

CRAFTING MAGICAL WEAPONS

In this document I will walk you through the process that I use to have my player characters able to craft magical weapons. These rules are primarily for the creation of new magical weapons, and less to create magical weapons that already exist within the game/

FIRST AND FOREMOST

The player character that wants the magical item should be involved in some way in every part of the process of creating the item. This system is intended to spark a series of quests for high to medium leveled characters, or be a pay off to low leveled characters. This is not intended to be just a gold sink, or Magical Item convenience store for high level players.

WEAPON DAMAGE

Dice Total	d4	d6	d8	d10	d12
1dx	1	2	3	5	8
2dx	13	21	34	55	89
3dx	144	233	377	610	987

EXAMPLES:

Using this table the DC of crafting a Dagger that deals 1d4 is 1, the DC of crafting a Dagger that Deals 2d6 is 35 ($1 + 13 + 21$) the DC of Crafting a Dagger that Deals 3d12 is 2365 ($1 + 13 + 144 + 233 + 377 + 610 + 987$).

The DC of Crafting a Lance (or Greatsword) That deals 1d12 (or 2d6) is 8, the The DC of Crafting a Lance (or Greatsword) That deals 3d12 (or 2d6 + 2d12) is 1084 ($8 + 89 + 987$).

GENERAL VS SPECIFIC DAMAGE

If your player wants to have additional damage in a specific scenario, for example, A shortsword that deals additional fire damage to specifically undead, instead of going down one step just go to the right one So DC for 1d6 + 1d6 against undead would start off as a DC 5 ($2 + 3$) and 2d6 + 1d6 against undead would be DC 57 ($2 + 27 + 34$).

STEP 2: ANY OTHER EFFECTS

Let your players go nuts. Have them tell you literally anything that they want their new magic weapon to do. Then you will find the closest correlating spell or spells. We will be using the spells School and Level.

ANYTHING?

Yes,

You should allow for your players to add anything to their magic weapon, this system is equipped to handle even the most ridiculous of requests.

STEP 1: PICK A BASE

Firstly, have the player decide what type of weapon they want to create. The weapon will maintain all properties of its official rules variant. The Base will also determine where to start calculating the DC on the table listed below.

USING THE TABLE

Have the player select all damage types and dice they want the weapon to have. If players want more than three total damage dice continue the sequence until appropriate, by adding the last two numbers in the sequence. The next step would be 4d4 and have a DC of 1597 ($610 + 987$).

Then based on where the weapon started the First DC to craft is the sum of every number going from start point down, then left to right, the shortest route possible. Weapons that deal 2d6 base should be treated as 1d12 effectively.

However, I find that if you allow your players to participate in this aspect of the game, more often than not you end up with perfectly fine items that may be more powerful than what you'd find in the DMG, but your players wildest dreams are typically more tame than you'd expect. Typically

And remember any weird crazy thing that they ask for, could probably be attained through the **Wish** spell anyways this just adds more steps.

CLASSIFYING EFFECTS

There are five levels that effects added to a magical weapon can be classified as. Each effect adds to the DC of Crafting the weapon, multiple instances of the same effect, such as the ability to understand multiple different languages stack, counting as the same level of effect multiple times. The effect levels and DCs are listed below:

EFFECT LEVELS

Type	Approximate Spell Level	DC
Personal	Cantrip	+100
Battle	1st - 3rd	+200
Kingdom	4th - 6th	+500
World	7th - 8th	+1000
Planar	9th	+2000

PERSONAL EFFECTS:

Personal Effects are defined as effects that could turn the tide against one person. If the weapon just has damage increases it counts as a personal effect.

BATTLE EFFECTS:

Battle Effects are defined as effects that could turn the tide over a whole battle.

KINGDOM EFFECTS:

Kingdom Effects are defined as effects that could be used to conquer a Kingdom.

WORLD EFFECTS:

World Effects are defined as effects that could be used to conquer a World.

PLANAR EFFECTS:

Planar Effects are defined as effects that could be used to conquer a Plane.

SETTING ABILITY SCORES TO A NUMBER

If a player wants to set an ability score to a certain number, I count that as 1 Personal Effect per point that the ability score is set to above 10. The reason being that 10 is the Average for any stat for all races, and after creating the item it is possible that others will use it.

