

doesn't appear in this document, just reference the closest items and make a bit of a leap to what extra steps might be needed to realize your vision into your game world!

A PLAYER-DRIVEN SYSTEM

One of the fundamental goals and inspirations of the crafting system is to make it a player-driven system.

It is a system where the player can say "I would like to harvest the monster for ingredients" and "I would like to forage as we go through the forest looking for alchemy reagents" and ultimately "I would like to make a healing potion" and all those rules can be exposed to the player allowing them to directly browse and consider what they want to make, as well as how to make it.

The GM still adjudicates many instances of them, but the ideal is to have a system in which the GM does not have to handcraft every instance of gathering materials and crafting.

WORKING WITH YOUR GM

While the system is meant to enable player-driven choice, always remember to work with your GM. Check in with them when selecting an item you would like to make and confirm that item exists in their world, and any assumptions hold true.

Some GMs may rule that some items have higher rarity or are simply not available at their default assigned rarity. A common example of this may be something like Winged Boots, which are only rated as Uncommon, but some GMs may feel they are a better fit for rare and adjust their difficulty accordingly.

HOOKING YOUR PLAYERS IN

On the other hand, if the GM wants to get the players into it, there are some tools they can use. By far the most effective tool is to give the players reagents as part of loot that don't have an obvious place to sell them. If you give players 2 curative reagents, they are going to start looking into how they can use those, as they'd much rather have a healing potion.

If you want to go one further though, if you give them 5 curative reagents and they realize they will have a remainder of one... then they start looking into "Well, how do we get a 6th!"

DEPTH AND COMPLEXITY

This system has two goals: to be simple and easy to use, and to be deep and extensible. Naturally these are somewhat at odds, and accomplished by having a great deal of optional depth. To produce standard items with standard effects, the process for finding or buying the materials and using them to make what you want to make will be straightforward.

How much of the detail you want to engage with as a GM can be easily adjusted by how you hand out reagents. By sticking to the standard ingredients and using their generic names, the materials are no more complicated than handing out gold or other rewards (and can even be fully converted easily to a gold-based system if you want the most simplified version), but if you'd like to have specific ingredient names and exotic ingredients there is information in the appendix you can draw from for that.

HOW TO CRAFT

Crafting under this system is very simple. You collect the ingredients for a particular thing you want to make, and use your skills with tools to make it into that item. The crafting time of this system is very compressed compared to the systems you might find in the base options because this system is not intended to use downtime to gate crafting.

Rather, this is built to work with an adventuring lifestyle. You might need a little time here and there, but it will be measured in hours rather than days and weeks. Consequently, the gates to crafted items are instead the materials and skill required rather than time and gold, though you can certainly use gold to buy those materials in some cases.

Following there is a quick summary, as well as more indepth break down of crafting time and checks, materials and where to find them, and finally the specifics of each branch.

GENERIC INGREDIENTS

Above and throughout the document, you will see that ingredients are referred to by generic tags like "common curative reagent" rather than specific natures. For example, you may harvest magical herbs, and find Kingsbane in the forest, a poisonous plant. For the purposes of crafting, this can be recorded simply as a "common poisonous reagent" and used as such in crafting.

This greatly simplifies the process of crafting and recording what your supplies are. Narratively speaking, a skilled alchemist can render down the ingredients they want to use in the form they need.

Each crafting profession will have some profession-wide materials that are used in their recipes: reagents for alchemy, metals for blacksmithing, etc.

Some very rare and legendary items will have specific ingredients; this is for flavor rather than balance, though it is up to your GM.

QUICK SUMMARY

Each step will be outlined in more depth, but the following serves as a summary and reference for the process.

- **Select an Item.** Find the item you would like to craft on a crafting table.
- **Check with your GM.** They will confirm if that item exists and has the default rarity in their game. This system is a tool, it does not supersede worldbuilding.
- **Gather the materials.** Materials can be looted from humanoids, harvested from more exotic creature types, purchased at stores, or gathered from the wilderness. The specifics of any material and where it can be found is covered in the materials section.
- **Begin crafting!** You can find the related tool and ability score on the table below. Use the related tool and skill to determine your crafting modifier using the following formula:

Crafting Modifier = your Related Tool proficiency bonus + your Related Ability Score modifier.

