

STORMS ON THE HORIZON

EXOTIC MATERIALS AND CRAFTING AND ENCHANTING GUIDE

CRAFTING BASICS

Before your players can begin crafting you must first get past some basic terminology and mechanics that govern all forms of crafting and enchanting.

CRAFTING PROFICIENCIES

Before a character can craft anything they must first be proficient with tools associated with the type of material being used. The chart below lays out suggestions of skill and proficiency requirements for each type of material. The DM may require more than one type of proficiency depending on the type of item being created. For example a Spear may require both smith's and carpenter's tools.

CRAFTING PROFICIENCY REQUIREMENTS

Crafting Type	Proficiencies Needed
Cloth/Fiber	Tailor's Tools
Metal/Mineral	Smith's Tools
Wood	Carpenter's Tools

GATHERING MATERIALS

All crafting requires the use of materials. Materials are tracked in terms of *units*. Examples of material units include, 1 refined steel ingot, 2 yards of leather, or a 2-foot-long 1-foot-radius section of wood. Some materials like dragon scales are harvested directly from once living creatures. To obtain useful materials from a creature's corpse, you must make a Wisdom (survival) or Intelligence (Nature) check. The result of this check determines the amount of useful material you obtain from the creature. Your DM may let you purchase material using currency. Examples of materials and suggested cost per unit can be found later in this document.

EVERYTHING TAKES TIME

In order to craft or enchant anything you must spend time to do so. This time is represented by a DC pool. Each item is made or enchanted by rolling skill checks. The results of these checks are added together and tracked over time. Once you have rolled enough checks to add up to the DC pool the item is completed. Depending on the amount of in-game time you spend on a project at a given time you will roll your checks differently. Refer to the Chart below to determine how to roll your check based on the amount of time spent.

CHECK ROLL BY TIME INVESTMENT

Time Spent (hours)	Roll
2	Roll once with disadvantage
4	Roll once
6	Roll once with advantage
8	Roll three times
12	Roll three times with advantage
16	Roll three times with advantage. Ignore all setbacks. Add all rolls to the DC pool.

SETBACKS AND EPIPHANIES

Sometimes when crafting, something goes horribly wrong. Other times, things go better than expected. These moments are represented by *Setbacks* and *Epiphanies*.

If you roll a natural 1 on a craft check you incur a setback and something bad happens to your creation. All items and enchantments have a maximum number of setbacks that can be incurred. Once this number is reached, the project fails and must be started again from scratch.

When you roll a natural 20 on a craft check you have an epiphany something happens that increases the item's overall quality.

TEAMWORK MAKES THE DREAM WORK

You can work together with other characters skilled in crafting to complete an item provided they are in the same place and you both have the required proficiencies. Both characters roll craft checks and add the results to the item's DC pool.

CRAFTING MUNDANE ITEMS

The materials and DC pool required for crafting nonmagic weapons, armor, and equipment are listed in the *Base Equipment Table* later in this document.

CUSTOM GEAR

Customizations are special properties that can be added to equipment that you craft. A piece of equipment has a number of customization slots equal to the number of material units used to craft it. Different materials grant additional customization slots which allow for a greater degree of specialization for the user of the item. Each customization consumes a different number of slots. Customizations that provide the same benefit do not stack.

SETBACKS

When you incur a setback while making mundane equipment you must spend time and money/material to fix your mistake and you make no progress on the DC for that roll.

The cost of extra material is determined by your DM (Typically the cost of one material unit or the equivalent). The maximum number of setbacks you can incur on a particular item is equal to the cost of the item divided by 25 and then divided by 10 (round up to the nearest whole number, minimum 1).

Once you reach the maximum number of setbacks, all progress is lost. You must start the item over from scratch. You may scrap the item to recover half the materials needed for a completed item (rounded down).

EPIPHANIES

Your first epiphany on a particular piece of equipment makes the item a master work.

Master Work weapons grant a +2 bonus to damage rolls. Further epiphanies grant an additional +1 damage up to a maximum of +5.

Master work armor grants a +2 bonus to dexterity checks including initiative checks. Further epiphanies grant an additional +1 bonus up to maximum bonus of +5.

ENCHANTING NONMAGICAL EQUIPMENT

Any nonmagical equipment can be enchanted. The enchanter must be a spellcaster proficient in the Arcanna skill. Other requirements are listed below.

ENCHANTMENT EFFECTS

When enchanting an item you first choose a number of effects to add to the item from the *Enchantment Effects* table later in this document. You must meet the requirements for every effect you wish to add to the item.

All effects have a tier, DC, and minimum DC. The minimum DC is the roll you have to make in order to make progress on the enchantment. The tier and DC are used to determine the DC pool for the enchantment.

ENCHANTMENT DC POOLS

The DC pool for the enchantment is calculated by adding the total DCs for each effect and multiplying that by the total number of tiers for those effects.

As an example, if you were to enchant a shortsword with a +1 enchantment and 1d4 fire damage you calculate the DC pool thusly:

$$\text{DC Pool} = (75 + 50) \times (1+1) = 250$$

PERFORMING THE ENCHANTMENT

To enchant an item you must make craft checks using the Arcana skill with your spellcasting ability. So if you are a sorcerer skilled in Arcanna, you can roll Arcanna checks using Charisma instead of Intelligence.

The number of effects that you can add to an item is determined by your spell slots. Add the tiers of each effect you wish to add to the item (i.e. a tier 1 plus a tier 2 plus a tier 3 would be 6 tiers). For the duration of the time you spend enchanting the item a spell slot equal to the tier total is always considered spent and cannot be regained until the enchantment is finished or abandoned.

Items with 3 or more tiers of enchantments on them require attunement in order to gain the benefit of the enchantment effects.