NEGATIVE EFFECTS:

If a player wants to add a negative effect or drawback to their weapon, more power to them! I would definitely recommend allowing that and reducing the DC for crafting by some to reflect that down side, but there are simple ways to reduce the DC further on so this shouldn't be necessary even for creating insanely powerful items.

STEP 3: CLASSIFY

Now we will take the sum of the DC determined by the damage dice table, and any other effects added. We will use that DC to determine what Tier of Item is being created. That Tier will be used a lot in the coming steps so be sure to keep it in mind.

WEAPON TIER

Tier	DC	Extra Effects
5	1 - 500	+1 Magical Weapon
4	501 - 2000	+2 Magical Weapon
3	2001 - 3000	+3 Magical Weapon
2	3001 - 5000	+3 Magical Weapon*
1	5001 +	+3 Magical Weapon**

Tier 1 and 2 weapons require Sentience, and Tier 1 weapons must be crafted from many rare materials. Both of which will be explained further in the next step.

STEP 4: MATERIALS

This step will be the longest as this is the majority of the rules are located.

METAL

While this doesn't necessarily have to be "Metal" this is for whatever the majority of your weapon is created out of. This includes but is not limited to: Steel, Adamantine, Silver.

Your weapon will have any Properties that are part of the material that was used in the creation of your magical weapon, this does not increase the DC of the weapon.

To make one weapon, you need at least double the weight of the item base in whatever material you are attempting to make the weapon out of.

The GP of materials is equal to half the cost of the base items in the case of normal materials, the cost of materials is equal to at least the cost of the base item in the case of Uncommon materials, the cost of materials is equal to at least double the cost of the base item in the case of Rare materials. Tier 1 Weapons must be crafted from a Rare Material.

SPECIAL METALS

I will put a list of special metals that can be used for crafting, this is not an exhaustive list. If you have any other homebrew to supplement this, the more options the better. I may come out with a supplement detailing all of the materials I use later:

MATERIAL

Name	Effect	Rarity
Adamantine	Deal Damage to Objects as if it was a critical hit	Rare
Blood Glass	Damage Rolls of 1 or 2 on weapon dice are treated as 3	Rare
Cold Iron	Deals an additional 1d4 to Fey, Infernals, and Undead	Rare
Dragon Bone	Deals an additional 1 point of damage of the dragon's elemental type	Rare
Mithral	Reduces the weapons weight by half, removes the heavy property, turns normal weapons light, and turns light weapons into finesse weapons	Rare
Silver	-	Uncommon

All of these materials maintain these properties and are treated as magical weapons for the purposes of damage resistance and immunity, even in an Antimagic Field.

Even though I put a guide for pricing, I would recommend not letting your players buy these materials unless it makes sense for where they are in the setting. Most Town Blacksmiths won't have access to Blood Glass to craft with.

GEMSTONES

Every magical weapon will need some amount of gemstones for the crafting. They type and size will be based on the DC and school that effects that are being added to the weapon.

These Gemstones can either be added to the weapon as ornate pieces or ground up into dust and forged into a weapon.

Personal Effects needs to be worth at least 100 GP, Battle Effects at least 200 GP, Kingdom Effects at least 500 GP, World Effects at least 1000 GP, and Planar Effects at least 2000 GP.

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

SPELL COMPONENTS

Next based on the tier of item being created we will need relevant spell components. Due to this being made to allow for the creation of any magical weapon this cannot be an exhaustive list of components, however you should follow these guidelines and I'll try to give some examples along the way.

Spell components come in three tiers that are as follows: Common Spell Components, Uncommon Spell components, and Rare Spell Components.

COMMON COMPONENTS

Common components are things that your players could easily find or purchase.

These items should be around 1CP to 99GP. For the creator of the magic item to discover what Common components are necessary it will take one day of research per common item.

I'd recommend using components from any spells that are close to the effects that are being used. But if you still don't have enough just list other random components for flavor.

Some examples are oil, copper wire, sand, lead ink, honeycomb, a glass rod.

UNCOMMON COMPONENTS

Uncommon components are things that your players could find or purchase but that would prove difficult.

These items should be 100 GP or greater. For the creator of the magic item to discover what Uncommon components are necessary it will take one week of research per Uncommon item.

These can still be pulled from the spell components if applicable. But my recommendation is to use this as a gold sink, if the player has tens of thousands of gold make the components here cost a few thousand. If they have a few thousand make this cost a few hundred.

Different Gemstones, rare incense, pieces of art, and specially crafted objects make good Uncommon components.

