

CRAFTING AND SELLING MAGIC ITEMS, REVISED

Chapter 6, “Between Adventures” in the *Dungeon Master’s Guide* provides rules for crafting and selling magic items. However, many players have expressed dissatisfaction with the poor financial forecast in store for individuals who invest in this option. This document functions as a revision for the appropriate sections in the *Dungeon Master’s Guide* to enable players to make better use of their downtime. It also introduces a new mechanic in the form of the magical workshop.

MAGICAL WORKSHOP

Creating a magical item requires special tools. No ordinary hammer could forge a magical sword, and no ordinary furnace could temper the high-quality steel needed for such a project. More advanced magical items require more well-equipped workshops. Once a magical workshop has been established, it reduces future crafting costs, as the crafter does not have to re-invest in the infrastructure necessary to support their trade.

Magical workshops have maintenance costs which include everything it takes to maintain the property and keep things running smoothly, including the salaries of hirelings. Maintenance expenses need to be paid every 30 days. When the workshop is not being used, the maintenance costs are halved, to a minimum of 25 gp per month.

BUILDING A MAGICAL WORKSHOP

| Workshop | Construction Cost | Construction Time |
|-----------|-------------------|-------------------|
| Common | 500 gp | 10 days |
| Uncommon | 1,000 gp | 30 days |
| Rare | 5,000 gp | 60 days |
| Very rare | 10,000 gp | 100 days |
| Legendary | 25,000 gp | 150 days |

MAINTENANCE COSTS

| Workshop | Total Cost per Day | Skilled Hirelings |
|-----------|--------------------|-------------------|
| Common | 2 gp | 1 |
| Uncommon | 5 gp | 1 |
| Rare | 10 gp | 2 |
| Very rare | 25 gp | 3 |
| Legendary | 50 gp | 4 |

CRAFTING A MAGIC ITEM

The creation of a magic item is an expensive task. To start, a character must have proficiency in the type of tools required to craft an item of that type. To forge a magic sword requires proficiency with smith’s tools, to brew a magical potion requires proficiency with an alchemist’s kit, and so on. The character must also have a formula that describes the construction of the item. The rarity of such knowledge is up to the DM to decide, and they may determine that some formulae require special quests to discover.

In addition to these requirements, the character must be a



spellcaster with spell slots and must be able to cast any spells that the item can produce. Moreover, the character must meet a level minimum determined by the item’s rarity, as shown in the Crafting Magic Items table.

CRAFTING MAGIC ITEMS

| Item Rarity | Creation Cost | Minimum Level |
|-------------|---------------|---------------|
| Common | 50 gp | 3rd |
| Uncommon | 250 gp | 3rd |
| Rare | 1,000 gp | 6th |
| Very rare | 5,000 gp | 11th |
| Legendary | 25,000 gp | 17th |

An item has a creation cost specified in the Crafting Magic Items table (half that cost for a consumable such as a potion or scroll). For every day of downtime you spend crafting, you can craft one or more items with a total creation cost not



exceeding 25 gp. If the character is crafting the item in a workspace of the appropriate quality, as determined by the rarity of the item being crafted, the creation cost is reduced to half. A character engaged in the crafting of a magic item makes progress determined by an Intelligence check, including any proficiency bonus with the tools used in the craft. Hirelings or other characters that assist in this process can either grant the character advantage on the Intelligence check or contribute with their own, provided that they also have the necessary proficiency. The character spends an amount of gold determined by this check until the total creation cost of the item is paid, at which point the item is complete. The check is modified as follows:

$$\text{Progress} = (\text{d20} + \text{Intelligence modifier} + \text{your proficiency bonus}) \times 5 \text{ gp}$$

Thus, a 10th-level character with an Intelligence of 16 and proficiency in the necessary tools can make progress to a maximum of 135 gp per day, or 85 gp per day on average.

Many items, such as weapons, require several days to physically create, regardless of the gold piece progress a character can make towards its completion. For example, even a master smith with a workshop full of apprentices could not produce a decent sword in fewer than two days. At the DM's discretion, a character might bypass such time requirements through the use of additional spells like *fabricate*.