SETBACKS

When you have a setback while enchanting an item subtract the total amount for the roll from the DC pool causing the player to spend more time on the enchantment.

The maximum number of setbacks you can have on an enchantment is determined by dividing the total DC by 10 and dividing that by 3. Once the maximum number of setbacks is reached, all progress is lost and the enchanter must start over from the beginning.

EPIPHANIES

On your first epiphany, you may choose to add an additional effect to the equipment. This additional effect may have a tier no higher than the lowest tier effect currently being added and you must still meet all prerequisites for the effect. The new effect does not add to the DC pool of the enchantment.

When you have additional epiphanies add double your crafting ability modifier to that roll.

REMOVING EXISTING ENCHANTMENTS

In order to enchant an item that is already magical, you must first disenchant the item. To do this you must spend at least 8 hours performing a ritual to disenchant the item. At the end of this period, roll a disenchanting craft check (Arcanna using your spellcasting ability) $DC = 15$. On a success all the effects are removed from the item and it becomes mundane and ready to enchant.

CRAFTING MAGICAL ITEMS

Magical item crafting uses the same basic rules as crafting mundane equipment. You must be a spellcaster skilled with proficiencies that your DM will determine. As example you may need to be proficient with jeweler's tools to craft magic rings or carpenter's tools to craft wands, and staves.

DC POOLS AND REQUIREMENTS

The cost of materials and the DC pool for crafting a magical item is determined by its rarity.

Before you craft a magic item, you must first be a spellcaster of sufficient level (see the *Magic Item Crafting table* below for details)

ITEMS THAT PRODUCE SPELLS

If an item produces a spell (such as a wand of magic missiles) the crafter must be able to cast that spell and have it prepared throughout the crafting process.

A spell slot equal to the minimum level of the spell is always considered spent and cannot be regained until the crafting process is finished or abandoned.

The maximum spell level of these items is determined by the rarity of the item (i.e. you cannot craft a Common Wand of Fireballs).

CRAFTING THE ITEM

Once crafting begins the player makes crafting checks using their spellcasting ability. Each roll is totaled and added to the DC pool for the item.

SETBACKS

When you have a setback the roll is subtracted from the total progress toward the item. The maximum number of setbacks is determined by the rarity of the item.

Once the maximum setbacks have been reached, you lose all progress you have made and all the required materials are lost.

EPIPHANIES

When you have an epiphany while crafting a magic item, double total of the roll and then add it to the DC pool.

BASIC EQUIPMENT STATS

SIMPLE MELEE WEAPONS

Name	Cost	DC	Materials
Club	1sp	10	1 Wood/Metal
Dagger	2gp	25	1 Metal
Greatclub	2 sp	25	2 Wood/Metal
Handaxe	5gp	25	1 Metal
Javelin (2)	10sp	25	1 Wood
Light Hammer	2gp	25	1 Metal/Wood
Mace	5gp	25	1 Metal
Punch Dagger	2gp	25	1 Metal
Quarterstaff	2sp	10	2 Wood/Metal
Scythe	20gp	25	2 Metal
Spear	1gp	25	1 Metal and 1 Wood

MARTIAL MELEE WEAPONS

Name	Cost	DC	Materials
Bastard Sword	50gp	25	2 Metal
Battleaxe	10gp	25	1 Wood and 1 Metal
Claw Bracer	30gp	15	1 Metal
Falchion	25gp	25	1 Metal
Flail	10gp	25	1 Metal
Full Blade	100gp	30	3 Metal
Glaive	20gp	25	1 Metal and 2 Wood
Greataxe	50gp	25	2 Metal and 1 Wood
Greatsword	50gp	25	2 Metal
Halberd	20gp	25	1 Metal and 2 Wood
Heavy Flail	15gp	25	2 Metal 1 Wood
Kama	2gp	25	1 Metal
Katana	30gp	25	1 Metal
Katar	20gp	25	1 Metal
Kusari-gama	10gp	25	2 Metal
Lance	10gp	25	2 Metal or 2 Wood^
Longsword	15gp	20	1 Metal
Maul	5gp	25	2 Metal and 1 Wood
Morningstar	10gp	25	1 Metal and 1 Wood
Ninja-to	10gp	25	1 Metal
Nodachi	150gp	35	3 Metal
Nunchaku	2gp	25	2 Wood and 1 Metal
O-Katana	75gp	30	2 Metal and 1 Wood
Pike	5gp	25	2 Wood and 1 Metal
Rapier	25gp	25	1 Metal
Sai (2)	25gp	25	1 Metal

^ Lances made from wood are destroyed after the first attack that hits.
Equipment Stats

MARTIAL MELEE WEAPONS (CONT.)

Name	Cost	DC	Materials
Scimitar	1gp	25	1 Metal
Short Sword	25	25	1 Metal
Three-Sectioned Staff	10gp	30	3 Wood
Tonfa	4gp	25	2 Wood
Trident	5sp	25	1 Metal and 1 Wood
Wakizashi	20gp	25	1 Metal
War Fan	30gp	25	1 Metal and 1 Cloth
Warhammer	15gp	25	1 Metal and 1 Wood
War Pick	5gp	25	2 Metal and 1 Wood or 3 Metal
War Scythe	50gp	35	2 Metal and 1 Wood or 3 Metal
Whip	2gp	25	2 Cloth
Whip Dagger	25gp	25	2 Cloth and 1 Metal

SIMPLE RANGED WEAPONS (CONT.)

Name	Cost	DC	Materials
Light Crossbow	25gp	25	2 Wood
Dart (5)	25cp	25	1 Metal
Shortbow	25gp	25	1 Wood
Sling	1sp	25	1 Cloth

MARTIAL RANGED WEAPONS (CONT.)

