

MATERIALS AND ENCHANTMENTS 1.0



HOME BREW

New materials and mechanics for creating interesting weapons and armor for the world's greatest roleplaying game

INTRODUCTION

SPICING UP YOUR EQUIPMENT

Do you ever feel like a standard +1 steel longsword is just lacking a little something special? Of course it is. 5e lacks a certain flavor that 3.5e offered, and lots of people want a bit more substance to their weapons and armor. After all, if you use something every session, it should have a bit of personality of its own. You know how it is in 5e; you walk into a shop, you ask for a +1 sword, so you can bypass non-magical resistances, you pay, you leave, and you swing this Mary Sue piece of metal around without giving it the love it deserves. Maybe you find a +1 shortsword in a dungeon. You ask the DM about it, and they really have no idea. "It's umm ... grey, and sharp, and has a hilt. It looks ... umm ... sharper than most swords." It's not the DM's fault. 5e just doesn't offer anything interesting to give each item a life of its own. In this document, you'll find ways to give it a bit more of that "je ne sais quoi" that will bring out that sparkle in a dull item.

DISCOVER, CRAFT, ENCHANT!

I'm here to give you something for your players to chew on. Want a powerful sword? Well, maybe in your old campaign, you'd just take steel, slap a good ol' spell on it, and call it +1, but we all know you didn't do that. Nobody knows where +1 weapons come from, or what they're made of. What's stopping a 9th level wizard from enchanting a sword? Why do Artificers get all the fun? Well, today that changes. Today, you give your players the option to craft their own stuff. Perhaps you want a +1 sword with a +1 enchantment on it? Marmaros is the metal for you. It's a muddy orange ore that is harder than steel, and holds a bit of magic. Nothing too special, but a 4th level player with 3,240 gp can enhance their inventory with one of these more interesting pieces of metal. Imagine this. Your level 4 player spends some money, and they're given an orange sword that does extra ice damage. Cool! But what if they don't have the funds? Then they go hunt for the ore itself! Marmaros could be found underground in an abandoned fortress in a blackened wasteland. An adventure to get some of this metal could give the players a break from the main story, allowing them to focus on their own personal goals.

LIMITATIONS

Now, money is obviously going to be what limits most players, but we can't just have a person walk into any old magic shop and order off the menu, expecting the most exotic of ores to be in stock. Similarly, we can't just let a level 1 player wield a legendary +5 sword with a +5 enchantment. They would probably be burned by the raw power it radiates. Because of this, I've created some rules to keep things fair and challenging.

1. EXPERIENCE REQUIREMENT: RULE OF 4

A player must have 4 levels for every tier of equipment bonus they wish to utilize. A level 4 player can wield a +1 weapon with a +1 enchantment, while a level 3 player would not be able to. The level 4 player must reach level 8 before they would be able to replace their weapon with a +2 bonus or enchantment.

2. AVAILABILITY: RULE OF SQUARES

A shop may or may not have what the player is looking for. Upon inquiry, identify what bonus and enchantment the player is after, and the quality of the shop. Rank the shop out of 5 stars, where 1 star is only basic magical needs, and 5 stars is the most outstanding shop there is.

Use the Shop Rating Modifier table below to determine the penalty on the roll used in the Material Availability table.

SHOP RATING MODIFIER

Stars	Penalty
1	-90
2	-75
3	-50
4	-20
5	No Penalty

MATERIAL AVAILABILITY

D100	Maximum Sum of Bonus and Enchantment
1-3	1
4-8	2
9-15	3
16-24	4
25-35	5
36-48	6
49-63	7
64-80	8
81-99	9
100	10

MATERIALS



Each material in this book is something unique. Some of them draw loose reference from various locations, such as RuneScape, The Witcher, MCU, or Star Trek, but all of them fit somewhere in the D&D universe, and the DM is free to make them their own by changing anything they like.

There are three major categories of materials in this document: **Basic Metals**, **Basic Alternatives**, and **Special Materials**.

BONUS AND ENCHANTMENT VALUES

A weapon with a +2 bonus value adds +2 to their attack role, and also deals an additional 2 damage on a successful hit on a target. Armor with a +2 bonus have 2 points added to their AC. An enchantment value represents how much magic the material can store. This determines what kind of enchantments can be held in the weapon or on the piece of armor. Available enchantments and in depth pricing will be listed later in this document.

BASIC METALS AND ALTERNATIVES

Basic materials will have a given bonus and enchantment value, which will help you determine the price, a color, which will add flavor, and sometimes it will have a location to help the DM come up with a possible adventure to obtain the material. Basic Metals are, as one might expect, metal, however, Basic Alternatives are druid-friendly, non-metal alternatives. These might be cloths, wood, glass, salt, chitin, or other tough materials that could be used to create a weapon or piece of armor.

