

# BETTER CRAFTING V1.0.1



WELCOME CRAFTER!

If you are like me you have looked again and again at that part of your character sheet that says *TOOLS: Disguise Kit, Poisoner's Kit, Thieves' Tools* then excitedly asked your DM "What does a poisoners kit do?!" and they sighed and said "*Nothing Really*" Well I was that DM once and it really upset me that when looking it up crafting has been relegated to that campaign rarity called **Down Time?** So with that in mind my players and I have come up with a new way we think would be exciting for Kits and crafting to work. Enjoy!

## CRAFTING POISONS

An assassin spends the day collecting ingredients, preparing their disguise and brewing something special for the occasion. The poisoner's kit will focus on what it says on the tin: *making deadly poisons*. To achieve this you will need four things:

- A poisoner's kit and proficiency with that kit.
- A recipe or knowledge on how to make the intended poison.
- Ingredients that are listed on that recipe.
- Time & Skill.

### WHAT'S IN THE KIT

A poisoner's kit includes the vials, chemicals, and other equipment necessary for the creation of poisons. Proficiency with this kit lets you add your proficiency bonus to any ability checks you make to craft or use poisons.

Ingredients	Rarity	No. Doses
Artic Creeper	Common	5
Amanita Cap	Common	5
Cactus Juice	Common	5
Drakus Flower	Common	5
Emetic Wax	Common	5
Harrada Leaf	Common	5
Wyrmtongue Petals	Common	4
Lavender Sprig	Common	3

### FINDING RECIPES

It's up to your DM where these recipes can be found. Maybe you find a book on the body of an assassin set to kill the party, secreted away in a herbalist's private library or for sale at a less savoury trader.

### PROCURING INGREDIENTS

- **Buy ingredients** - herbalists and alchemists (be warned they may raise an eyebrow at the more... deadly requests)

- **Foraging** - when travelling you can spend two hours foraging. I will ask you to roll and I will tell you what you get ingredients wise. **DM: See DM Notes**

### TIME (CRAFTING)

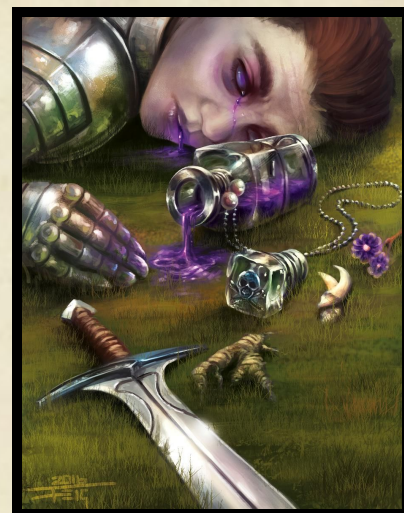
Unlike brewing, crafting poisons is more skill limited than time limited and is not without its own dangers. Crafting poisons takes an hour per ingredient used as a base line but ask your DM before assuming this is the case. Basic Poison brewing has a DC 12 Nature Check that you can add your proficiency bonus too. This DC increases by 2 per ingredient added.

Should you fail the check by 5 or more the effects of the poison are applied to you.

### TYPES OF POISON

There are four types of poisons named after how they need to be applied to be effective:

- **Injury** These poisons require to be applied on cuts to get into the blood stream to be effective. Applying them to blots or edged weapons makes them most effective. However, having the poison exposed to the elements can mean that it will loose it's potency after an amount of time so often these have to be applied before or during battle.
- **Inhaled** These are usually in aerosolized or gaseous form. These are most useful when filling a large area with the deadly smoke but be causous that you are not caught in the death cloud too.
- **Ingested** Often the most deadly poisons these require the victim to consume the poison maybe that last bite could be their last.
- **Contact** The most potent of poisons can be effective even if it just touches your skin. Contact poisons can just be thrown at an enemy in the vial that contains them, applied to weapons or ingested.



## BASIC POISON

You have knowledge of basic poison if you are proficient in Poisoners kit:

**i Basic Poison:** You can use the poison in this vial to coat one slashing or piercing weapon or up to three pieces of ammunition. Applying the poison takes an action. A creature hit by the poisoned weapon or ammunition must make a DC 10 Constitution saving throw or take 1d4 poison damage. Once applied, the poison retains potency for 1 minute before drying.

The Basic Poison can be improved upon as you get more proficient as outlined in the table below:

### BASIC POISONS

Proficiency Bonus	Ingredients	Effect	Save (CON)
+2	- Artic Creeper - Harrada Leaf	1d4 Poison Damage	10
+3	- Artic Creeper - Harrada Leaf	1d6 Poison Damage	12
+4	- Artic Creeper - Harrada Leaf	1d8 Poison Damage	14
+5 Potent Poison	- Artic Creeper - Harrada Leaf	2d8 Poison Damage	15

## DM NOTES

### FORAGING

You have multiple options for when a player wants to forage with different levels of complexity.