RARE COMPONENTS

Rare Components are something that are unique that should be seen as the key component to make the magical item work.

This could be something the creator already possess that must be sacrificed or something that must be obtained from a quest it should not be able to be just be purchased. For the creator of the magic item to discover what Rare components are necessary it will take at least one month of research per Rare item.

The still beating heart of a dragon, A lily that grew in a god's tear, The phylactery of the lich that killed your father all make good examples of Rare components. But these need to be very personalized to the item being created.

SENTIENCE

For weapons of tier 1 or 2 the magic is so powerful that the effect cannot be held by just a weapon, instead the effect needs to be forged on to the soul of a being with personality, then their soul forged on to the weapon. The soul must share at least one alignment of the first person that will attune to the weapon. So for a Lawful Evil character the one bound to the weapon must be Lawful or Evil.

THE RITUAL

The process of forging the soul into the weapon is as follows:

First you must acquire a soul, willing or otherwise, it needs to be from a creature with Intelligence, Personality, and Alignment. For Tier 2 Magical Weapons they must be a creature of CR 5 or Greater, or with 5 or more class levels. For Tier 1 Magical Weapons they must be a creature of CR 10 or Greater, or with 10 or more class levels.

You need, the most prized possession of that creature, this must be their most precious non-living asset. You need a diamond worth 25000 GP and a Jacinth worth 1000 GP or more.

The Jacinth must be placed five feet behind the creature, the Diamond must be placed five feet in front of the creature. A magical circle must be drawn in ink with crushed powder of the same material that the weapon has been forged out of. The circle is to be drawn with the creature as the midpoint of the circle. The magic circle is to have inscribed into it a spell in the native language of the one whose soul will be bound.

The weapon must then be kept in the body of the creature for 24 hours, the creature must remain alive for the full 24 hours, by any means magical or otherwise.

For the ritual to succeed the spellcaster that drew the circle must pass a DC 20 ability check using their spell casting modifier.

If the ritual succeeds then the soul is bound to the weapon and it retains its personality, INT, WIS, and CHA ability scores, and any alignments that it shared with the first person who will attune to it.

INSCRIPTION

You can make up whatever you want here but the words I use are. "A sound soul resides within a sound mind and a sound body. But a new body will host this soul, born of fire and quenched in blood. Become one with my blade." If the weapon isn't bladed or isn't something that would need to be quenched, I just change the inscription

STEP 5: MANAGING YOUR DC

Now with DCs of well into the 1000s surely you're thinking: That's Impossible, but this section will be entirely about reducing the DC of the crafting check.

MASTER CRAFTSMEN

Firstly, the players can seek the help of Master Craftsmen. If they are able to procure the help of a Master Blacksmith the DC is divided by 4. Next Master Magic Users that are able to cast spells that are, or are similar to the effects being added to the weapon will also divide the DC by 4. You can only benefit from one Blacksmith and one of Each type of magic user.

NOT A MASTER, BUT STILL GOOD.

You can choose to use lesser blacksmiths, and magic users as well, just have them divide the DC by 3 or 2, depending on their skill level. I would allow party members to count for this.

If your players want to pay a master craftsman I'd recommend making it a hassle to find one in the first place. Then, the rate I'd suggest is 1000GP Flat + Base DC*10GP.

LOCATION

Crafting at places of strong magical power, such as a magical forge or on the nexus of magical ley lines will divide the DC by up to 8 depending on how powerful the location is.

Dividing by 8 Should be used by the absolute best location available in your setting, the First Forge that mortals ever built blessed by a dwarvish god and lit with an ever burning flame that was bestowed to the creators.

Dividing by 4 Should be for great locations. A new forge erected on the nexus of magical ley lines plotted out by gnomish wizards that have studied the ebb and flow of magic in the world for the past dozen years.

Dividing by 2 can be used for sufficiently advanced mundane forges or weak magical forges.

FAILING

Lastly after doing everything if you fail the Item Creation check when attempting to create your magical item. Then collecting all relevant materials and attempting the creation again divides the DC by 2 for every attempt.

STEP 6: COMPLETING THE ITEM

Now that you have been able to lower the DC significantly you can attempt an Item Creation Check. This is an Unmodified Check, you can have advantage. But you either fail and have to start over or you succeed and move on to the final steps.

ALTERNATIVELY

While I'm personally a fan of, you did these epic quests but you still failed. I understand that this isn't for everyone. So I recommend using either one of both of these optional rules.