SPECIAL MATERIALS

These materials have unique properties. You might be familiar with mithral, which is a light and flexible metal with a silvery blue shine. You might know adamantite, which is a jet black metal with a green shine, or purple-white shine in magical light. This metal is ultra hard, allowing the wearer to ignore critical hits. There are, however, many other special materials that have special properties.

PRICES FOR BASIC MATERIALS

Bonus	Enchantment	Material Cost
+0	+0	0 gp
+0	+1	640 gp
+0	+2	2560 gp
+0	+3	5760 gp
+0	+4	10240 gp
+0	+5	16000 gp
+1	+0	1000 gp
+1	+1	3240 gp
+1	+2	6760 gp
+1	+3	11560 gp
+1	+4	17640 gp
+1	+5	25000 gp
+2	+0	4000 gp
+2	+1	7840 gp
+2	+2	12960 gp
+2	+3	19360 gp
+2	+4	27040 gp
+2	+5	36000 gp
+3	+0	9000 gp
+3	+1	14440 gp
+3	+2	21160 gp
+3	+3	29160 gp
+3	+4	38440 gp
+3	+5	49000 gp
+4	+0	16000 gp
+4	+1	23040 gp
+4	+2	31360 gp
+4	+3	40960 gp
+4	+4	51840 gp
+4	+5	64000 gp
+5	+0	25000 gp
+5	+1	33640 gp
+5	+2	43560 gp
+5	+3	54760 gp
+5	+4	67240 gp
+5	+5	81000 gp

BASIC METALS AND ALTERNATIVES

Bonus	Enchantment	Metal	Alternative
0	0	Steel	Ironwood
0	1	Novite	Demi-Silk
0	2	Bathus	Fairy Coral
0	3	Fractite	Celestial Mushroom
0	4	Dark Metal	Lingunite
0	5	??	Coniferum
1	0	Iridium	Arenak
1	1	Marmaros	??
1	2	Kratonium	Dragon Turtle Carapace
1	3	Zephyrium	Horizon Thread
1	4	Necronium	Synthetic Diamond
1	5	Omnium	Fur of Seasons
2	0	Tungsten Carbide	Umber Hulk Carapace
2	1	Argonite	Everlight Leaves
2	2	??	Exador Chitin
2	3	Bane	??
2	4	Promethium	Protodermis
2	5	Octiron	Primeval Cloth
3	0	Katagon	Chronoton
3	1	Gorgonite	??
3	2	Saronite	Dragon Bone
3	3	Trinium	??
3	4	Primal	Zenodon Tusk
3	5	Stygian Iron	??
4	0	Elder Rune	??
4	1	Dragon Metal	Tempest Leather
4	2	Hellfire Metal	??
4	3	??	Death Lotus
4	4	Sheol	??
4	5	??	Tectonic
5	0	??	Teralith
5	1	Zortium	Dagal
5	2	Malevolence	??
5	3	Netherite	Sirenic
5	4	Undercore	??
5	5	Katchin	Quintessence





DESCRIPTIONS AND LOCATIONS OF BASIC MATERIALS

Material	Description	Location
Arenak	Lunar Green salt	Reaction between basilisk venom and calcium hydroxide
Argonite	Mamba Purple	Areas with frequent dragon activity
Bane	Aztec Green	Areas affected by great catastrophies
Bathus	Kelp Green	Under large lakebeds
Celestial Mushroom	Cream with Pink spots	Underground in the upper planes
Chronoton	Kangaroo Gray stone	A common stone that has been pulled out of time
Coniferum	Conifer Yellow cloth	Cloth made from sinew from magical creatures
Dagal	Tallow Yellow salt	Reaction between Tarasque stomache acid and lithium diisopropylamide
Dark Metal	Rough Black	In darker dimentions such as Shadowfell
Death Lotus	Persian Plum leather	Only the Death Lotus order knows the origins of these
Demi-Silk	Red with strands of Gold	Thread woven by celestials
Dragon Bone	Bone White with Golden Shine	Bone of a chromatic dragon

