

# Ghesh's Guide to Making Things



Anne Gregersen



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# PART 1

# CRAFTING WEAPONS AND ARMOR

When you have been carrying the same equipment around for a long time, you may start to feel attached to it. An old sword might have been a gift from your long lost father, or the armor you wear may have been passed down in your family for generations. By carefully working and modifying your armor and weapons, you can improve upon its quality, granting it new, foe-crushing benefits.

The system in this chapter offers ways to make pieces of armor, weapons, and shields from scratch. It also provides a means to upgrade said equipment, enhancing it through the use of modifications, some nonmagical and some utilizing arcane magic.

## MAKING EQUIPMENT

Anyone with the proper training can attempt to craft or improve upon an item. They are able to strengthen the core of a bent shield or straighten the shaft of a spear to fly farther and faster.

When you want to craft an item, certain prerequisites have to be met before you can attempt it.

**Tools.** You must possess the correct set of tools to work on an item. For instance, when making armor, smith's tools are required to craft heavy armor while leatherworker's tools are required to make light armor.

Equipment	Type of Tool
Armor (metal)	Smith's tools
Armor (leather)	Leatherworker's tools
Weapons (metal)	Smith's tools
Weapons (wood)	Woodcarver's tools

If there is any confusion about what set of tools should be used when crafting equipment, the DM decides the appropriate tools for the situation.

**Cost.** The listed cost of a piece of equipment represents the buying and handling of the raw materials required to make it. The listed price assumes you are buying the item from a vendor. If you make the item yourself, the listed price for the equipment is halved.

**Quality.** All weapons and armor have four tiers of quality to them: basic, intermediate, advanced, and masterwork. These different tiers are made available as your character gains levels and becomes more experienced with their trade of choice.

Quality	Level Available
Basic	1st
Intermediate	5th
Advanced	10th
Masterwork	16th

Starting weapons gained at 1st level and weapons bought at simple shops are of basic quality.

**Cost and Crafting Time.** Crafting an item takes time. The base price of an item assumes you are buying a basic item from a vendor and is identical to the prices found in the Player's Handbook. This price is halved if you craft the equipment yourself.

The base time refers to how long it takes an artisan to craft that particular item at basic quality.





## CRAFTING ARMOR

### Light Armor

Name	Base Price	Base Time
Padded	5 gp	1 day
Leather	10 gp	2 days
Studded leather	45 gp	3 days

### Medium Armor

Name	Base Price	Base Time
Hide	10 gp	2 days
Chain shirt	50 gp	3 days
Scale mail	50 gp	3 days
Breastplate	400 gp	10 days
Half plate	750 gp	15 days

### Heavy Armor

Name	Base Price	Base Time
Ring mail	30 gp	2 days
Chain mail	75 gp	5 days
Splint	200 gp	7 days
Plate	1,500 gp	30 days

## CRAFTING WEAPONS

### Simple Melee Weapons

Name	Base Price	Base Time
Club	1 sp	4 hours
Dagger	2 gp	1 day
Greatclub	2 sp	1 day
Handaxe	5 gp	1 day
Javelin	5 sp	4 hours
Light hammer	2 gp	1 day
Mace	5 gp	1 day
Quarterstaff	2 sp	4 hours
Sickle	1 gp	1 day
Spear	1 gp	4 hours

### Simple Ranged Weapons

Name	Base Price	Base Time
Crossbow, light	25 gp	2 days
Dart	5 cp	1 hour
Shortbow	25 gp	2 days
Sling	1 sp	1 hour



### Martial Melee Weapons

Name	Base Price	Base Time
Battleaxe	10 gp	2 days
Flail	10 gp	2 days
Glaive	20 gp	2 days
Greataxe	30 gp	3 days
Greatsword	50 gp	3 days
Halberd	20 gp	2 days
Lance	10 gp	2 days
Longsword	15 gp	2 days
Maul	10 gp	2 days
Morningstar	15 gp	2 days
Pike	5 gp	1 day
Rapier	25 gp	2 days
Scimitar	25 gp	2 days
Shortsword	10 gp	2 days
Trident	5 gp	1 day
War pick	5 gp	1 day
Warhammer	15 gp	2 days
Whip	2 gp	4 hours

### Martial Ranged Weapons

Name	Base Price	Base Time
Blowgun	10 gp	2 days
Crossbow, hand	75 gp	5 days
Crossbow, heavy	50 gp	3 days
Grenade launcher*	60 gp	4 days
Longbow	50 gp	3 days
Net	1 gp	1 hour

\* This weapon appears in this document.



## STEPS OF CRAFTING

When crafting, consider the following steps.

**Exhaustion.** If an item takes one day to make that means that it takes one work day, which is 8 hours. You can only work for 8 hours before you get tired. You can push beyond that limit at the risk of becoming exhausted. For each additional hour of working beyond 8 hours, you must make a Constitution saving throw at the end of the hour. The DC is  $10 + 1$  for each hour worked past 8 hours. On a failed saving throw, you suffer one level of exhaustion.

**Equipment Improvement.** There are four levels of quality for equipment: basic, intermediate, advanced, and masterwork. An item can be improved from basic to intermediate, from intermediate to advanced and so on, but it cannot go from basic to advanced. See the Armor Tiers and Weapon Tiers later in this chapter for the cost of improving a piece of equipment.

If an item is improved to a new level of quality, the base time and price of the item is ignored. For instance, if you purchased an intermediate greatsword from a vendor, the price would be 250 gp. If you were to have a basic greatsword you already owned improved to intermediate level, the price would instead be 200 gp and the crafting time would be seven days.

Any effects gained from additional materials that may have been used in the crafting process remain if an item is improved. If you improve the item yourself, the listed price for the improvement is halved.

**Success and Failure.** To even attempt making an item, you must have proficiency in the required tools, and you must have them in your possession throughout the crafting process. At the end of the crafting time, you must make a check with the appropriate set of tools to see if you were successful or not. The DC depends on the difficulty and quality of the item you are making.

**The End Check.** Basic items have a modifier of +5, intermediate items have a modifier of +10, advanced items have a modifier of +15, and masterwork items have a modifier of +20.

The DC of the check equals  $5 +$  the modifier of the equipment, so crafting an advanced

### Tova's Modified Longbow

Tova has a longbow she has used since 1st level. She has become attached to it and wants to make it more powerful. She doesn't know how to craft bows, so she takes the weapon to a bowyer. The bowyer can improve the weapon, raising it from basic quality to intermediate, and supply it with a blazing modification so it can set loosed arrows aflame, dealing extra fire damage. The price for the improvement of the bow is 200 gp, and the price of the modification is 300 gp, so it'll cost 500 gp in total and take 9 days for the bowyer to finish.

Tova does not have that much gold and asks her friend, Kyal, for help. Kyal is a hunter and he has a set of woodcarver's tools he can use to make bows. Since Kyal is improving the bow and making the modification himself, buying the required materials to improve the weapon only costs 100 gp, and buying the materials for the modification costs 150 gp.

With all of this, Kyal spends 9 days crafting the bow, adding the modification as he works. At the end of the 9 days, he makes a crafting check using his woodcarver's tools for the weapon and an Intelligence (Arcana) check for the magical modification. The crafting DC for making the weapon is 15, and the crafting DC for the modification is 10. He succeeds on both and gives the newly improved longbow back to Tova.

longsword would have a DC of 20. If you are unsuccessful in this check, the crafting or improvement fails and you lose the materials bought to craft or improve the equipment. If you fail the check by 5 or more, the item and any modifications on the item break and become unusable. You also lose all the materials bought.

## MAKING MODIFICATIONS

The rules for crafting and installing modifications are as follows:

**Modifications.** Weapons and armor can have modifications applied to them. These modifications can be extremely powerful or simply act as minor bonuses to the equipment. To make a modification, you must possess the set of tools required to make the item





the modification will be installed on—for instance, woodcarver’s tools for bows and crossbows—and you must be in possession of the equipment to which you are applying the modification. Modifications might also be bought at local shops, and, in that case, the craftsman must be in possession of the equipment being modified throughout the crafting process.

Just as with weapons and armor, there exists four tiers of modifications: basic, intermediate, advanced, and masterwork. If a modification has multiple tiers, it can be improved in the same way as equipment can, as is the case with the *camouflage* and *precise* modifications.

### Floran’s Camouflaged Armor

Floran is a ranger who recently traveled to the cold, snowy north. Floran decides that he wants to improve his studded leather armor by applying some camouflage to it to make it easier to hide in arctic terrain.

He takes the armor to a leatherworker. The armor is of basic quality and Floran doesn’t wish to improve upon it at this moment. The leatherworker informs him that adding the camouflage modification will cost 150 gold pieces and will take two days to finish. Floran pays the fee and two days later he has his armor, now with a basic camouflage modification applied to it.

A few weeks later, he returns from his travel. The arctic camouflage on his armor now doesn’t benefit him at all and, since the modification is magical, it cannot be removed from the armor. Floran decides to improve the armor, advancing it from basic to intermediate quality, as well as improve the magical modification.

He locates a leatherworker with the necessary skills. The camouflage modification can be improved to be more nuanced, but Floran’s armor needs to be improved first, raising it from basic to intermediate quality. The price for improving the armor is 200 gold pieces and the price for the modification is 400 gold pieces.

It takes seven days for the leatherworker to improve the armor and another five days to install the modification. Floran returns twelve days later to retrieve his armor, now with a newly-installed intermediate camouflage modification.

If an item has a modification installed and it is improved, already-installed modifications remain on the item, occupying the lowest available slot.

#### **Removing and Improving Modifications.**

Non-magical modifications can be removed from the weapon, but the modification breaks if removed. Magical modifications cannot be removed and are permanently attached to the item, but they can be improved to a higher tier, if available.

**Success and Failure.** When crafting modifications, the same crafting rules apply as when making armor and weapons. This includes the modifiers for the different items. The only difference is that the DC for the modifier equals 0 + the modifier of the equipment. If the modification is magical, you make an Intelligence (Arcana) check instead of a tool check.

**Magic and Attunement.** If an item has a magical modification, it is considered magical for the purposes of overcoming resistances and immunities. You must have proficiency in the Arcana skill to apply a magical modification to an item. An item with a magical modification of at least advanced quality requires attunement. It also requires attunement if there is more than one magical modification on the item, regardless of the level of the modification.

**Command Word.** If a modification requires a command word, this word is decided by you when the modification is installed.

**Number of Modification Slots.** An item’s number of modification slots increases with the quality of the item, as does the available modifications for the item. The available modifications are detailed later in this chapter. Exceptions to this are shields, which can have no more than 1 modification slot, no matter the quality. The level of the slot equals the level of the crafted item, meaning an advanced shortsword has two advanced modification slots.

The price for applying modifications to shields is the same as the price for modifications applied to suits of armor.

A lower-tier modification can be installed in a higher-tier slot, meaning an intermediate modification can be put in an advanced slot.





**Crafting Price.** The price for crafting a modification is halved if you craft it yourself.

**Multiple Modifications.** You can't install the same modification more than once, but if the modification has multiple tiers it can be upgraded. If the modification is upgraded, the new modification replaces the effects of the old one.

**Modifications on Starting Equipment.** Weapons and armor you get when creating a character are considered basic and have no installed modifications.

## ARMOR TIERS

This refers to light, medium, and heavy armor, as well as shields and spellcaster's robes.

Armor Tier	Price	Crafting Time	Modification Slots
Basic	Base Price	Base Time	1 Basic Slot
Intermediate	Base Price + 200 gp	Base Time + 7 Days	2 Intermediary Slots
Advanced	Base Price + 750 gp	Base Time + 20 Days	2 Advanced Slots
Masterwork	Base Price + 1500 gp	Base Time + 40 Days	2 Advanced Slots, 1 Masterwork Slot

## WEAPON TIERS

This refers to light, medium, and heavy armor, as well as shields and spellcaster's robes.

Armor Tier	Price	Crafting Time	Modification Slots
Basic	Base Price	Base Time	1 Basic Slot
Intermediate	Base Price + 200 gp	Base Time + 5 Days	2 Intermediary Slots
Advanced	Base Price + 750 gp	Base Time + 10 Days	2 Advanced Slots
Masterwork	Base Price + 1500 gp	Base Time + 30 Days	2 Advanced Slots, 1 Masterwork Slot

# ADDITIONAL MATERIALS

If you can make an item of at least intermediate quality or improve an item to that level, you may choose to add additional materials to your crafting process. These additional materials can grant unique benefits to the equipment. You may add one additional material to the item when you craft or improve it. You can only add one additional material to a piece of equipment, and it cannot be removed once added.