1. Allow this to be a tool check instead of being unmodified. Make a Weapon Enchanting Tool that can be purchased and can be made proficient. This will make the check significantly easier
2. If the DC is less than or Equal to 10. The creation is an automatic success. This is good if you run a narrative focused game and you want to cap off a long quest to make an item with succeeding on the item as a reward.

If you are using both 1 and 2 then raise the automatic success DC to 10 + Tool Ability Modifier + Proficiency.

FIRST ATTUNEMENT

Now whoever wanted the item created must attune to it. If the first person that the weapon was attuned to wasn't the intended creator the item is destroyed.

After this is finished Tier 5 and Tier 4 items will no longer require attunement. Tier 5 items are completed after the first attunement.

TRIALS

Tier 4-1 items now will unlock the rest of their abilities after completing trials related to the abilities request. So at completion Tier 4 - 1 items will have any Personal effects, if the same effect was stacked multiple times they have it once, and 1d4 of any additional damage dice aside from the base items damage. They count as +1 Magical Weapons.

Then after completing a trial tied to the weapon the damage dice increase in size and the weapon gains any Kingdom and Battle levels effect. Any Tier 3 or 4 weapons are completed at this point.

For Tier 1 or 2 weapons another trial must be completed. At which point the weapon awakens its Sentience and all of its abilities are unlocked.

These Trials should be thematic and related to the nature of the weapon. As this could be any number of things I need a specific item for examples. I will be walking through item creation with examples on the next page.

You should make your player aware of what their trials are when they attune to the weapon.

EXAMPLES

+1 BURNING LONGSWORD

The First Weapon we create will be a Longsword that deals Fire Damage. Meant to be something that a lower level, around levels 3 - 5 would make.

STEP 1

Longsword, So we start at 3 for our base due to having a 1d8, we want one additional d8 of Fire. Our DC is 37 ($3 + 34$).

STEP 2

This has no other effects, so this is classified as a personal Effect. Our DC is 137

STEP 3

With a DC of 137, this is a Tier 5 Weapon.

STEP 4

METAL

We will need 6lbs of Steel, at least 7.5GP

GEMSTONES

This has one Personal Effect. Adding elemental damage would be classified as Evocation, so we need a Ruby worth at least 100 GP

COMPONENTS

Tier 5 Weapons we need an Uncommon Component and 3 common Components.

This will take 8 Days of research to find out.

I'd Use a Red Dragon Scale as the uncommon component. A Pepper, a Pinch of Tallow, and a piece of Charcoal as the common components.

If all of these would need to be purchased I'd charge 50 GP for the Dragon Scale. 2 SP for the Pepper, 2 SP for the Tallow and 5 CP for the Charcoal. So Purchasing Everything would cost under 160GP.

STEP 5

If there are 4 players If 3 of them can contribute meaningfully to the creation of the item. Say a Fighter that is a Blacksmith, a Wizard that is an Evoker with a fire cantrip, and an Elf that is Naturally proficient with longswords. The DC is 18

$$137/2/2=17.125, 17<17.125<18$$

If the player is lucky or you have awarded them some way to lower the DC they succeed, Otherwise spend the 160 GP again and try with a DC 9.

STEP 6

The creator Attunes to the sword once, and it is completed. A +1 Longsword that deals 1d8 additional fire Damage.

+3 DAGGER OF GODSLAYING

The first example was something realistic, I would expect something very similar to be made in most games. This is an Example to show the extreme end of what can be done, this is something that likely will never be asked for. And you can easily rule that even after creating that gods don't die and nothing can break that setting Rule. If your players want to create something like this it is likely a level 20 endeavor.

STEP 1

Dagger, We're going to have the dagger deal 2d12, and 2d12 against Celestials. ($1 + 13 + 21 + 34 + 55 + 89$ Then right one, then down one + $144 + 1597$) DC is at 1954

STEP 2

To kill a god, we'll need to have all of the gods believers lose faith and the god lose immortality, These would be Planar level effects.

So $2000 + 2000$

Also so that the god doesn't have a chance of regaining any followers both of these would need a contingency so they only come into effect as we are in the act of killing god

+500 + 500.

To help us out I'd want to have advantage on attacks against celestials,

That's a personal level effect +100.

To make sure I can understand if the god speaks I'd like to understand it (Comprehend Language)

Which is a battle level effect +200.

