

THE VYROSIAN CRAFTING SYSTEM

**A FAIR CRAFTING SYSTEM FOR DUNGEONS AND DRAGONS 5TH EDITION
FOR DMs, BY DMs**

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TABLE OF CONTENTS

THE VYROSIAN CRAFTING SYSTEM

WHAT IS IT?

WHY USE IT?

HOW DOES IT WORK?

WHAT ARE ARCANE CORES?

DUNGEON MASTER'S GUIDE ITEMS

DMG ITEMS - AA, AR

DMG ITEMS - AR, BO

DMG ITEMS - BR, CR

DMG ITEMS - CR, EL

DMG ITEMS - EL, GO

DMG ITEMS - HA, IO

DMG ITEMS - IO, MA

DMG ITEMS - MA, QU

DMG ITEMS - QU, RO

DMG ITEMS - RO, SH

DMG ITEMS - SH, ST

DMG ITEMS - ST, VO

DMG ITEMS - WA, WE

DMG ITEMS - WE, ZZ

THE VYROSIAN CRAFTING SYSTEM

WHAT IS IT?

The Vyrosian Crafting system is a system designed for use in Wizards of the Coast's Dungeons & Dragons 5th edition that allows for the creation of any and all magic items found within Dungeons & Dragons' Dungeon Master's Guide. There are plans in place to expand this system to cover all items found in both the Dungeon Master's Guide and the Player's Handbook, as well as all magic items in all other Dungeons & Dragons' official source books.

WHY USE IT?

The Vyrosian Crafting System was created with three primary goals.

1. Simplicity - The largest flaw in most crafting systems is their complexity. This system has been designed to be learned, taught and incorporated in *your* game in minutes.
2. Control - A danger many crafting systems hold in tabletop roleplaying games is their capability to potentially allow players to exploit the system and become more powerful than intended by the Dungeon Master. The Vyrosian Crafting System has been created to allow the Dungeon Master complete control over players' access and ease of acquiring magic items, rendering such a problem nonexistent.
3. Flexibility - Every Dungeon Master has a unique world or version of an already existing world. The Vyrosian Crafting System has been designed to fit seamlessly in these worlds, allowing for the crafting of any magic item found in the Dungeon Master's Guide, regardless of the setting.

HOW DOES IT WORK?

Taking advantage of a set of magical materials known as arcane cores, the Vyrosian Crafting System is organized using a chart separated into the following sections.

ITEM

This is the item the player is attempting to craft. Some items are general, such as a *Weapon +1*, while others are more specific, such as a *Sunblade*.

CONSUMED MATERIALS

This refers to the non-magical component the player must have in order to craft their intended magic item. Regardless of the success of the player's attempt at crafting, these materials are consumed.

ARCANE CORE TYPE

An arcane core is a general term for the magical component the player must have in order to craft their intended item. Arcane cores come in fourteen types.

Some magic items can be made with any arcane core type, such as a *Weapon +1*, while others require a specific type, such as a *Sunblade*, which requires a radiant arcane core.

This section dictates what type of arcane core is required to craft any given item. For some items, this will simply say "varies." The "Additional Notes" section will explain the type required in these cases.

ARCANE CORE RARITY

Arcane cores come in five different rarities, listed in increasing rarity; common, uncommon, rare, very rare and legendary. The heart of an ancient red dragon could function as a legendary fire arcane core, while an exotic sootcinder flower could be a common fire arcane core.

Higher rarity arcane cores can function as any lower rarity core for the sake of crafting. This section of the graph will dictate the minimum rarity core required to craft any given item.

IMBUMENT DC

When attempting to craft an item, once a player has all required materials, they then must make an Arcana check. The DC for this Arcana check is referred to as an imbument DC. If the player succeeds on this check, they succeed in crafting their intended item.

If they player fails, however, the arcane core fails to properly imbue the non-magical components. The non-magical components are destroyed, and the player must make an intelligence saving throw against the same DC.

If the player succeeds, the arcane core is stabilized, and can be recovered. On a failed save, the arcane core detonates, dealing force damage to the player and all creatures and objects within ten feet of the player. The damage is equal to twice the imbument DC.

ADDITIONAL NOTES

Some items have additional factors that can affect their crafting. For example, a *staff of thunder and lightning* can be crafted using a thunder arcane core or a lightning arcane core, a *pearl of power* can only be crafted by a spellcaster, and it is easier for a fire genasi to craft an *efreeti bottle* than it is for others.

This section of the graph will explain any unique aspects to crafting any given magical item.

WHAT ARE ARCANE CORES?

Arcane cores are the magical component of any magical item. These vary greatly depending on the setting of a campaign. The following sections will describe examples of each different type of arcane core and the types of items they are used in crafting.

LAWFUL CORES

Lawful cores are magical embodiment of rules and structures. These are used in most defensive magical items, such as a *ring of protection* or a *defender*.

The flesh of any devil, a flower blessed by a lawfully aligned diety or the ticking mechanical heart of a shield guardian can all function as lawful arcane cores.

CHAOS CORES

Chaotic cores are the polar opposite of lawful cores, the embodiment of tension, conflict and randomness. These cores are used in many random or purely offensive magical items, such as a *deck of many things* or a *vorpall sword*.

The flesh of any demon, a flower blessed by a chaotically aligned diety or stone found next to a portal between two elemental planes could function as chaotic arcane cores.

EVIL CORES

Evil arcane cores are the magical embodiment of cruelty, villiany and violence. These cores are used in the creation of cursed weapons, and anything with no other purpose besides villainy such as a *shield of missile attraction* or *demon armor*.

Pieces of an ancient lich's philactery, the tooth of a chromatic dragon or the cornerstone of a shadowfell castle all would function as evil arcane cores.

GOOD CORES

The opposite of evil cores, good cores are the embodiment of justice, healing, happiness and kindness. These cores are used for many healing items, or items made for the purging of evil, such as a *staff of healing* or a *mace of disruption*.

A lock of a solar's hair, the bone of an ancient saint or embers from the breath of a golden dragon all could function as good arcane cores.

ACID CORES

Acid cores are the magical embodiment of strangeness, with corrosive abilities and toxic effects. Though used in few magical items, the items that do use acid cores include some of the strangest items, such as a *dagger of venom* or a *tentacle rod*.