- You can make progress in 2 hour increments. For each 2 hours spent, make a crafting roll using the formula above and compare the result to the DC listed for the item
- On failure, no progress is made. If you fail three times in a row, the crafting fails and all materials are lost.
- On success, 2 hours of progress is made, and you can mark your progress put it aside or continue to craft.

- Once your completed progress on an item is equal to the crafting time listed, the item is complete.
- **You're done!** Enjoy your shiny new item!

SPECIAL REMINDERS:

- You can “take 10” on a crafting recipe by doubling the crafting time.
- The final say on any item is up to your GM. If they disagree with the written recipe, they are correct!
- Don't be afraid to ask where you can find materials—the GM wants you to engage with the world and find things!
- A crafting roll is a special kind of check. You can't apply boosts other than expertise to your crafting check. In general, the only way other than expertise to boost a crafting roll is to get help from another skilled crafted for the entire duration of the craft. Remember you can use the take 10 option to get slower more certain success, and if a craft has a higher DC than you can achieve using that method, it likely should involve some degree of difficulty and risk.

QUICK REFERENCE

Profession	Related Tool	Related Ability Score
Alchemy	Alchemist's Supplies	Wisdom or Intelligence
Blacksmithing	Blacksmith's Tools	Strength
Cooking	Cook's Utensils	Wisdom
Enchanting	Arcana	Intelligence
Engineering	Carpenter's Tools	Intelligence
Jewelcrafting	Jeweler's Tools	Dexterity
Leatherworking	Leatherworker's Tools	Dexterity
Poisoncraft	Poisoner's Kit	Wisdom or Intelligence
Runecarving	Varies	Wisdom or Intelligence
Scrollscribing	Calligrapher's Supplies	Intelligence
Tinkering	Tinker's Tools	Intelligence
Wandwhittling	Woodcarver's Tools	Dexterity
Woodcarving	Woodcarver's Tools	Dexterity

REFERENCE PRICES

The prices of this system reference the default prices presented for magic items in 5e, as follows. You don't need to use these prices if you use an alternate economy, but the prices presented are default for ease of use and conversion.

DEFAULT PRICING

Rarity	Consumable Price	Price
Common	25–50 gp	50–100 gp
Uncommon	50–250 gp	101–500 gp
Rare	250–2,500 gp	501–5,000 gp
Very Rare	2,500–25,000 gp	5,001–50,000 gp
Legendary	25,000+ gp	50,000+ gp

CONVERTING PRICES

There are alternative pricing models presented in the appendix. If you use a simple conversion, such as 1/10th pricing using some sort of silver-based pricing, you can simply divide based on that. If you have a more complicated pricing version, my recommendation is to pick a few core items and use them as a point of reference for a conversion formula (I'd recommend healing potions, +1/+2/+3 weapons, and plate armor).

VALUABLE GEAR

In some cases, you may want to make something that is more valuable. While selling more valuable gear may be quite difficult, as is often said, magic has expensive tastes. Many magic items that an Enchanter might want require items of a certain value.

Here's some examples of specific modifiers you can add to increase the value of an item:

Modifier	Material	Difficulty	Value Added
Bejeweled	Gemstones	+1 per gem	Value of Gem
Gilded	10 gold scraps	+2	+20

Additionally, you can generally increase the value of an item simply by making it more ornate and exercising greater craftsmanship. You can, when you start crafting an item, raise the DC and/or crafting time of that item artificially. When you do so, that item's value is recalculated using the Labor Cost Table in Appendix A.

Here is a list of example break points of more expensive mundane items using different variations of material cost, DC, and number of checks. These are all simply the iterations of the formula presented in Appendix A.