DESCRIPTIONS AND LOCATIONS OF BASIC MATERIALS CONTINUED

Material	Description	Location
Dragon Metal	Depends on dragonic source	Metalic dragon scales
Dragon Turtle Carapace	Iridescent Blues, Greens, and Yellows	Dragon Turtles live in underwater caves
Elder Rune	Cornflower Blue	Incredibly rare from Ethereal Plane
Everlight Leaves	White with Cyan tips	Leaves of a highly magical tree found in high altitudes
Exador Chitin	Nandor Green	Exadors live in the underdark/Khyber
Fairy Coral	Bright Pastels	Found near archipelagos
Fractite	Ship Gray	Steel, but with a slight tear in reality
Fur of Seasons	Winter Blue, Spring Green, Summer Red, or Fall Orange	Fur from an unknown creature in the Feywild
Gorgonite	Jupiter Blue	At the heart of the largest mountains
Hellfire Metal	Tamarind Red	First layer of Nine Hells, Khyber, or equivelant
Horizon Thread	Various Dark Patches of Color	Made from the Ethereal Curtains at the edge of the Ethereal Plane
Iridium	Eminence Purple	In meteorites, or large crators
Ironwood	Depends on wood used	Magically infused wood of various kinds
Katagon	Rum Purple	Deepest points in the ocean
Katchin	Non-Reflective Black	Exists only in the future, or alternate realities
Kratonium	"Willow Grove" Green	Deep below marshes or swaps
Lingunite	Transparent Blue, Orange, or Pink crystal	Crystal grown by some elves
Malevolence	Woody Brown	Within places of great evil
Marmaros	Muddy Orange	Underground where magic has settled for a long time
Necronium	Smalt Blue	In areas littered with death
Netherite	Tamarind Brown	Near the core of some planets
Novite	Violet	Under large mountains

DESCRIPTIONS AND LOCATIONS OF BASIC MATERIALS CONTINUED

Material	Description	Location
Octiron	Iridescent Silver	Made by powerful aberrations
Omnium	Rock Blue and Lavender	Alloy of metals infused with multiple elements
Primal	Desert Orange	Unknown origins, used in ancient forgotten civilizations
Primeval Cloth	Lima Green and Barberry Yellow	On a distant planet, fashioned from an extinct animal
Promethium	Cement Red	Deepest depths of Underdark/Khyber
Protodermis	Eastern Blue semi-liquid, with faint faces	Synthetic souls in liquid form
Quintessence	Indescribable Iridescence	This is the very essence of magic itself, in physical form
Saronite	Teal	Found deep within some moons
Sheol	Meteorite Purple	At the bottom of the elemental plane of water
Sirenic	Dark Blue scales with Cyan streaks	Scales of a water dragon of myth
Steel	Grey	Almost Anywhere

DESCRIPTIONS AND LOCATIONS OF BASIC MATERIALS CONTINUED

Material	Description	Location
Stygian Iron	"Spun Pearl" Grey	Fifth layer of the Nine Hells, Khyber, or equivalent
Synthetic Diamond	Transparent Cyan	Highly compressed carbon
Tectonic	Stone Brown solid energy	Below volcanoes infused with powerful magic
Tempest Leather	Cerulean Blue with darker streaks	Skin of an extinct creature from the chaotic planes
Teralith	Burnt Umber and Horizon Blue stone	Under upper plane mountains flattened by evil magic
Trinium	Pumice Grey	Synthetically created with advanced technology
Tungsten Carbide	Black	Found in many minerals, and used in alloys
Umber Hulk Carapace	Red Orange	Umber Hulks live deep underground
Undercore	Matte Black	At the core of distant moons
Zenodon Tusk	Sycamore Yellow	Zenodons are rare creatures from the Astral Plane
Zephyrium	Straw Yellow	In large open caverns
Zortium	Powder Ash	Within elemental plane of fire





SPECIAL MATERIALS

Some materials take on a personality of their own, even before being refined into something unique by a master smith. These Special Materials have unique properties even before they're given an enchantment. These can range from standard silver, used to deal efficient damage to magical creatures, to adamantine, an extra sturdy metal with a hefty price tag, to orichalchum, used only by the most seasoned adventurers, or legendary beings who have amassed incredible followings, and performed amazing, death defying acts.

WEIGHT CLASS

Some materials are especially light, or incredibly heavy. In cases like these, they will move up or down one weight class from their regular steel counterpart. If a light weapon is reduced by one class, it gains the thrown property. If a two handed weapon increases by one class, it requires 20 Strength to wield, or you lose your proficiency bonus on attacks. If you're not proficient in an especially heavy weapon, you can't even pick it up. If a light armor is reduced by one class, it does not require any proficiency to wear properly, and if it increases above heavy, it gains the requirement of 20 Strength to wear, or you lose 10 feet of movement.

The standard weight classes are as follows:

ARMOR

- Heavy
- Medium
- Light

WEAPONS

- Two handed
- Heavy
- Normal
- Light

SILVER

Weapon Mechanics: Bypass non-magic weapon immunity

Armor Mechanics: -1 AC

Enchantability: up to +2 for specific enchantments (coming in later versions)

Cost: price of steel + 100 gp

Color: Silver

Rarity: Common

This common metal can be used as currency, or to coat a weapon for the purpose of bypassing resistances to ordinary weapons. In special cases, some items may be enchanted with specific magical effects.



