

45 CRAFTING MATERIALS FOR 5E

This document contains a list of different crafting materials that I have made for my home games. Most of these are based on materials that have appeared in other versions of Dungeons and Dragons. In the descriptions, I have tried to remove any reference to specific planes. Just in case you want to use them as-is and don't play in a game with planar travel, but if you like the effects but not the descriptions I encourage you to flavor it in a way that fits your game most.

TABLE 1: METALS

MAGICAL EFFECTS

All effects are non-magical effects and thus are maintained in anti-magic fields. This also means that they do not overcome non-magical resistances

METALS

Name	Weapon Effect	Armor Effect	Rarity
Abyssus	+1d4 to Fey, Fiends and Undead, Attacks crit on a 19 or 20	Grants resistance to cold, fire, and lightning damage dealt by fiends and elementals	Rare
Adamantine	Deals Damage to Objects as if it was a critical hit	Critical Hits against you turn into normal hits	Rare
Alchemical Silver	Counts as a magical weapon for the purposes of resistances and immunities	Grants resistance to Necrotic damage	Uncommon
Aururum	Is able to mend itself if broken	Is able to mend itself if broken	Rare
Baatorium	+1 to damage on slashing and piercing weapons	Resistance to slashing and piercing damage from non-magical weapons	Rare
Cold Iron	+1d4 to Fey, Fiends and Undead	Grants advantage on saves vs Spells	Rare
Entropium	Whips made of Entropium deal 1d6 instead of 1d4	Resistance to non-magical bludgeoning damage	Uncommon
Fevrus	+1 Fire damage	Immune to Cold, any creature that ends it's turn wearing armor made from Fevrus takes 1d6 Fire damage.	Uncommon
Kheferu	Weapons deal Thunder damage instead of whatever their normal damage type is	When you take bludgeoning damage you can instead choose to take it as thunder damage	Rare
Mithral	Makes weapons weigh ½, removes the heavy property, turns normal weapons light, and turns light weapons into finesse weapons	Makes armor weigh ½ as much, and count as a lighter type	Rare
Morghuth Iron	Critical hits afflict target with Poison condition	All creatures that end their turn within 5ft of Morghuth Iron armor must make a DC 12 CON Save or take 2d6 Poison Damage.	Rare
Orichalcum	Whenever you score a critical hit you can choose to reroll the damage and keep the higher of the two results	Attacks against you that roll the maximum on their dice are re-rolled	Rare
Pandilver	+1 Psychic Damage	After taking a critical hit from a melee attack the creature is pushed 15 ft. away	Rare
Starmetal	+1d6 to creatures that aren't native to the plane you're on	-5 to speed, gain resistance to non-magical bludgeoning, piercing, and slashing damage	Rare
Targath	Ammunition made from Targath ignore piercing resistance	You have advantage on saving throws against Poison and Disease	Rare
Thinaun	Creatures killed by Thinaun weapons can't be resurrected	Light Armor made from Thinaun gain AC based on INT instead of DEX	Rare
Truesteel	Increases Critical hit range for weapon attacks by 1	Ignore 1d4 damage from weapons with the Ammunition property	Uncommon
Violode	Undead creatures must make a DC 12 CON save or take an additional 1d10 Radiant damage	+1 to any saving throws made against attacks or spells made by undead creatures	Rare
Urdukar	Creatures that are hit by weapons made of Urdukar must make a DC 12 WIS Save or have their lowest level spell slot expended	Attempts to scry on you are made at disadvantage	Rare

TABLE 2: CRYSTALS

CRYSTALS

Name	Weapon Effect	Armor Effect	Rarity
Blended Quartz	+1 to spell attack rolls	Gain 1d4 Temp HP after taking damage from a spell	Uncommon
Blood Glass	Damage Rolls of 1 or 2 on weapon dice are treated as 3	Medium armor made from Blood Glass can gain 1 more point of AC from Dex	Rare
Blue Ice	+1 attack on slashing weapons	Makes armor weigh ½ as much, and count as a lighter type	Rare
Celystine	Evil Creatures that end their turn within 5ft of Celystine weapons take 1d6 Radiant Damage	Evil Creatures that end their turn within 5ft of Celystine armor take 1d6 Radiant Damage	Rare
Crysteel	Gain advantage on attacks against creatures that cast a spell last turn	Reflects Magic Missile	Uncommon
Dendritic	Weapons gain reach for 10 mins per long rest	+3 AC while at 1 HP	Rare
Fyrite	-1 on attack rolls, +1d6 Fire damage	Grants Immunity to fire, Grants Vulnerability to cold	Rare
Gemstone	Can channel magic, can expend spell slot for additional 1d6 force damage per spell level	Ignore the effects of one spell that targets you (<i>Of specific type</i>) once per long rest.	Rare
Rimfire Ice	Glow like a torch, +1 cold damage	Glow like a torch, After taking losing 10 HP deal 1d6 cold damage to all creatures within 10 ft Radius	Rare
Stygian Crystal	Can choose to Replace the Damage type of Spells that require melee spell attack with cold	Once per long rest when you would have to make a CON save, you can choose to make a WIS save instead	Rare