Name	Materials	Checks	DC	Price
Simple Item	1 sp	1	DC 8	2 sp
Complicated Item	1 sp	2	DC 15	36 gp
Difficult Item	1 sp	8	DC 15	150 gp
Fancy Item	100 gp	8	DC 15	250 gp
Lavish Item	250 gp	7	DC 15	500 gp
Masterwork Item	1 gp	5	DC 20	1000 gp

EXAMPLE

To walk through these prices:

- A simple item listed here has 1 sp of materials, and takes 1 check with a DC of 8. That is a labor cost of 1 sp, 1 sp of materials, and consequently, the item has a value of 2 sp.
- A fancy item here has 100 gp of materials, but also takes 8 checks at a DC of 15! That is a labor cost of 144 gp and a small risk multiplier (the chance you lose your materials) resulting in a value of 250 gp.
- The presented masterwork item has very little material cost with only 1 gp, but is extremely hard to make with 5 checks with a DC of 20, resulting in a massive labor cost of 995 gp, and a final value of 1,000 gp.

So, for example, if you needed a longsword that was worth 1,000 gp, you have a few options:

- You can add a gem worth 985 gp to the materials when crafting it, resulting in 15 gp + 985 gp.
- You could raise the checks to 5 and the DC to 20.
- You could spend 250 gp of materials, raise the DC to 19, and spend 6 checks making it resulting a sword worth 1,103 gp.
- These cases are largely something you only need to consider when making items for enchanting, and it's all quite a bit simpler than it might seem, as it's just expressions of the formula presented in Appendix A.

MAKING YOUR OWN ITEMS

This system is designed to be extensible. While it contains many things, it does not (and cannot!) contain all the things. You can find the rules for building new items in Appendix A: Creating New Items.

ITEM KEY

At some points on the tables that follow you will see some notification such as ^K. This represents an item that is not core to 5e and has been added by the creator of this Compendium (standing for Kibbles). Some other keys:

- GS = Griffon's Saddlebag. Content used with permission from Griffon's Saddlebag
- DS = Dungeon Strugglers. Content licensed or commissioned from Dungeon Strugglers.
- TAG = TheArenaGuy. Content provided by TheArenaGuy of Spectre Creations.

Use of these items is optional, they exist to flesh out the lists, show how to extend the system, and, in the case of the contributed items, because they are cool items!

CRAFTING TIME

All items have a crafting time measured in hours. Crafting is completed in 2 hour chunks. Some branches of crafting must make all their checks consecutively (like Alchemy) while some do not (like Blacksmithing or Enchanting). A crafting roll is made every 2 hours of work on an item.

On success, you mark 2 hours of completed time. Once the completed time is equal to the crafting time, the item is complete. On failure, the crafting time is lost and no progress has been made during the 2 hours.

If you fail three times in a row, the crafting is a failure and all materials are lost.

CRAFTING DURING A REST

During a long rest, you can make up to 2 hours of progress during a crafting project if you do nothing else during the long rest besides craft and sleep. During this time, you have disadvantage on any Wisdom (Perception) checks and a -5 to all Passive Perception checks as you are focused on your craft.

You can make 2 hours of progress on any crafting project by taking this camp action. For most projects, this progress can be banked completing the project 2 hours at a time. For some types of crafting, like alchemy, you can't make incremental progress, but you can continue for 2 additional hours of crafting before or after a long rest in which you took the camp action "craft" to get 4 hours (for example).

CAMP ACTIONS

A recommended system is the Kibbles Camp Actions which can be found here and provide more formalized rules for how to make use of your time during a long rest.

CRAFTING ROLLS

Each profession lists the related ability modifier and tool used to calculate your crafting roll modifier. In many cases, attempting to craft without the applicable tool is impossible. Your GM may allow improvised tools, and in that case the check is made with disadvantage.

Beyond the tool, most branches of crafting require a heat source, and some require more infrastructure. These are generally approached logically and are at the discretion of the GM. For an adventurer looking for more portable workshop tools, investigate the Crafting Magic Spells and Crafting Utility Magic Items sections; these offer additional avenues for increased portability.