MITHRAL/FIREBRASS

Weapon Mechanics: Reduced by one weight class

Armor Mechanics: No disadvantage on stealth

Enchantability: 0

Cost: 2x the cost of steel + 500 gp

Color: Silvery-Blue / Golden-Bronze

Rarity: Uncommon

Lightweight and flexible, mithral has been a staple of many fantasy worlds. It would feel wrong to not include this in a list of special materials. Firebrass is nearly identical, except in its color, and the fact that it originates from Eberron.

ADAMANTINE

Weapon Mechanics: +1 damage dice on criticals

Armor Mechanics: Immunity to critical hits

Enchantability: 0

Cost: 3x the cost of steel + 1000 gp

Color: Jet-Black, with a Dark Green shine in light, or Purple-White shine in magical light

Rarity: Rare

5 parts adamant, 1 part mithral, 2 parts silver, 1 part steel. Adamant on its own is very fragile, but adamantine, the alloy, is well known for its durability.

IMBUED WOOD/ORB

Weapon Mechanics: Staff/Wand will gain +1 elemental damage

Armor Mechanics: None

Enchantability: 0

Cost: 1000 gp

Color: Various

Rarity: Common

Powerful Eberron manifest zones can infuse local trees or other minerals with planar energies. In other settings, this could be a sort of Supernatural Region, as described in *Tasha's Cauldron of Everything*. Below are some examples of minerals and woods found in *Eberron: Rising from the Last War*.

- Fernian ash: Fire damage
- Irian rosewood: Radiant damage
- Kythrian manchineel: Acid or poison damage
- Lamannian oak: Lightning or thunder damage
- Mabaran ebony: Necrotic damage
- Quori beech, Xorian wenge: Psychic damage
- Risian pine: Cold damage
- Shavarran birch: Force damage
- Fernian basalt: Fire damage
- Irian quartz: Radiant damage
- Kythrian skarn: Acid or poison damage
- Lamannian flint: Lightning or thunder damage
- Mabaran obsidian: Necrotic damage
- Quori celestine, Xorian marble: Psychic damage
- Risian shale: Cold damage
- Shavaran chert: Force damage

BLOODGLASS

Weapon Mechanics: +1 bonus

Armor Mechanics: +1 AC

Enchantability: 0

Cost: x3 steel + 500 gp

Color: Obsidian black with hints of Crimson

Rarity: Very Rare

These weapons can transform into different types of similar sized weapons. They can be used to bind elementals, though the mechanics for this are up to the DM. Once bound, it will give an ability appropriate to the type of elemental, such as the *Fire Bolt* cantrip, or *Flaming Sphere* spell once per day. On a critical failure, there is a 20% chance that this weapon breaks, and is especially susceptible to the *Shatter* spell.

FLAIL SNAIL SHELL

Weapon Mechanics: Bypass non-magic immunities, 5% chance to reflect a spell (on nat 20 save, or nat 1 crit fail from source)

Armor Mechanics: Advantage on saving throws against targeted spells

Enchantability: +3

Cost: x3 steel + 11,560 gp

Color: Bright Purples, Blues, and Whites

Rarity: Uncommon

Flail Snails are creatures of elemental earth, but they're known for their magic resistance, and reflective properties. A shield made from their shell may have the snail's *Antimagic Shell* property for a month. The shell may also be used to create a *robe of scintillating colors*.

DIMERITIUM

Weapon Mechanics: +2; Ignore up to +2 magical armor bonus

Armor Mechanics: +2; Advantage on facing throws on all magical effects, and 50% beneficial spell failure

Enchantability: Impossible

Cost: 3x steel + 12,960 gp

Color: Bluish-Grey

Rarity: Very Rare

While using a dimeritium item, you lose access to the highest 3 spell slots available to you. Great for mage shackles.

VIBRANIUM

Weapon Mechanics: +4; Reduced by one weight class; Add 2 hit dice on critical hit

Armor Mechanics: +4; Reduced by one weight class; +3 to saving throws against targeted spells; immunity to critical hits

Enchantability: 0

Cost: 5x steel + 49,000 gp

Color: Glowing Dark Blue ore, recolored through heating when forged

Rarity: Very Rare

This metal is able to absorb vibrations very easily, which makes it very hard to work with, but resistant to most magic. Alloys made from vibranium can be very potent. This metal is one third the weight of steel, but much stronger.

