

CRAFTERS GUIDE



A GUIDE TO CREATING MUNDANE AND MAGICAL
ITEMS IN DUNGEONS & DRAGONS
(FOR 5TH EDITION)



BY
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CRAFTING ITEMS

To craft an item, you need half the value of the objects cost in materials. The time needed to craft the item is then 5 gp per day toward the value of the object.

Magic item Crafting Time Cost

Item Rarity	Cost
Common	50 gp
Uncommon	200 gp
Rare	2,000 gp
Very Rare	20,000 gp
Legendary	100,000 gp

Consumables Cost half the Price, to make a permanent object you have to spend twice the materials and time When crafting Magical

In my games getting 5 more on a Skill check while making an object will increase its value, as you are increasing in the skill used to create the item, and getting natural 20's decrease the time by an extra day or you double the work you have but in for the day.

CRAFTING NON-MAGICAL ITEMS

To craft an item it costs 5 gp per day (or 8 hours worked); each hour equates to 6.25 sp per hour.

HEALTH POTION (50 GP)

Requirements	Cost
Kit	Herbalism Kit
Material(s)	Recipe or known DC 20 medicine check
Cost	25 gp of Herbs
Time	5 days of brewing (Workweek)

POTION OF GREATER HEALING (200 GP)

Requirements	Cost
Kit	Herbalism Kit
Material(s)	Recipe or known DC 20 medicine check
Cost	100 gp of Herbs
Time	20 days of brewing (4 Workweek)

WOOD TOY (5 SP)

Requirements	Cost
Kit	Woodcarvers
Material(s)	Schematic or DC 10 History Check
Cost	2 SP and 5 CP of wood
Time	About an Hour or work (short rest)

CLOCKWORK TOY (5GP)

Requirements	Cost
Kit	Tinkers Tools
Material(s)	Schematic or DC 10 History Check
Cost	2 GP and 5 SP of metal and wood
Time	8 hours (a work Day)

CRAFTING ITEMS

Crafting	DC	+5 above DC
Common	13	1.5 x selling price
Uncommon	15	2 x selling price
Rare	17	2.5 x selling price
Masterwork	20	3 x selling price
Wonderous	25	4 x selling price

Set a goal and work for it. If you are trying to craft a common item and consistently crafting at a higher proficiency then it increases the value and lowers the time needed to craft the item.

COO COO CLOCK (75 GP)

Requirements	Cost
Kit	Tinker's Tools or Woodcaver's tools
Material(s)	Schematic or DC 13 History Check
Cost	32 GP and 5 SP of wood and gears
Time	about 6 days of work

Checking your Memory

A history check allows the crafter to create a common to uncommon item. More expertise items require schematics to build or research.

MASTER WORK GRANDFATHER CLOCK (20,000GP)

Requirements	Cost
Kit	Tinker's Tools or Woodcaver's tools
Material(s)	Schematic 250 GP (Included in the Cost)
Cost	310,000 GP of wood, metals, and gems
Time	2,000 days or 400 weeks (100 months or 8 and 1/3 years)

If all your checks are +5 to the DC you can sell this clock for 60,000 gp.

REDUCTION OF TIME OR MATERIALS

If your players do not want to spend years working on a single masterwork piece or object, then they can either work together or outsource part of the work to skilled labor, or hired help.

Hiring help will increase the cost, on the player, to have the object created, but will produce a product much faster.

SCHEMATICS & RECIPES

As an extension of crafting, there are **Schematics** and **Recipes**. To craft a schematic you will need **Cartography tools** or **Forgery Kits** these kits both contain the required paper, ink, rulers, and tools required to make accurate schematics or recipes with pictures, diagrams and scale proportions.

The minimum required cost of creating a schematic is 1/100th the cost of the item if you do not already know how to craft the item.

Crafting Schematics

Level of Work	Item Cost	Schematic
Common	50	Cost
Uncommon	200	5 sp
Rare	2,000	2 gp
Masterwork	20,000	20 gp
Wonderous	100,000	200 gp

The cost of the schematic can be incorporated into the cost of the materials required to create the item you are trying to craft. If you have proficiency with a specific tool kit, you will be proficient with creating common items, and some uncommon items with a high enough history check or in-character research.