Here is a list of some of the additional requirements by branch:

- Blacksmithing can perform minor crafts with a simple heat source, but requires a forge and anvil to make new items.
- Alchemy and Cooking almost always requires a heat source.
- Tinkering, Jewelcrafting, and Poisoncraft sometimes require a heat source.
- Enchanting, Scroll Scribing, Woodworking, Wand Whittling, Poisoncraft, Leatherworking, Engineering, Runecarving rarely require anything besides the tools of the profession.

EXPERTISE

Features that grant tool expertise (the ability to add twice your proficiency bonus to ability checks made with a tool) are calculated into your crafting roll modifier, but do not add to the calculated DC the effects of that item have.

BONUSES

A crafting roll is a special type of ability check and you can't add temporary bonuses to your roll (such as Bardic Inspiration or the spell *guidance*) as the crafting roll represents the entire time you spend working the item.

In general, the intention is that no external bonuses apply, unless they specifically state they do. This would include feats (such as ones that allow you to reroll certain rolls), class features (such as ones that allows you to add dice to certain rolls), etc. A GM can apply these bonuses, but they are not intended to work, and can result in checks becoming too easy.

You can gain an advantage if another player with proficiency in the related tool helps for the whole crafting time.

TAKING 10

When you craft something, double the crafting period (from 2 hours to 4 hours per check) to "take a 10" on the crafting roll, meaning that your crafting checks are 10 + your related ability score + your related tool proficiency bonus. This provides a floor level that you can always succeed on if you choose to take your time.

If someone with proficiency is aiding you for the entire duration of the crafting, the crafting check doesn't gain any bonus, but can be completed in the standard 2 hours.

NPC CRAFTING

It should always be assumed that when NPCs are crafting, they take this option, and thus craft more slowly but reliably. The slap-dash speed crafting is largely the domain of the players, though at the GM's discretion the players may convince a NPC to craft faster assuming the risk of their materials.

WORKDAYS

When a character is spending all day working, they make 8 hours of progress, and cannot exceed 8 hours working on a crafting project during a day. Players will occasionally want to work longer than 8 hours, but this fails to account for the limitations of mortals: player characters still need to eat, sleep, and will eventually lose their focus and ability to work. This is primarily implemented for balance reasons, but also helps model how much productive time a character can spend; they are not just working 8 hours straight and idling for 8 hours, but rather a model of the natural flow of a day, taking breaks, etc.

A GM can choose to overrule this and allow extreme crafting days in special circumstances, but in almost all cases working over 8 hours on a crafting project would leave a character with one or more levels of Exhaustion.

MATERIALS

Without materials, there is nothing to craft from. Crafting does not make things from thin air, it makes more useful things from less useful things. Gathering the materials will be the essential first step in any job. Materials are generally found in three ways.

LOOT & SALVAGING

Nothing is useless when you have a party of crafters. One of the main sources of materials will be the things you find. Nothing is useless when you have an expert craftsman in the party.

GATHERING & HARVESTING

How something is gathered varies on the profession; in many cases, it can only be gathered when the opportunity arises. Dragon scales, for example, are a lot easier to gather when there is a dead dragon nearby. Be it harvesting rare herbs, monster parts, or minerals, gathering is an opportunity you won't want to pass up.

PURCHASING

Rarely will everything you need to craft what you want fall into your hands without the assistance of the oldest and most powerful tool of any craftsman: money. When you don't have what you need, frequently you can buy it. For some professions, there will be a lot more materials that can be purchased, while others will rely more on the other routes.

SELLING AND BUYING MATERIALS

In general, the buying price of a material is its listed value, and its selling price is usually half of that to an interested property.

Between negotiation, market fluctuation, and GM moods, you may get better or worse prices. Note that many materials are simply junk to a party that does not have a use for them, and will only sell to interested parties that can use or resell them.