ORICHALCHUM

Weapon Mechanics: +3; +1d6 damage

Armor Mechanics: +4; immunity to critical hits; advantage on saving throws against targeted magical effects

Enchantability: Up to +6, without attunement, up to +8 with attunement

Cost: 6x steel + 115,000 gp

Color: Darkish Maroon

Rarity: Legendary

While this metal was named after a theorized alloy that was lost to time, orichalchum is actually a pure metal. It's so incredibly rare, however, that the easiest way to obtain it is to kill the god-like individuals who carry items made of the metal.

ORGONE

Weapon Mechanics: +5; Ability to shift into any weapon type; *Speak with Animals* at will

Armor Mechanics: +5; Ability to use *Polymorph* on yourself once a day; *Disguise Self* at will

Enchantability: +5

Cost: 116,640 gp

Color: White, Purple, Cyan

Rarity: Legendary

This metal continues to grow orgone crystals, so it must be maintained occasionally, but the scraps can be sold for some profit. Its origins are not confirmed, but some say it was only found in a previous version of a universe, which has since been reset.

URU

Weapon Mechanics: +2 to +7; Increased by one weight class

Armor Mechanics: +2 to +7; Increased by one weight class

Enchantability: up to +10; each +2 enchantment gives a +1 bonus

Cost: 10x steel + 136,000 gp

Color: Stone Grey, or Metallic Gold, depending on the forging process

Rarity: Legendary; only one known source in the multiverse

Only one known source in the multiverse, which is at the core of a distant moon, and can only be forged at the heart of a star. It is immune to all forms of damage to itself, short of divinity from a powerful god.

AETHERIUM

Weapon Mechanics: +5; Reduced by one weight class; Add 1 hit dice on critical hit

Armor Mechanics: +5; Reduced by one weight class; Immunity to critical hits

Enchantability: up to +10, requires attunement above +5

Cost: 12x steel + 149,000 gp

Color: Yes

Rarity: Legendary

This is an alloy of many different metals, but its exact composition is a secret. Some of the materials include Elder Rune, a very specific bronze and steel, Hellfire metal, an alloy of mithral, and some other top secret metals. The combination seems to resonate at the same frequency of the gods, and almost exist out of time. It has a very specific color, but what exactly that can't be described in words.

ENCHANTMENTS



Everyone likes magic. Those who claim they don't just don't know what it can do for them. I mean, why wouldn't you want to hit harder, heal better, run faster, or just be stronger? This section goes over the magic enchantments you can imbue in your equipment with enchantment values.

PICKING ENCHANTMENTS

First of all, if the material your item is made of can not be enchanted, you'll have no such luck attempting to enchant it. If it has a +3 enchantment value, you may enchant it with a +3 enchantment, or a +2 and two +1 enchantments, or three +1 enchantments. As long as the enchantments add up to your maximum enchantment value, you won't run into problems. Upon creating an item yourself, one need not immediately choose which enchantments they wish to have right away. It may be beneficial to think carefully about which enchantments you want, because once they're on there, it's difficult to take them off. The effect of the enchantment will always be active, unless powerful magic is used to disenchant it, after which point, you will need to pay the original cost of enchantment to imbue new enchantments into the item. Costs will be explained more in the **Crafting** section.

WEAPONS

(+1) WEAPON - ENERGY ENHANCEMENT

+1d4 damage to the weapon. Your choice of damage. Rumor has it, if you put four different elements on the same weapon, it will have a glowing blue arrow from pommel to tip.

(+1) WEAPON - CRITICAL SURGE

When you score a critical hit with this weapon, you deal +1d12 damage of the weapon's type. This is the closest my campaign will get to "Critical Roll".

(+1) WEAPON - KEEN

Your critical hit threshold increases by one. If you normally crit on a natural 20, you now crit on a 19-20. If 19-20 is your normal crit threshold, it is now 18-20. Careful, it's sharp.

(+1) WEAPON - BANE

Choose a type of creature, as described in the Ranger's "Favored Enemy" feature. You gain this creature's language, if any, while attuned to this weapon, and advantage on attacks made on this type of creature. You also deal +2d6 damage to this creature, and learn one recipe from their culture, if any... or a recipe using the creature, to each their own.

(+1) WEAPON - DEFENDING

You can allocate any amount of your weapon's attack bonus to AC instead. This can be done once on your turn, and remains until the start of your next turn. Parry that, you filthy casual.

(+1) WEAPON - VICIOUS

You deal +2d6 damage per attack, at the cost of taking 1d6 damage yourself. This is the same type of damage that your weapon normally deals. Don't cut your palm though, everyone hates it, and it's cliché.