Name	Cost	DC	Materials
Blow Gun	10gp	25	1 Wood
Bolas	1gp	25	2 Cloth and
Hand Crossbow	75gp	30	2 Wood
Heavy Crossbow	50gp	35	3 Wood
Longbow	50gp	35	2 Wood
Net	1gp	30	3 Cloth
Shuriken (5)	10sp	25	1 Metal
Wrist Crossbow	150gp	40	2 Wood

AMMUNITION

Name	Cost	DC	Materials
Bolts (5)	1sp	20	1 Metal or Wood
Arrows (10)	1sp	25	1 Metal and 1 Wood
Musket Balls (10)	1gp	20	1 Metal
Bullets (5)	1gp	40	1 Metal

LIGHT ARMOR

Name	Cost	DC	Materials
Leather	10gp	25	3 Cloth
Padded	5gp	25	4 Cloth
Studded Leather	45gp	25	2 Cloth and 1 Metal/Wood

MEDIUM ARMOR

Name	Cost	DC	Materials
Hide	10gp	25	4 Cloth
Chain Shirt	50gp	30	2 Metal/Wood* and 1 Cloth
Breastplate	400gp	100	2 Metal/Wood* and 2 Cloth
Scale Mail	50gp	75	3 Metal/Wood* and 1 Cloth
Half Plate	750gp	200	3 Metal/Wood* and 1 Cloth

HEAVY ARMOR

Name	Cost	DC	Materials
Ring Mail	30gp	50	3 Metal/Wood** and 2 Cloth
Chain Mail	75gp	100	4 Metal/Wood** and 1 Cloth
Splint	200gp	50	3 Cloth and 1 Metal/Wood**
Plate	1500gp	300	5 Metal/Wood**

*Medium Armor Made with Wood has a -1 penalty to AC

**Heavy Armor Made with Wood has a -2 penalty to AC

SHIELDS

Name	Cost	DC	Materials
Buckler	25gp	30	1 Metal/Wood
Round Shield	15gp	35	2 Metal/Wood
Kite Shield	40gp	40	3 Metal/Wood
Tower Shield	50gp	45	4 Metal/Wood

MAGIC ITEM CRAFTING

MAGIC ITEM DC AND REQUIREMENTS

Rarity	Material Cost	DC Pool	Minimum Charater Level	Max Spell Level	Setback Cost
Common	50-100gp	60	3rd	1st	1d4x5gp
Uncommon	101-500gp	150	3rd	3rd	1d6x10gp
Rare	501-5,000gp	1,500	6th	5th	1d8x25gp
Very Rare	5,001-50,000gp	15,000	11th	7th	1d10x50gp
Legendary	50,001gp or more	150,000	17th	9th	1d20X100gp



CRAFTING MATERIALS

Material Name	Material Type	Rarity	Suggested Cost Per Unit	Item Damage Resistance	Location
Steel	Metal	Common	1sp	--	Everywhere
Adamantine	Metal	Uncommon	10gp	Immune	Dwarven Mines
Aether	Cloth/Metal	Legendary	1000gp	--	Astral Sea
Arcane Crystal	Metal	Legendary	1000gp	Immune	Organic
Crimwood	Wood	Uncommon	10gp	--	Shadowfel
Dragon Scale	Metal	Very Rare	100gp	Resistant	Organic
Dragon Hide	Cloth	Very Rare	100gp	Resistant	Organic
Fell Steel	Metal	Very Rare	100gp	Resistant	Abyss
Giant Forged Steel	Metal	Rare	50gp	Resistant	Fire Giant Forge
Life Fiber	Cloth/Wood	Very Rare	100gp	Resistant	Feywild
Mithril	Metal	Uncommon	10gp	Resistant	Dwarven Mines
Orichalcum	Metal	Uncommon	10gp	--	Dwarven Mines
Shadow Steel	Metal	Rare	50gp	--	Underdark
Titanium	Metal	Rare	50gp	--	Dwarven Forged
True Ice	Metal	Very Rare	100gp	Resistant	Arctic Mountains

EXOTIC MATERIALS

During your travels you might come upon unique and interesting materials. These materials can imbue your creations with new and powerful properties as well as enable to further customize your crafted equipment. All crafting materials have the following properties:

Material Name: The name of the material most commonly used by the people of the world

Material Type: Most Materials can be broken down into three major categories. These are Metal (or Mineral) Cloth, and Wood (or other sturdy plant material)

Rarity: How easy it is to find this material

Cost: How much a single unit (such as a steel ingot) of the material typically costs

Damage Resistance: How durable an item made from this material is. When a Resistant item is subjected to an effect that would damage it, roll a d20. On a 10 or better the item is undamaged. Immune items cannot be damaged by non-magical means.

Location: These are the typical places characters will find these materials. Materials with the organic marker are usually tied to a particular creature.

STEEL

Steel is the most common metal used in the construction of adventuring equipment. Unless stated otherwise, you can assume your weapons and armor are fashioned from steel.

Steel does not have any special properties of its own but the iron ore that it is refined from is plentiful so it can be found anywhere and purchased relatively cheaply.

ADAMANTINE

Adamantine is one of the hardest materials known. Armors made from it provide the wearer with excellent protection against any attack and weapons made from it never dull. Because of this trait, it is a sought-after material for all manner of heavy armors and weapons.

DC Modifier(Per Material Unit): +50

Customization Slots: +2

Armor: Armor made from this material causes all critical hits to be treated as a normal hit.

Weapons: Weapons made from this material have their critical threat range increased by one. For instance if you normally score a critical hit on a roll of 20 you now score a crit on a 19. If you would normally crit on a 19 you crit on an 18 with an adamantine weapon.

Ammunition: Ammunition made from adamantine deals one extra die of damage on a hit.

AETHER

Aether is difficult to categorize as a material. It at once feels solid as stone but also as presenceless as the air you breathe. The only beings with extensive experience working with the material are the gith and other denizens of the Astral Plane.

