37.5 lbs\*) | Leather (5 lbs) | 6.25 gp | 30 gp | 8 hour |
| Steel\*\* | 14 | 35 lbs | 40 lbs | Steel (30 lbs) | Leather (5 lbs) | 32.5 gp | 30 gp | 4 days |
| Banded Mail | 15 | 45 lbs | --- | Steel (40 lbs) | Leather (5 lbs) | 42.5 gp | --- | 5 days |
| Chain Mail | 16 | 55 lbs | 55 lbs | Steel (50 lbs) | Leather (5 lbs) | 52.5 gp | 75 gp | 6 days |
| Splint Armor | 17 | 65 lbs | 60 lbs | Steel (60 lbs) | Leather (5 lbs) | 62.5 gp | 200 gp | 7 days |
| Tempered | 17 | 42.5 lbs | 60 lbs | Tempered Steel (37.5 lbs\*) | Leather (5 lbs) | 377.5 gp | 200 gp | 38 days |
| Plate Armor (STR 16) | 18 | 60 lbs | 65 lbs | Tempered Steel (55 lbs\*) | Leather (5 lbs) | 527.5 gp | 1500 gp | 53 days |
| Iron (STR 20) | 18 | 92.5 lbs | 65 lbs | Raw Iron (87.5 lbs) | Leather (5 lbs) | 9 gp | 1500 gp | 1 day |
| Steel (STR 18) | 18 | 75 lbs | 65 lbs | Steel (70 lbs) | Leather (5 lbs) | 72.5 GP | 1500 gp | 8 days |
|  |  |  |  |  |  |  |  |  |
| Dagger | 1d4 | 1 lbs | 1 lbs | Steel (1 lbs) |  | 1 GP | 2 GP | 1 hour |
| Greatclub | 1d8 | 5 lbs | 10 lbs | Hardwood (5 lbs) |  | 0.05 GP | 0.2 GP | 30 minutes |
| Handaxe | 1d6 | 2 lbs | 2 lb | Steel (2 lbs) |  | 2 GP | 5 GP | 2 hours |
| Javelin | 1d6 | 2 lbs | 2 lbs | Wood (2 lbs) | Steel (¼ lb) | 0.27 GP | 0.5 GP | 30 minutes |
|  |  |  |  |  |  |  |  |  |
| Battleaxe | 1d8 | 4 lbs | 4 lbs | Steel (4 lbs) |  | 4 GP | 10 GP | 4 hours |
| Greatsword | 2d6 | 8 lbs | 6 lbs | Steel (8 lbs) |  | 8 gp | 50 gp | 7 hours |
| Tempered | 2d6 | 6 lbs | 6 lbs | Tempered Steel (6 lbs\*) |  | 60 GP | 50 GP | 6 days |
| Longsword | 1d8 | 4 lbs | 3 lbs | Steel (4 lbs) |  | 4 GP | 15 GP | 4 hours |
| Rapier | 1d8 | 3 lbs | 3 lbs | Tempered Steel (3 lbs\*) |  | 30 GP | 25 GP | 3 days |
| Trident | 1d6 | 3 lbs | 4 lbs | Steel (3 lbs) |  | 3 GP | 5 GP | 3 hours |
|  |  |  |  |  |  |  |  |  |
| Backpack | --- | 5 lbs | 5 lbs | Canvas (4 lbs) | Leather (1 lbs) | 1.3 GP | 2 GP | 2 hours |
| Crowbar | --- | 5 lbs | 5 lbs | Raw Iron (4 lbs) | Steel (1 lbs) | 1.04 GP | 2 gp | 30 minutes |
|  | \*Altered Weight property has been factored in. \*\*The Altered Weight of the material used caused the armor in question to become one category lighter. | | | | | | | |

See this handy-dandy [Crafting Calculator](https://docs.google.com/spreadsheets/d/1dTHBPAONzkShao_uN15nUjk4DVMNTYhw6Y9ctLt1GbI/edit#gid=0) to build your own weapons and armor.