(+1) WEAPON - CLEAVE

When you kill a creature, you may continue your strike to an adjacent creature, dealing leftover damage to that creature. Great with a lance to make a goblin shishkebab.

(+1) WEAPON - SPELL STORING

Cast a single targeted spell no higher than third level into this weapon, which will be cast by the weapon, if the wielder desired, on a successful hit. Add a heal spell to really confuse the enemy.

(+1) WEAPON - RETURNING

Throw your weapon, and call it back to your hand magically, like Mjolnir.

(+1) WEAPON - LUCKY

Reroll one failed attack per day. If you put it on a shortsword, you're legally allowed to call it a halfling.

(+1) WEAPON - MIND FEEDER

Gain temporary hit points on a critical hit, for every 5 points of damage dealt. If you already have temporary hit points, take the larger amount, as they do not stack. Bring out your inner vampire.

(+2) WEAPON - ALIGNMENT

This weapon deals +2d6 damage on the alignment opposite of you. You pick whether this opposition happens on the Good-Evil scale, or the Lawful-Chaotic scale. You can not pick Neutral as an opposition. Put it on a chiropractic hammer for cheap to align your spine with ease.

(+3) WEAPON - SPEED

Gain an additional attack with this weapon, once per round. Zoom zoom.

(+3) WEAPON - CURSEPEWING

When you hit a target, they have a penalty of -4 on saves, attacks, and skill checks for one minute. This does not stack on a second hit. You also get to call them a bad name, or insult their mum as a free action.

(+4) WEAPON - BRILLIANT ENERGY

Tired of enemies having armor? Slap this on a weapon to turn it into pure light, which can ignore armor bonuses. Basically a lightsaber.

(+4) WEAPON - DANCING

As an action, you can let your weapon fight on its own, free from your dances. It fights for 4 rounds on its own, then drops. It can't make attacks of opportunity, and it occupies the same space as the one who activated it. It follows the activator, who can grab it as a free action. Once it's retrieved, it can't be used in this way for 4 rounds. "Look mom, no hands!"

(+5) WEAPON - VORPAL

On a NATURAL 20 during an attack, you cut off the head of your target, if it is not too big. This must be on a slashing weapon. The ultimate big dick energy move.

ARMOR AND SHIELDS

(+2000 GP) ARMOR - GLAMOR

Want your heavy plate to look like robes? Now you can! They'll still be heavy and noisy though. You can use an action to make your armor look any way you want, except naked, of course. This requires an enchantable material, but will not count towards the maximum enchantment.

(+1) ARMOR - PROTECTION

Choose a type of creature, as described in the Ranger's "Favored Enemy" feature. You gain this creature's language, if any, while attuned to this weapon. The creature has disadvantage on attacks made on you, and you have advantage on saving throws against attacks made by this creature. You also have +2 AC against this creature. Always use protection.

(+1) ARMOR - ABSORBATIVE

Like adamantine, you gain immunity to critical hits with this. It's a hit with adventurers, in critical situations.

(+1) ARMOR - SKILL

This item grants a +3 ability check to a chosen skill. Show the rogue who's boss.

(+2) SHIELD - ANIMATED

Use an action to make your shield float and protect you without having to hold it. Now you can dual wield AND use a shield!

(+2) ARMOR - RESISTANCE

You gain resistance to a chosen type while wearing this. It's like a vaccine, but better.

(+3) ARMOR - IMMUNITY

You gain immunity to a chosen type while wearing this. It's like Resistance, but better.

(+3) ARMOR - WILD

A druid can use their armor, and all of its bonuses, while wild shaped, and anyone can use their armor while polymorphed. If you see a bear wearing full plate, don't run, don't play dead ... just pray you have a way to teleport.

(+5) SHIELD - REFLECTIVE

You have advantage on saving throws against any spell that targets only you. In addition, if you roll a 20 for the save and the spell is 7th level or lower, the spell has no effect on you, and instead targets the caster, using the slot level, spell save DC, attack bonus, and spellcasting ability of the caster. Give the mages a taste of their own medicine!

CRAFTING

N

ow you know what there is to offer, but the question remains, "How do I make one of these delicious items?" This section gives you some suggestions for how to go about crafting a new brand new shiny item. Remember, you're the DM, and you can use whatever part of this you want.

BASE COSTS

Material costs can be found in the **Materials** section of this document, but crafting them into a desired shape has an additional cost. For example, gorgonite on its own costs 14,440 gp, but crafting it into a platebody with a +3 bonus and +1 enchantment costs 3 times more than its steel counterpart. A steel platebody would normally cost 1,500 gp, so a gorgonite platebody will cost an additional 4,500 gp to craft on top of the material, for a total of 15,890 gp.

