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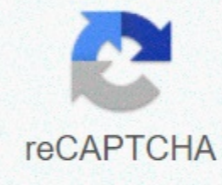
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Cost of making magic items 5e

I recently put together a blog post outlining how to create a magical item for Dungeon and Dragons Fifth Edition in 15 minutes or less. This time, I thought I might dig in a little deeper and show some more of my thought process for creating the material. This in-depth article is divided into two parts: Part 1 covers the basic rules of creating magical items. Part 2 covers how to handle the creation of magical elements in the game. Also, I found a cool loophole in RAW that makes hunting monsters more profitable than it already is. Details in Part 2. This in-depth article was requested by one of my patrons. While patrons get to go to the top of the query queue, anyone can make the request for free! Learn more about how to make queries. No time to read this article? This article is available in the FORM of a PDF on my Patreon account and here on the site. For as little as $3, you get unlimited access to PDF copies of all my PLUS content you get to make monthly requests that get at the top of the queue. Check it out! Get a PDF for this article about Patreon or, if you prefer, you can get an article with a one-time download for just $1.00! $1.00 gets you all this guide formatted in the traditional style of the Fifth Edition (LIMITED TIME). Get a PDF for this article for just $1.00! Part 1: Magic Item Creating Rules This first chapter of this two-article series is immersed in the actual rules for creating a magic item and how to write the perfect text for a new magic item. Creating a Magical Element: What DMG says is your first biggest resource for creating your own magic item starts on page 284 of the Dungeon Master Guide under the subtitle Creating a Magical Item. DMG offers two solutions to create a magical element: Change the element. This is probably the easiest way to do this. All you have to do is make one simple change and nothing else will have to change. There are three methods to do this: Change the type of item. For example, ring in a wand or cloak in a circle, etc. Or you can change the type of damage change effect. For example, you can change a ring that damages fire to cold damage, or a ring that enhances Stealth instead of boosting perception. Combine properties. Take two similar items and combine their effects. However, this can change the power level/rarity of the item. Create a new element. This method is a little more involved and takes some do to get it right. Fortunately, the DMG p285 gives a useful Magic Item Power power on the Rarity chart to help you align your element with the appropriate rarity. It's the best place to start and offers insight into how people on the Wizards coast have created the original magical items for Dungeon Master's Guide. Creating a magical element: What the Xanathar Guide says Xanathar is unfortunately not too involved in the process of creating magical elements with meta perspectives. However, where Xan is useful in in Levels of certain magical items must be earned. On page 135 of the Xanathar Guide, there are magical items awarded by the Rarity table. Not only is it useful in order to help you know when to award certain treasures, but also gives you an idea of what magical items you should create for PC levels. For example, a group of Level 6 characters must earn only 1 large rare magic object before they hit level 11. It's much more likely they'll find an unusual magic item instead. How to Create a Magical Element (DM Dave Way) Here's how I create magic items for dungeons and dragons in the Fifth Edition. Step #1 - Identify the rarity depending on the level of your PC. The best place to start is with your creation of magical elements with its rarity (unless you want something great time as an artifact). Using the magic items awarded by rarity table on page 135 of the Xanathar Guide, decide what rarity you want this item to be. Remember that if you give away something powerful like a large rare element on Level 6, PCs ideally shouldn't get another big rare item until they reach level 11. Step #2 - Define the concept. You can start with this step, but sometimes knowing the rarity of your new magic item can help temper you and the expectations of your players. What I mean by the concept is essentially the answer to the question: What makes a paragraph do? Does it improve the speed or agility of the character? Does it allow them to throw a fireball a certain number of times each day? Or, if they drink it, do they grow a third eyeball in the center of their head, allowing them to shoot decay beams out of it? Step #3 - Try to find a comparable item. Next, you'll want to check if there's an item in Dungeon Master's Guide or Xanathar Guide to everything that looks like an item that you create. With literally hundreds of items between the two books, most bases seem to be covered. For example, suppose you like an item that can throw fireballs a certain number of times a day each day like a ring of fireballs. We have several similar options for work. First, there is a necklace of fireballs