While crafting a magic item, a character can maintain a modest lifestyle without having to pay the 1 gp per day, or a comfortable lifestyle at half the normal cost (see chapter 5, "Equipment", in the *Player's Handbook*).

SELLING MAGIC ITEMS

Any settlement of moderate size can offer spellcasting services, including the sale of magic items. Most magical items are beyond the means of ordinary folk and require additional time and negotiation to procure or sell. A character in possession of such an item can spend downtime searching for a buyer. This downtime activity can be performed only in a city or another location where one can find wealthy individuals interested in buying magic items. Legendary magic items and priceless artifacts can't be sold during downtime. Finding someone to buy such an item can be the substance of an adventure or quest.

For each salable item, the character makes a DC 20 Intelligence (Investigation) check to find buyers. Another character can use his or her downtime to assist with the search, granting advantage on the checks. On a failed check, no buyer for the item is found after a search that lasts 10 days. On a successful check, a buyer for the item is found after a number of days based on the item's rarity, as shown in the Salable Magic item table.

A character can attempt to find buyers for multiple magic items at once, although this requires multiple Intelligence (Investigation) checks, the searches are occurring simultaneously, and the results of multiple failures or successes aren't added together. For example, if the character finds a buyer for a rare magic item in 2 days and a buyer for a separate rare magic item in 5 days, but fails to find a buyer for a very rare item up for grabs, the entire search takes 10 days.

For each item a character wishes to sell, the player rolls percentile dice and consults the Selling a Magic Item table,

SALABLE MAGIC ITEMS

| Item Rarity | Base Sale Price | Days to Find Buyer | d100 Roll Modifier * |
|-------------|-----------------|--------------------|----------------------|
| Common | 100 gp | 1d4 | +10 |
| Uncommon | 500 gp | 1d6 | +0 |
| Rare | 5,000 gp | 1d8 | -10 |
| Very rare | 50,000 gp | 1d10 | -20 |

* Apply this modifier to rolls on the Selling a Magic Item table.

SELLING A MAGIC ITEM

d100 + Mod. You Find ...

| | |
|--------------|--|
| 20 or lower | A buyer offering a tenth of the base price. |
| 21–30 | A buyer offering a quarter of the base price, and a shady buyer offering half the base price. |
| 31–60 | A buyer offering half the base price, and a shady buyer offering the full base price. |
| 61–80 | A buyer offering the full base price. |
| 81–90 | A buyer offering one and a half times the base price and a shady buyer offering twice the base price, no questions asked. |
| 91 or higher | A buyer offering twice the base price and a patron willing to offer you a commission to craft additional items. Consult your DM for details. |

applying a modifier based on the item's rarity, as shown in the Salable Magic items table. The character also makes a Charisma (Persuasion) check and adds that check's total to the roll. The subsequent total determines what a buyer offers to pay for the item.

The DM determines a buyer's identity. Buyers sometimes procure Rare and rarer items through proxies to ensure that their identities remain unknown. If the buyer is shady, it's up to the DM whether the sale creates legal complications for the party later.

DISCLAIMER

Dungeon Master's Workshop is not responsible for the consequences arising from adding powdered root of asphodel to an infusion of wormwood, or any other metaphor-driven alchemical experiments, attempts to douse alchemist's fire with water, or the intentional misinterpretation of open-worded wishes expressed to entities bound to magical lamps. In the event of catastrophe related to such perils, blame your Dungeon Master (but don't tell them we said so, they have greater demons in their rolodex).

CREDITS

This document is a revision of an earlier draft, and the improvements to its contents are due in part to the thoughtful comments of many fine viewers.

IMAGE CREDITS

- "Flame Tongue" by Jim Nelson, in *Mordenkainen's Magnificent Emporium* © Wizards of the Coast, re-edited by Taylor Reisdorf
- "Dwarven Smith", artist unknown, re-edited by Taylor Reisdorf
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