Additional materials are rare and cannot always be bought at a store or shop. Regular artisans do not have additional items lying around, and finding enough material for it to be used in crafting can take a long time and many resources. The price of purchasing these additional materials is in addition to the base price of the item, but it has no effect on the item's crafting time. This extra price is not halved, even if you are crafting the item yourself.

The following materials are valued in units. One unit is required to add additional materials to an item, regardless of the item's weight or type, and one unit weighs 10 pounds. You may add only one type of additional material to an item when you craft or improve it. The item must be of intermediate quality or higher.





## ADAMANTINE

Processed into black alloys from raw adamantium, adamantine has a faintly emerald or indigo color to it when held near a light source. Adamantium is found in meteorites, and also in deep underground mining tunnels. It is one of the hardest substances known to exist.

If weapons made with adamantine are used to hit an object, the hit is a critical hit. Armor made with adamantine is nigh unbreakable, reducing any critical hit sustained to a normal hit.

**Unit Price:** 3500 GP

## AZURITE

Sometimes called seastone, the green-blue mineral can be molded through arcane means into a material as strong as steel. Found at the bottom of the oceans, the precious material is often coveted by powerful sea monsters and used in religious ceremonies by underwater creatures.

Azurite armor grants the wearer of it advantage on saving throws against spells. Weapons made from azurite are able to penetrate magical barriers like those created by spells such as *mage armor* and *shield*.

**Unit Price:** 3000 gp

## COLD IRON

This near-black iron has a constant white mist emanating from it and is cool to the touch. Cold iron is harvested from iron oak trees, grown in hidden groves by enemies of the fey.

When cold iron is added to a weapon, the weapon deals an additional 1d4 cold damage to fey creatures and the weapon is capable of killing archfey. If it is added to a piece of armor, the wearer has advantage on Intelligence, Wisdom, and Charisma saving throws against spells and effects of fey creatures.

**Unit Price:** 1500 GP



## MITHRAL

A light, but hard metal from the deep mines of the Underdark. It's flexible and makes armor so thin it can be worn under normal clothing.

Armor and weapons made with mithral are much lighter than normal. Small creatures can use heavy mithral weapons without rolling with disadvantage, and mithral weapons that are not heavy gain the finesse property. Because of its lightness, spellcasters can wear robes strengthened with mithral without it impeding their spellcasting, the effects of which can be seen in the mithral-weaved modification.





If the armor normally imposes disadvantage on Dexterity (Stealth) checks or has a Strength requirement, the mithral version of the armor doesn't.

**Unit Price:** 2000 GP

## MONSTER HIDE, BONES, OR SCALES

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The leather, scale, and hide of various creatures might offer different benefits depending on their nature.

If a creature has a natural resistance or immunity, such as fire or poison, it can grant the “Resistance” modification upon installation. This modification can only take effect if there is an available modification slot of an appropriate level. The modification grants the wearer the resistance found in the creature the hide was taken from. For example, the hide of a red dragon can give fire resistance and the fur of a yeti can give cold resistance. If a creature is resistant to multiple damage types, you only pick one damage type. If the creature is resistant to piercing, bludgeoning, or slashing damage, you cannot become resistant to these damage types.

Monster hide that does not offer any benefits can still be added to an item. In that case,

the item has the monster hide included in its visual design, but it does not grant the item any additional benefits.

You can use this guide in addition to the [Monster Loot](#) supplements, in which case the rules of Monster Loot should be followed instead of the rules found in this guide in regards to possible bonuses gained from hide, teeth, and other looted items. The effects of the looted item take up one modification slot, regardless of how many are attached to a single piece of loot. For instance, if a piece of hide grants two different resistances, those two resistances still only take up one modification slot.

**Unit Price:** Varies

## SILVER

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A shining material used mostly for jewelry and minting coin, silver is a versatile metal that can have baleful effects on certain monsters.

Weapons made from silver are considered silvered for the purposes of overcoming resistances and immunities. If you are wearing armor made with silver and a lycanthrope, or other creature with a sensitivity towards silver, misses you with 5 or more on a melee attack, the creature takes 1d4 fire damage.

**Unit Price:** 50 gp

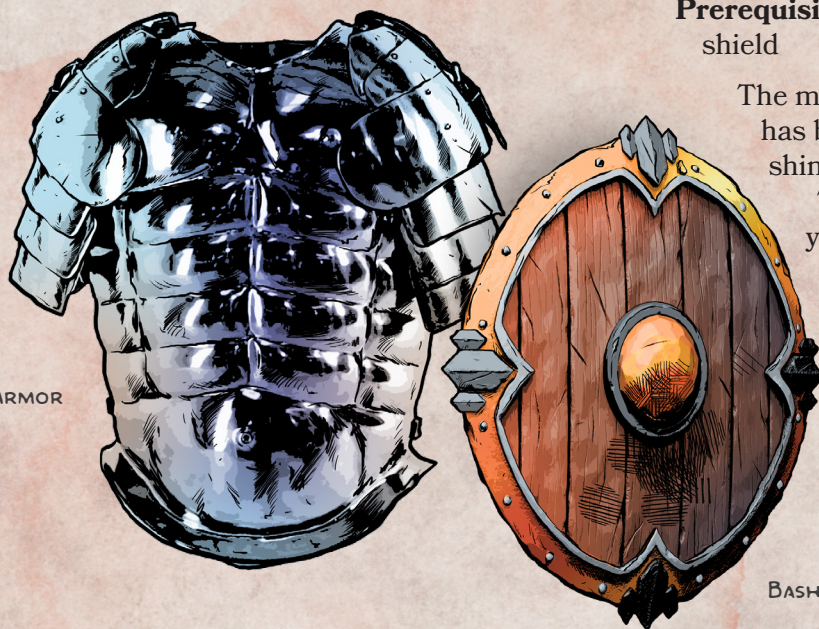


# AVAILABLE MODIFICATIONS

All the available modifications are listed below. Remember, the listed price assumes the modification is bought from a vendor. If you craft the modification yourself, the listed price is halved. The time it takes to craft the modification is the same whether you do it yourself or you have an artisan do it for you.

## ARMOR MODIFICATIONS

These modifications change the nature of the protective gear designed to keep you alive. It includes all armors—light, medium, and heavy armors, and also shields and caster's robes. The different modifications detail the prerequisite item or items the modification can be installed on, if the modification is magical or not, as well as the crafting time and price.



BURNISHED ARMOR

BASHING SHIELD

## BASIC ARMOR MODS

If your set of armor, shield, or robes are of basic quality or higher, the modifications listed below can be applied to your equipment, provided you have an available modification slot.

### BASHING

**Crafting Time:** 1 day

**Magical:** No

**Price:** 100 gp

**Prerequisites:** Shield

This shield was made to be a weapon and can be used as one. It counts as a martial melee weapon and has the light property. The shield deals 1d6 bludgeoning damage.

### BURNISHED

**Crafting Time:** 1 day

**Magical:** No

**Price:** 30 gp

**Prerequisites:** Set of metal armor or metal shield

The metal on this shield or suit of armor has been polished until it becomes as shiny as a mirror.

The first time a creature attacks you and you are in bright light, the creature must make a Wisdom saving throw (DC = 10 + your proficiency bonus) or be blinded until the beginning of its next turn. You also have disadvantage on Stealth checks that rely on sight while you are in bright light.



## CAMOUFLAGE, BASIC

**Crafting Time:** 2 days

**Magical:** Yes

**Price:** 150 gp

**Prerequisites:** Any set of armor or robes

Colors corresponding to a natural environment are drawn onto this piece of armor. Pick from arctic, coast, desert, forest, grassland, hill, mountain, swamp, Underdark, and underwater.

You have advantage on Dexterity (Stealth) checks while in the appropriate terrain. You choose one terrain when you craft the item. This choice cannot be undone.

## CLIMBING SPIKES

**Crafting Time:** 1 day

**Magical:** No

**Price:** 10 gp

**Prerequisites:** Any set of armor

Iron spikes are fastened onto the boots and greaves of this armor, making climbing much easier. You have advantage on climbing checks.

## COMFORTABLE

**Crafting Time:** 1 day

**Magical:** No

**Price:** 20 gp

**Prerequisites:** Any set of armor

Soft padding makes this armor comfortable to wear, even when sleeping. According to the optional rules in *Xanathar's Guide to Everything*, taking a long rest in medium or heavy armor means you only regain a quarter of your Hit Dice. If the armor has this modification, you don't suffer this penalty and recover half of your Hit Dice as normal.

## COSTUMED

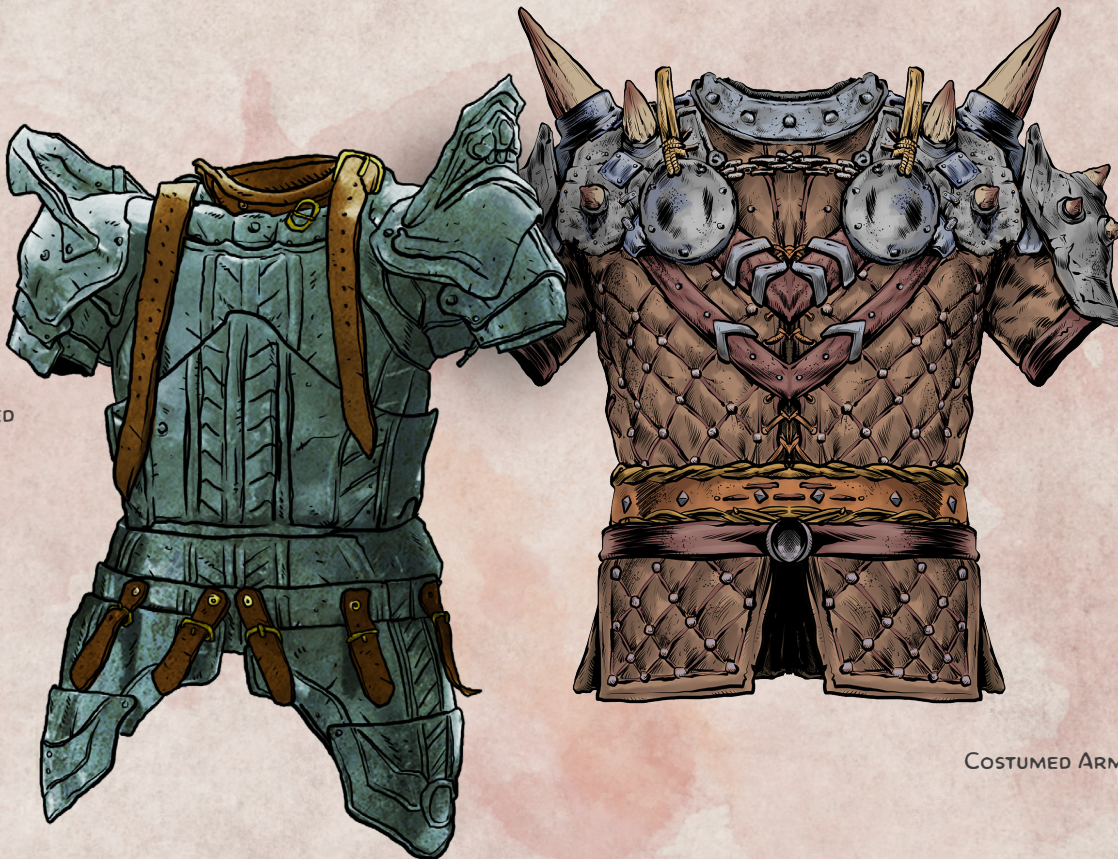
**Crafting Time:** 1 day

**Magical:** No

**Price:** 30 gp

**Prerequisites:** Any set of armor

The style of this armor has been modified to look like that of monstrous humanoids. It includes a helmet made to cover your facial features.



CAMOUFLAGED  
ARMOR

COSTUMED ARMOR





FRIGHTENING ARMOR

Choose one of the following humanoid creature types: gnom, goblinoid, kobold, orc. Once made, this choice is permanent. You have advantage on any check you make to pass as a member of the chosen race that requires visual deception. In addition, these creatures won't attack you if they spot you at a distance, believing you to be one of their own.

## FINGERBLADES

**Crafting Time:** 1 day

**Magical:** No

**Price:** 50 gp

**Prerequisites:** Any set of armor

Small blades are sown into the fingertips of the gloves on this armor. You have advantage on Dexterity (Sleight of Hand) checks to pick people's pockets. You also deal 1 additional slashing damage when hitting someone with an unarmed strike.