With a strange affinity for the drow, acid cores could take the form of a vial of spiderqueen venom, a magically durable orb of iron found inside an ooze, or the corrosive sap of an enchanted flytrap plant.

COLD CORES

Arcane cores of cold are the embodiment of the power found within the elemental plane of water, the abysall depth and the most desolate frozen places in the world. Cold cores are used in the crafting of items of the ocean, as well as items used both to wield or resist icy magic. Examples of these include a *staff of frost*, a *ring of water walking* and *boots of the winterlands*.

The heart of a white dragon, a rare snowlily flower or a gem from a sunken ship could all function as cold cores.

FIRE CORES

The opposite of cold cores, fire cores emit power from the elemental plane of fire, volcanos and the most sweltering deserts. They are used in crafting items such as a *flame tongue*, a *ring of warmth* or a *belt of fire giant strength*.

A helmet from a fire elemental myrmidon, the heart of a red dragon or a flower that only grows on volcanos and only bloom when said volcano erupts all could function as arcane cores of fire.

FORCE CORES

Arcane cores of force hold the power of raw magical arcane energy. These cores are used in many purely magical devices such as a *pearl of power*, or a *mantle of spell resistance*.

Examples of force cores could include wood from a broom of animated attack, a glowing purple magicium gem or silk harvested from a field above a leyline convergence.

LIGHTNING CORES

Lightning cores embody the crackling power of the storm, raw and dangerous. These cores are used in any item used to channel or protect from lightning, as well as items that enhance speed and quickness. These include a *wand of lightning bolts* or a *scimitar of speed*.

Examples of lightning arcane cores include the egg of an arclight pheonix, lightning in a bottle or the blood of a quickling.

NECROTIC CORES

Necrotic cores are the essence of necromantic magic and are used in harnessing the power of undeath, corruption and darkness. These cores are used in the creation of items such as a pair of *goggles of night*, a *mirror of life trapping* or a *nine lives stealer*.

Examples of necrotic cores include a cultist priest's skull, the heart of Strahd von Zarovich or flower growing over the grave of a dark sorceress.

POISON CORES

Poison cores are the magical component of deadly venom coursing through an unfortunate adventurer's veins, or the toxic gas bubbling up from a forbidden swamp. These cores are used in the creation of items such as a *staff of the adder* or a pair of *slippers of spider climbing*.

Examples of poison cores include the fangs of a giant snake, a particularly toxic flower or a volatile mixture found within an alchemist's labratory.

PSYCHIC CORES

Psychic cores are the strange and mysterious power held by some of the most exotic creatures in faerun and other worlds. Used in the enhancement of mental capabilities or the deterioration of that of others, these cores are used in items such as a *headband of intellect*, a *medallion of thoughts* or a set of *pipes of haunting*.

Examples of psychic cores include the eye of a beholder, a relic found in a mindflayer colony or a shard of a shattered sapphire dragon.

RADIANT CORES

Radiant cores are the embodiment of divine power, righteousness and light. Used in the creation of items designed for illuminating the just and destroying the cruel, these cores are used in items such as a *moonblade*, a *helm of brilliance* or a *driftglobe*.

Examples of radiant cores include a branch charred in the silver flame, the blood of an angel or a rare metal blessed by Pelor.

THUNDER CORES

Thunder cores are similar to lightning cores in the embodiment of the storm, but instead of lightning and speed, these cores represent the fury of the winds. They are used in the crafting of items such as a *horn of blasting* or a *wind fan*.

Examples of thunder cores include the caged soul of an air elemental, a roc feather or a shard of an ancient weapon once wielded by the Stormlord.

DMG ITEMS - AA, AR

Item	Consumed Materials	Core Type	Rarity	Imbument DC	Additional Notes
Adamantine Armor	Armor, Adamantine (10lbs)	Lawful	Uncommon	15	
Alchemy Jug	Pitcher	Acid	Uncommon	15	
Ammuntition +1 (20)	Ammunition (20)	Any	Uncommon	15	If this item is being created by a ranger, the imbument DC is reduced by 5.
Ammuntition +2 (20)	Ammunition (20)	Any	Rare	20	If this item is being created by a ranger, the imbument DC is reduced by 5.
Ammuntition +3 (20)	Ammunition (20)	Any	Very Rare	25	If this item is being created by a ranger, the imbument DC is reduced by 5.
Amulet of Health	Amulet (Spellcasting Focus)	Good	Rare	20	
Amulet of Proof against Detection and Location	Amulet (Spellcasting Focus)	Any	Uncommon	15	
Amulet of the Planes	Amulet (Spellcasting Focus)	Any	Very Rare	25	
Animated Shield	Shield	Lawful	Very Rare	25	
Apparatus of Kwalish	Iron (500 lbs)	Any	Legendary	30	Requires Smith's Tools.
Armor +1	Armor	Any	Rare	20	
Armor +1	Armor	Any	Very Rare	25	
Armor +1	Armor	Any	Legendary	30	
Armor of Acid Resistance	Armor	Acid	Rare	20	If this item is being created by a fighter, paladin, rogue, ranger or cleric, the imbument DC is reduced by 5.
Armor of Cold Resistance	Armor	Cold	Rare	20	If this item is being created by a fighter, paladin, rogue, ranger or cleric, the imbument DC is reduced by 5.
Armor of Fire Resistance	Armor	Fire	Rare	v	If this item is being created by a fighter, paladin, rogue, ranger or cleric, the imbument DC is reduced by 5.
Armor of Force Resistance	Armor	Force	Rare	20	If this item is being created by a fighter, paladin, rogue, ranger or cleric, the imbument DC is reduced by 5.
Armor of Invulnerability	Heavy Armor	Lawful	Legendary	30	
Armor of Lightning Resistance	Armor	Lightning	Rare	20	If this item is being created by a fighter, paladin, rogue, ranger or cleric, the imbument DC is reduced by 5.
Armor of Necrotic Resistance	Armor	Necrotic	Rare	20	If this item is being created by a fighter, paladin, rogue, ranger or cleric, the imbument DC is reduced by 5.
Armor of Poison Resistance	Armor	Poison	Rare	20	If this item is being created by a fighter, paladin, rogue, ranger or cleric, the imbument DC is reduced by 5.
Armor of Psychic Resistance	Armor	Psychic	Rare	20	If this item is being created by a fighter, paladin, rogue, ranger or cleric, the imbument DC is reduced by 5.
Armor of Radiant Resistance	Armor	Radiant	Rare	20	If this item is being created by a fighter, paladin, rogue, ranger or cleric, the imbument DC is reduced by 5.