Rare, Masterwork, and Wondrous require preparation time crafting the schematics, plans, or recipes or buying these from a fellow artisan or other crafter. You can use the same rules from crafting items in creating schematics, plan, or recipes.

Creating schematics and recipes is another way a character can use their crafting skills without crafting an item. These can be sold to fellow artists, crafters, or libraries as Rare and masterwork schematics are not very common and most artisans keep their works private.

POISON (COMMON) 100 GP

Requirements	Cost
Kit	Poisoner's Kit
Material(s)	Recipe or DC15 Medicine check
Cost	50 Gp in Cenom, herbs, and vials
Time	10 days

DC 10 con save or 1d4 damage, can be applied to a weapon and stays applied for 1 min until dry.

If players want to go through the role-play to build or attain a schematic or recipe, then I would reward them with by allowing the recipe or schematic to be reusable over and over allowing them to reduce the cost each time they craft or build an item or consumable.

If you want, having access to Schematics will allow the player advantage on crafting checks with the idea that the player has a step by step process to follow instead of crafting as they went and figuring it out from their natural abilities.

MASTERWORK CLOCK SCHEMATICS (250GP)

Requirements	Cost
Kit	Calligrapher's Supplies
Material(s)	Research; ink and paper
Cost	125 gp in ink paper, and binding
Time	25 days (5 workweeks)

COMBINING SCHEMATICS AND CRAFTING

AMULET OF HEALTH (2,00 GP)

Requirements	Cost
Kit	Jewelry Tool's
Material(s)	Plans and spell (greater restoration)
Cost	1,000 gp of materials (500 gp of diamond dust)
Time	200 days (40 weeks)

**Attunable item, once attuned to a creature that creature has a constitution score of 19, unless its constitution is already higher.*

ARROW OF CONJURING (1,000 GP)

Requirements	Cost
Kit	Enchanters, and wood carvers tools
Material(s)	Plans and spell (Conjure Volley)
Cost	20 plans, 450 gp of materials
Time	100 days (20 workweeks)
Effect	Cast's Conjure Volley once

Consumable: This Arrow is crafted from an Adamantine tip and shaft, Mithral fletching with a cold inlay spiraling around the shaft of the arrow.

CRAFTING SPELL SCROLLS

When crafting a spell scroll you must cast the desired spell into the scroll once per day and use materials that the spell itself would use too. If you use cheap or materials that are not strong enough to hold the magical energy you are infusing into them, then the spell could backfire while crafting into a scroll.

Crafting Time per Level

Spell level	Time50	Cost
Cantrip	1 day	15 gp
1st	1 day	25 gp
2nd	3 days	250 gp
3rd	1 workweek (5days)	500 gp
4th	2 workweeks (10 days)	2,500 gp
5th	4 workweeks (20 days)	5,000 gp
6th	8 workweeks (40 days)	15,000 gp
7th	16 workweeks (80 days)	25,000 gp
8th	32 workweeks (160 days)	52,000 gp
9th	48 workweeks (320 days)	250,000 gp

SCROLL OF ILLUMINATION (15 GP)

Requirements	Cost
Kit	Calligrapher's Supplies
Material(s)	research; Ink and paper
Cost	10 gp, ink made from crushed Firefly or phosphorescent moss and a scroll
Time	1 day
Effect	Cast's Light Cantrip from the scroll

SCROLL OF CHROMATIC ORB (25 GP)

Requirements	Cost
Kit	Calligrapher's Supplies
Material(s)	research; Ink and paper
Cost	20 gp, ink made from crushed diamond powder and a scroll
Time	1 day
Effect	Cast's Chromatic Orb

SCROLL OF DRAGON'S BREATH (250 GP)

Requirements	Cost
Kit	Calligrapher's Supplies
Material(s)	research; Ink and paper, pepper
Cost	235 gp, Gold ink, crushed pepper powder and a fancy scroll
Time	3 days
Effect	Cast's Dragons Breath

House Rules

Doubling time worked on and increasing the the cost will increase the number of uses (1d3+1) without having to create a new scroll.