## FINNED

**Crafting Time:** 1 day

**Magical:** No

**Price:** 50 gp

**Prerequisites:** Any set of medium or light armor

Fins and flippers have been sewn into the design of this armor, making it easier to move in water. You have a swimming speed of 30 feet.

## FRIGHTENING

**Crafting Time:** 1 day

**Magical:** No

**Price:** 100 gp

**Prerequisites:** Any set of armor or robes

Decorations of teeth, claws, and bones are attached to this piece of armor or set of robes. You have advantage on Intimidation checks.

## MUFFLED

**Crafting Time:** 1 day

**Magical:** No

**Price:** 20 gp

**Prerequisites:** Any set of armor

Pieces of fur and cloth are lined into the armor. You no longer suffer disadvantage on Stealth checks that rely on sound as a result of wearing this armor.

## NIMBLE, BASIC

**Crafting Time:** 1 day

**Magical:** No

**Price:** 50 gp

**Prerequisites:** Any set of armor or robes

This armor or robe is easy to move in, making it easier for you to step into the fray. You gain a +1 bonus to initiative.

## SKEWERING

**Crafting Time:** 1 day

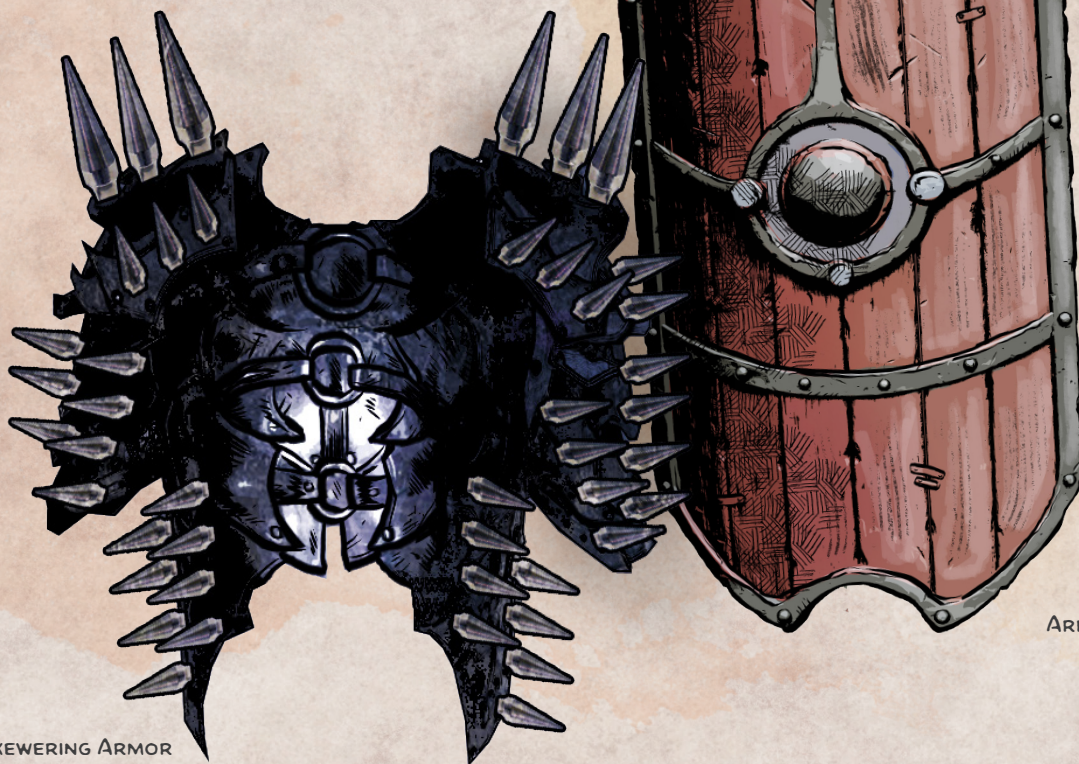
**Magical:** No

**Price:** 50 gp

**Prerequisites:** Any set of armor

Hard spikes and points are attached to this piece of armor. When you are grappled, you deal 1d4 piercing damage to the creature





SKEWERING ARMOR

ARROW CATCHER SHIELD

grappling you. This damage is repeated once every round on the grappling creature's turn as long as it is grappling you.

## SKILL CHECKER

**Crafting Time:** 1 day

**Magical:** Yes

**Price:** 100 gp

**Prerequisites:** Any set of armor

This piece of armor makes you slightly better at certain things. You may choose one skill when creating this modification. While you wear this armor, you may add 1d4 to the total roll when making a check with the chosen skill.

## UNBREAKABLE

**Crafting Time:** 1 day

**Magical:** Yes

**Price:** 100 gp

**Prerequisites:** Any set of armor or shield

Runes and arcane symbols protect this weapon. This set of armor or shield cannot be damaged or broken by any natural means. Some powerful magical effects, such as the *disintegrate* spell, can successfully damage the item.

## INTERMEDIATE ARMOR MODS

These modifications can be installed in modification slots that are of level intermediate or higher.

### ARROW CATCHER

**Crafting Time:** 4 days

**Magical:** Yes

**Price:** 300 gp

**Prerequisites:** Shield

This shield has an arcane enchantment on it, guiding ammunition towards it. Your AC against nonmagical ranged weapon attacks increases by 2.

### ATTRACTING

**Crafting Time:** 3 days

**Magical:** Yes

**Price:** 150 gp

**Prerequisites:** Any set of armor or shield

Your armor has been tempered with arcane energy to attract certain enemies. Choose one



of the following creature types: beast, dragon, fey, monstrosity, plant, undead. Once made, this choice is permanent.

When in combat with a creature of the chosen type, the creature must make a Wisdom saving throw (DC = 10 + your proficiency bonus) at the start of each of its turns. On a failed save, the creature focuses its ire on you until the end of its turn. Its attacks and any detrimental effects or spells it might want to use must be directed at you as long as its focus is on you.

## BRACING, INTERMEDIATE

**Crafting Time:** 4 days

**Magical:** Yes

**Price:** 300 gp

**Prerequisites:** Shield

Arcane trails of magical energy dance over the surface of this shield. As a reaction, you can raise your shield against an incoming damaging effect. If the incoming damage is acid, cold, fire, or lightning, you gain resistance to the incoming damage until the end of that turn.

## CAMOUFLAGE, INTERMEDIATE

**Crafting Time:** 5 days

**Magical:** Yes

**Price:** 400 gp

**Prerequisites:** Any set of armor or robes

Colors corresponding to a natural environment are drawn onto this piece of armor. Pick from arctic, coast, desert, forest, grassland, hill, mountain, swamp, Underdark, and underwater. You have advantage on Dexterity (Stealth) checks while in the appropriate terrain.

The terrain type can be changed to fit a new terrain after finishing a long rest.

## DEFIANT

**Crafting Time:** 3 days

**Magical:** Yes

**Price:** 150 gp

**Prerequisites:** Shield

A magical enchantment has imbued this shield with additional power. When you are hit with a critical hit, you can use your reaction to turn



DEFIANT SHIELD

the hit into a normal attack. You can't use this property again until you finish a short or long rest.

## DISGUISED

**Crafting Time:** 3 days

**Magical:** Yes

**Price:** 150 gp

**Prerequisites:** Any set of armor

This set of armor has 3 charges. You can expend 1 charge as an action to cast the spell *disguise self*. All expended charges recharge each day at dawn.

## HARDENED

**Crafting Time:** 3 days

**Magical:** No

**Price:** 200 gp

**Prerequisites:** Any set of armor or shield

Plating of hard material, such as iron or steel, makes this armor or shield hard to break. Any critical hit you suffer becomes a regular hit. You can't use this property again until you finish a long rest.



## HEALTHY

**Crafting Time:** 3 days

**Magical:** Yes

**Price:** 150 gp

**Prerequisites:** Any set of armor

While you're wearing this set of armor, you are immune to contracting any disease. If you are already infected with a disease, the effects of the disease are suppressed while you're wearing the armor.

## HEAVY

**Crafting Time:** 3 days

**Magical:** No

**Price:** 200 gp

**Prerequisites:** Any set of armor

This armor is heavy, weighing you down while you move. Your movement speed is reduced by

5 feet, and you have advantage on checks and saving throws against being knocked prone or moved against your will.

## JARRING

**Crafting Time:** 3 days

**Magical:** No

**Price:** 200 gp

**Prerequisites:** Any set of armor

Powerful steel or other hard material has been added to this armor, making it so opponents who hit it often regret it as the strike sends a shock through their body.

When a creature targets you with a melee attack and misses with 5 or more, the creature must succeed on a Constitution saving throw (DC = 10 + your proficiency bonus) or drop the weapon they struck you with, if they are able. If the creature misses by 10 or more and fails the saving throw, the creature is stunned until the beginning of your next turn.

## MITHRAL WEAVED, INTERMEDIATE

**Crafting Time:** 16 days

**Magical:** Yes

**Price:** 1500 gp

**Prerequisites:** Robes with mithral as an additional material

Mithral imbued with magical energy is woven into this robe. You gain a +1 bonus to Armor Class.

## NIMBLE, INTERMEDIATE

**Crafting Time:** 4 days

**Magical:** No

**Price:** 300 gp

**Prerequisites:** Any set of armor or robes

This armor or robe is easy to move in, making it easier to step into the fray. You have a +2 bonus to initiative.



MITHRAL WEAVED  
ROBE



## POCKET OF HOLDING

**Crafting Time:** 7 days

**Magical:** Yes

**Price:** 600 gp

**Prerequisites:** Any set of armor or robes

There is a pocket in this armor that acts as a small interplanar space, capable of holding up to 250 pounds of material, but never weighing more than 15 pounds.

## RESISTANT

**Crafting Time:** 13 days

**Magical:** Yes

**Price:** 1200 gp

**Prerequisites:** Any set of armor or robes

This armor piece or set of robes has been treated to be effective against certain damage types. Choose one damage type from among acid, cold, fire, force, lightning, necrotic, poison, and radiant. You become resistant to the chosen damage type.

## SCALDING

**Crafting Time:** 8 days

**Magical:** Yes

**Price:** 700 gp

**Prerequisites:** Any set of armor or robes

Elemental fires have been intertwined with the material of this set of armor or robes, activating when you use an action to speak the command word. Any creatures that touch, such as those attacking with an unarmed strike, take 1d4 fire damage while this effect is active. In addition, you no longer suffer the effects of extreme cold. By repeating the command word, you deactivate this effect.

## SHIELDED, INTERMEDIATE

**Crafting Time:** 16 days

**Magical:** Yes

**Price:** 1500 gp

**Prerequisites:** Any set of armor or shield

Arcane protective energy is intertwined with this piece of armor. You gain a +1 bonus to Armor Class.

## SLICK

**Crafting Time:** 7 days

**Magical:** Yes

**Price:** 600 gp

**Prerequisites:** Any set of armor

This set of armor exudes a slightly greasy oil when squeezed. You have advantage on Dexterity (Acrobatics) and Strength (Athletics) checks made to escape a grapple.

## SPARK BRACERS

**Crafting Time:** 7 days

**Magical:** Yes

**Price:** 600 gp

**Prerequisites:** Any set of armor

Crackling lightning shoots up your arms, wrapping around your hands and fingers. When you hit a creature with a thrown weapon, you deal an additional 1d4 lightning damage. You also deal an additional 1d4 lightning damage on an unarmed strike.

## WOUND CLOSING

**Crafting Time:** 5 days

**Magical:** Yes

**Price:** 400 gp

**Prerequisites:** Any set of armor

While wearing this armor, you stabilize whenever you are dying at the start of your turn. In addition, whenever you roll a Hit Die to regain hit points, double the number of hit points it restores.

## ADVANCED ARMOR MODS

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These modifications can be installed in modification slots that are advanced or higher.

## BRACING, ADVANCED

**Crafting Time:** 25 days

**Magical:** Yes

**Price:** 2000 gp

**Prerequisites:** Shield

Arcane trails of magical energy dance over the surface of this shield. As a reaction, you can





raise your shield against an incoming damaging effect. If the incoming damage is acid, cold, fire, or lightning, you gain immunity to the incoming damage until the end of that turn.

