

MAGIC ITEM MARKET VARIANT

The rules provided in chapter 6, “Downtime Activities”, of the *Dungeon Master’s Guide* for crafting magic items are comprehensive and rational within the assumed milieu of a typical DUNGEONS & DRAGONS fantasy setting. However, the intended expensive nature of the process can be overly restrictive to industrious players who want to make use of this opportunity.

The cost of crafting a magic item given on page 129 of the *Dungeon Master’s Guide* is equal to the item’s base market price found on page 130 (op cit.), leaving only a narrow margin for profit. A 20th-level character who tries to sell a very rare magic item that he or she crafted has a less than one-in-four chance of finding a legitimate buyer who will even offer to purchase the item for the amount it cost to craft it, and selling it at a reduced price is tantamount to sacrificing the combined wealth of a small city.

If this approach to crafting and selling a magic item doesn’t fit your campaign, consider the following variants.

CRAFTING A MAGIC ITEM

The creation of magic items is not an activity to be undertaken while actively adventuring. Crafting such an item requires a quiet workspace with access to arcane tools. These tools are magical versions of a specific sets of artisan’s tools, found in chapter 5, “Equipment”, of the *Player’s Handbook*. The specific type of artisan’s tools required is based on the type of item being crafted. A magic sword would require smith’s tools, while a magic potion would require alchemist’s supplies. The cost of these tools is included in the creation cost of the magic item, although a character may work with the DM to build a workshop that contains these materials without having to keep incurring the expense every time they create a magic item. The Building a Workshop table shows the cost of creating such a workspace.

BUILDING A WORKSHOP

Workspace Quality	Item Quality Produced	Construction Cost	Daily Upkeep	Skilled Hirelings
Novice	Common	500 gp	5 sp	-
Novice	Uncommon	1,000 gp	1 gp	-
Journeyman	Rare	2,000 gp	5 gp	1
Master	Very Rare	5,000 gp	10 gp	2
Grandmaster	Legendary	10,000 gp	50 gp	5

An item has a creation cost specified in the Crafting Magic Items table. If the character is crafting the item in a workspace of the appropriate quality, this creation cost is reduced by half. When engaged in the crafting of a magic item, a character determines their daily progress by rolling an Intelligence check. Hirelings that assist in this process can either assist on this Intelligence check, granting advantage on the roll, or can contribute with their own Intelligence checks. The check is modified as follows:

$$\text{Progress} = \text{Intelligence check} + \text{proficiency bonus} + \text{character level} \times 5 \text{ gp}$$

For example, a 10th-level wizard with an Intelligence of 16 can make progress up to a maximum of 185 gp per day in crafting a magic item (23 Intelligence + 4 Proficiency + 10 level x 5).

A character spends the amount calculated by their progress on each day they are engaged in crafting until the total cost for the magic item is paid. At this point the item is considered to be complete.

A character is assumed to work for 6 hours on each day they are engaged in crafting a magic item. If the character chooses to work 8 hours per day, increase the amount calculated for the day’s progress by 25 per cent (rounded down to the nearest copper piece).

If a spell will be produced by the item being created, the creator must expend one spell slot of the spell’s level for each day of the creation process. Any spell components that normally consumed when the spell is cast are also consumed during the creation process.

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”, of the *Player’s Handbook*).

CRAFTING MAGIC ITEMS

Item Rarity	Creation Cost	Minimum Level
Common	25 gp	3rd
Uncommon	100 gp	3rd
Rare	1,000 gp	6th
Very Rare	10,000 gp	11th
Legendary	100,000 gp	17th

SELLING A MAGIC ITEM

The base price for magic items found in the *Dungeon Master's Guide* would indicate either that spellcasters are extremely rare—far more so than scholars or hereditary peers in medieval Europe—or the formulae to craft magical items are highly guarded and beyond the reach of most mages.

Whichever is the case for your campaign, the high base price means that magic items are in short supply and, therefore, would be in greater demand. It is far more likely that potential buyers would seek out a character capable of crafting a magic item than such a character having to seek out those potential buyers.

At the DM's discretion, a character selling a magic item rolls percentile dice and consults the Selling a Magic Item table, applying a modifier based on the item's rarity, as shown in the Salable Magic Items table (see chapter 6, "Downtime Activities", of the *DUNGEON MASTER'S GUIDE*). 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 in exchange for the item. Particularly boorish characters may retain the services of hirelings who have experience as merchants to make the Charisma (Persuasion) check in their place.

The DM determines a buyer's identity. Buyers sometimes procure rare and very rare 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.

The Selling a Magic Item table applies primarily when a character is attempting to break into an existing magic item market or establish their own economic niche. However, particularly expensive magical items (that is, those of greater than uncommon rarity) are frequently also the subject of bartering due to their high market value. Quite often a character will receive a commission to create magic items of such rarity, an offer that usually includes a generous grant and use of the highest quality workspaces under aristocratic (or even royal) auspices. This may not result in the transfer of liquid currency, but can lead to many other opportunities becoming available to the character. Such options are determined by the DM if the appropriate result is rolled on the Selling a Magic Item table.

Selling magic items is generally only possible in



large cities or other locations where one may find individuals who can afford to purchase such 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.

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 items for them. Consult your DM for details.