DMG ITEMS - AR, BO

Item	Consumed Materials	Core Type	Rarity	Imbument DC	Additional Notes
Armor of Thunder Resistance	Armor	Thunder	Rare	20	If this item is being created by a fighter, paladin, rogue, ranger or cleric, the imbument DC is reduced by 5.
Armor of Vulnerability (Bludgeoning)	Armor	Any	Common	10	
Armor of Vulnerability (Piercing)	Armor	Any	Common	10	
Armor of Vulnerability (Slashing)	Armor	Any	Common	10	
Arrow of Slaying	Arrow, flesh of the creature type	Chaos	Very Rare	25	If this item is being created by a ranger, the imbument DC is reduced by 5.
Arrow-Catching Shield	Shield	Lawful	Rare	20	
Bag of Beans	Sack, 12 beans or seeds	Chaos	Rare	20	
Bag of Devouring	Sack	Any	Very Rare	25	
Bag of Holding	Sack	Any	Uncommon	15	
Bag of Tricks, Gray	Sack	Any	Uncommon	15	
Bag of Tricks, Rust	Sack	Any	Uncommon	15	
Bag of Tricks, Tan	Sack	Any	Uncommon	15	
Bead of Force (8)	Ball Bearings (8)	Force	Rare	20	
Belt of Cloud Giant Strength	Belt, Blood of a Cloud Giant (Vial)	Thunder	Legendary	30	
Belt of Dwarvenkind	Belt, hair of the beard of a dwarf	Lawful	Rare	20	Requires creation by a dwarf.
Belt of Fire Giant Strength	Belt, Blood of a Fire Giant (Vial)	Fire	Very Rare	25	
Belt of Frost Giant Strength	Belt, Blood of a Frost Giant (Vial)	Cold	Very Rare	25	
Belt of Hill Giant Strength	Belt, Blood of a Hill Giant (Vial)	Any	Rare	20	
Belt of Stone Giant Strength	Belt, Blood of a Stone Giant (Vial)	Any	Very Rare	25	
Belt of Storm Giant Strength	Belt, Blood of a Storm Giant (Vial)	Lightning	Legendary	30	
Berserker Axe	Battleaxe, Greataxe or Handaxe	Evil	Rare	20	
Blackrazor	Greatsword	Evil	Legendary	30	
Boots of Elvenkind	Boots, hair of an elf	Any	Uncommon	15	Requires creation by an elf.
Boots of Levitation	Boots	Thunder	Rare	20	
Boots of Speed	Boots	Lightning	Rare	20	
Boots of Striding and Springing	Boots	Any	Uncommon	15	
Boots of the Winterlands	Boots, animal fur	Cold	Uncommon	15	
Bowl of Commanding Water Elementals	Iron (60 lbs)	Cold	Rare	20	Requires Smith's Tools. If the item is being created by a water genasi, the Imbument DC is reduced by 5.

DMG ITEMS - BR, CR

Item	Consumed Materials	Core Type	Rarity	Imbument DC	Additional Notes
Bracers of Archery	Leather Armor	Any	Uncommon	15	If this item is being created by a ranger, the imbument DC reduced by 5.
Bracers of Defense	Leather Armor	Lawful	Rare	20	
Brazier of Commanding Fire Elementals	Iron (60 lbs)	Fire	Rare	20	Requires Smith's Tools. If the item is being created by a fire genasi, the Imbument DC is reduced by 5.
Brooch of Shielding	Amulet (Spellcasting Focus)	Force	Uncommon	15	
Broom of Flying	Wood (3 lbs)	Thunder	Uncommon	15	
Candle of Invocation	Candle	Varies	Very Rare	25	Requires creation by a Cleric. The alignment and required core of the Candle is same as the alignment of the diety the cleric is devoted to.
Cap of Water Breathing	Cotton Cloth (5 sq. yd.)	Cold	Uncommon	15	Require Weaver's Tools.
Cape of the Mountebank	Silk (1 sq. yd.)	Fire	Rare	20	Require Weaver's Tools.
Carpet of Flying, 3 ft. x 5 ft.	Silk (2 sq. yd.)	Thunder	Very Rare	25	Require Weaver's Tools.
Carpet of Flying, 4 ft. x 6 ft.	Silk (3 sq. yd.)	Thunder	Very Rare	25	Require Weaver's Tools.
Carpet of Flying, 5 ft. x 7 ft.	Silk (4 sq. yd.)	Thunder	Very Rare	25	Require Weaver's Tools.
Carpet of Flying, 6 ft. x 9 ft.	Silk (6 sq. yd.)	Thunder	Very Rare	25	Require Weaver's Tools.
Censer of Controlling Air Elementals	Iron (60 lbs)	Lightning	Rare	20	Requires Smith's Tools. If the item is being created by an air genasi, the Imbument DC is reduced by 5.
Chime of Opening	Iron (1 lb)	Any	Rare	20	
Circlet of Blasting	Amulet (Spellcasting Focus)	Fire	Uncommon	15	
Cloak of Arachinda	Silk (1 sq. yd.)	Poison	Very Rare	25	Require Weaver's Tools.
Cloak of Displacement	Silk (1 sq. yd.)	Any	Rare	20	Require Weaver's Tools.
Cloak of Elvenkind	Silk (1 sq. yd.), hair of an elf	Any	Uncommon	15	Require Weaver's Tools. Requires creation by an elf
Cloak of Invisibility	Silk (1 sq. yd.)	Any	Legendary	30	Require Weaver's Tools.
Cloak of Protection	Silk (1 sq. yd.)	Lawful	Uncommon	15	Require Weaver's Tools.
Cloak of the Bat	Silk (1 sq. yd.)	Necrotic	Rare	20	Require Weaver's Tools.
Cloak of the Manta Ray	Silk (1 sq. yd.)	Cold	Uncommon	15	Require Weaver's Tools.
Crystal Ball	Orb (Spellcasting Focus)	Psychic	Very Rare	15	
Crystal Ball of Mindreading	Orb (Spellcasting Focus)	Psychic	Legendary	30	