*SCROLL OF ALTER SELF (500 GP)

Requirements	Cost
Kit	Calligrapher's Supplies
Material(s)	research; Ink and paper
Cost	425 gp worth of fine ink, and a fancy scroll
Time	1 work week
Effect	can cast Alterself 2 (1d3+1) times

This spell scroll is effectively a 3rd level spell scroll even though you have only cast 2nd level spells more and with fancier materials. (i.e. platinum ink, fine heavyweight scroll paper and more intricate patterns and designs with a primary design for each charge.

*SPELL SCROLL OF BLINK (1000GP)

Requirements	Cost
Kit	Calligrapher's Supplies
Material(s)	research; Ink and paper
Cost	950 gp of inks and materials
Time	2 work week
Effect	cast blink 2(1d3+1) times

This adjusted spell scroll does not allow the use to up cast the spell but cast the spell multiple times at the same level. This spell scroll effectively costs a 4th level of work, for roleplay purposes the value is increased 500gp per charge if they try and sell this scroll to an NPC.

SPELL SCROLL OF CONJURE ELEMENTAL (5,000GP)

Requirements	Cost
Kit	Calligrapher's Supplies
Material(s)	research; Ink and paper, Incense
Cost	4,900gp gp incense for air, fire, clay or water
Time	2 work week
Effect	cast blink 2(1d3+1) times

Pros and Cons

The pros and Cons of this method allow spells that can be cast at higher levels to cost the crafter less to have multiple charges at lower levels, than casting a spell at higher level.

EX: Fireball for example can be cast at a higher level and cause more damage in one turn, or be cast multiple times and deal even more damage, but spaced out over the battle.

My view is that if a player is willing to put in the time Roleplaying, then I will reward them for their hard work and willingness to roleplay during the game.

OBJECTS SIZE & STRENGTH

This is a section for quick reference to object AC and hit points along with some various material in the Dungeons and Dragons universe, with additional content and AC for variation in play for the players to interact and create unique items in the D&D universe.

OBJECT STRENGTH

Object	AC
Cloth, Paper, Rope	11
Wood, Bone	13
Stone	15
Iron, Steel	17
Mithral	21
Adamantine	23

SIZE AND HITPOINTS

Size	Fragile	Resilient
Tiny	2 (1d4)	5 (2d4)
Small	3 (1d6)	10 (3d6)
Medium	4 (1d8)	18 (4d8)
Large	5 (1d10)	23 (5d10)
Huge*	6 (1d12)	36 (6d12)
Gargantuan*	10 (1d20)	70 (7d20)

Huge and Gargantuan size creatures and objects require a damage threshold and sectioning off of the material for the players to destroy the object. (ex) a Gargantuan castle or 11ugh wall section requires a damage threshold.

In my games for ease of DMing, the damage threshold is relative to its material AC. If a wall is made of stone then the damage threshold required to deal any damage is 15 bore damage is done to the wall.

MODIFYING AC/SIZE

Size	AC Modification	Height
Tiny	+2	0-2 ft.
Small	+1	2-4 ft.
Medium	0	4-9 ft.
Large	-1	10-20 ft.
Huge*	-2	20-30 ft.
Gargantuan*	-4	30+ft.

OPTIONAL METAL MATERIALS

Material	AC2 (1d4)	Price per pund
Adamantine	23	5,000 gp
Brass	16	3 sp
Bronze	18	4 sp
Copper	16	5 sp
Cold Iron	20	4 sp
Electrum	20	25 gp
Gold	15	50 gp
Lead	14	2 sp
Mithral	21	2,500 gp
Platinum	20	500 gp
Steel	18	4 gp
Silver	17	5 gp
Tin	12	3 sp

Cold Iron usually inlaid in materials and must be melted using low temperatures. deals extra damage and has special properties against creatures from Shadowfell, Feywild, and friends.

Adamantine one of the hardest substances and can not be suffer from critical damage besides from another Adamantine weapon.

Adamantine Recipe

Adamant 5/8, Silver 2/8, Electrum 1/8

Adamantine Dwarf/Bard Recipe

Steel and Mithril (harder to make).