DC Modifier(Per Material Unit): +75 (Setback on a nature 5 or lower)

Customization Slots: +2

Armor: Armor made from this material is weightless and invisible until it is struck. Armor made from Aether is considered one category lighter (Heavy > Medium > Light) when determining proficiencies required for its use. Additionally, any strength requirement and/or stealth disadvantage is removed.

Weapons: When making an attack with weapons made from this the target makes a Dexterity saving throw (DC = 8 + your DEX or STR modifier + proficiency). On a fail the target takes the weapon's damage as it phases through the creature's armor.

Ammunition: Attacks made using ammunition made from aether ignores all cover.

ARCANE CRYSTAL

It is exceptionally rare to find crystal capable of conducting arcane energies. It is most often found in the lairs of crystal and gem dragons. It is most often used in crafting armor to ward against spells or weapons capable of channeling magical energies into attacks.

DC Modifier(Per Material Unit): +75

Customization Slots: +1

Armor: Armor made from this material provides the wearer with magical resistance. Whenever you would roll a saving throw against a spell or magical effect that would cause damage, you do so with advantage while wearing this armor.

Weapons: Weapons made from this material can store a spell of 5th level or lower that does damage. As an action, as part of an attack you can cast the spell with the range equal to the weapon attack. Roll the attack and resolve damage as normal then the stored spell is cast. If the spell has an area of effect, it is centered on the intended target. If the attack hit, the target has disadvantage on saving throws against the spell.

Ammunition: Ammunition made from arcane crystal can store a cantrip that does damage. On hit, add the cantrip's damage to the weapon's normal damage.

CRIMWOOD

In areas of the world where forests grow near the influence of the shadowfel, corruption can take over certain plants trees take on a blood red hue and sharp thorns grow over their surface. Harvesting these plants can be a harrowing affair as if any of the thorns draw blood, the life essence of the creature is drawn into the plant.

DC Modifier (Per Material Unit): +25

Customization Slots: +1

Armor: When you grapple a creature while wearing armor made from this material causes the grappled creature to take 1d4 piercing damage. If the creature is not undead or a construct it must make a **DC 15** Constitution saving throw taking 2d6 necrotic damage on a failed save or half as much damage on a successful one. You regain hit points equal to half the necrotic damage done.

Weapons: Weapons made from this material deal an additional 1d4 piercing damage on hit. If the target is not undead or a construct it takes an additional 1d6 necrotic damage. You gain temporary hit points equal to the necrotic damage done.

Ammunition: Ammunition made from crimwood deals 1d6 extra piercing damage on a hit. Targets hit also bleed taking 1d4 necrotic damage at the start of each of their turns until it receives magical healing. If a bleeding target is hit with crimwood ammunition, it takes an additional 1d8 necrotic damage.

DRAGON SCALE AND HIDE

Dragon parts are exceptionally useful for forging many types of equipment. The scales can be used for shields and heavy armor. The hide can be used for light armor. The claws and teeth are often used for bladed weapons. Equipment made from these parts have elemental properties dependent on the type of dragon they came from. The older the dragon, the more potent the effect.

DC Modifier (Per Material Unit): +65

Customization Slots: +3

Armor: Armor made from Dragon Scales or Hide harvested from Ancient Dragons provides immunity to the same energy as the dragon's breath weapon. Material from younger/smaller drakes provides resistance.

Weapons: Weapons made from dragon whyrmling scales, teeth, and claws deal an additional 1d4 damage of the type associated with the dragon. Parts from a young dragon deal 1d6 damage. Adult parts deal 1d8. Ancient parts deal 1d10 damage.

Ammunition: Ammunition made from dragon parts gain the same bonuses that weapons gain.

FELL STEEL

Fell Steel occurs when metals come into prolonged contact with the boundary between this world and the abyss. This is often due to the influence of greater undead creatures or aberrations. It is most often used to forge armored shells for incorporeal beings such as wraiths and shadows. It can also be used to forge armor and weapons that have the ability to shield or focus elemental power.

DC Modifier (Per Material Unit): +35 (setback on natural 5 or lower)

Customization Slots: +2

Armor: During a short rest while attuned to armor made from fell steel, the wearer can cause it to grant resistance to cold, fire, acid, or lightning damage. The wearer can change this resistance on their next short rest.

Weapons: When you are subjected to an attack or magical effect that deals cold, fire, lightning, or acid damage while wielding a weapon made from fell steel, the weapon absorbs some of the energy and stores it for later. The next time you do damage with that weapon, you deal an additional 2d6 of the last type of energy damage you took.

Ammunition: Ammunition made from fell steel ignores resistance (but not immunity) to cold, fire, acid, or lightning damage.

GIANT FORGED STEEL

Fire giants are renown craftsmen. Their forges are constantly alight making some of the finest weapons and armor for any that can pay their steep prices.

DC Modifier (Per Material Unit): +50

Customization Slots: +2

Armor: Armor made from this material provides the wearer immunity to fire damage.

Weapons: Weapons made from this material deal an additional 1d12 fire damage on hit

Ammunition: Ammunition made giant forged steel causes targets hit to take an additional 1d6 fire damage and ignite taking 1d8 fire damage at the start of each of their turns until they use an action to put themselves out.

LIFE FIBER

The plants of the feywild exhibit high levels of consciousness. When harvested, this consciousness can linger.

DC Modifier (Per Material Unit): +50

Customization Slots: +2

Armor: While you are below half your maximum hit points you regenerate 10 hit points at the start of your turn as long as you have at least 1 hit point.

Weapons: You cannot be disarmed of weapons made from this material. Attempts to grapple using weapons made from life fiber have advantage.