DMG ITEMS - CR, EL

Item	Consumed Materials	Core Type	Rarity	Imbument DC	Additional Notes
Crystal Ball of Telepathy	Orb (Spellcasting Focus)	Psychic	Legendary	30	
Crystal Ball of True Seeing	Orb (Spellcasting Focus)	Psychic	Legendary	30	
Cube of Force	Iron (1 lb)	Force	Rare	25	
Cubic Gate	Iron (1 lb)	Conjuration	Legendary	30	
Daern's Instance Fortress	Iron (1 lb)	Lawful	Rare	20	
Dagger of Venom	Dagger	Acid or Poison	Rare	20	If the item is being created by a rogue, the imbument DC is reduced by 5.
Dancing Sword	Sword	Chaos	Very Rare	25	
Decanter of Endless Water	Flask	Cold	Uncommon	15	
Deck of Illusions	Playing Card Set	Any	Uncommon	15	
Deck of Many Things	Playing Card Set	Chaos	Legendary	30	
Defender	Sword	Lawful	Legendary	30	
Demon Armor	Heavy Armor	Evil	Very Rare	25	
Dimensional Shackles	Manacles	Lawful	Rare	20	
Dragon Scale Mail	Medium Armor, 45 lbs of dragon scales	Varies	Very Rare	25	The core used must match the damage type of the breath weapon of the dragon the scales are from. That color dragon is the resulting type of armor.
Dragon Slayer	Sword, any body part of a dragon	Chaos	Rare	20	
Driftglobe	Orb (Spellcasting Focus)	Radiant	Uncommon	15	
Drow Armor	Armor, the hair of a drow	Acid	Common	10	Requires creation by a drow.
Dust of Disappearance	Sack	Any	Uncommon	15	
Dust of Dryness	Sack	Acid	Uncommon	15	
Dust of Sneezing and Choking	Sack	Poison	Uncommon	15	
Dwarven Plate	Heavy Armor, the hair of a dwarf	Lawful	Very Rare	25	Requires creation by a dwarf.
Dwarven Thrower	Warhammer, the hair of a dwarf	Chaos	Very Rare	25	Requires creation by a dwarf.
Efreeti Bottle	Glass Bottle	Fire	Very Rare	25	If the item is being created by a fire genasi, the Imbument DC is reduced by 5.
Efreeti Chain	Chainmail	Fire	Legendary	30	If the item is being created by a fire genasi, the Imbument DC is reduced by 5.
Elemental Gem, Blue Sapphire	Sapphire	Lightning	Uncommon	15	If the item is being created by an air genasi, the Imbument DC is reduced by 5.
Elemental Gem, Emerald	Emerald	Cold	Uncommon	15	If the item is being created by a water genasi, the Imbument DC is reduced by 5.

DMG ITEMS - EL, GO

Item	Consumed Materials	Core Type	Rarity	Imbument DC	Additional Notes
Elemental Gem, Red Corundum	Corundum	Fire	Uncommon	15	If the item is being created by an fire genasi, the Imbument DC is reduced by 5.
Elemental Gem, Yellow Diamond	Diamond	Force	Uncommon	15	If the item is being created by an earth genasi, the Imbument DC is reduced by 5.
Elven Chain	Chainmail, the hair of an elf	Lawful	Rare	20	Requires creation by an elf
Eversmoking Bottle	Glass Bottle	Fire	Uncommon	15	If the item is being created by a fire genasi, the Imbument DC is reduced by 5.
Eyes of Charming	Glass (1 lb)	Psychic	Uncommon	15	The Imbument DC for this item is reduced by the creator's Charisma modifier.
Eyes of Minute Seeing	Glass (1 lb)	Any	Uncommon	15	
Eyes of the Eagle	Glass (1 lb)	Any	Uncommon	15	
Figurine of Wondrous Power, Bronze Griffon	Bronze (1 lb), the feather of a griffon	Any	Rare	20	
Figurine of Wondrous Power, Ebony Fly	Ebony (1 lb), the wing of a fly	Any	Rare	20	
Figurine of Wondrous Power, Golden Lions	Gold (1 lb), the fur of a lion	Any	Rare	20	
Figurine of Wondrous Power, Ivory Goats	Ivory (1 lb), the fur of a goat	Any	Rare	20	
Figurine of Wondrous Power, Marble Elephant	Marble (1 lb), the hair of an elephant	Any	Rare	20	
Figurine of Wondrous Power, Obsidian Steed	Obsidian (1 lb), the hair of a horse	Any	Rare	20	
Figurine of Wondrous Power, Onyx Dog	Onyx (1 lb), the hair of a dog	Any	Rare	20	
Figurine of Wondrous Power, Serpentine Owl	Serpentine (1 lb), the feather of an owl	Any	Rare	20	
Figurine of Wondrous Power, Silver Raven	Silver (1 lb), the feather of a raven	Any	Rare	20	
Flame Tongue	Sword	Fire	Rare	20	
Folding Boat	Longship	Any	Rare	20	
Frost Brand	Sword	Cold	Very Rare	25	
Gauntlets of Ogre Power	Iron (5 lbs), blood of an ogre (vial)	Any	Uncommon	15	Requires Smith's Tools.
Gem of Brightness	Gem worth 50 gp	Radiant	Uncommon	15	
Gem of Seeing	Gem	Radiant	Rare	20	
Giant Slayer	Melee Martial Weapon, giant's blood	Chaos	Rare	20	
Glamoured Studded Leather	Studded Leather Armor	Psychic	Rare	20	
Gloves of Missile Snaring	Gloves	Force	Uncommon	15	Requires creation by a monk.
Gloves of Swimming and Climbing	Gloves	Any	Uncommon	15	
Gloves of Thievery	Gloves	Evil	Uncommon	15	Requires creation by a rogue.
Goggles of Night	Glass (1 lb)	Necrotic	Uncommon	15	