TABLE 3: STONES

STONES

Name	Weapon Effect	Armor Effect	Rarity
Elukian Clay	Tridents made from Elukian clay deal 1d8 / (1d10)	Gain an additional 10 Ft of movement in water	Uncommon
Hizagkuur	+1 Lightning Damage	Ignore 1 point of damage from any spells that would deal damage to you	Rare
Pearl Steel	If you moved with your swim speed last turn +2 to attack rolls	While wearing Pearl Steel armor you can use your normal speed as a swim speed	Rare
Riverine	+1 Bludgeoning Damage	While in water you count as being under the effects of Greater Invisibility	Rare

TABLE 4: BONES

STONES

Name	Weapon Effect	Armor Effect	Rarity
Chitin	Light hammers made out of Chitin deal 1d6 instead of 1d4	Removes Stealth disadvantage on armor	Uncommon
Daarun Ivory	+1 damage on Piercing weapons	Ignores 1 point of non-magical bludgeoning, piercing, or slashing damage	Rare
Deep Coral	Thrown weapons gain +10 ft to their normal and long-range	Creatures that make a melee attack against you take 1d4 lightning damage	Rare
Dragonbone/Dragonhide	+1 Damage of the Dragon's elemental type per damage dice	+1 AC	Rare

TABLE 5: WOODS

WOODS

Name	Weapon Effect	Armor Effect	Rarity
Bronzewood	+1 damage on Bludgeoning weapons	Reduces STR Requirement on Heavy armor by 2	Uncommon
Darkleaf	Scimitars made of Darkleaf deal 1d8 instead of 1d6	Halves the weight of armor, Heavy Armor can Gain up to 1 bonus AC based on DEX	Uncommon
Duskwood	Weapons made with Duskwood deal necrotic damage instead of their regular damage type	Grants resistance to necrotic damage	Rare
Ironbark	-1 to attack, +1d4 to bludgeoning weapons	Shields made of Ironbark have +1 AC	Uncommon
Karix	Double weapons weight. Weapons lose Finesse, light weapons become normal, normal weapons become Heavy	Resistance to non-magical bludgeoning damage	Uncommon
Livewood	Longbows and Shortbows made from Live wood have +2 on attack rolls	Light armor grants advantage on DEX saving throws	Rare
Serren	Attacks against creatures who possess the Etherealness ability or the Incorporeal Movement ability have advantage	If you have a shield made of Serren undead creatures attack you with disadvantage	Rare
Vesa	Halves the weight of weapons, removes the Heavy property and grants normal weapons the Light Property	Half plate made of Vesa counts as Light armor and doesn't impose disadvantage on stealth	Rare

TABLES THEN DESCRIPTIONS

I decided to put all of the tables first, then all of the descriptions because I figured that the tables would be the most useful part to the majority of people.

METALS

ABYSSUS

Abyssus is metal the color of dark wine. It is made through an alchemical process fusing with Cold Iron and Fiend Blood. Abyssus weapons deal an additional 1d4 damage to Fey, Fiends, and Undead. Abyssus Armor Grants resistance to cold, fire, and lightning damage dealt by fiends and elementals.

ADAMANTINE

Adamantine is an opalescent metal that appears blackish with a green sheen in mundane light and a purple sheen in magical light. Adamantine is found in rare mineral veins deep within the earth. So long as you hit an object with an Adamantine weapon it deals damage to that object as if it was a critical hit. Living creatures and undead are not objects. When hit by a critical hit if wearing Adamantine armor the hit is treated as a normal hit.