Ammunition: Ammunition made from life fibers explode into grasping vines covered in thorns. Attacks do an additional 1d6 piercing damage on hit and enemies must make a **DC 15** Strength (athletics) or Dexterity (acrobatics) check or become restrained. While restrained in this way, a creature takes 1d6 piercing damage at the start of its turn. At the end of its turn, a creature may repeat the check to attempt to escape.

MITHRIL

Mithril is highly sought-after for its light weight and high durability. Armors made from it are strong but flexible. Weapons made from it are light and agile.

DC Modifier (Per Material Unit): +35

Customization Slots: +1

Armor: Armor made from this material no longer has a strength requirement and no longer grants disadvantage on dexterity (stealth) checks.

Weapons: Non-Heavy Weapons made from this material gain the light and finesse properties. Heavy weapons become one-handed with the versatile property. Weapons that deal 2d6 or 1d12 damage deal 2d8 with the versatile property.

Ammunition: Ammunition made from mithril has its range doubled.

ORICHALCUM

Orichalcum is often found as a by-product of mining adamantine. This mineral is incredibly hard and dense. Armors and Weapons made from it end up being extremely heavy but also durable.

DC Modifier (Per Material Unit): 65

Customization Slots: 1

Armor: Armor made from this material no grants resistance to nonmagical slashing damage. Additionally, you have advantage on skill checks and saving throws to resist being forcefully moved or knocked prone.

Weapons: Non-Heavy Weapons made from this material gain the heavy and siege properties. Additionally when you critically hit on an attack where you have advantage and the other die would have hit, you do tripple damage. If both dice crit then you deal 4 times normal damage.

Ammunition: Ammunition made from orichalcom has its range halved and deals two additional dice of damage.

SHADOW STEEL

Shadow Steel is made from a rare form of iron ore found in or near the Underdark. It has an innate property that drains away light from the surrounding area.

DC Modifier (Per Material Unit): +50

Customization Slots: +2

Armor: Armor made from this material grants advantage on Dexterity (stealth) checks and counters the *Sunlight Sensitivity* trait.

Weapons: Attacks using weapons made from this material gain advantage in dim light or darkness

Ammunition: Attacks made with ammunition made from shadow steel have advantage and do not reveal you if they miss.

TITANIUM

Titanium is an alloy of Mithril and Adamantine. It combines the hardness of Adamantine with the light waight and flexibilty of Mithril. Currently only Dwarves and few select allies know the secret to forging this metal that never seems to dull or tarnish.

DC Modifier (Per Material Unit): +50

Customization Slots: +1

Armor: Armor made from this material grants resistance to nonmagical bludgeoning, piercing and slashing damage.

Weapons: Weapons made from this material gain the savage property (exploding damage dice) and cause the target to bleed taking 1d4 necrotic damage at the begining of each of their turns until they are magically healed or use an action to make a DC 12 medicine check.

Ammunition: Ammunition made from titanium does not suffer disadvantage for shot made outside normal range and also causes the target to bleed taking 1d4 necrotic damage at the start of each of their turns until they are magically healed or use an action to make a DC 12 medicine check.

TRUE ICE

Deep int the coldest areas of the world near tears leading into the plane of water, there forms a type of pure elemental ice that never melts. The processing of this ice is a closely gaurded secret of Frost Giants, and White and Silver Dragons.

DC Modifier (Per Material Unit): +80

Customization Slots: +2

Armor: While attuned, Armor made from this material grants resistance to fire damage and immunity to cold damage. Additionally you are not effected by cold temperatures.

Weapons: Weapons made from this material deal an additional 1d12 cold damage. Additionally, enemies hit have their speed reduced by 5 feet. This effect stacks over multiple hits. An effected creature must make a Constitution saving throw (**DC = ** 5 + 5 for each stack) to remove the effect. When a creature has its speed reduced to 0 in this way, it is considered restrained until the effect is removed.

Ammunition: A creature hit by ammunition made from true ice takes an additional 1d8 cold damage and is restrained as ice envelopes it. A creature can use its action to make a **DC 15** Strength (athletics) check to break free.

EQUIPMENT CUSTOMIZATIONS

The customizations below can be added to mundane armor during the crafting process.

ARMOR CUSTOMIZATIONS

ANCHORED

Customization Slots: 2

You gain advantage and skill checks and saving throws to avoid being forcefully moved or knocked prone.

BLADED

Customization Slots: 1

When you grapple or are grappled by a creature you deal 1d4 slashing damage to the creature at the start of your turn

HARDENED

Customization Slots: 2

You gain resistance to nonmagical piercing damage

HEAVY

Customization Slots: 2

You gain an additional +1 to your AC. You have a -5 penalty to your Initiative. You have disadvantage on Dexterity (Stealth) checks.

LIGHT

Customization Slots: 2

You have a -1 penalty to your AC. You gain a +5 bonus to your Initiative. You gain advantage on Dexterity (Acrobatics) checks.

PADDED

Customization Slots: 2

You gain resistance to nonmagical bludgeoning damage

REINFORCED

Customization Slots: 2

You gain resistance to nonmagical slashing damage

SPIKED

Customization Slots: 1

When you grapple or are grappled by a creature you deal 1d4 piercing damage to the creature at the start of your turn

STRETCHY

Customization Slots: 1

Your speed increases by 10 feet.

WEAPON CUSTOMIZATIONS

ARMOR PIERCING

Customization Slots: 2

Prerequisite: Piercing Damage

Whenever you have advantage on a melee attack roll you make with this weapon against a foe in medium or heavy armor, you add a +2 to attack rolls.

BALANCED

Customization Slots: 1

A weapon with this property grants you advantage when making opportunity attacks.

BASH

Customization Slots: 1

Prerequisite: Bludgeoning Damage

Whenever you have advantage on an attack roll you make with this weapon or ammunition, you can stun a target if both rolls hit.