that gives you a limit on the number of times you can cast a spell and then the item is spent. It's also a rarity. And then there's the fire brigade, a very rare object that allows you to throw a fireball up to three times a day. As the fire brigade recovers their charges, this can be a good place to start. Of course, this is very rare, so it will need some downward adjustment. Step #4 - If you can't find a comparable item, create your own. But what if what we're looking for is unlike anything else found in any of the books? Then the best solution is your own magic element. However, make sure you land it in reality and can still somewhat associate it with something that already exists. For example, the potion of the eye of the beholder cool, but hardly anything like that in the Dungeon Master Guide. So we need to do it from scratch. Break up the basic concept. What do we know about a paragraph based solely on the concept? Using the beholder's option example: This is a potion, so it is expendable. This means that once used it cannot be used again. He transmutes the putgo to develop a third eye on his head. It sounds more like a taste than a mechanic, though. The third eye is able to shoot beams that cause damage. It's a rare object. Once we have our basic concepts, we need to reverse the engineer's concept of potential abilities so that they can comfortably fit into our rarity. The beam of the eye that the third eye shoots is a good place to start. We can probably choose a spell similar to his. But what level of spell? Select the level of the new item's spell. If you remember from the beginning of this article, I mentioned the Magic Point Power rarity table. This table shows us the highest level of spell we can choose for our magic element. We want to turn our eye-watching potion into a rare object, so that means we can choose a level 6 spell to put in it. Note the text below the table that mentions that no more spell should be able to assign a bonus once a day (or only once if it is expendable). But that the 6th level spell duplicates the effect of the temporary eye, which can shoot the rays of the eyes? If you don't have a similar spell for your item, make a new one (advanced). That's where things get a little tricky. We need a spell that we can use for at least 1 minute (or 10 rounds) that can cause damage. But how much damage? Back to page 284 of the Dungeon Master Manual is a spelling damage table that gives us an average exit of damaging spells for one or more purposes. Keep in mind that the item must be comparable to a Level 6 spell, and according to the table, a Level 6 spell should be able to cause 55 (10d10) damage to one target or 38.5 (11d6) damage to multiple targets. But it's for one use. How about a few uses? Fortunately, there is a comparable item that gives us a hint of several uses: a necklace of fireballs, which is also a rare item. A necklace of fireballs allows the player up to 10 uses a fireball and then it is consumed. Sound familiar? Fireball averages 28 (8d6) damage to multiple targets, which is very close to our 38.5 mark. According to the chart on page 284 of the Dungeon Master Manual, this means that the necklace of an effective fireball spell level is the 5th due to its repeated (yet expendable) use. Still with Ok! But how much damage should our eye beam do? It's easy! We know we're probably dealing with a level 5 spell worth the damage here (thanks to the parallel necklace of fireballs), but that's not targeting multiple targets. Instead, it's this Only one target for 44 (8d10) damage- we know this because it is on the same table line as multiple damage lines. And here it is. As long as the eye beam can cause no more than 44 damages (or close enough to it) in one turn, it should still be a rare item. Step #5 - Put it all together. If you have a magical item balanced, it's time to put it all together. What elements do our magical object still have? Here's what we know so far about our eye-watching potion: It's a potion that's consumable. When consumed, the third eye grows. The third eye shoots beams. The eye beams cause approximately 44 damage to a single target. What else should we consider? In addition to this information, we'll probably want to consider a few other elements: How does the beam of the eyes hit the creatures? With a spell spell attack or a failed saving throw? If it's a saving throw, does it cause half damage? And if there's a lifeline, what is DC? What is the range of the product? Are there any other special conditions that we should consider? Does the magic eye have any additional side effects? Remember that some of these factors can greatly affect the rarity of the item, so you'll want to try to stay in line with some spells and elements that you've already modeled your magic item after. Traditionally, beholders cause throw savings against their beams (from the monster's stat stat unit). A perfect example is their decay beam, which requires Dexterity saving to throw to avoid taking 45 (10d8) by the force of damage (now, isn't the sound pretty close to our damage limit?). In addition, the range on their rays is 120 feet. And there's no half the damage on the