ALCHEMICAL SILVER

Alchemical Silver is silver created by the process of transmuting lead into silver, this is why it maintains some of the magical properties without having to be enhanced by further magical effects. Alchemical Silver weapons count as a magical weapon for the purposes of resistances and immunities. While wearing Alchemical Silver armor you gain resistance to Necrotic damage.

AURURUM

Aururum is a living metal, it appears to be gold, but once something is forged by one piece of Aururum it will always seek to become whole again. It is said to be created by a Wizard king in ages past. Aururum weapons and armor mend themselves if broken.

BAATORUM

Baatorium is a metal native to Hell. It appears to be steel the color of smoke. While abundant in the plane of the Devils, only occasional pieces made of Baatorium slip into the prime material plane, however, those pieces can be reforged. Baatorium Slashing and Piercing weapons deal +1 additional damage of their respective type. Baatorium weapons grant resistance to Slashing and Piercing damage from non-magical weapons.

COLD IRON

Cold Iron appears to be mundane iron except it has a faint blue glow when exposed to magical light. Cold Iron veins grow incredibly large, and appear in mountains and deep under hills. Cold Iron weapons gain an additional 1d4 against Fey, Fiends, and Undead. Cold Iron weapons Grants advantage on Saving Throws vs Spells.

ENTROPIUM

Entropium is a lithe and springy metal, it typically comes in many different shades of black. Entropium ore is most commonly found in cliff faces near oceans. Weapon attacks from Whips made of Entropium deal 1d6 Slashing damage instead of 1d4. While wearing armor made from Entropium you gain resistance to Bludgeoning damage from non-magical attacks.

FEVERUS

Feverus appears as heated iron, always putting off heat and a faint red glow. Adventurers typically find Feverus wherever they find colonies of Duragar. Feverus weapons deal an additional 1 point of Fire damage. In times of strife Feverus armor heats up, any creature that ends its turn wearing armor made from Feverus takes 1d6 Fire damage, however, they gain immunity to Cold damage.

KHEFERU

Kheferu is a deep red metal mined from Meteor craters. It seems to be especially effective against Earth Elementals. Kheferu weapons deal Thunder damage instead of whatever their normal damage type is. While wearing armor made from Kheferu you may choose to take Bludgeoning damage as if it were Thunder damage.

MITHRAL

Mithral is a beautiful silvery metal commonly used by the elves. It is said to be as light as a feather and as hard as steel. Weapons made from Mithral weigh $\frac{1}{2}$ as much, lose the heavy property if they have it, weapons without the Heavy, Light, or Finesse properties turn Light, and weapons with the Light property gain the Finesse Property. Mithral armor weighs $\frac{1}{2}$ as much, Heavy Armor made from Mithral counts as Medium Armor for armor proficiencies, and Medium Armor counts as Light Armor for armor proficiencies.

MORGHUTH IRON

Morghuth Iron is a russet metal that spawns from volcanoes. It gives off a toxic, nauseating smell there are legends that say the metal comes up through volcanoes from Hell itself. When you critically hit a creature with a Morghuth Iron weapon, that creature becomes afflicted with the Poisoned condition. All creatures that end their turn within 5ft of Morghuth Iron armor must make a DC 12 CON Save or take 2d6 Poison Damage, this includes the wearer.

ORICHALCUM

Orichalcum is the name of the metal created through the alchemical process of transmuting lead into gold. To an untrained eye, it looks like regular gold but has red hints that give it away to those who know of its existence. Whenever you critically hit with an Orichalcum weapon you reroll the damage roll and keep the higher of the two results. While wearing Orichalcum armor attacks against you that roll the maximum on their dice are re-rolled, keeping the new result even if it is the same.

PANDELVER

Pandelver is a rare silver alloy that is said to spawn from a plane of chaos. While beautiful to look at if you get close to it you can hear faint screams. Attacks from weapons made of Pandelver deal 1 additional point of Psychic damage. After taking a critical hit from a melee attack while wearing armor made from Pandelver the creature that hit you is pushed 15 ft away from you.

STARMETAL

Starmetal is a green-gold metal that is only found when sufficiently large meteors crash into the planet. It is so beautiful and rare it is most often crafted into jewelry rather than weapons or armor. Starmetal weapons deal an additional 1d6 of whatever damage type they have to any creature from another plane than the one that you currently are on. Starmetal armor gives the wearer resistance to non-magical bludgeoning, piercing, and slashing damage, but they lose 5 ft of speed.