The target must make a Constitution saving throw (DC 8 + your proficiency bonus + your attack modifier) or be stunned until the start of your next turn. Targets are automatically stunned on a critical hit.

BLEED

Customization Slots: 2

The target hit with this weapon or ammunition takes 1d4 necrotic damage at the beginning of each of its turns until it is healed or uses its action to make a DC 10 medicine check. Subsequent hits increase the ongoing damage by 1d4 and the check DC by 2.

Small/Tiny creatures can only have 2 stacks of bleed at a time. The maximum number of stacks increases by one for each size category above small.

BRACE

Customization Slots: 1

Prerequisite: Reach Weapon

When an opponent enters your reach while using the Dash action, you may use your reaction to make a special opportunity attack that deals double damage on a successful hit against the charging creature.

BRUTAL

Customization Slots: 1

When you score a critical hit with this weapon, add one extra weapon damage die.

BYPASS

Customization Slots: 2

These weapons ignore the AC bonus provided by a foe's shield.

CHARGE

Customization Slots: 1

When performing an attack after moving more than 30 feet in a straight line while mounted on another creature of size Large or greater, you double the damage on a successful attack.

CLEAVE

Customization Slots: 1 action

Prerequisite: Non-Light Weapon

Whenever you have advantage on an attack roll you make with this weapon or ammunition, you double your attack modifier to the damage if both rolls hit or on a critical hit.

DEFENSIVE

Customization Slots: 1

If you take the Dodge action while wielding this weapon, you also gain the benefits of the Disengage action.

DESTRUCTIVE

Customization Slots: 1

Attacks against objects made with it are made at advantage, and all hits against these objects deal double the normal damage.

DEVASTATING

Customization Slots: 2

Whenever you have advantage on an attack roll you make with this weapon or ammunition, if one of the rolls is a critical and the other a hit, your critical inflicts triple the damage. If both rolls are critical hits, you inflict four times the damage.

DISARMING

Customization Slots: 1

Whenever you have advantage on a melee attack roll you make with this weapon, you can attempt to knock a held item from your target's hand if both rolls hit.

The target must make a Dexterity save (DC = 8 + your proficiency bonus + your attack modifier) or drop a held weapon or item of your choice. Targets automatically drop the item on a critical hit. It lands at their feet.

EXTENDED REACH

Customization Slots: 2

Prerequisite: Weapon with the Reach property

The reach of this weapon is 5 feet longer than normal

FAST

Customization Slots: 2

Prerequisite: Non-Heavy Weapon

When using a fast weapon, you may take the attack action as a bonus action. You may not use this property to gain 2 attack actions.

FINESSE

Customization Slots: 2

Prerequisite: Non-Heavy Weapon

When making an attack with a finesse weapon, you use your choice of your Strength or Dexterity modifier for the attack and damage rolls. You must use the same modifier for both rolls.

HOOK

Customization Slots: 1

Whenever you have advantage on a melee attack roll you make with this weapon, you can knock the target prone if both rolls hit. The target must make a Dexterity or Acrobatics saving throw (DC 8 + your proficiency bonus + your attack modifier) or be grappled. Targets are automatically grappled on a critical hit.

IMPALE

Customization Slots: 2

Prerequisite: Piercing Damage

Whenever you have advantage on an attack roll you make with this weapon or ammunition, the weapon pierces the target if both rolls hit.

The target must make a Dexterity saving throw (DC 8 + your proficiency bonus + your attack modifier) or have its movement reduced by 1/2.

If the attack was a melee weapon attack the target is considered grappled by you and you cannot make further attacks with this weapon until it is removed from the target

Targets are automatically Impaled on a critical hit. A creature can attempt to extricate themselves from the weapon/ammunition as a bonus action at the same initial saving throw or use an action to free themselves with no saving throw, suffering 1d4 slashing damage.

LUNGE

Customization Slots: 2

You can make an attack against foes up to 10 feet away with a lunge weapon. After the attack, you move 5 feet in the direction of the attack. This movement does not incur any opportunity attacks.

After making a lunge attack the next attack made against you has advantage.

OVERSIZED

Customization Slots: 2

Oversized weapons have immense bulk and grant bonus damage to attacks equal to twice your strength modifier. Small creatures and those with a Strength less than 13 have disadvantage on attack rolls with oversized weapons.

PIN

Customization Slots: 1

Prerequisite: Piercing Damage

Whenever you have advantage on an attack roll you make with this weapon or ammunition, you can trap your opponent if both rolls hit.

The target must make a Dexterity save (DC 8 + your proficiency bonus + your attack modifier) or be unable to move.

Targets are automatically pinned on a critical hit. A creature can attempt to extricate themselves from the weapon as an action at the same initial saving throw or use a bonus action to free themselves with no saving throw, suffering 1d6 slashing damage.

PROTECTIVE

Customization Slots: 3

While held in your off hand, this weapon increases your AC by 1.

REPOSITION

Customization Slots: 1

Whenever you have advantage on an attack roll you make with this weapon or ammunition, you can attempt to reposition a foe of your size or smaller if both rolls hit.

The target must make a Strength saving throw (DC 8 + your proficiency bonus + your attack modifier) or be moved 5 feet in a direction of your choosing. Targets are automatically moved on a critical hit.

SAVAGE

Customization Slots: 3

Adding this customization to a weapon reduces its damage dice size and increases their number (see the *Savage Dice* table).

When you roll the maximum value on any of your damage dice with this weapon, roll that die again and add the result to the total. Continue in rolling in this way until you fail to roll the maximum on a damage die. Any feature that would allow you to reroll damage dice under a certain value, only allows you to reroll 1's on savage dice.