1. A simple check - you can ask the player what they are looking for and then roll a survival, perception or nature check to try find it. I've listed all common ingredients that are used in the basic poison so would say it's a DC 14 check to see if they find what they are looking for but you could do higher DCs based on rarity.
2. A simple biome check - In the Ingredients section of this document there are lists of ingredients with their native biome (e.g. grasslands, swamp) you could not allow players to find ingredients that are not native to the biome they are in raise or lower the DC on the check based on how relevant and rare the ingredient is.
3. Roll - I will include some rolling tables I just ask my players to roll against the list if it's a poison they get it if it's not they don't recognise it and don't get anything.

### CRAFTING

I usually have quite a high DC for crafting poisons as you want this to be hard. I have set a base DC 14 Nature. Then +2 to it per ingredient used.

### RECIPES

Recipes are your way of balancing the power of poisons in your game. There's a steady ramp up of power in the Basic Poison but speciality poison recipe ingredients could be the basis for a quest or mission in themselves.

Here's how I set out and think about my speciality recipes:

#### ASSASSIN'S BLOOD

**TYPE: INGESTED**

**SAVE: 10 CON**

**CRAFTING DC: 15 NATURE**

**EFFECT:**

A creature subjected to this poison must succeed on a DC 10 Constitution saving throw or be Poisoned for 1 hour and takes 1d12 poison damage or half damage on a success.

**INGREDIENTS:**

- Blood Tree Sap
- Cactus Juice

**SALE VALUE: 150GP**

You can ingredient reference documents that will be attached to this file for the rarity of the ingredients used and adjust the effect, save and crafting DC accordingly.





## CRAFTING BREWS

A brew maker gathers the finest of ingredients, adds the yeast then offers a small prayer, then lets nature do it's work. A Brewer's Kit focuses on making delicious and *sometimes* useful but *always* fun alcoholic beverages. To do this you need four things:

1. A brewer's kit and proficiency with that kit.
2. A recipe or knowledge on how to make the intended brew.
3. Ingredients that are listed on that recipe.
4. Time/Skill.

### WHAT'S IN THE KIT

A Brewer's Kit includes boiling jugs for mashing and boiling as well as fermentation utensils and containers. If you want to make more than a gallon additional containers would be required. It also includes basic brewing ingredients:

Ingredients	Rarity	No. Doses
Common Barley	Common	10
Common Bops	Common	10
Common White Grape	Common	10
Common Red Grape	Common	10
Yeast	Common	10
Speed Yeast	Rare	5

## FINDING RECIPES

It's up to your DM where these recipes can be found. If you help out a brewery they maybe kind enough to give you their recipe and links to their suppliers of ingredients. You may find them lost in old books in a library or for sale from a brewer going out of business.

If you find a speciality ingredient i.e. Ashglade Barley you can ask your DM how it effects the brew for example things such as reduce the brew time, reduce the dose for the effect add special effects or increase the resale cost.

You have knowledge of basic brew if you are proficient in Brewers kit:

**i Basic Brew:** This basic brew is can be quite pleasant when brewed by right person. If you consume all 8 doses in this small barrel you:

- You gain a bonus to your Strength or Constitution score (choose one)
- You gain a penalty to your Dexterity and Wisdom

You can take doses equal to your constitution modifier.

As you get better at making brews the effects that a basic brew can do increases in line with your proficiency bonus and the ingredients used to craft it:

Proficiency Bonus	Ingredients	Effect	Time (Yeast/Speed Yeast)	Dose Required
+2	Common Barley,Common Hops,Yeast	+1 STR/CON -1 WIS/DEX	7 days / 8 hours	1 Gallon
+3	Common Barley,Common Hops,Yeast	+2 STR/CON -2 WIS/DEX	7 days / 8 hours	1 Gallon
+3	Common Barley,Common Hops,Yeast	+2 STR/CON -2 WIS/DEX	7 days / 8 hours	1 Gallon
+4	Common Barley,Common Hops,Yeast	+2 STR/CON -1 WIS/DEX	7 days / 8 hours	1 Gallon
+5	Common Barley,Common Hops,Yeast	+3 STR/CON -2 WIS/DEX	7 days / 8 hours	1 Gallon

## TIME (CRAFTING)

The time to set the brew going usually takes about 2 hours but requires time to ferment as listed in the recipe a DC 6 Nature check (+ Proficiency) is required.