DMG ITEMS - HA, IO

Item	Consumed Materials	Core Type	Rarity	Imbument DC	Additional Notes
Hammer of Thunderbolts	Maul	Lightning	Legendary	30	Requires creation by someone wearing and attuned to a belt of giant strength (any variety) and gauntlets of ogre power.
Hat of Disguise	Hat	Psychic	Uncommon	15	
Headband of Intellect	Iron (2 lbs)	Psychic	Uncommon	15	Require creation by a wizard or artificer with an intelligence score of 17 or higher.
Helm of Brilliance	Helmet	Radiant	Very Rare	25	
Helm of Comprehending Languages	Helmet	Psychic	Uncommon	15	Requires creation by a spellcaster capable of casting Comprehend Languages.
Helm of Telepathy	Helmet	Psychic	Uncommon	15	Requires creation by a spellcaster capable of casting Detect Thoughts and Suggestion.
Helm of Teleportation	Helmet	Any	Rare	20	Requires creation by a spellcaster capable of casting Teleport.
Heward's Handy Haversack	Sack	Any	Rare	20	
Holy Avenger	Sword	Radiant	Legendary	30	Requires creation by a paladin.
Horn of Blasting	Horn	Thunder	Rare	20	Requires creation by a bard.
Horn of Valhalla, Brass	Horn	Chaos	Rare	20	Requires creation by an individual proficient with all simple weapons.
Horn of Valhalla, Bronze	Horn	Chaos	Very Rare	25	Requires creation by an individual proficient with medium armor.
Horn of Valhalla, Iron	Horn	Chaos	Legendary	30	Requires creation by an individual proficient with all martial weapons.
Horn of Valhalla, Silver	Horn	Chaos	Rare	20	
Horseshoes of a Zephyr	Horseshoes (4)	Lightning	Very Rare	25	
Horseshoes of Speed	Horseshoes (4)	Lightning	Rare	20	If this item is being created by an individual with a speed higher than 30, the imbument DC is reduced by 5.
Immovable Rod	Iron (2 lbs)	Lawful	Uncommon	15	Requires Smith's Tools.
Instrument of the Bards, Anstruth Harp	Harp	Any	Very Rare	25	Requires creation by a bard of 15th level or higher.
Instrument of the Bards, Canaith Mandolin	Mandolin	Any	Rare	20	Requires creation by a bard of 5th level or higher.
Instrument of the Bards, Cli Lyre	Lyre	Any	Rare	20	Requires creation by a bard of 7th level or higher.
Instrument of the Bards, Doss Lute	Lute	Any	Uncommon	15	Requires creation by a bard of 5th level or higher.
Instrument of the Bards, Fochlucan Bandore	Bandore	Any	Uncommon	15	Requires creation by a bard of 3rd level or higher.
Instrument of the Bards, Mac-Fuirmidh Cittern	Cittern	Any	Uncommon	15	Requires creation by a bard of 2nd level or higher.
Instrument of the Bards, Ollamh Harp	Harp	Any	Legendary	30	Requires creation by a bard of 18th level or higher.
Ioun Stone, Absorbition	Gem (50 gp)	Lawful	Very Rare	25	Requires creation by a cleric or paladin devoted to Ioun, or a monk of the cobalt soul.
Ioun Stone, Agility	Gem (50 gp)	Lawful	Very Rare	25	Requires creation by a cleric or paladin devoted to Ioun, or a monk of the cobalt soul.
Ioun Stone, Awareness	Gem (50 gp)	Lawful	Rare	20	Requires creation by a cleric or paladin devoted to Ioun, or a monk of the cobalt soul.

DMG ITEMS - IO, MA

Item	Consumed Materials	Core Type	Rarity	Imbument DC	Additional Notes
Ioun Stone, Fortitude	Gem (50 gp)	Lawful	Very Rare	25	Requires creation by a cleric or paladin devoted to Ioun, or a monk of the cobalt soul.
Ioun Stone, Greater Absorbion	Gem (50 gp)	Lawful	Legendary	30	Requires creation by a cleric or paladin devoted to Ioun, or a monk of the cobalt soul.
Ioun Stone, Insight	Gem (50 gp)	Lawful	Very Rare	25	Requires creation by a cleric or paladin devoted to Ioun, or a monk of the cobalt soul.
Ioun Stone, Intellect	Gem (50 gp)	Lawful	Very Rare	25	Requires creation by a cleric or paladin devoted to Ioun, or a monk of the cobalt soul.
Ioun Stone, Leadership	Gem (50 gp)	Lawful	Very Rare	25	Requires creation by a cleric or paladin devoted to Ioun, or a monk of the cobalt soul.
Ioun Stone, Mastery	Gem (50 gp)	Lawful	Legendary	30	Requires creation by a cleric or paladin devoted to Ioun, or a monk of the cobalt soul.
Ioun Stone, Protection	Gem (50 gp)	Lawful	Rare	20	Requires creation by a cleric or paladin devoted to Ioun, or a monk of the cobalt soul.
Ioun Stone, Regeneration	Gem (50 gp)	Lawful	Legendary	30	Requires creation by a cleric or paladin devoted to Ioun, or a monk of the cobalt soul.
Ioun Stone, Reserve	Gem (50 gp)	Lawful	Rare	20	Requires creation by a cleric or paladin devoted to Ioun, or a monk of the cobalt soul.
Ioun Stone, Strength	Gem (50 gp)	Lawful	Very Rare	25	
Ioun Stone, Sustenance	Gem (50 gp)	Lawful	Rare	20	Requires creation by a cleric or paladin devoted to Ioun, or a monk of the cobalt soul.
Iron Bands of Bilarro	Iron (1 lbs), Chains (30 ft)	Lawful	Rare	20	
Iron Flask	Iron (1 lbs)	Lawful	Legendary	30	
Javelin of Lightning	Javelin	Lightning	Uncommon	15	Requires creation by a spellcaster able to cast a spell that deals lightning damage.
Keoghtom's Ointment	Glass Jar	Good	Uncommon	15	
Lantern of Revealing	Hooded Lantern	Radiant	Uncommon	15	
Luck Blade	Sword	Any	Legendary	30	Requires creation by a spellcaster capable of casting Wish.
Mace of Disruption	Mace	Good	Rare	20	Requires creation by a cleric or paladin devoted to a good aligned diety.
Mace of Smiting	Mace	Any	Rare	20	Requires creation by a cleric or paladin devoted to a neutral aligned diety.
Mace of Terror	Mace	Evil	Rare	20	Requires creation by a cleric or paladin devoted to a evil aligned diety.
Mantle of Spell Resistance	Silk (1 sq. yd.), Satyr hair	Lawful	Rare	20	If this item is being created by a creature with the Magic Resitance ability, the Imbument DC is reduced by 5. Require Weaver's Tools.
Manual of Bodily Health	Book	Force	Very Rare	25	
Manual of Golems	Book	Any	Very Rare	25	The type of Golems created by this manual is determined by the DM.
Manual of Gainful Exercise	Book	Force	Very Rare	25	
Manual of Quickness of Action	Book	Force	Very Rare	25	