TARGATH

Targath is a soft gray metal with a pink hue that will shrink some when touched, it is said to have special properties that pull impurities out of the skin. It is common to gift the sick with a Targath band. Ammunition made from Targath ignores creatures Piercing damage resistance. While wearing Targath armor you have advantage on saving throws against anything that afflicts a Poison or Disease condition.

THINAUN

Thinaun is a dark metal that glitters beautifully in the sun but looks solid black in magical light. It is a strange metal veins of which seem to appear under the grounds of great battle or tragedy. Creatures killed by Thinaun weapons can't be resurrected. Light Armor made from Thinaun gains AC based on INT instead of DEX.

TRUESTEEL

Truesteel looks like steel in all forms but shines like a mirror. It is traditionally found in the mountains that reach the closest to the heavens. Weapon attacks from Truesteel weapons have an increased Critical Hit Range. While wearing Truesteel armor if you were to take damage from a weapon with the Ammunition property you ignore 1d4 of that damage.

CRITICAL HIT RANGE

A normal character has a critical hit range of 20, some features increase this range to include other numbers such as 18 or 19. Weapons made from Truesteel always add a number that you can crit on based on whatever your crit is from all other features. If you had 20 you can now crit on 19, if you had 18 you can now crit on 17.

VILODE

Violode is an Iron Alloy that is mottled purple. Found typically near calm lakes or gentle rivers. Something about the nature of the metal seems to calm people and is often used to make Holy Symbols. Whenever you successfully hit an Undead creature with a Vilode weapon that creature must make a DC 12 Con save or take an additional 1d10 Radiant damage. While wearing Vilode armor you gain +1 to any saving throws made against attacks or spells made by Undead creatures.

URDUKAR

Urdukar is a matte grey alchemical metal. Originally it was the run-off from transmuting lead, but alchemists discovered it had strange properties. Creatures that are hit by weapons made of Urdukar must make a DC 12 WIS Save or have their lowest level spell slot expended, so long as they have spell slots. While wearing armor made from Urdukar any attempts to scry on you are made at disadvantage.

CRYSTAL

BLENDED QUARTZ

Quartz Blended with rare gemstones is a potent defensive tool for combating spell casters but also a strong offensive tool for savvy spellcasters. Blended Quartz is a mix of materials comes in any color and opacity. While wielding a weapon made of Blended Quartz you gain a +1 to all spell attack rolls. Blended Quartz armor is able to absorb the power of magical energy, if you are wearing Blended Quartz armor and take damage from a spell, you can choose to gain 1d4 Temporary Hit Points.

BLOOD GLASS

Blood Glass also called Obsidian, is a translucent material that is so deep red that it appears black except when held to the light. Blood Glass is formed from lava cooling rapidly. When you make a weapon attack with a Blood Glass weapon, damage rolls of 1 or 2 are treated as if you had rolled a 3. Medium armor made from Blood Glass can gain 1 more point of AC from DEX.

BLUE ICE

Blue Ice is not actually ice but a light, almost clear blue crystal that calls the most frigid of mountains its home. It is so light that extreme care needs to be taken when extracting it that whole chunks of it aren't taken away by the wind. If you make a weapon attack with a Blue Ice weapon that deals slashing damage you gain a +1 to hit. Blue Ice armor weighs ½ as much, Heavy Armor made from Blue Ice counts as Medium Armor for armor proficiencies, and Medium Armor counts as Light Armor for armor proficiencies.

CELYSTINE

Celystine is a beautiful white gold crystal that is said to originate in heaven itself. It is rare to see this gem anywhere other than adorning the weapons and armor of the Angels. Evil creatures that end their turn within 5 ft of the wielder of a Celystine weapon, or wearer of Celystine armor takes 1d6 Radiant damage. This includes the wearer if they are Evil aligned.

CRYSTEEL

Crysteel is the broad name for any crystal, most commonly Quartz that has been reinforced with steel. This is a common way that those without enough a specific crystal create potent magical weapons and armor. Attacks made with Crysteel weapons gain advantage so long as the target of that attack cast a spell during its last turn. Armor made out of Crysteel will reflect the damage of the Magic Missile spell back to the caster.

DENDRITIC

Dendritic is a strange living crystal it comes in shades of green or purple. Found in the deepest of caverns the Drow have discovered that Dendritic seems to eat blood. Once a day you can spend 1 minute feeding the Dendritic weapon blood and it will gain the Reach property for the next 10 minutes. While wearing Dendritic armor if you are at exactly 1 HP you gain a +3 to AC.