SAVAGE DICE

Base Damage Dice	Savage Dice
1d4	2d4 - 2
1d6	2d4
1d8	3d3
1d10	3d4
2d6	4d3
1d12	5d3

SHIELD BIND

Customization Slots: 1

Prerequisite: Piercing or Slashing Damage

Whenever you have advantage on an attack roll you make with this weapon, your weapon is lodged into your opponent's shield if both rolls hit.

The target gains no benefit from their shield to their AC until you or they use an action or you use a bonus action to remove the lodged weapon.

You cannot use your weapon while it is lodged in the target's shield

STAGGER

Customization Slots: 2

Whenever you have advantage on an attack roll you make with this weapon or ammunition, you can knock the target prone if both rolls hit.

The target must make a Strength saving throw (DC 8 + your proficiency bonus + your attack modifier) or be knocked prone. Targets are automatically knocked prone on a critical hit.

SUNDER

Customization Slots: 2

Whenever you have advantage on an attack roll you make with this weapon, you damage a foe's shield or armor if both rolls hit.

The target's armor or shield AC (your choice) is reduced by 1 until repaired.

Sunder does not work against light armor or natural armor.

UNDERSIZED

Customization Slots: 2

Attacks with this weapon have a -2 penalty to damage and a +2 bonus to hit.

This removes the heavy property of the base weapon.

UNWIELDY

Customization Slots: 2

You have disadvantage on all attacks made with this weapon but its damage dice are doubled (i.e. an Unwieldy greatsword deals 4d6 slashing damage on a hit)

VERSATILE

Customization Slots: 2

Prerequisite: One-Handed Weapon

This weapon can be used with one or two hands. When used with two hands to make a melee attack, the weapon's damage die increases by one step (as per the *Versatile Dice* table) and it is treated as having the heavy property for the purpose of interacting with feats.

VERSATILE DICE

Base Damage Dice	Versatile Dice
1d4	1d6
1d6	1d8
1d8	1d10
1d10	2d6
2d6	4d4
1d12	2d8

ENCHANTMENTS

GENERAL ENCHANTMENTS

Enchantments that can be added to any non-consumable item.

TIER 1

INCREASE ABILITY SCORE BY 2 (MAX 20)

DC: 75

Minimum DC: 15

Prerequisites: -

COPY THE EFFECT OF AN EXISTING COMMON MAGIC ITEM

DC: 50

Minimum DC: 10

Prerequisites: Ability to Cast 1st level spells

TIER 2

INCREASE ABILITY SCORE BY 4 (MAX 22)

DC: 75

Minimum DC: 15

Prerequisites: -

COPY THE EFFECT OF AN EXISTING UNCOMMON MAGIC ITEM

DC: 50

Minimum DC: 10

Prerequisites: Ability to Cast 3rd level spells

TIER 3

INCREASE ABILITY SCORE BY 5 (MAX 24)

DC: 75

Minimum DC: 15

Prerequisites: -

COPY THE EFFECT OF AN EXISTING RARE MAGIC ITEM

DC: 50

Minimum DC: 10

Prerequisites: Ability to Cast 5th level spells

TIER 4

INCREASE ABILITY SCORE BY 6 (MAX 26)

DC: 75

Minimum DC: 15

Prerequisites: -

COPY THE EFFECT OF AN EXISTING VERY RARE MAGIC ITEM

DC: 50

Minimum DC: 10

Prerequisites: Ability to Cast 7th level spells

ARMOR ENCHANTMENTS

These enchantments can be added to any armor or shield.

TIER 1

+1 BONUS TO AC

DC: 100

Minimum DC: 15

Prerequisites: Ability to cast a spell that increases AC

RESIST ACID, COLD, FIRE, LIGHTNING, POISON, OR THUNDER DAMAGE

DC: 50

Minimum DC: 5

Prerequisites: Ability to cast a spell of 1st level or higher that deals that type of damage.

RESIST RADIANT OR NECROTIC DAMAGE

DC: 75

Minimum DC: 10

Prerequisites: Ability to cast a spell of 1st level or higher that deals that type of damage.

ITEM IMMUNE TO DAMAGE

DC: 100

Minimum DC: 15

Prerequisites: -

GAIN A SWIM SPEED EQUAL TO YOUR WALKING SPEED

DC: 100

Minimum DC: 10

Prerequisites: Ability to cast *Freedom of Movement* or *Water Breathing*

CREATURES TAKE 1D4 PIERCING OR SLASHING DAMAGE WHEN THEY HIT YOU WITH A MELEE WEAPON ATTACK

DC: 25

Minimum DC: 5

Prerequisites: -

TIER 2

+2 BONUS TO AC

DC: 100

Minimum DC: 15

Prerequisites: Ability to cast a spell that increases AC

RESIST FORCE PSYCHIC DAMAGE

DC: 100

Minimum DC: 15

Prerequisites: Ability to cast a spell of 1st level or higher that deals that type of damage.

ENEMIES THAT HIT YOU WITH A MELEE ATTACK TAKE 1D6 ACID, COLD, FIRE, LIGHTNING, OR THUNDER DAMAGE

DC: 75

Minimum DC: 10

Prerequisites: Ability to cast a spell of 1st level or higher that deals that type of damage.

GAIN 5 TEMPORARY HIT POINTS AT THE START OF YOUR TURN IF YOU HAVE AT LEAST 1 HIT POINT

DC: 150

Minimum DC: 15

Prerequisites: Ability to cast a spell of 1st level or higher that restores hit points

GAIN A FLY SPEED EQUAL TO YOUR WALKING SPEED

DC: 150

Minimum DC: 10

Prerequisites: Ability to cast *Fly*

TIER 3

+3 BONUS TO AC

DC: 100

Minimum DC: 15

Prerequisites: Ability to cast a spell that increases AC

IMMUNITY TO ACID, COLD, FIRE, LIGHTNING, POISON, OR THUNDER DAMAGE

DC: 100

Minimum DC: 20

Prerequisites: Ability to cast a spell of 5th level or higher that deals that type of damage.