## ELEMENTAL AFFINITY, ADVANCED

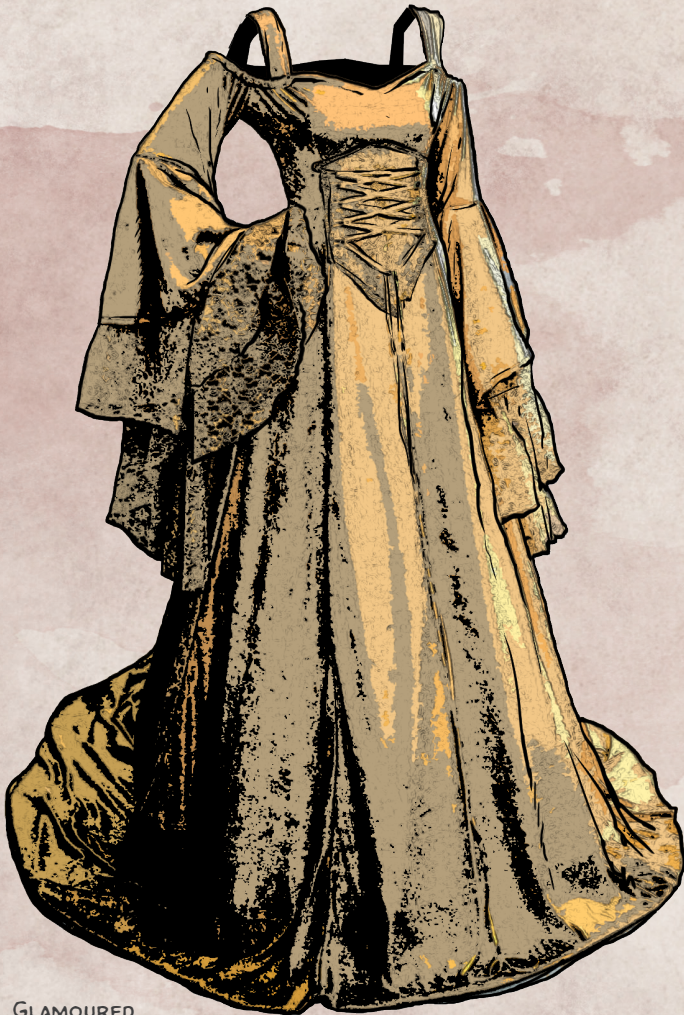
**Crafting Time:** 25 days

**Magical:** Yes

**Price:** 2000 gp

**Prerequisites:** Any set of armor, shield, or robes

Arcane runes flare in colors of blue, red, orange, or green shimmering across this piece of armor. Choose one damage type from cold, fire, lightning, and acid. While wearing this piece of armor, you have resistance to the chosen damage type.



GLAMOURED  
ARMOR

## GLAMOURED

**Crafting Time:** 35 days

**Magical:** Yes

**Price:** 3000 gp

**Prerequisites:** Any set of armor

This set of armor acts like a regular set of armor until you speak its command word. Upon speaking the command word as an action, the armor changes in look to assume the appearance of a set of clothing, the appearance of which is determined by you.

The armor retains all its properties when glamored, including AC and weight. Only a *true seeing* spell or similar magic can see through the illusion.

## MITHRAL WEAVED, ADVANCED

**Crafting Time:** 100 days

**Magical:** Yes

**Price:** 15,000 gp

**Prerequisites:** Robes with mithral as an additional material

Mithral imbued with magical energy is woven into this robe. You gain a +2 bonus to Armor Class.

## NIMBLE, ADVANCED

**Crafting Time:** 13 days

**Magical:** No

**Price:** 800 gp

**Prerequisites:** Any set of armor or robes

This armor or robe is easy to move in. You gain a +3 bonus to your initiative.

## SHADOW WREATHED

**Crafting Time:** 15 days

**Magical:** Yes

**Price:** 1000 gp

**Prerequisites:** Any set of armor

Darkness clings to this set of armor, blending with surrounding shadows. You have advantage on Dexterity (Stealth) checks while in dim light or darkness.



## SHIELDED, ADVANCED

**Crafting Time:** 100 days

**Magical:** Yes

**Price:** 15,000 gp

**Prerequisites:** Any set of armor or shield

Arcane protective energy is intertwined within this piece of equipment. You gain a +2 bonus to Armor Class.

## SPEEDY

**Crafting Time:** 20 days

**Magical:** Yes

**Price:** 1500 gp

**Prerequisites:** Any set of armor or robes

Arcane magic accelerates your movement while wearing this set of armor or robes. Your movement speed is increased by 10 feet.

## TRANSFUSION

**Crafting Time:** 30 days

**Magical:** Yes

**Price:** 2500 gp

**Prerequisites:** Any set of armor or robes

When you target an ally with a spell, such as *healing word* or *haste*, part of that arcane energy remains with you. You gain temporary hit points equal to your spellcasting modifier (minimum of 1).

## MASTERWORK ARMOR MODS

These modifications can be installed in modification slots that are of masterwork level.

## DUPLICIT

**Crafting Time:** 75 days

**Magical:** Yes

**Price:** 10,000 gp

**Prerequisites:** Any set of armor or robes

As an action, you create an illusion of yourself that lasts for one minute or until you lose concentration (as if concentrating on a spell).

The illusion appears in an unoccupied space that you can see within 30 feet of you. As a bonus action on your turn, you can move the illusion up to 30 feet to a space you can see, but it must remain within 120 feet of you.

For the duration, you can cast spells as though you were in the illusion's space, but you must use your own senses. Additionally, when both you and your illusion are within 5 feet of a creature that can see the illusion, you have advantage on attack rolls against the creature, since the illusion is distracting the target.

## ELEMENTAL AFFINITY, MASTERWORK

**Crafting Time:** 100 days

**Magical:** Yes

**Price:** 15,000 gp

**Prerequisites:** Any set of armor, shield, or robes

Arcane runes flare in colors of blue, red, orange, or green shimmering across this piece of armor. Choose one damage type from cold, fire, lightning, and acid. While wearing this piece of armor, you have immunity to the chosen damage type.

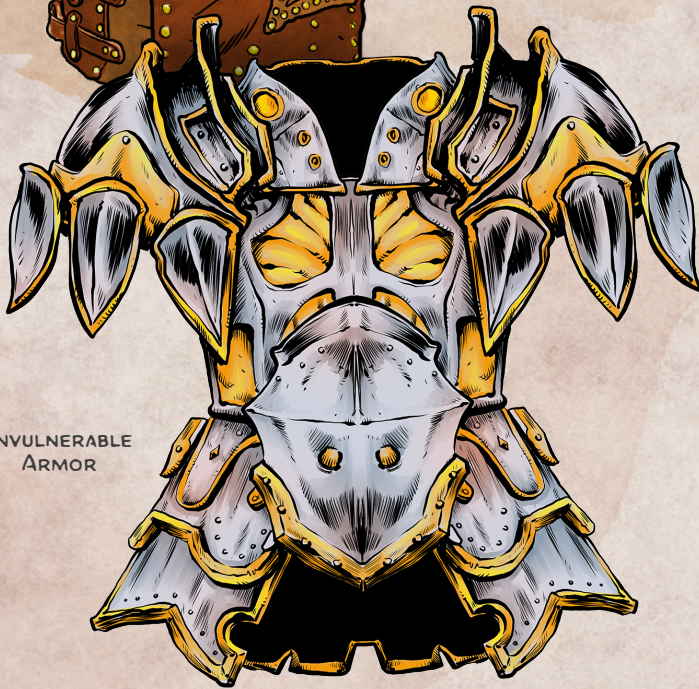


ELEMENTAL AFFINITY  
HELMET





PROTECTED  
ARMOR



INVULNERABLE  
ARMOR

## ETHEREALNESS

**Crafting Time:** 100 days

**Magical:** Yes

**Price:** 35,000 gp

**Prerequisites:** Any set of armor

The edges of this armor shimmer faintly. While you're wearing this armor, you can speak its command word as an action to gain the effect of the *etherealness* spell. The spell lasts 10 minutes or until you remove the armor or use an action to speak the command word again. This property of the armor can't be used again until the next dawn.

## INVULNERABLE

**Crafting Time:** 150 days

**Magical:** Yes

**Price:** 50,000 gp

**Prerequisites:** Any set of armor

You have resistance to nonmagical damage while you wear this armor. Additionally, you can use an action to make yourself immune to nonmagical damage for 10 minutes or until you are no longer wearing the armor. Once this special action is used, it can't be used again until the next dawn.

## MITHRAL WEAVED, MASTERWORK

**Crafting Time:** 100 days

**Magical:** Yes

**Price:** 30,000 gp

**Prerequisites:** Robes and mithral as an additional material

Mithral imbued with magical energy is woven into this robe. You gain a +3 bonus to Armor Class.

## PROTECTED

**Crafting Time:** 100 days

**Magical:** Yes

**Price:** 15,000 gp

**Prerequisites:** Any set of armor

While wearing this armor, you are always under the effects of the *protection from good and evil* spell.

## SHIELDED, MASTERWORK

**Crafting Time:** 100 days

**Magical:** Yes

**Price:** 30,000 gp


**Prerequisites:** Any set of armor or shield

Arcane protective energy is intertwined within this piece of equipment. You gain a +3 bonus to Armor Class.





HALTING  
SHORTSWORD



BALANCED DARTS

## WEAPON MODIFICATIONS

These modifications change the nature of weapons. This includes both simple and martial weapons, but it does not include ammunition such as arrows and bolts. The different modifications detail the prerequisite item or items the modification can be installed on, if the modification is magical or not, as well as the crafting time and price.

### BASIC WEAPON MODS

These modifications can be installed in weapon modification slots that are of basic level or higher.

#### BALANCED

**Crafting Time:** 1 day

**Magical:** No

**Price:** 30 gp

**Prerequisites:** Any throwing weapon

Hidden weights and hollow chambers within this weapon makes the weapon easier to throw. As a result, both range increments of the weapon are increased by 15 feet.

#### COMPOSITE

**Crafting Time:** 1 day

**Magical:** No

**Price:** 70 gp

**Prerequisites:** Any bow

The draw on this bow is much heavier than on a normal bow, meaning only the strongest archers can properly control the weapon. You have disadvantage on attacks made with this weapon if your Strength score is 12 or lower.

Because of its powerful draw, you can do additional damage with this bow. Once per turn, you can deal additional damage with this weapon equal to your Strength modifier.

#### HALTING

**Crafting Time:** 1 day

**Magical:** No

**Price:** 10 gp

**Prerequisites:** Any sword

The edge of this blade has been hardened. Whenever you must make a Strength saving throw against being moved against your will, you can use your reaction to dig your blade into the ground, giving yourself advantage on the roll.

#### ILLUMINATING

**Crafting Time:** 1 day

**Magical:** Yes

**Price:** 100 gp

**Prerequisites:** Any weapon

A minor enchantment on this weapon makes it glow with arcane light. Upon speaking the command word, the weapon sheds light, as if casting the light spell.

#### TRIPPER

**Crafting Time:** 1 day

**Magical:** No

**Price:** 70 gp

**Prerequisites:** Any melee weapon with a reach of 10 feet

The lower end of this polearm's handle has been strengthened with metal plating. As an attack action, you may target a Large or smaller creature within reach of you and attempt to trip



them. The creature must succeed on a Strength saving throw (DC = 10 + your proficiency bonus) or fall prone.

## UNBREAKABLE

**Crafting Time:** 2 days

**Magical:** Yes

**Price:** 150 gp

**Prerequisites:** Any weapon

Runes and arcane symbols protect this weapon. This weapon cannot be damaged or broken by any natural means. Some powerful magical effects, such as the *disintegrate* spell, can successfully damage the item.

## VAULTING

**Crafting Time:** 1 day

**Magical:** No

**Price:** 20 gp

**Prerequisites:** Quarterstaff, spear, glaive, or halberd

The core of this weapon has been strengthened to ensure it doesn't break under your weight. When you make a long jump assisted by this weapon, the distance you can jump is doubled.

## VENGEFUL, BASIC

**Crafting Time:** 2 days

**Magical:** Yes

**Price:** 200 gp

**Prerequisites:** Any weapon

Choose one of the following creature types: beast, dragon, fey, giant, monstrosity, plant, undead. This choice is permanent and can only be changed if the modification is upgraded.

When you hit a creature of the chosen type with an attack using this weapon, you deal an additional 1d4 damage.

## VENOMOUS

**Crafting Time:** 1 day

**Magical:** No

**Price:** 50 gp

**Prerequisites:** Any melee weapon that deals piercing or slashing damage

A tube runs along the interior of this weapon, funneling poison into a cut wound.

VAULTING  
QUARTERSTAFF



UNBREAKABLE  
DAGGER

BEAST SINGER  
HANDAXE

When you successfully hit a creature with a melee attack, you can use your reaction press a button on the side of the weapon's hilt to let poison flow into the wound. The creature must make a Constitution saving throw (DC = 10 + your proficiency bonus). The creature takes 2d6 poison damage on a failed save and half as much damage on a successful one.