DETERMINING BASE COST

Sum of Bonus and Enchantment Values	Base Cost Multiplier
0	1x
1	1.5x
2	2x
3	2.5x
4	3x
5	3.5x
6	4x
7	4.5x
8	5x
9	5.5x
10	6x

RE-ENCHANTING

Sometimes things don't do as planned, and your item gets sapped of its magical energy. When this happens, you need to get your item enchanted again. This isn't as easy as simply throwing a spell at it, however. You need to gather enough materials to make the spell permanent.

RE-ENCHANTMENT COST

Enchantment Value	Base Cost Multiplier
+1	640 gp
+2	2560 gp
+3	5760 gp
+4	10240 gp
+5	16000 gp



PRICE FORMULAS

A total price for an item is the combination of two things, the **base cost** and the **material cost**.

Base Cost. This is the cost of crafting it, after obtaining the material. It is determined by taking the sum of the bonus and enchantment costs, adding two, then halving it, and multiplying it by the cost of a steel equivalent of the item you wish to craft. **$((\text{Bonus} + \text{Enchantment} + 2) / 2 \times \text{Base})$**

Material Cost. This is the cost of the raw material. To find this, first multiply the enchantment value by 0.8, then add the bonus value. Next, square the value and multiply by 1,000. **$(\text{Bonus} + \text{Enchantment} \times 0.8) \wedge 2 \times 1,000$**



GETTING THINGS MADE

Some DMs may choose to simply take the price, and take an arbitrary amount of time to have a master smith work on the item their player has commissioned. This is absolutely fine, but some DMs like structure, so if you feel inclined to make a concrete rule for commissioning an item, you will find optional rules below. I feel it is also important to note that if you give players a set amount of time to wait, it's healthy to also give players some downtime. Downtime activities can be found in *Xanathar's Guide to Everything*.

HOW LONG WILL IT TAKE?

How long an item will take to be crafted depends on a few factors. Magic item shops often have a network of skilled individuals that they can ask to help with the commission, or the players can find their own smith or enchanter. Determine the skill level of the commissioner who is going to create the item for the character out of 5 stars. Next, roll a number of dice for the *Total Commission Time* table, equal to the sum of the bonus and enchantment values, adding to, or taking away from that number of dice based on the results from the *Commissioner Rating Modifier* table.

COMMISSIONER RATING MODIFIER

Stars	Roll Adjustment
1	+6d6
2	+4d6
3	+2d6
4	None
5	-2d6

TOTAL COMMISSION TIME

?d6	Time Required
less than 1	One Hour
1-5	One Day
6-15	One Week
16-25	One Month
26-36	Three Months
37-40	One Year
more than 40	Can't Complete

MAKING THINGS YOURSELF

Sometimes you might want a bit more adventure in the item creation process. Below are mechanics for making your own items.

SMITHING AN ITEM

If you have proficiency with smith's tools, you can attempt to smith one of the more interesting materials, however, it won't be easy. While crafting an item, you need 10 successful skill checks with your smith's tools, and you can only make one check per day. DCs for these checks will be listed in the table below. If you pass the DC by 10 or more, it counts as two successful days, passing a skill check by 15 or more will count as three days, and passing by 20 or more will count as four successful days.

CRAFTING SKILL CHECK DCs

Sum of Bonus and Enchantment Values	Skill Check DC
0	3
1	5
2	8
3	11
4	14
5	18
6	22
7	25
8	28
9	32
10	35

ADDITIONAL REQUIREMENTS

For a bit of extra hassle for the players, a DM may decide that smithing a metal might take a bit more effort, in the form of an interesting form of forging it, rather than just a standard blacksmith setup. Below is a table for inspiration. If you want a bit of randomness, roll Xd6 where X is the sum of the bonus and enchantment values.

UNIQUE FORGING REQUIREMENTS

?d6	Required Technique
1-5	Standard smithing techniques are adequate
6-15	Magma from the heart of a volcano must be used to heat the item
16-25	Dragonfire is required to keep the item heated
26-36	The item must be compacted with the force of an asteroid of mountain being dropped on it
37-40	The item must be heated with the heat of a star
more than 40	The item must be infused with the siphoned divinity of a god

ENCHANTING WITH YOUR OWN MAGIC

We get it, you're a 20th level wizard, and you don't need anyone else telling you how or when to cast *Fireball*. So you think you've got what it takes to enchant an item? You'll need to do a few things to get the enchantment going. First, you'll need a spell level appropriate for the enchantment bonus of the material you're using. Second, you'll need an appropriate spell for the type of enchantment you wish to imbue your item with. Third, you will need to pass an Arcana check successfully 10 times, and you will only be able to attempt one skill check per day. If you pass the DC by 10 or more, it counts as two successful days, passing a skill check by 15 or more will count as three days, and passing by 20 or more will count as four successful days. Below are tables to help you determine what spell level you need, as well as which spells you need to prepare for the imbuing process. To determine the DC of the Arcana skill check, refer to the *Crafting Skill Check DC* table.

