The Vyrosian Crafting System Additional Ruling Compendium

A revision of a fair crafting system for Dungeons and Dragons 5th Edition
Homebrew Done Right

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VCS Additional Ruling Compendium

Why Change It?

The Vyrosian crafting system was designed to be a complete and all encompasing system for Wizards of the Coast's Fifth Edition Dungeons & Dragons role playing game. However, with additional rules being released, and oversights causing confusion in gameplay, Vyrosian is updating the Vyrosian Crafting System- hereafter 'VCS'- to accomodate such issues and flaws. As additional content is added to D&D 5e, and as potential flaws or oversights are brought into light in the VCS, this document will grow and expand.

What is Changing?

The first addition to the VCS will include additional optional rules for the following:

- Artificer Accomodations
- Crafting Duration
- Buying and Selling Arcane Cores
- Fusing Arcane Cores

Artificer Accomodations

Artificers are the magical craftsmen of D&D 5e. In order to account for this, following their publication in Tasha's Cauldron of Everything, artificers using this variant rule of the VCS gain the following features:

Apt Imbuement

More mechanically skilled than most, you are exceptionally apt at imbuing arcane cores into non-magical objects. Starting at first level, you can reduce the Imbuement DC of any item you craft by an amount equal to your artificer level.

Anything you can do...

No one knows magical items like you do. Starting at fifth level, any item you attempt to craft ignores class and race restrictions described in the "Additional Notes" section of the VCS.

Crafting Duration

Making a magical item takes time, effort and dedication. In order to account for this, crafting attempts using this variant rule of the VCS take a number of hours equal to half the Imbuement DC of the item being crafted, rounded down.

Variant Rule: Research

Crafting a magical item might not be as simple as throwing everything together and focusing your magic. Crafting attempts using this variant rule of the VCS require a number of hours of research to learn how to properly craft such an item.

Items take a number of days to research equal to their Imbuement DC (before being reduced in any way) divided by 5. Research isn't needed to attempt to craft an item a player has already researched before.

Buying and Selling Arcane Cores

In some settings, players can get just about anything they could want, given the right connections, dedication, and funds. Using this variant rule of the VCS, players can purchase arcane cores at the following prices.

Of note, some places may not have the type or rarity of arcane core your players are looking for, and some locations may not have any arcane cores at all.

Arcane Core Prices

Arcane Core Rarity	Price
Common	40 gp
Uncommon	160 gp
Rare	1,600 gp
Very Rare	16,000 gp
Legendary	80,000 gp

Fusing Arcane Cores

Arcane cores are made of raw magic given material form. By combining core, a more powerful arcane core could potentially be formed. Uning this variant rule of VCS, players can attempt the risky process of Arcane Fusion.

Arcane Fusion

To fuse arcane cores, players need two things. First, a large metal container of some kind- Tasha recommends a cauldron. It must be worth at least 50 gp in iron or a similar metal, depending on your setting.

Next, players need three arcane cores of the same type, and same rarity. Once aquired, the fusion process can begin.

Incredibly simlar to imbuing an arcane core, fusing cores require the three cores to be placed inside the cauldron-like container. The player then must make an Arcana check. Other players can help with this. The DC for this arcana check is based on the rarity of the cores used, shown below.

Core Fusion DCs

Arcane Core Rarity	DC
Common	10
Uncommon	15
Rare	20
Very Rare	25
Legendary	30

If players succeed on this check, they have successfully fused the three cores. The result is an arcane core of the same type, but one rarity higher. If players fail this check, however, they must make an intelligence saving throw against the same DC. On a success, the cores return to normal, though the cauldron-like container is destroyed.

Failing that saving throw, the player and any players who helped with the check each take force damage equal to three times the DC, and all three arcane cores are destroyed.

Regardless of the result, the cauldron-like container is melted and destroyed.