Once you've dealt poison damage with this weapon, you can't do so again until you've finished a short or long rest.

## INTERMEDIATE WEAPON MODS

These modifications can be installed in weapon modification slots that are of intermediate level or higher.

### BEAST SINGER

**Crafting Time:** 7 days

**Magical:** Yes

**Price:** 600 gp

**Prerequisites:** Any weapon

While you have this weapon drawn, any hostile beast within 15 feet of you must succeed on a Wisdom saving throw (DC = 10 + your proficiency bonus). On a failed save, the beast is unable to attack you. The effect lasts for one hour or until you attack the creature.



On a successful save, or when the effect ends, the beast is immune to the effects of this modification for 24 hours.

## BLAZING

**Crafting Time:** 4 days

**Magical:** Yes

**Price:** 300 gp

**Prerequisites:** Any bow or crossbow

When speaking a command word, the string on this weapon flares with bright flame. This fire does not damage the wielder of the weapon, and it does not damage the weapon.

This modification has 3 charges. By speaking the command word, you can expend 1 charge to have one of your attacks deal 1d6 additional fire damage. You regain all expended charges each day at dawn.

## BRUTAL, INTERMEDIATE

**Crafting Time:** 5 days

**Magical:** No

**Price:** 400 gp

**Prerequisites:** Any weapon

This weapon hits harder than others of its kind. When you roll a 1 on any damage dice for this weapon, you may reroll the dice and must keep the second result.

REPEATING LIGHT  
CROSSBOW



ENHANCED  
SHORTSWORD

## DETECTING, INTERMEDIATE

**Crafting Time:** 3 days

**Magical:** Yes

**Price:** 200 gp

**Prerequisites:** Any weapon

Arcane runes have been drawn onto this weapon. Choose one of the following humanoid types: gnom, goblinoid, kobold, lizardfolk, lycanthrope, orc. When the weapon is within 100 feet of a creature of the chosen type, the weapon flares with arcane light. The weapon sheds dim light in a 5-foot radius while this effect is active.

## ENHANCED, INTERMEDIATE

**Crafting Time:** 10 days

**Magical:** Yes

**Price:** 500 gp

**Prerequisites:** Any weapon

The design of this weapon has elevated it to a new place of efficiency. The damage dice of your weapon is increased by 1 level. For instance, if this modification is put on a dagger, the damage changes from 1d4 to 1d6.

The maximum damage die a weapon can have as a result of this modification is 1d12. If a weapon deals 2d6 damage or already deals 1d12 damage, this modification has no effect.

## PRECISE, INTERMEDIATE

**Crafting Time:** 14 days

**Magical:** Yes

**Price:** 1300 gp

**Prerequisites:** Any weapon

Magical energy is fused into this weapon. You gain a +1 bonus to attack and damage rolls made with this weapon.

## REPEATING

**Crafting Time:** 3 days

**Magical:** No

**Price:** 200 gp

**Prerequisites:** Any crossbow

When you hit a target with a critical hit, a second bolt fires from a hidden compartment within the crossbow. You may immediately roll



a second attack against the target that suffered the critical hit, damaging it like you would normally if the attack hits.

## SCOPED

**Crafting Time:** 3 days

**Magical:** No

**Price:** 200 gp

**Prerequisites:** Any crossbow

A small scope made of fine materials and glass makes it easier to hit targets at longer distances. Both range increments for the weapon increase by 30 feet.

## STAGGERING

**Crafting Time:** 4 days

**Magical:** Yes

**Price:** 300 gp

**Prerequisites:** Any ranged weapon

This ranged weapon has been enhanced to strike harder. It has 3 charges. As an action, you can expend 1 charge to make a single ranged weapon attack against a creature. If this attack hits, the creature takes full damage without you having to roll for damage and must succeed on a Constitution saving throw (DC = 10 + your proficiency bonus) or have its speed reduced to 0 until the end of its next turn. You regain all expended charges each day at dawn.

## THUNDERING

**Crafting Time:** 2 days

**Magical:** Yes

**Price:** 150 gp

**Prerequisites:** Any melee weapon

When you make a critical hit against a creature, a boom rings out from the point of impact. This boom can be heard up to 300 feet away, and the hit deals an additional 1d8 thunder damage.

## TRANQUILIZER

**Crafting Time:** 6 days

**Magical:** Yes

**Price:** 500 gp

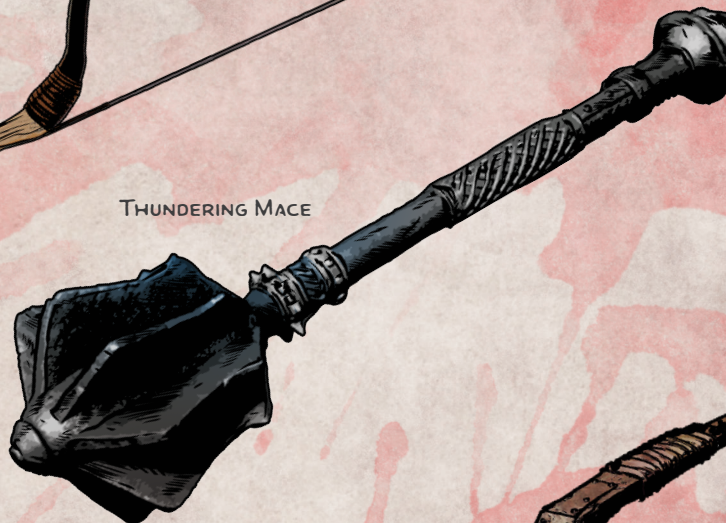
**Prerequisites:** Any bow or crossbow

This modification has 3 charges and it regains all charges each day at dawn. You can expend

STAGGERING  
LONGBOW



THUNDERING MACE



TRANQUILIZER HAND  
CROSSBOW

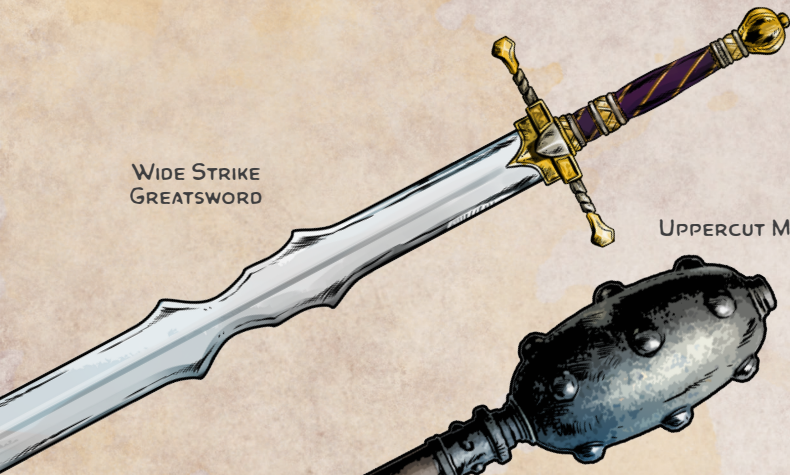


one charge and speak the command word, to let a special piece of ammunition coated in glinting arcane light fly from this weapon.

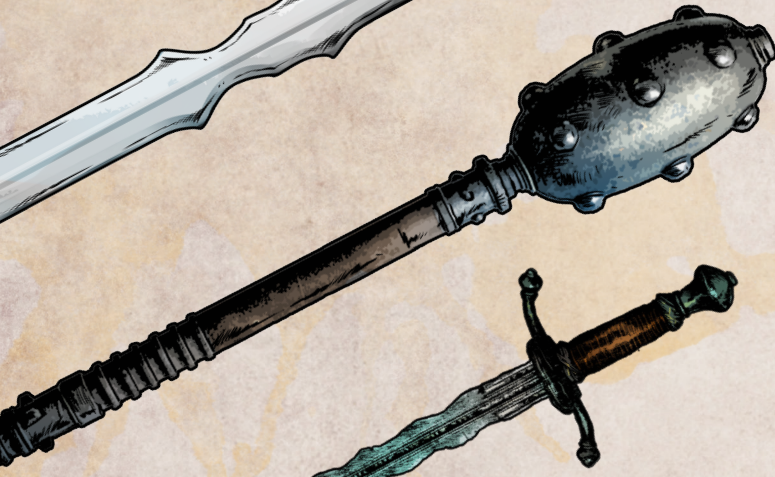
If the ammunition hits a creature, it takes no damage and must succeed on a Constitution saving throw (DC = 10 + your proficiency bonus). On a failed save, the creature drops unconscious for one minute. The creature wakes up if it takes damage or a creature uses an action to shake it awake. Undead and construct creatures are immune to the effects of this modification.



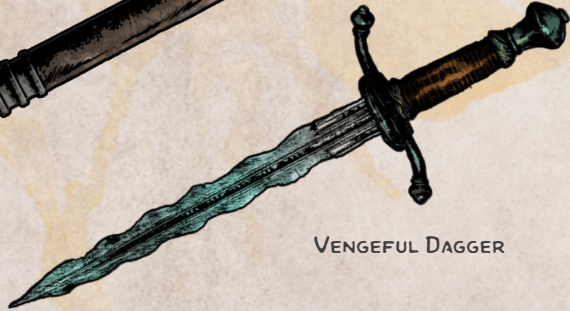
WIDE STRIKE  
GREATSWORD



UPPERCUT MAUL



VENGEFUL DAGGER



## TWIN NOCK

**Crafting Time:** 4 days

**Magical:** No

**Price:** 300 gp

**Prerequisites:** Any bow or crossbow

The string on this weapon is strong enough to fire off two pieces of ammunition at the same time. Once per round, you may use an attack action to target two different creatures standing within 10 feet of each other. You roll to hit each of the creatures.

If you hit a creature while using the weapon in this way, the value of the weapon damage dice goes down one level for this instance of the damage. 1d8 becomes 1d6 and so on. The lowest value a damage die can have is 1d4.

## UPPERCUT

**Crafting Time:** 4 days

**Magical:** No

**Price:** 300 gp

**Prerequisites:** Any weapon that deals bludgeoning damage

You can strike for effect instead of damage, using a padded side of this weapon. As an attack action, you may make an attack roll against a Large or smaller creature. If it hits,

you can choose to forgo dealing damage and attempt to stun the creature. The creature must succeed on a Constitution saving throw (DC = 10 + your proficiency bonus) or be stunned until the beginning of its next turn.

## VENGEFUL, INTERMEDIATE

**Crafting Time:** 5 days

**Magical:** Yes

**Price:** 400 gp

**Prerequisites:** Any weapon

Choose one of the following creature types: beast, dragon, fey, monstrosity, plant, undead. This choice is permanent and can only be changed if the modification is upgraded.

When you hit a creature of the chosen type with an attack using this weapon, you deal an additional 1d6 damage.

## WIDE STRIKE

**Crafting Time:** 3 days

**Magical:** No

**Price:** 200 gp

**Prerequisites:** Greatsword or greataxe

The handle on this weapon is comfortable to grip, making it easier to maneuver. When attacking with this weapon, you may target two creatures within reach with a single attack. You roll one attack and it counts for both targets. The attack deals 1d6 damage + your ability modifier if it is successful, and this damage is dealt to each target individually.

## ADVANCED WEAPON MODS

These modifications can be installed in weapon modification slots that are of advanced level or higher.

### BLESSED

**Crafting Time:** 30 days

**Magical:** Yes

**Price:** 2500 gp

**Prerequisites:** Any weapon

When you hit a fiend or undead with this weapon, you deal an extra 2d10 radiant damage.



## BLOODIED

**Crafting Time:** 30 days

**Magical:** Yes

**Price:** 2500 gp

**Prerequisites:** Any weapon

Whenever you bring a creature to 0 hit points, you regain 2d6 hit points.

## BRUTAL, ADVANCED

**Crafting Time:** 17 days

**Magical:** No

**Price:** 1200 gp

**Prerequisites:** Any weapon

This weapon hits harder than its counterparts. When you roll a 1 or 2 on the damage dice for this weapon, you may reroll the dice and must keep the second result.

## DETECTING, ADVANCED

**Crafting Time:** 15 days

**Magical:** Yes

**Price:** 1000 gp

**Prerequisites:** Any weapon

Arcane runes have been drawn onto this weapon. Choose one of the following creature types: aberration, celestial, dragon, elemental, fey, fiend, giant, undead. When the weapon is within 100 feet of a creature of the chosen type, the weapon flares up with arcane light. The weapon sheds dim light in a 5-foot radius while this effect is active.