save. So I'm saying we're probably dealing with a level 5 spell here. For DC, usually the magic element will use the spell level. But objects such as potions are often used by symbols that have no speller levels. So we have to calculate one. There's no hurd rule that any of the guides offer, but I say it's best to consider what the caster-appropriate level of DC would be. If you remember from the beginning of this article, I mentioned the Magic Point Power rarity table. So, usually, should have been as much as possible to spell up to this point (probably in the 18-19 range, or No 4). They also get a level of knowledge kick at level 5 (No.3). Thus, the spell save DC for the third level of the spell should be: the magic element to save DC No. 8 - skill bonus (No. 3) - spelling the ability of the modifier (No. 4) and 15 Step #6 - write out the text of the rules of the magic element. This part may seem a bit a bit if you're not a professional copywriter, but don't worry, I can teach you a little hack: Find a similar text and copy it word for word. ☺ that's it! You have enough information, everything is ready to put it together. It's just a matter of sewing it all up. Elements of the map of the magical object. The magic item is a block of text card that explains everything you need to know about the magic of the item. Here's each of the elements explained: The name of the item. It's pretty simple. If it's not an artifact, the naming convention for all magical objects of dungeons and dragons is a type of object object effect. Category of points. Just under the name of the item is the item category. There are only a few categories available to you to choose from: armor, potion, ring, rod, staff, wand, weapon, and wonderful item. The first few should be pretty clear. The wonderful item in the category is to catch everything for all the other random things your magic item can be. Subcategories. Some categories have subcategories, such as armor and weapons. This will help connect the item to a specific ordinary element with which the item performs similar functions. For example, a smiling axe would be a weapon (greataxe) to inform you that it acts exactly as a greataxe normally does with a few magic exceptions. Uncommon. Rarity is a power level item and helps to balance the game more than anything else. Custom. If the magic item needs to be configured, it is marked at the end of the rarity category line. A customizable item usually does not affect the rarity of an item. If anything it's there to balance the magical items that players can trade with each other and try to cheat with. For example, a few PCs using winged boots to get to the top of a high cliff, just flying, swiping them, passing them down, repeat. The text of the rules. Finally, the rule text explains exactly what the item is doing, how it starts, and what happens after it's used. A few effects. Several elements have more than one effect. Each force is usually described separately from the rest. A good example is the state of power. Table. Finally, some magical items have special tables that the player or Dungeon Master may need to turn to in order to create a random effect or better develop the item. A classic example is a wand of surprise that creates random effects when used. Writing it all. Let's use our potion from the eye-gazing example once again. Let's start with the basics, the name of the subject, the categories and rarity. It's rarely quite easy, is it? There is no need for a subcategory or setting it up. Next, we just need to create our text. If you check page 187 of the Dungeon Master Guide, that's where each potion is. Each potion with a text that reads: When you drink this potion with several variations, such as after drinking this potion or you (effect) (effect) You drink this potion. Either that's good, but I'll go with the classic: When you drink this potion, the next part of this phrase tells us exactly what it does in the simplest terms. Our potion causes the pugho to grow a third eye, which allows you to use your actions to shoot the beam decay at the target within 120 feet of it. So that's what we're putting. When you drink this potion, you grow a third eye that allows you to use your actions to shoot decay beams on a target within 120 feet of you. These are the basics. Now it's time to expand the concept and impose restrictions. I'm borrowed from the text block of the looker in the Monster Guide. If the goal is a creature, he must succeed on the DC 15 Dexterity save throw or take 45 (10d8) damage force. If this damage reduces the creature to 0 points of of fine gray dust. If the target is a large or smaller non-magical object or the creation of magical power, it disintegrates without a saving throw. If the target is a huge or large object of the creation of magical power, this beam disintegrates a 10-foot cube of it. So far so good. All we need right now is a time limit. I steal from the potion the text of a fire-eater for this. The effect ends when 1 minute has passed. The last touch. Each potion receives a description of the taste of what the bottle looks like. The eyeball on the stem of the beans in this greenish liquid, but