DMG ITEMS - MA, QU

Item	Consumed Materials	Core Type	Rarity	Imbument DC	Additional Notes
Mariner's Armor	Armor	Cold	Uncommon	15	If the item is being created by an individual with a swimming speed, the Imbument DC is reduced by 5.
Medallion of Thoughts	Medallion (Spellcasting Focus)	Psychic	Uncommon	15	
Mirror of Life Trapping	Mirror (150 gp)	Necrotic	Very Rare	25	
Mithral Armor	Armor, Mithral (15 lbs)	Lawful	Uncommon	15	If the item is being created by a dwarf, the Imbument DC is reduced by 10.
Moonblade	Longsword	Radiant	Legendary	30	Requires creation by an elf. The moonblade has no runes on it when it is created.
Necklace of Adaptation	Amulet (Spellcasting Focus)	Poison	Uncommon	15	
Necklace of Fireballs	Amulet (Spellcasting Focus)	Fire	Rare	20	
Necklace of Prayer Beads	Amulet (Spellcasting Focus)	Good	Rare	20	Requires creation by a cleric, paladin or druid.
Nine Lives Stealer	Sword	Necrotic	Very Rare	25	
Nolzur's Marvelous Pigments	Ink (5 Vials)	Psychic	Very Rare	25	
Oathbow	Longbow	Lawful	Very Rare	25	Requires creation by an individual who speaks elvish. If the item is being created by a paladin or ranger, the Imbument DC is reduced by 5.
Oil of Etherealness	Oil (Vial)	Psychic	Rare	20	If the item is being created by a spellcaster who can cast the etherealness spell, the Imbument DC is reduced by 10. Requires Alchemist's Supplies.
Oil of Sharpness	Oil (Vial)	Any	Very Rare	25	Requires Alchemist's Supplies.
Oil of Slipperiness	Oil (Vial)	Any	Uncommon	15	Requires Alchemist's Supplies
Pearl of Power	Pearl (150 gp)	Force	Uncommon	15	Requires creation by a spellcaster.
Periapt of Health	Amulet (Spellcasting Focus)	Good	Uncommon	15	If the item is being created by a Good aligned cleric or paladin, the Imbument DC is reduced by 5.
Peripat of Proof against Poison	Amulet (Spellcasting Focus)	Poison	Rare	20	
Periapt of Wound Closure	Amulet (Spellcasting Focus)	Good	Uncommon	15	If the item is being created by a Good aligned cleric or paladin, the Imbument DC is reduced by 5.
Philter of Love	Water (Vial)	Psychic	Uncommon	15	Requires Alchemist's Supplies
Pipes of Haunting	Musical Instrument	Psychic	Uncommon	15	
Pipes of the Sewers	Musical Instrument	Poison	Uncommon	15	
Portable Hole	Black Silk (1 sq. yd.)	Force	Rare	20	Require Weaver's Tools.
Quaal's Feather Token, Anchor	Feather	Force	Rare	20	

DMG ITEMS - QU, RO

Item	Consumed Materials	Core Type	Rarity	Imbument DC	Additional Notes
Quaal's Feather Token, Bird	Feather	Force	Rare	20	
Quaal's Feather Token, Fan	Feather	Force	Rare	20	
Quaal's Feather Token, Swan Boat	Feather	Force	Rare	20	
Quaal's Feather Token, Tree	Feather	Force	Rare	20	
Quaal's Feather Token, Whip	Feather	Force	Rare	20	
Quiver of Ehlonna	Quiver	Force	Uncommon	15	
Ring of Acid Resistance	Ring	Acid	Rare	20	
Ring of Air Elemental Command	Ring	Thunder	Legendary	30	
Ring of Animal Influence	Ring	Psychic	Rare	20	
Ring of Cold Resistance	Ring	Cold	Rare	20	
Ring of Djinni Summoning	Ring	Force	Legendary	30	
Ring of Earth Elemental Command	Ring	Force	Legendary	30	
Ring of Evasion	Ring	Lightning	Rare	20	
Ring of Feather Falling	Ring	Thunder	Rare	20	
Ring of Fire Elemental Command	Ring	Fire	Legendary	30	
Ring of Fire Resistance	Ring	Fire	Rare	20	
Ring of Force Resistance	Ring	Force	Rare	20	
Ring of Free Action	Ring	Force	Rare	20	
Ring of Invisibility	Ring	Psychic	Rare	20	
Ring of Jumping	Ring	Lightning	Uncommon	15	
Ring of Lightning Resistance	Ring	Lightning	Rare	20	
Ring Mind Shielding	Ring	Psychic	Uncommon	15	
Ring of Necrotic Resistance	Ring	Necrotic	Rare	20	
Ring of Poison Resistance	Ring	Poison	Rare	20	
Ring of Protection	Ring	Any	Rare	20	
Ring of Psychic Resistance	Ring	Psychic	Rare	20	
Ring of Radiant Resistance	Ring	Radiant	Rare	20	
Ring of Regeneration	Ring	Good	Very Rare	25	
Ring of Shooting Stars	Ring	Force	Rare	20	
Ring of Spell Storing	Ring	Force	Very Rare	25	
Ring of Spell Turning	Ring	Force	Rare	20	
Ring of Swimming	Ring	Cold	Uncommon	15	
Ring of Telekinesis	Ring	Psychic	Very Rare	25	
Ring of the Ram	Ring	Force	Rare	20	
Ring of Three Wishes	Ring	Any	Legendary	30	
Ring of Thunder Resistance	Ring	Thunder	Rare	20	
Ring of Warmth	Ring	Fire	Uncommon	15	
Ring of Water Elemental Command	Ring	Cold	Legendary	30	
Ring of Water Walking	Ring	Cold	Uncommon	15	
Ring of X-ray Vision	Ring	Any	Rare	20	
Robe of Eyes	Silk (1 sq. yd.)	Psychic	Rare	20	Require Weaver's Tools.
Robe of Scintillating Colors	Silk (1 sq. yd.)	Radiant	Very Rare	25	Require Weaver's Tools.
Robe of Stars	Silk (1 sq. yd.)	Force	Very Rare	25	Require Weaver's Tools.