OPTIONAL WOOD MATERIALS AC

Material	AC
Hard Woods; Mahogany, Walnut, Oak,	15
Ash, Birch, Maple, Cherry	
Soft woods; Pine Spruce, Cedar, Fir	13
Viper wood, Ghost wood	14
Rose Wood	16
Iron Wood	19
Ebony wood, NullWood, Godwood	18

IronWood is one of the hardest woods and requires special tools to carve and sculpt, or will break standard tools.

ViperWood comes from the Abyss and comes from a living tree that has snakes for branches. A favorite material for making rods, scepters, or staffs for snake cults.

GhostWood A special waxy-ashen black wood that naturally grows from the leafless trees in the Shadowfell.

GodWood A gleaming white and gold wood that comes from a tree that is infused with the positive energy from the Positive plane.

NullWood a black wood that absorbs all light and appears to be absolute black and featureless besides the absolute emptiness of its nature.

MATERIALS

Several materials in the D&D universe have unique properties and abilities associated with them. When A weapon of armor is crafted from the material or with the material inlayed into it, it can grant one or more of the properties given to the material.

COLD IRON

Cold Iron is an expensive and hard metal to smelt and shape since if the metal is heated to much it loses its properties given to it from the creation of the Shadowfell and Feywild. If Cold Iron is overheated (Heat metal) then it loses its properties and turns into regular Iron. Typically turned into wire and inlayed into the edge of weapons, or embedded into armor.

Added damage to fey, undead, and Fiends.

Advantage on saves from magic from Fiends or Celestials.

Advantage on attack rolls against fey, undead, Fiends, or Celestials.

ADAMANTINE

Adamantine is crafted from Adamant ore, commonly found deep under Faerun. Some Adamantine can be crafted by skilled blacksmiths and smelters from Mythril and Steel.

Hardened cannot have critical damage done to it besides from other Adamantine Weapons.

Enchanters Favorite Has increased ability to hold spells specifically Abjuration magics.

Magical by Nature weapons forged from Adamantine count as magical and have superb piercing ability. can pierce adamantine armor

Siege Weapons Adamantite Weapons can be crafted to create superior piercing siege weapons.

Improved Defense Armor or shielding crafted from Adamantine has an AC of 23. A shield or medium or light armors crafted from Adamantine has a +2 nature to it.

IRON WOOD

A very rare wood, That acts more like metal than wood. This wood is a favorite of Druids and fey creatures as it has the defensive properties of metal and the ability to be crafted into magical weapons.

Edged Iron Wood can be sharpened and hold an edge better than most metals. Typically the edges are serrated for longer use before having to reshape the wood. Any spell that affects wood will affect this weapon.

Fire Resistance Iron Wood is naturally dense and is extremely hard to burn. This quality gives it fire resistance.

Magical In nature any weapon or armor created from this wood is naturally +1 to its features. A weapon made from Iron Wood counts as magical damage

VIPERWOOD

Created from the Abyssal tree named Viper tree. This wood is only found in select sorcerer's gardens and shunned by druids due to its evil nature. It is hard to use without poisoning one's self, but is a favorite of high level assassins, rogues and poisoners.

Naturally Poisonous The Viperwood sap embedded within the wood has all the venom that the Viper tree usually has. DC 18 Constitution save of creature is Paralyzed 1 min or until it can makes its save at the end of each of its turns.

Weakness to Fire Viperwood is susceptible to fire and easily burns, any fire damage to a weapon made from viperwood sill damage and potentially destroy the wood.

Natural Snake Viper wood holds transmutation spells easily, especially when creating transmutation enchanted items that pertain to snakes.

MITHRAL

An extraordinarily light metal that weighs half as much as steel. Mythril is a favorite of elven spellcasters, as it does not inhibit the casting abilities while wearing Mythril armor.

Increased AC Mythril Armour base AC for plate armor is 21. Other lighter armors have an increased +1 to their armor class.

Magical by Nature Mythril weapons and armors are magical in nature, they hold enchantments well and can count as magical damage.

Armor Adjustment Any armor crafted from Mithral counts as one armor class lighter, and considered masterwork. Heavy is medium, medium is light, light can be worn by anyone.