disappears when the potion is open. And that's it. We've just created a fully fleshed out magic item that comes complete with RAW-ready text. Let's see how it looks all together: Potion the eye-beaver, rarely When you drink this potion, you grow a third eye that allows you to use your actions to shoot the decay rays on a target within 120 feet of you. If the goal is a creature, he must succeed on the DC 15 Dexterity save throw or take 45 (10d8) damage force. If this damage reduces the creature to 0 points of impact, its body becomes a pile of fine gray dust. If the target is a large or smaller non-magical object or the creation of magical power, it disintegrates without a saving throw. If the target is a huge or large object of the creation of magical power, this beam disintegrates a 10-foot cube of it. The effect ends when 1 minute has passed. The eyeball on the stem of the beans in this greenish liquid, but disappears when the potion is open. As a Dungeon Master, you now understand the basics of creating an element and how to create your own magical objects relatively quickly. But let's say you have a player who wants their character to create a magical object of their own design. How do they go about creating a magical item in the game? And what steps will their character need to take? In Magic Item Creation: What DMG Says on 128 Dungeon Master Guides, there are rules for using downtime to create magical items. Magical items comes with several limitations, of course: the formula is needed to create a magic item. I'm going to assume it probably doesn't come for free. Making a magic item costs a lot of money. Assuming you don't have any of the resources already on hand to create a magical item (or something, but it will put you in the red in terms of profitability. Meanwhile, finding your own ingredient seems pretty lucrative when you create magical items. Or not? Let's compare the profits for creating your own magical items and sell it on the 120 feet of you. These are the basics. Now it's time to expand the concept and impose restrictions. I'm borrowed from the text block of the looker in the Monster Guide. If the goal is a creature, he must succeed on the DC 15 Dexterity save throw or take 45 (10d8) damage force. If this damage reduces the creature to 0 points of fine gray dust. If the target is a large or smaller non-magical object or the creation of magical power, it disintegrates without a saving throw. If the target is a huge or large object of the creation of magical power, this beam disintegrates a 10-foot cube of it. consumables, but still! You have to be of a certain level to create magical elements and have to be able to cast a participating spell. Even the general element requires the character to be a level 3 charmer. Making a magical object from uses a lot of time. Not only does it cost a lot and require you to be of a certain level, but it takes 8 hours to 25 GPs worth the cost of your magic item to create it. Thus, a rare magical object can take up to 200 days. Overall, using downtime to create magical elements sounds like it sucks. That is before Xanathar Guide to Everything came out and did it better. In Magic Item Creation: What the Xanathar Guide to Everything says on Xanathar's page 128, there are rules for creating both mundane and magical elements in dungeons and Dragons Fifth Edition. These rules apply to the rules set out in the Dungeon Master's Guide. Ignoring the mundane at the moment, we will focus on the good things: making magical items. What sets Xanathar apart from Dungeon Master's Guide is that it offers up a cool hook quest in the form of requiring exotic monster pieces or rare ingredients in addition to formula and casting requirements. Page 129 of Xan gives a cool chart that breaks the range of the rating call for a monster or encounters can find the magic ingredients of the item at the level of rarity. For example, if a character creates a potion of the eye of the beholder, he will have to fight the creatures CR 9. The beholders are CR 13, so obviously that would be perfect for it. Cheaper time and cost. What really stands out with the Xanathar Guide to Everything is that once you have an exotic ingredient on hand, the cost of making a magic item and the time it takes to make it actually goes down. So instead of costing 5,000 gold pieces and 200 days to create a rare magic item, it only takes 10 working weeks (50 days) and 2000 GP. Why is it cheaper and faster? Because much of the creation of a magical object finds a rare part. And it's not cheap and not easy! Armed with this information, consider these two role-playing situations: role-playing #1 (making an element without an ingredient). imagine this situation. You are a level 6 master who has the formula for creating the potion-watcher to be made and will pay handsomely for it (anywhere from 2,000 to 20,000 gold pieces). You have some great leads on beholders, so you're sure it can be pretty lucrative. Now you just need to boil the potion. The good news is that the time and cost to put the potion together is only 2000 GP and 50 days of work. Because you don't have to look for others to help you find the beholder