IMMUNITY TO RADIANT OR NECROTIC DAMAGE

DC: 100

Minimum DC: 20

Prerequisites: Ability to cast a spell of 5th level or higher that deals that type of damage.

ENEMIES THAT HIT YOU WITH A MELEE ATTACK TAKE 1D6 RADIANT OR NECROTIC DAMAGE

DC: 150

Minimum DC: 15

Prerequisites: Ability to cast a spell of 1st level or higher that deals that type of damage.

WHILE YOU ARE BELOW HALF YOUR MAXIMUM HIT POINTS YOU REGAIN 1D4 HIT POINTS AT THE START OF YOUR TURN AS LONG AS YOU HAVE AT LEAST 1 HIT POINT.

DC: 150

Minimum DC: 15

Prerequisites: Ability to cast a spell that restores hit points

ONCE PER DAY WHEN YOU WOULD BE REDUCED TO 0 HIT POINTS YOU ARE REDUCED TO 1 HIT POINT INSTEAD.

DC: 100

Minimum DC: 20

Prerequisites: Ability to cast a spell capable of returning a creature to life.

ENEMIES THAT HIT YOU WITH A MELEE ATTACK TAKE 1D6 FORCE OR PSYCHIC DAMAGE

DC: 200

Minimum DC: 15

Prerequisites: Ability to cast a spell of 1st level or higher that deals that type of damage.

TIER 4

IMMUNITY TO RADIANT OR NECROTIC DAMAGE

DC: 150

Minimum DC: 20

Prerequisites: Ability to cast a spell of 5th level or higher that deals that type of damage.

GAIN 10 TEMPORARY HIT POINTS AT THE START OF YOUR TURN IF YOU HAVE AT LEAST 1 HIT POINT

DC: 150

Minimum DC: 15

Prerequisites: Ability to cast a spell of 5th level or higher that restores hit points

WEAPON ENCHANTMENTS

These effects can be added to any weapon or 5 pieces of ammunition.

TIER 1

+1 BONUS TO HIT AND DAMAGE

DC: 150

Minimum DC: 15

Prerequisites: -

1D4 BONUS ACID, COLD, FIRE, LIGHTNING, OR THUNDER DAMAGE

DC: 50

Minimum DC: 10

Prerequisites: Ability to cast a spell of 1st level or higher that deals that type of damage.

ITEM IMMUNE TO DAMAGE

DC: 100

Minimum DC: 15

Prerequisites: -

TIER 2

+2 BONUS TO HIT AND DAMAGE

DC: 150

Minimum DC: 15

Prerequisites: -

1D4 BONUS RADIANT OR NECROTIC DAMAGE

DC: 75

Minimum DC: 15

Prerequisites: Ability to cast a spell of 1st level or higher that deals that type of damage.

1D4 BONUS FORCE OR PSYCHIC DAMAGE

DC: 75

Minimum DC: 15

Prerequisites: Ability to cast a spell of 1st level or higher that deals that type of damage.

1D6 BONUS ACID, COLD, FIRE, LIGHTNING, OR THUNDER DAMAGE

DC: 50

Minimum DC: 10

Prerequisites: Ability to cast a spell of 3rd level or higher that deals that type of damage.

GAIN 4 TEMPORARY HIT POINTS ON HIT

DC: 150

Minimum DC: 15

Prerequisites: -

TIER 3

+3 BONUS TO HIT AND DAMAGE

DC: 150

Minimum DC: 15

Prerequisites: -

1D6 BONUS RADIANT OR NECROTIC DAMAGE

DC: 75

Minimum DC: 15

Prerequisites: Ability to cast a spell of 3rd level or higher that deals that type of damage.

1D6 BONUS FORCE OR PSYCHIC DAMAGE

DC: 75

Minimum DC: 15

Prerequisites: Ability to cast a spell of 3rd level or higher that deals that type of damage.

1D8 BONUS ACID, COLD, FIRE, LIGHTNING, OR THUNDER DAMAGE

DC: 50

Minimum DC: 10

Prerequisites: Ability to cast a spell of 5th level or higher that deals that type of damage.

GAIN 8 TEMPORARY HIT POINTS ON HIT

DC: 150

Minimum DC: 15

Prerequisites: Ability to cast 3rd Level Spells

TIER 4

+4 BONUS TO HIT AND DAMAGE

DC: 150

Minimum DC: 15

Prerequisites: -

1D8 BONUS RADIANT OR NECROTIC DAMAGE

DC: 75

Minimum DC: 15

Prerequisites: Ability to cast a spell of 5th level or higher that deals that type of damage.

1D8 BONUS FORCE OR PSYCHIC DAMAGE

DC: 75

Minimum DC: 15

Prerequisites: Ability to cast a spell of 5th level or higher that deals that type of damage.

GAIN 12 TEMPORARY HIT POINTS ON HIT

DC: 150

Minimum DC: 15

Prerequisites: Ability to cast 5th Level Spells

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THIS DOCUMENT WAS NOT MADE IN A VACUM. I OWE A GREAT DEAL OF THANKS TO A NUMBER OF PEOPLE

THE WONDERFUL PLAYERS OF MY HOME GAME

"Evandar"

"Brightblade"

"Azkhan"

THE AMAZING COMMUNITY OF [R/UNEARTHEDARCANA](#)

THIS DOCUMENT REFERENCES EQUIPMENT THAT IS NOT PART OF STANDARD 5E. FOR THOSE INTERESTED, YOU CAN FIND THE REFERENCED EQUIPMENT IN JASON MENDELL'S *EXPANDED ARMORY AND GEAR* DOCUMENTS AT [THE DM'S GUILD](#). GO CHECK IT OUT!