SPELL SLOT REQUIREMENT

Enchantment Value	Spell Slot Required
1	1
2	3
3	5
4	7
5	9

SPELL REQUIRED FOR WEAPON ENCHANTMENT

Enchantment	Spell Required
(+1) Weapon - Energy Enhancement	Absorb Elements
(+1) Weapon - Critical Surge	Hex
(+1) Weapon - Keen	True Strike
(+1) Weapon - Bane	Bane
(+1) Weapon - Defending	Mage Armor
(+1) Weapon - Vicious	Inflict Wounds
(+1) Weapon - Cleave	Searing Smite
(+1) Weapon - Spell Storing	Detect Magic
(+1) Weapon - Returning	Unseen Servant
(+1) Weapon - Lucky	Ceremony
(+1) Weapon - Mind Feeder	False Life
(+2) Weapon - Alignment	Spirit Guardians
(+3) Weapon - Speed	Animate Objects
(+3) Weapon - Cursespewing	Negative Energy Flood
(+4) Weapon - Brilliant Energy	Etherealness
(+4) Weapon - Dancing	Reverse Gravity
(+5) Weapon - Vorpals	Power Word Kill



SPELL REQUIRED FOR ARMOR ENCHANTMENT

Enchantment	Spell Required
(+2000 gp) Armor - Glamour	Disguise Self
(+1) Armor - Protection	Protection from Evil and Good
(+1) Armor - Absorbative	Absorb Elements
(+1) Armor - Skill	Enhance Ability
(+2) Shield - Animated	Spiritual Weapon
(+2) Armor - Resistance	Aura of Vitality
(+3) Armor - Immunity	Circle of Power
(+3) Armor - Wild	Polymorph
(+5) Shield - Reflective	Invulnerability

UNIQUE FLAVORS

Lastly, you expect the armor or weapon you lovely crafted to have a personal touch. I challenge you to give it some creative flair based on the character it is made for, but I've added a table below for inspiration. Keep in mind that elements can be adjusted to fit leather armour, chain mail, staves, wands, bows, hammers, crossbows, whips, or any other non-bladed weapons. For extra flavor, you can mix and match some materials of similar bonuses, to give it a two-toned effect. Perhaps an orange primal platebody has pauldrons made from black zonodon tusk. Maybe your dagger made from red dragon metal has a hilt wrapped in blue tempest leather.

ITEM DESIGNS

1d12	Unique Trait
1	The item features wings, feathery or bat-like
2	The item has runes inscribed along it
3	The item has the features of some creature: beast, aberration, dragon, etc.
4	If magical, the item has a unique shine to it under light, and a different colored shine in magical light
5	The item has a natural, unrefined look to it
6	The item appears to become molten while in battle
7	The entire item has smooth curves and wisps, like that of something an elf would craft
8	The item has an evil appearance, with features like screaming souls etched in, or rough, sharp spikes or horns that protrude in various places
9	Marking from a specific culture wrap around the entire item (Celtic, Tribal, Aztec, etc.)
10	In powerful items (+2 or higher), parts of the item seem to be detached, floating beside the main item
11	The item has ornate etchings, depicting some image, entity, or scene
12	If magical, the item glows, and takes on an effect based on the enchantment it is imbued with

DISCOVER! CRAFT! ENCHANT!

This homebrew was brought to you by the Anonymous Plague Doctor. This is my first piece, if I need to fix something, give it to me straight, and I'll be happy to fix it. If you have suggestions, I'd love to add to this and make it as good as it can possibly be. Contact me by emailing AnonymousPlagueDoctor@gmail.com or by sending me a message to [u/AnonymousPlagueDoc](https://www.reddit.com/user/AnonymousPlagueDoc) on Reddit.

ART CREDITS

- Talon by hoangtejieng*
- armor8_red dragon by sueng-hoon-woo
- An Oriental Odyssey 概念 art lady minghui by Ma Ruiying
- Fyrsdale by Noah Böhm*
- Cythraul, Sierra, and Angel by poyjee*
- Elven Chain by Todd Lockwood
- Rav by shinji2602*
- Dave by shinji2602*
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- Solomon by Nina Palmieri*
- Yasha Nydoorin, the Orphan Maker by Robson Michel

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