of the eye stalk, you're able to beat all the other alchemists on the beat, too. The King pays you a beautiful reward of 11,000 gp. Overall, you netted 9000gp for your efforts! Exotic Materials Hunting as a business model Now that you understand the rules of downtime for characters creating magical elements outlined in two guides, you may have already noticed a third business model involving magical items: exotic hunting materials! Consider this: you just did cleaning the beholder's lair. You earned about 7,000 gold items when everything was said and done between the treasures and the magical items you received. But you've heard the rumor that wizards all over the earth pay for beholder eyestalks to boil potions, particularly the decaying stem. In fact, they pay as much as 3000 GP for these items! Separating the stem of the vanquished BBEG, you have now increased the booty to haul another 3000 gp (maybe even more if you put your bargaining pants down). The campaign is built around hunting for exotic materials. Hunting for magical parts of an item can be a big business and an amazing hook for a group of traveling PCs. Who cares about saving the world when you can make money skins yetis or collecting vampire blood? In addition, the whole process can bring different kinds of benefits and complications, allies and enemies. After all, you know what they say: mo gold, mo problem. How much do exotic materials cost? For quick help, here's a table I've prepared to show you exactly how much exotic ingredients and materials are worth (subtracting with the ingredient value of the creation with the ingredient value of the creation): Exotic Ingredient Market Value Item Rarity CR Range Общие 1 - 3 50 GP Uncommon 4 - 8 300 gp Редкие 9 - 12 3000 gp gp Очень редко 13 - 18 30000 gp gp 400,000 gp In addition, here is a profitability table for magic items: Magic Item Creation Profitability With Ingredient Without Ingredient Item Rarity Average Market Value Creation Cost Profit/Loss Creation Cost Profit/Loss Common 100 gp 50 gp 50 gp 100 gp 0 gp Uncommon 400 gp 200 gp 200 gp 500 gp -100 gp Rare 4,000 gp 2,000 gp 2,000 gp 5,000 gp -1,000 gp Very Rare 40,000 gp 20,000 gp 20,000 gp 50,000 gp -10,000 gp Legendary 200,000 gp 100,000 gp 100,000 gp 500,000 gp -300,000 gp Right away, you will probably notice that creating a magic item without possessing the key ingredient (ie, you pay for someone else to find it) is not only profitable, but it will put you in the red in terms of profitability. Meanwhile, finding your own ingredient seems pretty lucrative when you create magical items. Or not? Let's compare the profits for creating your own magical items and sell it on the value of the exotic ingredients themselves: Ingredient Profit vs. Magic Point Sales Element Rare Ingredient Value Magic Point Difference Common 50 GP 0 GP Uncommon 300 gp 100 gp Rare 3000 gp 2000 gp 2000 gp 1.00 gp 1.1 0000 gp 1,000 GP Very rare 30,000 GP 20,000 GP 100,000 GP Legendary 400,000 GP 100,000 GP As you can see it is much more profitable to actually find and sell ingredients, than it does make the point in question. Now, I realize that this is probably just a minor break in the rules of the game. But this RAW, after all, is as proven by the math above. Let me break it up for you: The Dungeon Master Guide gives crafting the cost of magical items if you don't possess a key ingredient (p. 129). The Xanathar Guide to Everything gives crafting the cost of magical items if you have a key ingredient (p. 129). Thus, the difference between the cost without the ingredient and the cost with the ingredient is the cost of the ingredient itself (see Exotic Ingredient Market Value table above). The cost of selling magical items is outlined on page 133 of the Xanathar Guide throughout. It is not profitable to sell items that you lack key ingredients, as proven by the Magic Item Creation Profitability table above. On the other hand, you can double your investment by selling magical items that you create for which you have key ingredients. However, the Ingredients Profits vs. Magic Item Sales Profits table shows that selling the ingredient itself is much more profitable in the long run than creating a magic item. Well, how do you like it? Want it in PDF format? This article is available in the PDF form on my Patreon account. For as little as $3, you get unlimited access to PDF copies of all my PLUS content you get to make monthly requests that get at the top of the queue. Check it out! Get a PDF for this about Patreon. Thanks for reading! If you're a player you're probably chomping at a bit now to cash in on some some body parts. And as a Dungeon Master, you may have just discovered a whole new world of storytelling (or a world of irritation as it was). Because now you realize that monster body parts cost much more gold than just use them in creating magical items. Next, I'm going to create a final list of magical items and what exotic parts that go into creating them. I hope you liked this article. It was a funny request! Keep in mind that if you have a request, be sure to put it in the Dungeon Master Dave's request form. See you soon. Art Paizo Publishing. Publishing.