CONTENT

Change log: 0.4 to 1.0

- Almost everything was scrapped for a new system that altogether should make it much, much easier to craft items and keep track of materials.

CRAFTING BASICS

At a basic level, crafting any item has 4 requirements.

A Lead Artisan - one artisan who is proficient with the crafting tools required *and* meets the minimum level requirements to craft the item.

Crafting Materials - The materials the instructions call for, mundane or otherwise. Mundane items cost roughly 50% of the item's market value, and magic items cost 100%. There are three forms of crafting materials, each one used for different crafting purposes:

- *Reusable Parts* – Used to build weapons, armor and other mundane items.
- *Alchemical Reagents* – Used to brew potions, poisons and other concoctions.
- *Residuum* – Used for rituals and the creation of magic items.

Instructions - Either memorized instructions or a written blueprint/recipe detailing the materials and the process.

Labor - Once all three of the previous conditions are satisfied, the crafting process can begin.

A note on salvaging – Most any item can salvaged for material goods, and can be used to construct a new item from the parts of the old one. See Salvaging on page 3.

REQUIREMENT 1: A LEAD ARTISAN

Crafting an item requires one artisan with proficiency in the crafting tool associated with the item. The artisan also needs to meet the minimum level requirement to craft the item. This person serves as the **Lead Artisan** on the project, contributing to the item's construction and enabling apprentice artisans to contribute. As long as you have a **Lead Artisan**, members of the party who are not proficient in the tool required, or do not meet the minimum player level, are still able to contribute to the crafting process.

The only requirement to craft mundane items (those in Chapter 5 of The Player's Handbook) is tool proficiency. Mundane items have no level restriction.

Magic items, on the other hand, require the Lead Artisan to meet a level requirement based on the rarity of the item being created.

Item Rarity	Price	Minimum character level
Common	100 gp	3rd
Uncommon	500 gp	3rd
Rare	5.000 gp	6th
Very Rare	50.000 gp	11th
Legendary	500.000 gp	17th

REQUIREMENT 2: CRAFTING MATERIALS

For mundane items, the Reusable Parts can be acquired anywhere adventuring gear can be purchased. The standard price of materials is 50% of the value of the final item.

For magical items, the Residuum needed must be found during adventures, or be gained as a result of the Disenchant Item ritual (homebrew ritual, see page 4 of this guide). Alchemical Reagents can be harvested through herbalism or other such means. The price for materials is 100% of the final item.

There may be other special materials required. For example: an Adamantine Breastplate may require the player to acquire a set amount of adamantine. The overall cost and/or difficultly of acquiring said items is determined by the DM.

Reusable Parts – Bits and pieces of metal, wood and leather. Can be strung together and reforged into weapons, armors, clothing and tools.

Alchemical Reagents – Herbs, gemstones and animal parts. Mixed into different brews, potions, poisons and elixirs.

Residuum – A fine silvery dust that is produced through disenchanting magical items. Usually carried around in small vials. Residuum is a crystalized form of magic, and can be used as reagents in rituals or in the creation of magical items.

1 gram of residuum is worth approximately 1 gp, and 1 pound of Residuum is bought and sold at 500 gp.

REQUIREMENT 3: MEANS OF PRODUCTION

At a basic level, the means of production for any crafting process are the crafting tools (with or without proficiency) and a crafting location. No crafting projects requires a location, but all can benefit from the use of a crafting location. Crafting locations confer a standard bonus of +10 gp per work day.

The process of imbuing an item with magical properties requires a connection to the magical energies of the world. All spellcasters by default are able to interface with these energies and as a result can assist with imbuing an item. At the DM's discretion, non-casters can eventually learn to imbue magical items, but this is typically obtained through either extensive training, or through special circumstances such as divine intervention.

REQUIREMENT 4: INSTRUCTIONS

For mundane items, the instructions requirement is met simply by having a Lead Artisan proficient in the tool required to construct the item.

For magical items, the instructions typically come in the form of a written recipe. An NPC with knowledge of the item could also serve as a Lead Artisan, enabling you to craft the item.

Recipes can be given out as quest rewards or be found in the course of exploration.

REQUIREMENT 5: LABOR

One crafting session lasts 8 hours. At the end of 8 hours, the progress in GP of the item(s) being crafted advances by each artisan's individual crafting progression plus the location bonus.

The base crafting rate for mundane items is 5 GP. The base crafting rate for imbuing magical items is 25 GP. Alchemical items count as magical items for this purpose, and the base crafting rate is therefore also 25 gp.

Artisans proficient in the tools being used also add their proficiency bonus at the end of a crafting session to the amount of GP they contribute to the progress.

All forms of crafting can be done on the road, as long as the characters can devote some hours of the day to work. This is usually done either in the morning before they break camp, or in the evening before they go to sleep.

Example: Say you wanted to craft a longsword. It would require 7.5 gp worth of Reusable Parts, which you must provide. If crafted whilst traveling, a character with proficiency in smith's tools would contribute 5+proficiency bonus in GP every day. It would take a 1st level character roughly 2-3 days to create a longsword like that, but only one day if he had a forge available.

SALVAGING

It takes only a few moments to disassemble an item into usable materials, although most of the items value is lost in the process. When you salvage an item, you gain an amount of crafting materials fitting that item worth 1/5th of the items market price.

Example: Salvaging a greatsword with a market price of 50 gp, would leave you with 10 gp worth of Reusable Parts. That's enough to craft a longsword, and still have 2.5 gp left in Reusable Parts.

Deconstructing a mundane item into Reusable Parts takes 1 minute.

Extracting usable Alchemical Reagents takes 10 minutes.

Disenchanting takes 10 minutes to cast as a ritual, or 1 minute of a spell slot is spend casting it, as detailed in the spell description below.

DISENCHANT ITEM

2nd-level abjuration (ritual)

Casting Time: 1 Minute

Range: Touch

Components: V, S

Duration: Instantaneous

This spell is used to disenchant magical items and salvage them into magical dust. You look through the magical weave to see the enchantments of the item, and snap the threads that holds the magic in place. The item is destroyed and leaves some Reusable Parts, and an amount of Residuum equal to $1/5^{th}$ of the items market price:

Item Rarity	Price	Salvaged Residuum
Common	100 gp	20 gp
Uncommon	500 gp	100 gp
Rare	5.000 gp	1.000 gp
Very Rare	50.000 gp	10.000 gp
Legendary	500.000 gp	100.000 gp

The base item that held the enchantment leaves an amount of Reusable Parts equal to $1/5^{th}$ of its market price as well.