DMG ITEMS - Ro, Sh

Item	Consumed Materials	Core Type	Rarity	Imbument DC	Additional Notes
Robe of the Archmagi	Silk (1 sq. yd.)	Force	Legendary	30	Requires creation by a sorcerer, warlock or wizard. The color of the robe is the corresponding color of the creator's alignment. Require Weaver's Tools.
Robe of Useful Items	Silk (1 sq. yd.)	Force	Uncommon	15	Require Weaver's Tools.
Rod of Absorption	Rod (Spellcasting Focus)	Lawful	Very Rare	25	
Rod of Alertness	Rod (Spellcasting Focus)	Radiant	Very Rare	25	
Rod of Lordly Might	Rod (Spellcasting Focus)	Lawful	Legendary	30	
Rod of Resurrection	Rod (Spellcasting Focus)	Good	Legendary	30	
Rod of Rulership	Rod (Spellcasting Focus)	Lawful	Rare	20	If this item is being created by an Order domain cleric, the imbument DC is reduced by 5.
Rod of Security	Rod (Spellcasting Focus)	Lawful	Very Rare	25	
Rod of the Pact Keeper +1	Rod (Spellcasting Focus)	Varies	Uncommon	15	Requires creation by a warlock. The arcane core required to imbue this item matches the alignment of the creator's patron.
Rod of the Pact Keeper +2	Rod (Spellcasting Focus)	Varies	Rare	20	
Rod of the Pact Keeper +3	Rod (Spellcasting Focus)	Varies	Very Rare	25	
Rope of Climbing	Rope	Any	Uncommon	15	If the item is being created by a ranger, the imbument DC is reduced by 5.
Rope of Entanglement	Rope	Any	Rare	20	If the item is being created by a ranger, the imbument DC is reduced by 5.
Saddle of the Cavalier	Saddle or Exotic Saddle	Any	Uncommon	15	If this item is being created by a Cavalier archetype fighter, the imbument DC is reduced by 5.
Scarab of Protection	Amulet (Spellcasting Focus)	Necrotic	Legendary	30	If this item is being created by a school of Necromancy wizard, the imbument DC is reduced by 5.
Scimitar of Speed	Scimitar	Lightning	Very Rare	25	If this item is being created by an individual with a speed higher than 30, the imbument DC is reduced by 5.
Scroll of Protection	Paper (1 sheet), Varies	Lawful	Rare	20	This item requires a body part from a creature as an additional consumed material. The creature type the body part is from is type the created scroll protects from.
Sending Stones	2 stones	Any	Uncommon	15	Requires creation by a spellcaster capable of casting the sending spell.
Sentinel Shield	Shield	Psychic	Uncommon	15	
Shield +1	Shield	Any	Uncommon	15	
Shield +2	Shield	Any	Rare	20	
Shield +3	Shield	Any	Very Rare	25	

DMG ITEMS - SH, ST

Item	Consumed Materials	Core Type	Rarity	Imbument DC	Additional Notes
Shield of Missile Attraction	Shield	Evil	Rare	20	
Slippers of Spider Climbing	Slippers	Poison	Uncommon	15	
Sovereign Glue	Flask	Oil of Slipperiness (Vial)	Any	Legendary	30
Spell Scroll (Cantrip)	Paper (1 sheet)	Any	Common	10	Requires creation by an individual capable of casting the spell written on the scroll.
Spell Scroll (1st Level)	Paper (1 sheet)	Any	Common	10	Requires creation by an individual capable of casting the spell written on the scroll.
Spell Scroll (2nd Level)	Paper (1 sheet)	Any	Uncommon	15	Requires creation by an individual capable of casting the spell written on the scroll.
Spell Scroll (3rd Level)	Paper (1 sheet)	Any	Uncommon	15	Requires creation by an individual capable of casting the spell written on the scroll.
Spell Scroll (4th Level)	Paper (1 sheet)	Any	Rare	20	Requires creation by an individual capable of casting the spell written on the scroll.
Spell Scroll (5th Level)	Paper (1 sheet)	Any	Rare	20	Requires creation by an individual capable of casting the spell written on the scroll.
Spell Scroll (6th Level)	Paper (1 sheet)	Any	Very Rare	25	Requires creation by an individual capable of casting the spell written on the scroll.
Spell Scroll (7th Level)	Paper (1 sheet)	Any	Very Rare	25	Requires creation by an individual capable of casting the spell written on the scroll.
Spell Scroll (8th Level)	Paper (1 sheet)	Any	Very Rare	25	Requires creation by an individual capable of casting the spell written on the scroll.
Spell Scroll (9th Level)	Paper (1 sheet)	Any	Legendary	30	Requires creation by an individual capable of casting the spell written on the scroll.
Spellguard Shield	Shield	Force	Very Rare	25	
Sphere of Annihilation	Nothing	Force	Legendary	30	
Staff of Charming	Staff (Spellcasting Focus)	Psychic	Rare	20	Requires creation by a bard, cleric, druid, sorcerer, warlock, or wizard.
Staff of Fire	Staff (Spellcasting Focus)	Fire	Very Rare	25	Requires creation by a druid, sorcerer, warlock, or wizard.
Staff of Frost	Staff (Spellcasting Focus)	Cold	Very Rare	25	Requires creation by a druid, sorcerer, warlock, or wizard.
Staff of Healing	Staff (Spellcasting Focus)	Good	Rare	20	Requires creation by a bard, cleric, or druid.
Staff of Power	Staff (Spellcasting Focus)	Force	Very Rare	25	Requires creation by a sorcerer, warlock or wizard.
Staff of Striking	Staff (Spellcasting Focus)	Force	Very Rare	25	If this item is being created by a monk, the imbument DC is decreased by 5.
Staff of Swarming Insects	Staff (Spellcasting Focus)	Poison	Rare	20	Requires creation by a bard, cleric, druid, sorcerer, warlock, or wizard.
Staff of the Adder	Staff (Spellcasting Focus)	Poison	Uncommon	15	Requires creation by a cleric, druid or warlock.

