
Subject: Crafting Rules

Posted by [like_a_god](#) on Sat, 16 Jan 2016 01:06:24 GMT

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I'm posting the crafting rules -- first from the PHB, then from the DMG -- per Matt's request:

Crafting - Mundane

You can craft nonmagical objects, including adventuring equipment. You must be proficient with tools related to the object you are trying to create (typically artisan's tools). You might also need access to special materials or locations necessary to create it. For example, someone proficient with smith's tools needs a forge in order to craft a sword or suit of armor.

For every day of downtime you spend crafting, you can craft one or more items with a total market value not exceeding 5 gp, and you must expend raw materials worth half the total market value. If something you want to craft has a market value greater than 5 gp, you make progress every day in 5-gp increments until you reach the market value of the item. For example, a suit of plate armor (market value 1,500 gp) takes 300 days to craft by yourself. (The Player's Guide for WOTC's current Organized Play campaign allows a common Potion of Healing to be crafted as a mundane item, taking 10 days and 50gp...)

Multiple characters can combine their efforts toward the crafting of a single item, provided that the characters all have proficiency with the requisite tools and are working together in the same place. Each character contributes 5 gp worth of effort for every day spent helping to craft the item. For example, three characters with the requisite tool proficiency and the proper facilities can craft a suit of plate armor in 100 days, at a total cost of 750 gp.

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CRAFTING A MAGIC ITEM

The creation of a magic item is a lengthy, expensive task. To start, a character must have a formula that describes the construction of the item. The character must also be a spellcaster with spell slots and must be able to cast any spells that the item can produce. Moreover, the character must meet a level minimum determined by the item's rarity, as shown in the Crafting Magic Items table.

Common magic item: 100 gp, minimum level: 3rd

Uncommon magic item: 500 gp, minimum level: 3rd

Rare magic item: 5,000 gp, minimum level: 6th

For example, a 3rd-level character could create a wand of magic missiles (an uncommon item), as long as the character has spell slots and can cast magic missile. That same character could make a +1 weapon (another uncommon item), no particular spell required.

An item has a creation cost specified in the Crafting Magic Items table. A character engaged in the crafting of a magic item makes progress in 25 gp increments, spending that amount for each day of work until the total cost is paid. The character is assumed to work for 8 hours each of those days. Thus, creating an uncommon magic item takes 20 days and 500 gp. (A common Potion of

Healing would take 4 days and 100gp to craft as a magic item...)

If a spell will be produced by the item being created, the creator must expend one spell slot of the spell's level for each day of the creation process. The spell's material components must also be at hand throughout the process. If the spell normally consumes those components, they are consumed by the creation process. If the item will be able to produce the spell only once, as with a spell scroll, the components are consumed only once by the process. Otherwise, the components are consumed once each day of the item's creation. Multiple characters can combine their efforts to create a magic item if each of them meets the level prerequisite. Each character can contribute spells, spell slots, and components, as long as everyone participates during the entire crafting process. Each character can contribute 25 gp worth of effort for each day spent helping to craft the item.

GENERALLY SPEAKING, CRAFTING MUNDANE ITEMS IS CHEAPER -- BUT TAKES LONGER PER UNIT COST THAN CRAFTING MAGIC ITEMS (5gp progress per day vs 25gp progress per day)...