GEMSTONE

Gemstone is a generic term that is used for many different crystals of different values. Gemstone weapons can channel magic, while making a weapon attack using a Gemstone weapon you can choose to expend a spell slot for an additional 1d6 Force damage per spell level expended. While wearing armor made from Gemstones you can choose to the effects of a spell from one specific spell school per day. Use the table provided to determine the look and which spell effects can be ignored.

WHAT GEMSTONE FOR EACH SCHOOL?

School	Gemstone
Abjuration	Opal or Ammolite
Conjuration	Sapphire or Lapis
Divination	Alexandrite or Pearl
Enchantment	Emerald or Turquoise
Evocation	Ruby or Hematite
Illusion	Amethyst or Jasper
Necromancy	Diamond or Jet
Transmutation	Garnet or Agate

RIMFIRE ICE

Rimfire Ice is a magical Ice that is created by freezing a fire. It glows a kaleidoscope of reds, yellows, oranges, and blue. The spells used to create this is a carefully guarded secret. Weapons and Armor made from Rimfire Ice put out 20 Ft of Bright Light and 20 additional feet of Dim Light. Weapons made from Rimfire Ice deal 1 additional point of Cold damage. Whenever the wearer of armor made from Rimfire Ice takes 10 HP worth of damage shards of the armor explode out dealing 1d6 Cold damage to all creatures in a 10 ft radius centered on the wearer.

STYGIAN CRYSTAL

Stygian Crystal is magical Ice from the frozen layers of Hell. It can be forged and formed as easily as steel. It is a gray-blue and is almost completely opaque. While wielding a weapon made from Stygian Crystal if you make a melee spell attack, you can choose to replace the damage type of the spell and weapon attack with Cold. Once per long rest if you are wearing armor made from Stygian Crystal and would have to make a CON save, you can choose to make a WIS save instead.

STONES

ELUKIAN CLAY

Elukian Clay - Elukian Clay is also known as Seastone, it is a lump of hard gray clay that is barely malleable in its natural state. Typically found in large saltwater seas or in sandbanks in the ocean. Tridents made from Elukian clay deal 1d8 when wielded in one hand and 1d10 when wielded in two hands. While wearing armor made from Elukian Clay you gain an additional 10 ft of movement in water. If you have a Swim Speed this is added to your Swim Speed, if you do not then it is added to your normal Speed before being halved.

HIZAGKUUR

Hizagkuur is a glossy, near-black clay that can be found in caverns deep underground. When shaped and hardened it turns into a beautiful bright white. Weapons made from Hizagkuur deal an additional 1 point of Lightning damage. While wearing armor made from Hizagkuur you Ignore 1 point of damage from any spells that would deal damage to you.

PEARL STEEL

Pearl Steel is an alloy made from melting down pearls and combining it with iron, the result is still the cream-like pinks and yellows of the pearls, but with the strength and hardness of steel. If you moved with your Swim Speed during their last turn then any weapon attacks made with Pearl Steel weapons have a +2 to hit. While wearing Pearl Steel armor you can use your normal Speed as a Swim Speed.

RIVERINE

Riverine is a magical stone that is made from water turned into stone by magic. When touched it still feels like running water, but will never stray outside the space it was created to fit. All Riverine weapons gain an additional point of Bludgeoning damage, even if they would normally deal Piercing or Slashing damage. If you are wearing armor made from Riverine then you count as being under the effects of Greater Invisibility while in water.

BONES

CHITIN

Chitin of many types of creatures have been used for thousands of years to create arms and armor. The most common being that of the Chitin of the Umerhulk, and Chitin is the color of the animal it comes from. Weapon attacks from Light Hammers made of Chitin deal 1d6 Bludgeoning damage instead of 1d4. Armor made from Chitin does not impose disadvantage on Stealth checks, even if it is a type of armor that normally would, such as Plate.

DAARUN IVORY

Daarun Ivory is bone white with a slight greenish tint. Daarun was a small species of elephants hunted to extinction. There are still tusks available but they become more rare and costly every year. If you make a weapon attack with a Daarun Ivory weapon that deals Piercing damage you gain a +1 to damage. While wearing armor made from Daarun Ivory you ignore 1 point of weapon damage from non-magical Bludgeoning, Piercing, or Slashing weapons.