Threatening to burn down a merchant's shop because they will not offer you the listed price may result in an Intimidation check, but does not change market realities and is typically not beneficial to your reputation; most merchants that have the gold to buy and sell expensive materials have dealt with adventurers before and are not easily intimidated.

The sources of materials are tied to the pillars of the game. Looting and Harvesting are tied into the combat pillar, Salvaging and Gathering are tied into the exploration pillar, and purchasing and rewards are tied into the social pillar. This provides a lot of routes to add these materials to your game based on what works best for your group.

APPENDIX A: CALCULATING NEW ITEMS

THE ITEM

This book is not a book about magic items, and the subject of how to make an item is beyond the scope of the appendix. This appendix will help you figure out how to craft an item you've already made. The first thing you need to know is the rarity of the item and if the item is consumable or not.

Rarity	Difficulty	Time	Estimated Labor Cost
Common	8–12	2–8 hours	0.1–16 gp
Uncommon	12–15	4–16 hours	8–144 gp
Rare	15–18	8–24 hours	72–912 gp
Very Rare	17–20	16–40 hours	3,760–3,980 gp
Legendary	20–25	24–40 hours	2,388–44,140 gp

Regardless if the item is consumable or not, it should generally fall into those ranges. Consumable items should fall to the bottom of the range, while more mechanically powerful items should fall into the highest reaches. That the labor cost of an easy to make Legendary Item can be cheaper than Very Rare items is intentional; the range of item cost and difficulty is very wide within rarities, even if the final cost of the item will result in them being ordered by rarity.

The next step is to add appropriate reagents of that the appropriate crafting branch of the rarity until you reach the following costs. The easiest way to do this will be to find a similar item that is already built out, and then replace any item that doesn't make sense of your item, or to increase or decrease the cost of the item as appropriate.

DEFAULT PRICING

Rarity	Consumable Price	Price
Common	25–50 gp	50–100 gp
Uncommon	50–250 gp	101–500 gp
Rare	250–2,500 gp	501–5,000 gp
Very Rare	2,500–25,000 gp	5,001–50,000 gp
Legendary	25,000+ gp	50,000+ gp

ENCHANTING & MAGIC ITEMS

The most complicated (and most common) use case is Enchanting. Not only does enchanting use the basic components of its system, it adds an additional element: Scrolls. Scrolls serve as the “magic blueprint” to an item, and replace the rule of recipes or blueprints in the system. If your magic item cast spells... this step is easy. The item takes the scrolls of those spells.

If it doesn't, find appropriate allegories to what the item does. The obvious example, is a *+1 weapon*. It doesn't cast a spell, but it does have the same effect as a *magic weapon* spell, so it can use that scroll. A *bag of holding* is more complicated, but you can follow the same logic—the *secret chest* spell doesn't exactly overlap, but it shares some properties... it's close enough for these purposes.

LABOR COST TABLE

The following is the labor cost table that drives the math of the system. You do not need actually use this to calculate your items, a rough estimation will suffice. This is provided for information purposes only.

- Labor: The cost per check.
- Risk Multiplier: A multiplier applied to the material cost of the item.
- Skill Level: This means nothing. It is just a narrative key.

Difficulty	Skill Level	Labor	Risk Multiplier
1	Novice	1 sp	1
2	Novice	1 sp	1
3	Novice	1 sp	1
4	Novice	1 sp	1
5	Novice	1 sp	1
6	Novice	1 sp	1
7	Novice	1 sp	1
8	Novice	1 sp	1
9	Apprentice	1 gp	1
9	Apprentice	2 gp	1
11	Journeyman	3 gp	1.05
12	Journeyman	4 gp	1.05
13	Journeyman	7 gp	1.05
14	Journeyman	11 gp	1.05
15	Master	18 gp	1.05
16	Master	29 gp	1.1
17	Master	47 gp	1.1
18	Master	76 gp	1.1
19	Master	123 gp	1.1
20	Grandmaster	199 gp	1.1
21	Grandmaster	322 gp	1.2
22	Grandmaster	521 gp	1.2
23	Grandmaster	843 gp	1.2
24	Grandmaster	1,364 gp	1.2
25	Grandmaster	2,207 gp	1.2
26	Grandmaster	3,571 gp	1.3
27	Grandmaster	7,778 gp	1.3
28	Grandmaster	11,349 gp	1.3
29	Grandmaster	19,127 gp	1.3
30	Mythical	30,476 gp	1.3