## ELEMENTAL EDGE, ADVANCED

**Crafting Time:** 15 days

**Magical:** Yes

**Price:** 1000 gp

**Prerequisites:** Any weapon

Arcane runes in colors of blue, red, orange, or green shimmer across this weapon. Choose one damage type from cold, fire, lightning, and acid.

This weapon deals an additional 1d4 extra damage of the chosen type.

## ENHANCED, ADVANCED

**Crafting Time:** 15 days

**Magical:** Yes

**Price:** 1000 gp

**Prerequisites:** Any weapon

The design of this weapon has elevated it to a new place of efficiency. The damage dice of your weapon is increased by 1 level once. If this modification is upgrading an existing modification of a lower level, the damage dice is increased a level. For instance, if a dagger with the intermediate enhanced modification has the modification upgraded, the damage die changes from a 1d6 to a 1d8.

The maximum dice it can be raised to is a d12. If a weapon deals 2d6 damage or already deals 1d12 damage, this modification has no effect.

## GRAPPLING

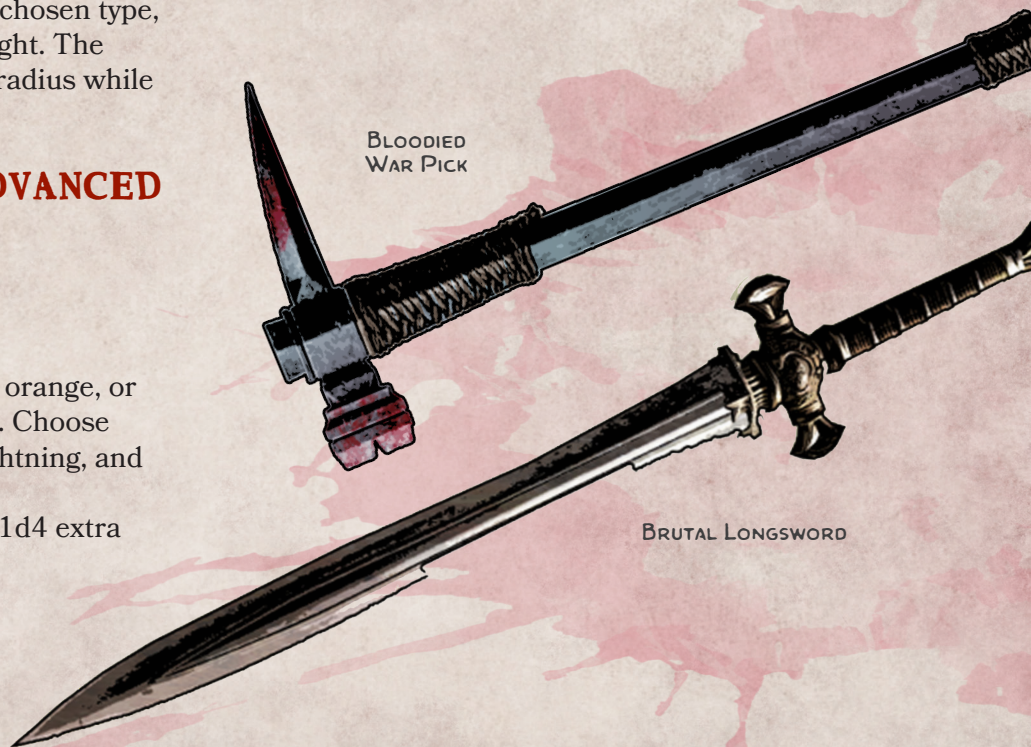
**Crafting Time:** 25 days

**Magical:** Yes

**Price:** 2000 gp

**Prerequisites:** Any bow or crossbow

This modification has 5 charges and it regains 1d2 + 1 charges every day at dawn. As part of an attack, you may expend a charge and speak



BLOODIED  
WAR PICK

BRUTAL LONGSWORD



the command word to nock a special piece of arcane ammunition to this weapon. When fired, the ammunition leaves a trail of light behind it. If the attack hits a target, the target takes damage as it normally would and must succeed on a Strength saving throw (DC = 10 + your proficiency bonus). On a failed save, the ammunition embeds itself in the target. The target may use an action on each of its turns to repeat the save, removing the ammunition on a success.

When the ammunition has embedded itself in a creature, you may repeat the command word as a bonus action. Upon doing so, the arcane light connecting the ammunition to your weapon shrinks, dragging the target closer to you. If the target is heavier than you or immobile, such as a wall or cliffside, you are instead pulled towards it. The speed at which you or the target is pulled is 60 feet per round. This movement occurs at the end of your turn.

The arcane line remains for one minute or until you lose concentration (as if concentrating on a spell).

## LUCKY

**Crafting Time:** 15 days

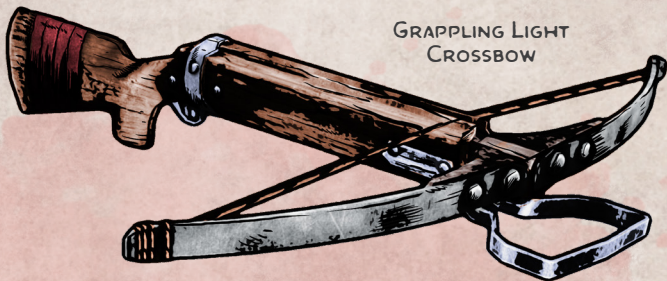
**Magical:** Yes

**Price:** 1000 gp

**Prerequisites:** Any weapon

Once per short or long rest, you may choose to reroll one failed attack roll and must keep the second result.

GRAPPLING LIGHT  
CROSSBOW



PRECISE DAGGER



## PRECISE, ADVANCED

**Crafting Time:** 50 days

**Magical:** Yes

**Price:** 10,000 gp

**Prerequisites:** Any weapon

Magical energy is fused into this weapon. You gain a +2 bonus to attack and damage rolls made with this weapon.

## VENGEFUL, ADVANCED

**Crafting Time:** 15 days

**Magical:** Yes

**Price:** 1000 gp

**Prerequisites:** Any weapon

Choose one of the following creature types: beast, dragon, fey, giant, monstrosity, plant, undead. This choice is permanent and can only be changed if the modification is upgraded.

When you hit a creature of the chosen type with an attack using this weapon, you deal an additional 1d8 damage.

## WONDROUS

**Crafting Time:** 35 days

**Magical:** Yes

**Price:** 3000 gp

**Prerequisites:** Any melee weapon

Choose one of the following creature types: beast, dragon, fey, giant, monstrosity, plant, undead.

A small symbol of a creature is engraved on the hilt of this weapon. If you use an action to speak the command word and throw the weapon to a point on the ground within 30 feet of you, the weapon transforms and becomes a living creature. If the space where the creature would appear is occupied by other creatures or objects, or if there isn't enough space for the creature, the weapon doesn't become a creature.

The creature is friendly to you and your companions. It understands your languages and obeys your spoken commands. If you issue no commands, the creature defends itself but takes no other actions. See the *Monster*



*Manual* for the creature's statistics. The weapon can remain in its creature form for up to 8 hours before it turns back into a weapon.

The symbol engraved on the weapon is dependent on the amount of damage the weapon deals. In the case of versatile weapons, the lowest damage die determines the kind of creature being summoned. If there are multiple creatures listed, you choose which creature is engraved. Once engraved, the symbol cannot be changed.

Once the weapon has been used to take on the appearance of a creature, it can't do so again until 3 days have passed.

**1d4 or Less.** Cat, raven, or owl. While in animal form, the weapon allows you to cast the *animal messenger* spell on it at will and you can telepathically communicate with it at any range if you and it are on the same plane of existence.

**1d6-1d8.** Brown bear, dire wolf, or lion. While in animal form, the weapon has an Intelligence of 10 and can speak Common. It also has darkvision out to a range of 60 feet and can see invisible creatures and objects within that range.

**1d10 or Above.** Griffon or displacer beast. (The displacer beast only has 60 hit points.)

## MASTERWORK WEAPON MODS

These modifications can be installed in weapon modification slots of masterwork level.

### DANCING

**Crafting Time:** 40 days

**Magical:** Yes

**Price:** 3000 gp

**Prerequisites:** Any melee weapon

As a bonus action, you can toss this weapon into the air and speak its command word. When you do so, the weapon begins to hover, flies up to 30 feet, and attacks one creature of your choice within 5 feet of it. The sword uses your attack roll and ability score modifier to damage rolls.

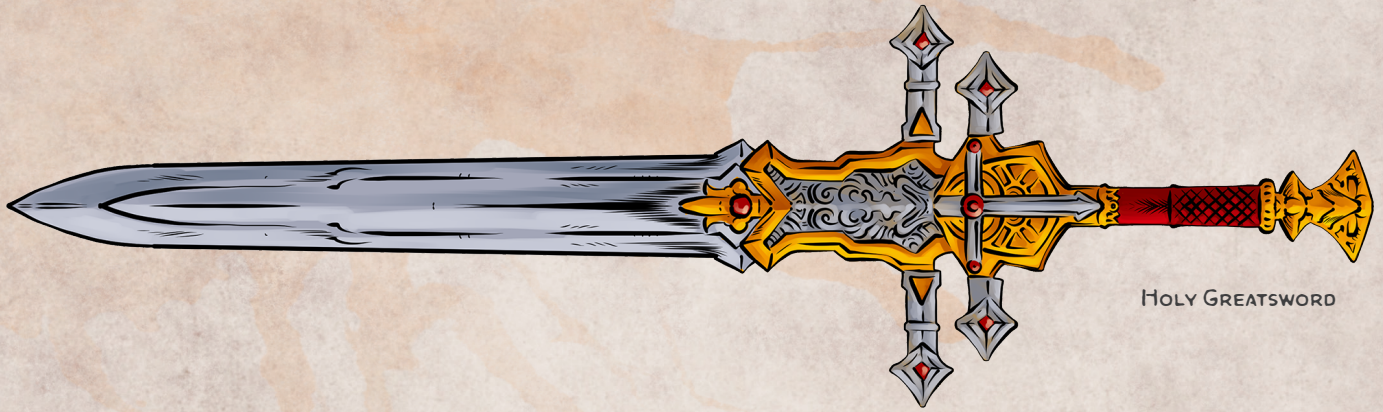
While the weapon hovers, you can use a bonus action to cause it to fly up to 30 feet to another spot within 30 feet of you. As part of the same bonus action, you can cause the weapon to attack one creature within 5 feet of it.

After the hovering weapon attacks for the fourth time, it flies up to 30 feet and tries to return to your hand. If you have no hand free, it falls to the ground at your feet. If the weapon has no unobstructed path to you, it moves as close to you as it can and then falls to the ground. It also ceases to hover if you grasp it or move more than 30 feet away from it.



WONDROUS WEAPON FAMILIARS





HOLY GREATSWORD

## ELEMENTAL EDGE, MASTERWORK

**Crafting Time:** 40 days

**Magical:** Yes

**Price:** 3000 gp

**Prerequisites:** Any weapon

Arcane runes flare in colors of blue, red, orange, or green shimmering across this weapon. Choose one damage type from cold, fire, lightning, and acid.

This weapon deals an additional 1d6 extra damage of the chosen type.

## HOLY

**Crafting Time:** 55 days

**Magical:** Yes

**Price:** 5000 gp

**Prerequisites:** Any weapon

While you hold the drawn weapon, it creates a 15-foot aura around you. You and all other creatures friendly to you in the aura have advantage on saving throws against spells and other magical effects.

## PRECISE, MASTERWORK

**Crafting Time:** 70 days

**Magical:** Yes

**Price:** 25,000 gp

**Prerequisites:** Any weapon

Magical energy is fused into this weapon. You gain a +3 bonus to attack and damage rolls made with this weapon.

## SWITCHING

**Crafting Time:** 60 days

**Magical:** Yes

**Price:** 9000 gp

**Prerequisites:** Any bow or crossbow

When you fire this weapon, you can speak the command word making the ammunition twitch and bend in the air. If it hits a creature, the creature takes damage as it normally would and must make a Wisdom saving throw (DC = 10 + your proficiency bonus). On a failed save, you and the creature switch places.

If the space where either you or the creature is occupied by other creatures or objects, or if there isn't enough space for you or the creature, you do not switch places.

## VENGEFUL, MASTERWORK

**Crafting Time:** 40 days

**Magical:** Yes

**Price:** 3500 gp

**Prerequisites:** Any weapon

Choose one of the following creature types: beast, dragon, fey, giant, monstrosity, plant, undead. This choice is permanent and can only be changed if the modification is upgraded.

When you hit a creature of the chosen type with an attack using this weapon, you deal an additional 1d12 damage.