DEEP CORAL

Deep Coral is a species of simple animal that lives in the deepest and darkest recesses of the ocean. Deep coral comes in hundreds if not thousands of colors. Triton and other sorts of merfolk love using Deep Coral in their weapons. Thrown Weapons made of Deep Coral gain an additional 10 ft to both their normal and long ranges. Whenever a creature makes a successful melee attack against the wearer of Deep Coral armor, the creature that hit takes 1d4 Lightning Damage.

DRAGONBONE AND DRAGONHIDE

Only the very bravest of adventurers can take on Dragons, and fewer of them are able to come back alive, but if they do you'll find that the body of the dragon may be worth what the dragon held in its hoard. Whenever you make a successful weapon attack with a weapon made from Dragonbone or Dragonhide the attack gains one additional point of damage for each damage dice rolled of whatever damage type the dragon that the bones or hide came from was associated with. Use the table provided if you aren't sure. Armor made from Dragonbone or Dragonhide is known to be the strongest out there and as such it gives +1 AC to whatever the base item was originally.

DRAGONIC DAMAGE TYPE

Damage Type	Associated Dragon
Acid	Black, Copper
Cold	White, Silver
Fire	Red, Brass, Gold
Lightning	Blue, Bronze
Poison	Green

WOODS

BRONZEWOOD

Bronzewoods are trees that grow large and strong. The orange bark and bright green leaves cause it to stand out. It's a hardy wood that can grow in any deciduous forest. Weapon attacks from weapons made with Bronzewood that deal Bludgeoning damage deal an additional 1 point of damage. Any Heavy armor made from Bronzewood has its STR requirement reduced by 2.

DARKLEAF

Darkleaves are the leaves of Darkwood trees they grow as hard as steel with serrated tips. They stand out like a beautiful emerald while the tree they are grown on is dark ebony. Weapon attacks from Scimitars made of Darkleaf deal 1d8 Slashing damage instead of 1d6. Heavy Armor made from Darkleaf weighs ½ and is now affected by your DEX modifier up to a maximum of 1.

DUSKWOOD

Duskwood trees have extremely dark bark and the inside of the trunk. When worked the wood seems to give off a strange ethereal property. The first Duskwood trees were said to be made from resurrected seeds. Weapons made with Duskwood deal Necrotic damage instead of their regular damage type. Armor made with Duskwood grants resistance to Necrotic damage.

IRONBARK

Ironbark Trees are short round trees only grow up to 7 ft. The bark is a harsh gray the trunk of the tree is so solid that it is only able to be cut down by magical axes. Ironbark makes Bludgeoning weapons that are unwieldy, they have a -1 to hit but deal an additional 1d4 Bludgeoning damage. Shields made from Ironbark grant an additional +1 AC.

KARIX

Karix Trees are made of extremely dense wood. They grow in cold climates and are coniferous. They tend to be the Tallest trees in their area and can grow to be 9 ft in diameter. Weapons made with Karix weigh double. Those weapons lose the Finesse and Light properties if they had neither they gain the Heavy property. While wearing armor made from Karix you gain resistance to Bludgeoning damage from non-magical weapon attacks.

LIVewood

Livewood Trees are extremely lithe. The branches of a Livewood tree can stay alive for over 100 years after being removed from the trunk. These live branches are what make the best bows. Attack rolls made with Long or Shortbows made from Livewood have a +2 to hit. While wearing Light armor made from Livewood you gain advantage on DEX saving throws.

SERREN

Serren Trees have an angular crown and long, somewhat erratic branches. Serren Trees are often home to nature spirits, so rather than for building they are often used for natural medicines. Weapon attacks from weapons made with Serren against creatures who possess the Etherealness ability or the Incorporeal Movement ability are made with advantage. While wearing a Shield made of Serren Undead creatures attack you with disadvantage.

VESA

Vesa Trees are light but sturdy, often growing extremely deep roots to protect them from the wind. Beautiful white flowers will bloom from the tree during the spring. Weapons made from Vesa weigh ½ as much, lose the heavy property if they have it and weapons without the Heavy, Light, or Finesse properties turn Light. Half Plate armor made of Vesa counts as Light armor for proficiencies and does not impose disadvantage on stealth checks.

THANKS

Thanks to Homebrewery without which these documents look much worse. And thanks to all my players for asking what every different thing in the world does, without which I wouldn't have been able to come up with half as many unique items.