APPENDIX C: VARIANT RULES

OLD SCHOOL

Experience-based crafting

In the olden days crafting checks took experience as a fundamentally component. This is not a feature of this system, but the following is a variant for those that want to run a hateful and archaic system that will cause great suffering. In this system, certain components can be (or must, as per your GM), be replaced with experience, using the following ratios:

Material	Experience Cost
Common Reagent	15
Common Essence	45
Uncommon Reagent	65
Uncommon Essence	195
Rare Reagent	320
Rare Essence	960
Very Rare Reagent	4,250
Very Rare Essence	12,750
Legendary Reagent	17,750
Legendary Essence	53,250

ARCANIST CRAFTING

This harkens back to the tales of the Arcanists of certain ancient empires investing their very life force and power in magic items, and somewhat models the system as presented in early editions. I don't necessarily recommend it for 5e, and this isn't how I run crafting, but I wouldn't to present the option here. This will make magic items more of an investment, but easier to access.

ASSISTANCE

Group-based crafting and minions

When being assisted by a skilled craftsman (who has proficiency in the related tool and skills of the crafting branch), you gain advantage on the crafting roll.

If one roll succeeds, the check passes and the crafting continues as normal. If both of your rolls succeed, it counts as twice as much progress. If both of the rolls would be a failure, it counts as two failures and no progress is made. Too many cooks in a kitchen can be dangerous! More than one helper when crafting this method doesn't have additional benefits.

If you are using the "Take 10" approach during downtime crafting, you can pick the most skilled crafter's modifier to the crafting roll to use. Each additional person assisting during downtime crafting, the period crafting time per check is reduced by 1 hour to a minimum of 1 hour (with three helpers). People can only qualify as helpers if they have proficiency in the tool being used for the crafting project.

ACTUAL BLACKSMITHING

Actual blacksmiths have opinions

Since posting this system, I've heard from plenty of actual blacksmiths, letting me know blacksmithing is hard. This system is a model that balances game mechanics, fun, practicality, and realism in equal parts, but if you want a system that will make them happier, double all blacksmithing times, and triple armor crafting time per check. This means that making 1 check would for weapons or items would be 4 hours, and making 1 check for armor would take 6 hours.

I would recommend only using this variant when downtime is plentiful, or when combined with the "Assistance" variant rules. When combined with the assistance variant rules, the maximum number of helpers remains 3 (each reducing the time to make a check by 1 hour still).

MORE COMMON MAGIC

Not just for enchanters

While magical items is generally thought of as the domain of enchanters, a skilled crafter with the correct knowledge may be able to craft certain magic items with this variant rule. If you have proficiency in Arcana, you can use your crafting skill to craft items from certain enchanting tables as per the table below. When making items this way, you can only make items of types you can normally make.

If another creature proficient in arcana assists for the full duration of the craft, they can serve as a replacement for proficiency in arcana.

Crafting Branch	Enchanting Table
Blacksmithing	Magical Armor (Metal), Magical Weapons
Leatherworking	Magical Armor (Leather)
Jewelry	Magical Rings, Magical Jewelry
Woodworking	Magical Weapons (Bows)

CRAFTING SKILL

Artisanal skills that aren't tied to how good at slaying monsters you happen to be

This is an alternative to using proficiency. This was the original plan, but ultimately proved unnecessarily complicated for general use, but some people prefer the sense of progression and realism from having a crafting skill that isn't tied to your combat prowess.