DMG ITEMS - ST, VO

Item	Consumed Materials	Core Type	Rarity	Imbument DC	Additional Notes
Staff of the Magi	Staff (Spellcasting Focus)	Force	Legendary	30	Requires creation by a sorcerer, warlock or wizard.
Staff of the Python	Staff (Spellcasting Focus)	Acid	Uncommon	15	Requires creation by a cleric, druid or warlock.
Staff of the Woodlands	Staff (Spellcasting Focus)	Any	Rare	20	Requires creation by a druid.
Staff of Thunder and Lightning	Staff (Spellcasting Focus)	Varies	Very Rare	25	This item can be created using a thunder or lightning arcane core.
Staff of Withering	Staff (Spellcasting Focus)	Necrotic	Rare	20	Requires creation by a cleric, druid or warlock.
Stone of Controlling Earth Elementals	Stone	Force	Rare	20	
Stone of Good Luck	Stone	Good	Uncommon	15	
Sun Blade	Longsword	Radiant	Rare	20	
Sword of Answering	Longsword	Psychic	Legendary	30	The variation of this weapon matches it's creator's alignment.
Sword of Life Stealing	Sword	Necrotic	Rare	20	If this item is being created by a fighter or barbarian, the imbument DC is decreased by 5.
Sword of Sharpness	Sword	Any	Very Rare	25	If this item is being created by a fighter or barbarian, the imbument DC is decreased by 5.
Sword of Vengeance	Sword	Evil	Uncommon	15	If this item is being created by a fighter or barbarian, the imbument DC is decreased by 5.
Sword of Wounding	Sword	Necrotic	Rare	20	If this item is being created by a fighter or barbarian, the imbument DC is decreased by 5.
Talisman of Pure Good	Amulet (Spellcasting Focus)	Good	Legendary	30	Requires creation by a Good aligned individual.
Talisman of the Sphere	Amulet (Spellcasting Focus)	Any	Legendary	30	Requires creation by a neutral aligned individual.
Talisman of Ultimate Evil	Amulet (Spellcasting Focus)	Evil	Legendary	30	Requires creation by a evil aligned individual.
Tentacle Rod	Rod (Spellcasting Focus)	Acid	Rare	20	Requires creation by a drow or any individual in the underdark.
Tome of Clear Thought	Book	Psychic	Very Rare	25	
Tome of Leadership and Influence	Book	Psychic	Very Rare	25	
Tome of the Stilled Tongue	Book	Evil	Legendary	30	Requires creation by a wizard.
Tome of Understanding	Book	Psychic	Very Rare	25	
Trident of Fish Command	Trident	Cold	Uncommon	15	Requires creation by an individual who can breath underwater and has a swimming speed.
Universal Solvent	Alcohol (Flask)	Any	Legendary	30	
Vicious Weapon	Weapon	Chaos	Rare	20	
Vorpal Sword	Sword	Chaos	Legendary	30	If this item is being created by a fighter or barbarian, the imbument DC is decreased by 5.

DMG ITEMS - WA, WE

Item	Consumed Materials	Core Type	Rarity	Imbument DC	Additional Notes
Wand of Binding	Wand (Spellcasting Focus)	Lawful	Rare	20	Requires creation by a spellcaster.
Wand of Enemy Detection	Wand (Spellcasting Focus)	Psychic	Rare	20	
Wand of Fear	Wand (Spellcasting Focus)	Psychic	Rare	20	
Wand of Fireballs	Wand (Spellcasting Focus)	Fire	Rare	20	Requires creation by a spellcaster.
Wand of Lightning Bolts	Wand (Spellcasting Focus)	Lightning	Rare	20	Requires creation by a spellcaster.
Wand of Magic Detection	Wand (Spellcasting Focus)	Force	Uncommon	15	
Wand of Magic Missiles	Wand (Spellcasting Focus)	Force	Uncommon	15	
Wand of Paralysis	Wand (Spellcasting Focus)	Poison	Rare	20	Requires creation by a spellcaster.
Wand of Polymorph	Wand (Spellcasting Focus)	Force	Very Rare	25	Requires creation by a spellcaster.
Wand of Secrets	Wand (Spellcasting Focus)	Psychic	Uncommon	15	
Wand of the War Mage +1	Wand (Spellcasting Focus)	Any	Uncommon	15	Requires creation by a spellcaster.
Wand of the War Mage +2	Wand (Spellcasting Focus)	Any	Rare	20	Requires creation by a spellcaster.
Wand of the War Mage +3	Wand (Spellcasting Focus)	Any	Very Rare	25	Requires creation by a spellcaster.
Wand of the Web	Wand (Spellcasting Focus)	Acid	Uncommon	15	Requires creation by a spellcaster.
Wand of Wonder	Wand (Spellcasting Focus)	Chaos	Rare	20	Requires creation by a spellcaster.
Wave	Trident	Cold	Legendary	30	Requires creation by an individual who can breath underwater, has a swimming speed and worships a god of the sea.
Weapon (no damage) +1	Weapon	Any	Uncommon	15	If the creator of this weapon is proficient with it, reduce the imbument DC by 10.
Weapon (no damage) +2	Weapon	Any	Rare	20	If the creator of this weapon is proficient with it, reduce the imbument DC by 10.
Weapon (no damage) +3	Weapon	Any	Very Rare	25	If the creator of this weapon is proficient with it, reduce the imbument DC by 10.
Weapon +1	Weapon	Any	Uncommon	15	If the creator of this weapon is proficient with it, reduce the imbument DC by 5.

DMG ITEMS - WE, ZZ

Item	Consumed Materials	Core Type	Rarity	Imbument DC	Additional Notes
Weapon +2	Weapon	Any	Rare	20	If the creator of this weapon is proficient with it, reduce the imbument DC by 5.
Weapon +3	Weapon	Any	Very Rare	25	If the creator of this weapon is proficient with it, reduce the imbument DC by 5.
Weapon of Warning	Weapon	Psychic	Uncommon	15	
Well of Many Worlds	Silk (2 sq. yds.)	Force	Legendary	30	
Whelm	Warhammer	Lawful	Legendary	30	Requires creation by a dwarf.
Wind Fan	Fan	Thunder	Uncommon	15	
Winged Boots	Boots	Thunder	Uncommon	15	