## Armor Modification Table

Name	Level	Crafting Time	Magical	Price	Prerequisites
Arrow Catcher	Intermediate	4 days	Yes	300 gp	Shield
Attracting	Intermediate	3 days	Yes	150 gp	Any set or armor or shield
Bashing	Basic	1 day	No	100 gp	Shield
Bracing	Intermediate	4 days	Yes	300 gp	Shield
Bracing	Advanced	25 days	Yes	2000 gp	Shield
Burnished	Basic	1 day	No	30 gp	Set of metal armor or metal shield
Camouflage	Basic	2 days	Yes	150 gp	Any set of armor or robes
Camouflage	Intermediate	5 days	Yes	400 gp	Any set of armor or robes
Climbing Spikes	Basic	1 day	No	10 gp	Any set of armor
Comfortable	Basic	1 day	No	20 gp	Any set of armor
Costumed	Basic	1 day	No	30 gp	Any set of armor
Defiant	Intermediate	3 days	Yes	150 gp	Shield
Disguised	Intermediate	3 days	Yes	150 gp	Any set of armor
Duplicity	Masterwork	75 days	Yes	10,000 gp	Any set of armor or robes
Elemental Affinity	Advanced	25 days	Yes	2000 gp	Any set of armor, shield, or robes
Elemental Affinity	Masterwork	100 days	Yes	15,000 gp	Any set of armor, shield, or robes
Etherealness	Masterwork	100 days	Yes	35,000 gp	Any set of armor
Fingerblades	Basic	1 day	No	50 gp	Any set of armor
Finned	Basic	1 day	No	50 gp	Any set of medium or light armor
Frightening	Basic	1 day	No	100 gp	Any set of armor or robes
Glamoured	Advanced	35 days	Yes	3000 gp	Any set of armor
Hardened	Intermediate	3 days	No	200 gp	Any set or armor or shield
Healthy	Intermediate	3 days	Yes	150 gp	Any set of armor
Heavy	Intermediate	3 days	No	200 gp	Any set of armor
Invulnerable	Masterwork	150 days	Yes	50,000 gp	Any set of armor
Jarring	Intermediate	3 days	No	200 gp	Any set of armor
Mithral Weaved	Intermediate	16 days	Yes	1500 gp	Robes with mithral as an additional material
Mithral Weaved	Advanced	100 days	Yes	15,000 gp	Robes with mithral as an additional material
Mithral Weaved	Masterwork	100 days	Yes	30,000 gp	Robes with mithral as an additional material
Muffled	Basic	1 day	No	20 gp	Any set or armor
Nimble	Basic	1 day	No	50 gp	Any set of armor or robes
Nimble	Intermediate	4 days	No	300 gp	Any set of armor or robes
Nimble	Advanced	13 days	No	800 gp	Any set of armor or robes
Pocket of Holding	Intermediate	7 days	Yes	600 gp	Any set of armor or robes
Protected	Masterwork	100 days	Yes	15,000 gp	Any set of armor
Resistant	Intermediate	13 days	Yes	1200 gp	Any set of armor or robes
Scalding	Intermediate	8 days	Yes	700 gp	Any set of armor or robes
Shadow Wreathed	Advanced	15 days	Yes	1000 gp	Any set of armor



## Armor Modification Table (Continued)

Name	Level	Crafting Time	Magical	Price	Prerequisites
Shielded	Intermediate	16 days	Yes	1500 gp	Any set or armor or shield
Shielded	Advanced	100 days	Yes	15,000 gp	Any set or armor or shield
Shielded	Masterwork	100 days	Yes	30,000 gp	Any set or armor or shield
Skewering	Basic	1 day	No	50 gp	Any set or armor
Skill Checker	Basic	1 day	Yes	100 gp	Any set or armor
Slick	Intermediate	7 days	Yes	600 gp	Any set of armor
Spark Bracers	Intermediate	7 days	Yes	600 gp	Any set of armor
Speedy	Advanced	20 days	Yes	1500 gp	Any set of armor or robes
Transfusion	Advanced	30 days	Yes	2500 gp	Any set of armor or robes
Unbreakable	Basic	1 day	Yes	100 gp	Any set or armor or shield
Wound Closing	Intermediate	5 days	Yes	400 gp	Any set of armor

## Weapon Modification Table

Name	Level	Crafting Time	Magical	Price	Prerequisites
Balanced	Basic	1 day	No	30 gp	Any throwing weapon
Beast Singer	Intermediate	7 days	Yes	600 gp	Any weapon
Blazing	Intermediate	4 days	Yes	300 gp	Any bow or crossbow
Blessed	Advanced	30 days	Yes	2500 gp	Any weapon
Bloodied	Advanced	30 days	Yes	2500 gp	Any weapon
Brutal	Advanced	17 days	No	1200 gp	Any weapon
Brutal	Intermediate	5 days	No	400 gp	Any weapon
Composite	Basic	1 day	No	70 gp	Any bow
Dancing	Masterwork	40 days	Yes	3000 gp	Any melee weapon
Detecting	Intermediate	3 days	Yes	200 gp	Any weapon
Detecting	Advanced	15 days	Yes	1000 gp	Any weapon
Elemental Edge	Advanced	15 days	Yes	1000 gp	Any weapon
Elemental Edge	Masterwork	40 days	Yes	3000 gp	Any melee weapon
Enhanced	Intermediate	10 days	Yes	500 gp	Any weapon
Enhanced	Advanced	15 days	Yes	1000 gp	Any weapon
Grappling	Advanced	25 days	Yes	2000 gp	Any bow or crossbow
Halting	Basic	1 day	No	10 gp	Any sword
Holy	Masterwork	55 days	Yes	5000 gp	Any weapon
Illuminating	Basic	1 day	Yes	100 gp	Any weapon
Lucky	Advanced	15 days	Yes	1000 gp	Any weapon





## Weapon Modification Table (Continued)

Name	Level	Crafting Time	Magical	Price	Prerequisites
Precise	Intermediate	14 days	Yes	1300 gp	Any weapon
Precise	Advanced	50 days	Yes	10,000 gp	Any weapon
Precise	Masterwork	70 days	Yes	25,000 gp	Any weapon
Repeating	Intermediate	3 days	No	200 gp	Any crossbow
Scoped	Intermediate	3 days	No	200 gp	Any crossbow
Staggering	Intermediate	4 days	Yes	300 gp	Any ranged weapon
Switching	Masterwork	60 days	Yes	9000 gp	Any bow or crossbow
Thundering	Intermediate	2 days	Yes	150 gp	Any melee weapon
Tranquilizer	Intermediate	6 days	Yes	500 gp	Any bow or crossbow
Tripper	Basic	1 day	No	70 gp	Any melee weapon with a reach of 10 feet
Twin Nock	Intermediate	4 days	No	300 gp	Any bow or crossbow
Unbreakable	Basic	2 days	Yes	150 gp	Any weapon
Uppercut	Intermediate	4 days	No	300 gp	Any weapon that deals bludgeoning damage
Vaulting	Basic	1 day	No	20 gp	Quarterstaff, spear, glaive, or halberd
Vengeful	Basic	2 days	Yes	200 gp	Any weapon
Vengeful	Intermediate	5 days	Yes	400 gp	Any weapon
Vengeful	Advanced	15 days	Yes	1000 gp	Any weapon
Vengeful	Masterwork	40 days	Yes	3500 gp	Any weapon
Venomous	Basic	1 day	No	50 gp	Any melee weapon that deals piercing or slashing damage
Wide Strike	Intermediate	3 days	No	200 gp	Greatsword or greataxe
Wondrous	Advanced	35 days	Yes	3000 gp	Any melee weapon





# PART 2

# CRAFTING BOMBS AND GRENADES

Sometimes there's only one fix to a problem, and that fix is dynamite.

In this chapter, you'll find simple rules for crafting bombs and other explosives. Some grenades can be used to disrupt the battlefield, giving you and your allies an advantage in the fight, while other bombs can be used to unleash brutal mayhem on your enemies.

## MAKING EXPLOSIVES

When you want to craft a kind of explosive, certain prerequisites have to be met before you can try it.

**Bombmaker's Tools.** To even attempt making a bomb or grenade, you must have a set of bombmaker's tools in your possession. These are the tools you'll be using when crafting the bomb's shell, setting the fuse, and making sure the bomb is as safe as possible—when you want it to be.



BOMBMAKER'S TOOLS

A set of bombmaker's tools contains a measuring cup, a fine knife, a mortar and pestle, a pouch of black powder, and a bundle of fuses. It can be bought for 35 gp.

**Cost.** The listed cost of a bomb or grenade represents the buying and handling of the raw materials required to make it, including the black and arcane powder used to make the explosives. The listed price assumes that you are buying the explosive from a vendor. If you make it yourself, the listed price for the bomb or grenade is halved.

**Quality.** As with weapons and armor, bombs have four tiers of quality to them: basic, intermediate, advanced, and masterwork. These different tiers are made available as your character gains levels and become more experienced with their bombmaking skills.

Quality	Level Available
Basic	1st
Intermediate	5th
Advanced	10th
Masterwork	16th

Some bombs, such as the flashbang, can be crafted to be of higher quality. Crafting a bomb at a higher quality makes the bomb more powerful and useful than it would be at its normal level.

**Crafting Time.** A single bomb can be crafted over the course of a short rest, but you must spend the entire time working on it and, therefore, gain none of the benefits from taking a short rest. The maximum number of bombs you can craft each day is 4.

**Grenadier DC.** Some bombs require the use of a saving throw, in which case you use your



grenadier DC. Your grenadier DC equals 8 + your proficiency bonus + your Intelligence or Wisdom modifier.

**Weight.** One bomb weighs 2 pounds.

**Success and Failure.** Basic explosives have a modifier of +5, intermediate explosives have a modifier of +10, advanced explosives have a modifier of +15, and masterwork explosives have a modifier of +20.

The DC of the check equals 5 + the modifier of the equipment, so crafting an advanced explosive would have a DC of 20. If you are unsuccessful in this check, the bomb still works, but when you use it, there is a 50% chance that a mishap occurs when you light the bomb. This mishap replaces any intended effects the bomb has.

If you fail the check by 5 or more, the crafting or improvement fails and you lose the materials bought to craft the bomb. A mishap also immediately occurs.

**Mishap.** If a bomb was poorly constructed or a problem arose during the crafting process, roll on the table below to determine the mishap.

#### d4 Mishap

- 1 The bomb explodes, sending shards and bits of iron flying everywhere. All creatures within a 15-foot radius take piercing damage equal to a number of d6s equal to your character level.
- 2 Smoke billows out to engulf you completely. The area within a 15-foot radius, centered on the bomb, is heavily obscured for one minute.
- 3 Soot blasts into your mouth and eyes. You are blinded for 10 minutes and you have disadvantage on Dexterity (Stealth) checks that rely on sound for eight hours as you can't stop coughing.
- 4 Your hand is horribly injured. You can't hold things with your dominant hand until you've finished a long rest or until you receive magical healing.

## USING BOMBS AND GRENADES

There are multiple ways you can choose to handle bombs and explosives:

**Throwing Bombs.** You can choose to toss or throw bombs at your opponents, in which case you treat the bomb as an improvised weapon with a range of 20/60 feet. If you miss, the bomb lands in a random spot within 5 feet of the target. It then goes off, unless stated otherwise in the bomb's description.

**Grenade Launcher.** You can purchase—or construct—a weapon designed for launching bombs much farther than a person could ever hope to throw them. A grenade launcher can fire one grenade at a time, and it takes an Attack action to load the launcher.

The grenade launcher functions as a martial ranged weapon and has a range of 80/160. If you miss, the bomb lands in a random spot within 20 feet of the target. It then goes off. The price of a grenade launcher is 60 gp.

**Timed Bombs.** With a sufficiently long fuse, a bomb can be placed in a strategic location to blow up at a later time. During that time, a creature can use an action to cut the end of the fuse, rendering the bomb harmless.

One inch of a fuse burns for one minute. A fuse can be up to 30 inches long, meaning it can burn for a maximum of 30 minutes.

## OPTIONAL RULE: UNSTABLE EXPLOSIVES

To avoid your players stacking an absurd number of bombs, you can choose to employ the Unstable Explosives optional rule.

Seven days after the bomb has been crafted, the explosive begins to become extremely unstable. Each day after the seventh, there is a cumulative 25 percent chance that the bomb randomly goes off at some point during the day. The DM secretly selects the hour of the day when the bomb will go off by rolling a d12, or decides on a specific point in time when the explosion will occur. It is encouraged to pick a time that is as impractical for the party as possible.