PROGRESSION AND PROGRESS

Each branch of crafting will have a different way to gain skill in that field, typically involving a variety of options for gaining each level of a skill. These are not intended to be something gained easily or quickly, and scale on a quite exponential scale. Achieving skill 3 or 4 is fairly easy for adventurers, while skill 5 and 6 would be what is achieved at the end game,

and level 7 is possible, but out of reach for most adventurers. Here is a simple method of progression:

Skill	Gold Pieces of Items Created
1	10 gp
2	100 gp
3	1,000 gp
4	10,000 gp
5	100,000 gp
6	1,000,000 gp
7	10,000,000 gp

If you combine with the innovation system, you can award double credit for any gold pieces of materials spent attempting to innovate a new item when tracking skill progression.

INNOVATION SYSTEM

Making it so you have to actually know how to make the things you make

Adding back in some complexity Almost all enchanting recipes use scrolls as blueprints for the magic of the item and essences to power it. It is possible that other methods exist, the scroll is fundamentally a blueprint of the magic the item uses, as well part of its magical essence that is imbued into it. A GM can opt to replace the scroll with a blueprint or innovation check (see variant rules) and additional magical essences (to replace both the knowledge and power provided by the scroll).

VARIANT: RECIPES

Materials are just stuff without a recipe. Coming in the form of techniques, blueprints, or any one of a hundred different forms of knowledge, the an essential step of making anything is know how.

A recipe alone doesn't inherently grant success—a recipe is just a path that the craftsman can walk, but final product will come down to their skills, materials, and a little luck. Even so, recipes are not created equal. The technique of swordcraft left behind by a grand master of the craft can contain knowledge that will inherently boost the skills of anyone following its techniques.

Like materials, recipes can come from three sources.

Found: The world you adventure in is often vast and dotted with the legacies of those that have come before. Frequently ancient techniques and secrets can be uncovered during your adventures, hoarded by dragons (...or maybe kobolds earlier in your adventures!).

Purchased: As with most things, money can bridge many gaps and provide many answers. Either convincing a craftsman to teach you their technique or buying a potion formula from the alchemists guild, most people in the world will understand that they stand to more to gain by selling fish than by teaching their customers how to fish, so these will won't come cheap, but can often be attained by establishing good relations... or just dropping a lot of coin.

HOW MUCH DO RECIPES COST?

How much a recipe costs, or even if it's available, has a lot of factors behind it and is ultimately up to the GM, but in general be fairly expensive (to encourage innovation) but not outrageous compared to what they make. Roughly 10 times the cost of the materials to make the item.

Invented!: While many craftsmen and craftswoman tread in the footsteps of others, those at the cutting edge are those that innovate and invent, stepping beyond what is known (to them). More difficult, a recipe is created through trial and effort, and will frequently leave many broken prototypes as proof of the effort.

To invent a recipe, you make an innovation check. This takes 1 hour, and once attempted cannot be attempted again until you finish a long rest. You can select materials to expend on the innovation check.

- If you roll half the innovation difficult or more and did not have the correct materials, you learn the materials needed for the recipe (this doesn't require any materials to be expended).
- If you roll half the innovation difficult or more of the recipe and had the correct ingredients, you learn the innovation difficulty of the recipe and materials needed for the recipe.
- If you roll the innovation difficult with all the required ingredients spent toward the check, you learn the recipe, and this counts as the first successful crafting roll toward crafting the product of that recipe.
- On failure, all materials put toward the check are lost. On success, the recipe is learned, and the materials can be rolled over toward crafting the item; the first crafting check for the item automatically succeeds on that crafting attempt.

The GM can set the innovation DC of an item, or just have it default to the DC of an innovation check is the Crafting DC of the item +5.

An innovation roll is as follows:

Recipe Innovation Roll = d20 + your relevant crafting Skill + your Wisdom or Intelligence modifier (your choice)

However a player has acquired their recipes, they are encouraged to record their recipes in a book or manual.