NULLWOOD*

An all black wood that absorbs all light and appears to be absolute black and featureless besides the absolute emptiness of its nature. A favorite of Necromancers and Liches.

Immune to Radiant Damage Null wood absorbs energy, and is a favorite material for any phylactery.

MUNDANE CRYSTAL

Mundane crystal is a psionic reactive crystal that comes in a wide variety of colors. Through a special forging process it can be crafted into a masterwork blade, or armor. When crafting with Mundane Crystal it must be worked on by a well trained forger. This is a favorite for creatures of the Underdark (Mindflayers) and Gith.

Psionic abilities. Mundane crystal can focus the innate psionic powers of its wielder or be used to create object that hosts psionic magics.

Psionic Attunement. Some crafted items can be used psionically to be controlled instead of magically attuned.

DEEP CRYSTAL

Found in the heart of a Mundane vein, Deep crystals are a beautiful deep purple color. Unlike mundane crystal, Deep crystal has increased psionic abilities. This is a favorite of weapon crafters to increase the damage and psionic resonance within their crafted works.

Psionic Resonance. Increased damage for forged weapons

Psionic resistance. Resistant to, or reflective of psionic damage.

DRAGON HIDE

Dragon Hide is considered a magical material, that still breathes with the power from its origin (Dragons). This material can only be worked by master crafters, as this material is very tough and can create beautiful armors, and weapons.

Elemental resistance. Armor forged from this material shares the resistance that to the dragon type it comes from (red dragons, Fire resistance).

RANDOM ITEM ROLL TABLES

Below are a collection of material and blade shape rolling charts for times when you are trying to describe a sword, or make one, for your players.

Random Metals

d12	Material	d12	Material
1	Deep Crystal	7	Bronze
2	Adamantine	8	Silver
3	Wood	9	Cold Iron
4	Bone/Teeth	10	Mundane Crystal
5	Iron	11	Mythril
6	Steel	12	Gold

BLADE SHAPE & HANDLES

For blade shape and handles you could use these for daggers, short swords, long swords and great swords; however, this list is not perfect and is just a starting point to create more diverse blades in games. I would suggest having a uniform blade style for regional or cultural differences.

Blade Shape

d20	Shape	d20	Shape
1	Straight Back	11	Recurved
2	Upswep	12	Tanto
3	Clip Point	13	Gut Hook
4	Ling Clip Point	14	Hoof Pick
5	Drop Point	15	Fillet
6	Sheep's Foot	16	Harpoon
7	Triangle Dagger	17	Karambit
8	Wharndcliffe	18	Leaf dagger
9	Hawk's Bill	19	Pruning
10	Kukri	20	trailing

Blade Handle Shape

d8	Shape
1	Stright
2	Curved
3	Inverse
4	Flared
5	Bulbus
6	S-shaped
7	None (extended tang)
8	Finger guard

**Using this method allows you to have an equal opportunity for shapes, and materials. Since you are only rolling one die, each probability has an equal chance of being selected.*

Random Wood Material

d20	Material	d20	Material
1	Mahogany	11	Viper
2	Walnut	12	Ghost
3	Oak	13	Pine
4	Ash	14	NullWood
5	Birch	15	Spruce
6	Maple	16	Cedar
7	Cherry	17	Fit
8	Rose	18	Spruce
9	Iron	19	Rose
10	Ebony	20	GodWood

CHANCES OF BEING MAGICAL

This is an optional rule but, using Viper wood, Mythril, cold iron, Deep/Mundane crystal, Bone/claw/tooth, gold/silver each raise the possibility that the weapon or armor has a magical quality to it, either innate or on purpose. Each of these materials raise your possibility by +1

Magical??

d20	Magic level
1-11	None
12-14	Low magic (cantrip-2nd level spell)
15-17	Medium Magic (multiple low effects or 3rd-5th)
18-19	High magic (Pg. 219 of DMG)
20	Sentient (pg. 214 of DMG)

** I suggest using the **Creating Sentient Magic Items** (pg. 214) of the **Dungeon Masters Guide** for creating powerful and unique magical weapons, armors and other items.*

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