# BOMBS AND GRENADES

The following explosives are available for crafting to any character who has a set of bombmaker's tools at their disposal (and are prepared to potentially lose a few fingers).

The bomb's effects describe what happens once the bomb has gone off.

## BANISH BOMB

**Price:** 300 gp

**Duration:** 1d4 + 3 rounds

**Tier:** Advanced

A creature hit with this bomb must succeed on a Charisma saving throw or be banished to another plane of existence. If the target is native to the plane you're on, you banish the target to a harmless demiplane. While there, the target is incapacitated. The target remains there for the duration, at the end of which the target reappears in the space it left or in the nearest unoccupied space if that space is occupied. If the target is native to a different plane of existence than the one you're on, the target is banished with a loud bang, returning to its home plane, and doesn't return.

## BINDING BOMB

**Price:** 75 gp

**Duration:** 1d6 + 2 rounds

**Tier:** Intermediate

When this bomb hits a creature, powerful rope erupts to wrap around it. The creature must succeed on a Dexterity saving throw or become restrained by the bomb. The creature can use an action on each of its turns to repeat the save, freeing itself early on a success.

**Advanced.** This bomb can affect up to two creatures if they are standing within 5 feet of each other.

## CONCUSSION GRENADE

**Price:** 100 gp

**Duration:** 1d6 + 2 rounds

**Tier:** Intermediate

A creature standing within 15 feet of the grenade must make a Constitution saving throw. On a failed save, the creature takes 2d8 thunder damage. In addition, it cannot cast or concentrate on spells and its speed is halved as long as it's affected by this grenade.

A creature can repeat the save at the beginning of each of its turns, ending the effects on a success.

**Advanced.** The creature takes an additional 2d8 thunder damage, so 4d8 total.

**Masterwork.** The creature takes an additional 4d8 thunder damage, so 6d8 total.

## FLAME TORRENT GRENADE

**Price:** 100 gp

**Duration:** 1d4 + 1 rounds

**Tier:** Intermediate

A cone of flame shoots out in a 30 foot cone in a random direction. If the grenade was thrown at a surface, such as a wall or ceiling, the cone points directly away from that surface as the grenade adheres to it for the duration.

A creature standing in the cone's area or who ends its turn there must make a Dexterity saving throw, taking 5d6 fire damage on a failed save, or half as much damage on a successful one.

**Advanced.** A creature takes an additional 2d6 fire damage, so 7d6 total.

**Masterwork.** A creature takes an additional 4d6 fire damage, so 9d6 total.



## FLASHBANG

**Price:** 50 gp

**Duration:** Instantaneous

**Tier:** Basic

Each creature within a 10-foot cube must succeed on a Constitution saving throw or be blinded until the beginning of their next turn.

**Intermediate.** The explosion affects a 15-foot cube.

**Advanced.** The explosion affects a 20-foot cube.

**Masterwork.** The explosion affects a 30-foot cube.

## INCENDIARY GRENADE

**Price:** 50 gp

**Duration:** Instantaneous

**Tier:** Basic

A bright ball of fire erupts from this explosive. All creatures within a 10-foot radius of where the bomb lands must make a Dexterity saving throw, taking 4d6 fire damage on a failed save, or half as much damage on a successful one.

If the target is a creature or a flammable object, it ignites. Until a creature takes an action to douse the fire, the target takes 1d10 fire damage at the start of each of its turns.

**Intermediate.** The radius of the explosion increases to 15 feet.

**Advanced.** The radius of the explosion increases to 20 feet.

**Masterwork.** The radius of the explosion increases to 30 feet.

## GAS GRENADE

**Price:** 50 gp

**Duration:** 1d6 + 2 rounds

**Tier:** Basic

A cloud of noxious gas settles in a 20-foot sphere centered on the grenade. Each creature standing in the sphere must make a Constitution saving throw or suffer 3d6 poison damage on a failed save, or half as much damage on a successful one. A creature that enters the area or ends its turn there must also succeed on a Constitution saving throw or suffer the same effects.

It lasts for the duration or until a wind of moderate or greater speed (at least 10 miles per hour) disperses it.

**Intermediate.** A creature takes an additional 2d6 poison damage, so 5d6 total.

**Advanced.** A creature takes an additional 4d6 poison damage, so 7d6 total.

**Masterwork.** A creature takes an additional 5d6 poison damage, so 8d6 total.

## HEALING GRENADE

**Price:** 50 gp

**Duration:** Instantaneous

**Tier:** Basic

A 5-foot-radius sphere of warm, pleasant steam reinvigorates those near it. Each creature standing in the sphere regains 2d4 hit points. Constructs and undead are not healed by this effect.

**Intermediate.** A creature regains an additional 2d4 hit points, so 4d4 total.

**Advanced.** A creature regains an additional 4d4 hit points, so 6d4 total.

**Masterwork.** A creature regains an additional 6d4 hit points, so 8d4 total. The radius of the sphere increases to 10 feet.

## LIGHT SHELL

**Price:** 50 gp

**Duration:** 1 hour

**Tier:** Basic

Bright specks of light flutter out to light up an area. The bomb provides bright light in a 30-foot radius from where it went off and dim light for an additional 30 feet.

The specks last for the duration or until a wind of moderate or greater speed (at least 10 miles per hour) disperses them.

## RAM ROCKETS

**Price:** 75 gp

**Duration:** Instantaneous

**Tier:** Intermediate

When this bomb goes off, two smaller rockets fly out of it. Each rocket targets a random creature within 30 feet of where the bomb landed, which it then flies towards at rapid speed where it rams into it. The targeted





creature must succeed on a Dexterity saving throw. On a failed save, the creature takes 3d10 bludgeoning damage and is knocked prone. On a successful save, the creature takes half damage and isn't knocked prone.

**Advanced.** A creature takes an additional 2d10 bludgeoning damage, so 5d10 total.

**Masterwork.** A creature takes an additional 4d10 poison damage, so 7d10 total.

## SLEEP GAS GRENADE

**Price:** 100 gp

**Duration:** 1d4 + 2 rounds

**Tier:** Intermediate

A cloud of white gas settles in a 5-foot sphere centered on the grenade. Each creature standing in the sphere must make a Constitution saving throw. On a failed save, the creature drops unconscious for one minute. The creature wakes up if it takes damage or a creature uses an action to shake it awake. Undead and construct creatures are immune to the effects of this grenade.

It lasts for the duration or until a wind of moderate or greater speed (at least 10 miles per hour) disperses it.

**Intermediate.** The radius of the gas increases to 10 feet.

**Advanced.** The radius of the gas increases to 15 feet.

**Masterwork.** The radius of the gas increases to 20 feet.

## SMOKE BOMB

**Price:** 50 gp

**Duration:** 1d8 + 2 rounds

**Tier:** Basic

A cloud of gray smoke bellows out from this grenade in a 10-foot-radius sphere. The sphere spreads around corners and its area is heavily obscured. It lasts for the duration or until a wind of moderate or greater speed (at least 10 miles per hour) disperses it.

**Intermediate.** The explosion affects a 15-foot-radius sphere.

**Advanced.** The explosion affects a 20-foot-radius sphere.

**Masterwork.** The explosion affects a 30-foot-radius sphere.

## SONIC BOMB

**Price:** 100 gp

**Duration:** Instantaneous

**Tier:** Intermediate

A wave of thunderous force sweeps out from this bomb when it goes off. Each creature within 30 feet of where the bomb exploded must make a Constitution saving throw. On a failed save, a creature takes 4d8 thunder damage, is pushed 10 feet away from the place of the explosion, and is deafened until the end of its next turn. On a successful save, it takes half damage, isn't pushed back, and isn't deafened.

**Advanced.** A creature takes an additional 2d8 thunder damage, so 6d8 total.

**Masterwork.** A creature takes an additional 4d8 thunder damage, so 8d8 total.

## SPARKBOLT

**Price:** 100 gp

**Duration:** Instantaneous

**Tier:** Intermediate

Three bolts of lightning zap out of this bomb, and each bolt hits a single creature within 10 feet of where it exploded. The creature must succeed on a Dexterity saving throw, taking 4d6 lightning damage on a failed save, or half as much damage on a successful one.

**Advanced.** A creature takes an additional 2d6 lightning damage, so 6d6 total.

**Masterwork.** A creature takes an additional 4d6 lightning damage, so 8d6 total.

## SPELLSTORING SHELL

**Price:** 300 gp

**Duration:** Instantaneous

**Tier:** Intermediate

When you craft this bomb, you can store a prepared spell of 4th level or lower in the bomb by casting it as part of crafting the bomb. The spell must target a single creature or area.

The spell being stored has no immediate effect when cast in this way. When the bomb goes off, the stored spell is cast. If the spell has a target, the bomb targets the creature that is hit by the bomb. If the spell affects an area, the area is centered on where the bomb lands. If



the spell summons hostile creatures or creates harmful objects or traps, they appear as close as possible to where the bomb lands and attack the nearest target. If the spell requires concentration, it lasts until the end of its full duration.

**Advanced.** When you craft this bomb, you can store a prepared spell of 6th level or lower in the bomb by casting it as part of crafting the bomb. All other limitations still apply.

**Masterwork.** When you craft this bomb, you can store a prepared spell of 9th level or lower in the bomb by casting it as part of crafting the bomb. All other limitations still apply.

## STUN GRENADE

**Price:** 100 gp

**Duration:** Instantaneous

**Tier:** Basic

Each creature within a 10-foot cube must succeed on a Constitution saving throw or be stunned until the beginning of their next turn.

**Intermediate.** The explosion affects a 15-foot cube.

**Advanced.** The explosion affects a 20-foot cube.

**Masterwork.** The explosion affects a 30-foot cube.

## TRIPMINE

**Price:** 100 gp

**Duration:** 1 hour

**Tier:** Advanced

If this grenade is thrown at a wall or ceiling, it sticks to it for the duration. If a creature is within 15 feet of the grenade and moves in front of it while it's set up in this way, the grenade goes off. The grenade automatically goes off at the end of the duration, even if no creature is within 15 feet of it.

A creature that makes the grenade explode must make a Dexterity saving throw, taking 4d8 fire damage and 4d8 piercing damage on a failed save, or half as much damage on a successful one.

**Masterwork.** A creature takes an additional 2d8 fire damage and 2d8 piercing damage, so 6d8 fire damage and 6d8 piercing damage total.

## VOICEBOX BOMB

**Price:** 75 gp

**Duration:** 1 round

**Tier:** Intermediate

Upon crafting this bomb, you can speak a message or phrase into it to be stored magically within the shell. The message can be up to 6 seconds long. When the bomb is activated, the message is played once.

## VORTEX GRENADE

**Price:** 200 gp

**Duration:** 1d4 + 1 round

**Tier:** Advanced

A 30-foot sphere of energy swirls in place, pulling creatures into its center. When the sphere appears, each creature standing in its area have their speed halved and must make a Strength saving throw. On a failed save, a creature takes 8d12 force damage and is pulled up to 10 feet towards its center. On a successful save, a creature takes half damage and isn't pulled. A creature that enters the area or end its turn there must also succeed on a Strength saving throw or suffer the same effects.

**Masterwork.** A creature takes an additional 2d12 force damage, so 10d12 total.

## WARDING GRENADE

**Price:** 200 gp

**Duration:** 1d4 + 1 round

**Tier:** Advanced

A 10-foot-radius dome of arcane light springs up to protect those standing behind it. All creatures can pass through the dome, but it blocks all weapon and spell attacks, including those made from inside the dome.

**Masterwork.** The radius of the dome increases to 20 feet.





## Bomb and Grenade Table

Name	Crafting Price	Starting Tier
Banish Bomb	300 gp	Advanced
Binding Bomb	75 gp	Intermediate
Concussion Grenade	100 gp	Intermediate
Flame Torrent Grenade	100 gp	Intermediate
Flashbang	50 gp	Basic
Gas Grenade	50 gp	Basic
Healing Grenade	50 gp	Basic
Incendiary Grenade	50 gp	Basic
Light Shell	50 gp	Basic
Ram Rockets	75 gp	Intermediate
Sleep Gas Grenade	100 gp	Intermediate
Smoke Bomb	50 gp	Basic
Sonic Bomb	100 gp	Intermediate
Sparkbolt	100 gp	Intermediate
Spellstoring Shell	300 gp	Intermediate
Stun Grenade	100 gp	Intermediate
Tripmine	100 gp	Advanced
Voicebox Bomb	75 gp	Intermediate
Vortex Grenade	200 gp	Advanced
Warding Grenade	200 gp	Advanced



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