LOSING YOUR RECIPES:

Recipes are usually going to be recorded as physical documents, and consequently must be safeguarded. If a set of Recipes are lost, it will be up to the GM to determine how many they might remember by heart.

The following is my recommendation: half their recipes + the intelligence modifier are known by heart. Recipes remembered are chosen in the order of Invented Recipes > Most Crafted Recipe > Most Recently Crafted Recipe, and then ordered by which have been used the most to the least.

Certain feats or abilities may negate any recipes lost.

GRITTY REALISM

For games that move at a more deliberate pace

The normal crafting time listed in this book is balanced around a progression of minimal downtime with 8 hour long rests. For games that follow the model of 8 hour short rests and week long long rests offering more downtime, you can still use this system, but may want to consider longer crafting checks.

To accomplish this, make each crafting check take 8 hours (four times longer). This maps to one work day per crafting check. In addition:

- Checks do not have to be subsequent for any crafting branch (including alchemy).
- Taking 10 for checks takes two consecutive workdays.
- Gathering checks require one week when gathering from environment.

APPENDIX F: CAMP ACTIONS

Camp Actions are things you can do during a long rest that make the most of your time—while adventurers need their beauty sleep (well, most of them), there's always a few spare hours during a Long Rest you can spend in one of the following ways to better prepare yourself for the harrowing times to come.

A long rest is 8 hours long, and most adventurers need 6 hours of sleep. This leaves 2 hours of light activity in which to take a camp action from the following list.

ELVES, CONSTRUCTS, AND MORE

Some 5e races have unique sleep requirements. They consequently spend less of their time sleeping or sleep in unique ways. They can take the “Take a Watch” action as many times as they have available time for after taking care of whatever resting needs they have, but may take only one other Camp Action while gaining the benefits of a long rest.

TAKE A WATCH

Adventuring is dangerous, and adventurers often decide to long rest in strange places—sometimes it's best to set a watch.

CRAFT

An adventurer that takes this action can make 2 hours of progress toward Crafting during a long rest. This progress is made at the end of the long rest. In order to take this action, the adventurer must have the related crafting tools on hand.

Requires a campfire, and any Wisdom (Perception) checks during this time are made with disadvantage.

COOK

A special form of the crafting Camp Action that can be taken with cook's utensils. A hearty meal sits better than any trail rations... even when it is cooked from the simplest of ingredients. You and all willing creatures (willing to eat your cooking) regain an additional Hit Die from the long rest when it is finished.

If you have proficiency with cook's utensils, creatures regain additional Hit Dice equal to your proficiency bonus.

Requires a campfire, and any Wisdom (Perception) checks during this time are made with disadvantage.

PREPARE

The life of an adventure has many challenges and it is only natural a cautious adventurer would want to prepare for them. Select one ability score to prepare for the upcoming day and perform 2 hours of an activity that hones it for the challenges ahead (you could prepare Strength or Dexterity through stretches or exercises, Intelligence through studying, Wisdom through meditation, etc).

After you finish the long rest, you gain a Preparation die, starting at as a d6. Each time you make an ability check related to your chosen ability score, roll the Preparation die and add it to the result. The Preparation die decreases by one step each time it is rolled until depleted (d6, d4, d2, depleted).

May require a campfire, and any Wisdom (Perception) checks during this time are made with disadvantage.

SLUMBER

Sometimes a hard day of adventuring deserves a little extra shut eye. Taking this Camp Action is more akin to a camp inaction, and you get the full recommended 8 hours of sleep. During this deep slumber, automatically fail Wisdom (Perception) checks and your passive Perception is 0, however you reduce any levels of Exhaustion by 2 and awake with 1 inspiration.

Requires a campfire, and any Wisdom (Perception) checks during this time are made with disadvantage.

TASK

Sometimes you will have a task that requires your time, but doesn't fit into the above options. For example, copying spells to your spell book as a wizard. When engaging in such a task, you can replace your Camp Action with making 2 hours of progress toward that task.

May require a campfire, and any Wisdom (Perception) checks during this time are made with disadvantage.