Then I want to be as fast as possible and deal as much damage as possible. I'll have the dagger increase the wielder's DEX Cap by +4 and Increase Dex to 24.

Which is 2 Kingdom Effects one for each +2 to an Attribute Cap, and 14 Personal Effects, because 24 is +14 from the base 10.

+1000 + 1400

Our Total DC is Now 9654.

STEP 3

With a DC of 9654, this is Very Much Tier 1.

STEP 4

METAL

We need to use a rare material so we'll make this dagger out of Blood Glass. We'll need 2 lbs of the Stuff and that will cost at least 4 GP if it is possible to be bought anywhere

GEMSTONES

Next We'll Need 2 Sapphires Worth at Least 2000 GP, 2 Rubies Worth at least 500 GP, 1 Alexandrite worth at least 100 GP, Alexandrite worth at least 200 GP, 2 Garnet Worth at least 500 GP, and 14 Garnet Worth at least 100 GP.

COMPONENTS

Tier 1 Weapons need 5 Rare components, 7 Uncommon components, and 9 Common components.

This will take 208 Days of Research. (150 days for Rare + 49 days for Uncommon + 9 Days)

For the 5 Rare components, I'd probably use 5 legendary artifacts said to be remains from when the God we're trying to kill left whatever plane they reside.

It would be 5 completely unique objects either guarded in temples, or worshiped as sacred locations.

We'll say it's some good nature god. So It would be "A Leaf plucked from the first tree the god Grew in the Feywild", "His Cloak, that he wore when he came down to visit the elves". "The still beating heart of Gerwin the white stag, champion of the god", "The bones of Lady Ke'Lia, the only mortal he ever loved", and "Holy water drawn from a pool that is said to be a tear of the god"

The point is to ask for ridiculous things that are a pretty long quest in their own right. The More ridiculous the item that is being created you should request even more ridiculous things for rare components.

Each should lead to a quest or in the case of asking for a dagger to kill a god, it should hopefully dissuade the party from pursuing it any further, unless they have nothing else to do.

Uncommon Components as stated earlier, should probably be a gold sink set towards how much gold you'd like to get rid of things like precious works of art or holy idols, fine garments.

And Common components Just go through the PHB and pick 9, mostly using the spells you related to the item.

I'd probably have common and uncommon components cost 100000 GP in total.

SENTIENCE

Sentence is done after the crafting check so we'll be doing that last.

STEP 5

Same 4 players but this time we'll say all four are Masters that can contribute meaningfully to the creation of the item.

Say a Fighter who is now a Master Blacksmith, Wizard 20th level with the wish Spell, Cleric 20th level with the Divine Intervention Spell, and a Rouge at 20th Level that has been using Daggers the whole way through.

The DC is 38

$9654/4/4/4=37.710$, $37<37.710<38$

Since this roll is unmodified we'll need to do this at a magical Forge. The DC Becomes 10. If we don't make this check we'll need to reforge the weapon from step one, including obtaining replacements for any completely unique components used in crafting

STEP 5.5

Sentence. Since we're trying to kill a good god, I'll say we're chaotic evil. But to break stereotypes we'll have a willing chaotic neutral retainer volunteer to become our dagger.

He's level 12 so that's good. We start the ritual he's an Orc, so the runes need to be in orcish, we need to know that language naturally or magically.

After the item is physically crafted we need to stab it into him to quench the blade. During this time it may be necessary to keep him alive with magical means such as a continuous supply of healing potions and healing spells.

We need to be holding his most prized possession for the whole of the ritual.

We make our Ritual check because sure, If we don't, then we'll have to start all over again from the beginning.

STEP 6

We attune, and now have a dagger that is a +1 Magical weapon that deals an additional 1d4 against celestials, it also grants advantage to attacks against celestials and gives us +1 Dex.

We then have to complete our first trial. I'd say something like burning down a forest while attuned to the dagger.

It would then turn into a +2 Dagger that deals 1d12 + 1d12 to celestials grants advantage to attacks against celestials and gives us +2 Dex. While attuned we Speak, Understand, and can write in Celestial and our Dex Cap is increased by +2

We would then need one more trial. Maybe kill a celestial that is a servant of this god, or the Highest Priest or Prophet of the god.

And this would Complete the Dagger. Giving you all effects and powers.

THANKS

Thanks to my players who helped look over this to make sure it was somewhat legible. And a Special Thanks to Homebrewery for helping me make this guide look semi-professional.