Any character may have or become proficient with a set of artisan tools. Once having done so a wide array of craftable items becomes available to them.

# I. CORE RULES OF CRAFTING

A character can start crafting items once they acquire and become proficient with a set of artisan tools.

This qualifies the character as an Apprentice in the trade for which the tools are plied.

Skill in an artisan trade determines what bonus is applied to crafting checks. The act of crafting is never 100% guaranteed to be successful.

A character can only study one artisan trade at a time and can only carry one set of artisan tools at a time. Giving up a trade in favor of another can only be done while leveling up. Once a trade is abandoned in this fashion all skill in it is lost.

Crafting an item requires the following:

1. The correct artisan tools
2. Time
3. Materials
4. Passing a crafting check

The time required and the difficulty of the crafting check depend on the Rarity of the item being crafted. All of the materials are consumed when the crafting check is made, whether that check is successful or not.

# II. ARTISAN TRADES

The term artisan trade describes a set of skills that one can develop to produce physical items of value to others. Nearly any skill you can think of can be plied as a trade. Some are in higher demand than others and thus produce more valuable items, others provide benefits other than simply selling the goods one produces.

Below are a few of the more common trades taken up by adventurers. If you’re interested in taking up a trade that is not on this list, discuss it with your DM.

*Alchemists and apothecaries*

*Armorers, locksmiths, and finesmiths*

*Brewers, distillers, and vintners*

*Calligraphers, scribes, and scriveners*

*Carpenters, roofers, and plasterers*

*Cartographers, surveyors, and chart-makers*

*Cobblers and shoemakers*

*Cooks and bakers*

*Jewelers and gemcutters*

*Leatherworkers, skinners, and tanners*

*Masons and stonecutters*

*Painters, limners, and sign-makers*

*Potters and tile-makers*

*Shipwrights and sailmakers*

*Smiths and metal-forgers*

*Tinkers, pewterers, and casters*

*Weavers and dyers*

*Woodcarvers, coopers, and bowyers*

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# III. ARTISAN SKILL LEVELS

In order to advance in skill and thus become more likely to successfully craft items of increasing rarity a character must practice their trade. By successfully crafting enough of a certain rarity of item the crafter can attain a higher skill level. This represents a breakthrough in knowledge of the trade. From then on all Crafting checks are done with a higher bonus. Additionally, the breakthrough unlocks knowledge of additional item recipes chosen by the crafter and the DM together. Generally these items should hold some relevance to the character and their experiences.

|  |  |  |  |
| --- | --- | --- | --- |
| **Skill Level** | **Requirement** | **New Item Recipes learned** | **Crafting Check Bonus** |
| Apprentice | Proficiency with tools | 3 Common items | 1x Proficiency bonus |
| Journeyman | 25 Common or higher items crafted | 3 Common items | 2x Proficiency bonus |
| Expert | 25 Uncommon or higher items crafted | 2 Uncommon or lower | 3x Proficiency bonus |
| Artisan | 25 Rare or higher items crafted | 1 Rare or lower | 4x Proficiency bonus |
| Master | 25 Very Rare or higher items crafted | 1 Very Rare or lower | 5x Proficiency bonus |
| Grand Master | 1 Legendary item crafted | 3 Very Rare or lower | 6x Proficiency bonus |

# IV. RECIPES

Each craftable item requires other physical items called Crafting Materials to make them. Those materials make up the craftable item’s recipe.

Recipes are similar to spell scrolls in that they can found and/or bought.

# V. CRAFTING MATERIALS

## RARITY

The effect a component has on a spell is determined by it’s rarity. The rarity of a component has to do not only with how hard they are to find but also how difficult they are to acquire.

|  |  |  |
| --- | --- | --- |
| **Rarity** | **Buy** | **Sell** |
| Common | 2gp | 1gp |
| Uncommon | 6gp | 3gp |
| Rare | 10gp | 5gp |
| Very Rare | 25gp | 12gp |
| Legendary | 50gp | 25gp |

## ACQUIRING MATERIALS

Many components can be harvested from the natural world and the creatures within it, others can be made or crafted. Nearly all Common and Uncommon and some Rare and Very components can be bought from certain merchants. Don’t expect to find any Legendary components on store shelves they almost always must be crafted or harvested.

**MATERIAL RARITY**

When presented with an opportunity to harvest a specific component, in order to successfully harvest it, a character must

1. Can sacrifice the necessary amount of time
2. Pass a Nature check

The time required and the difficulty of the Nature check are determined by the component’s rarity

**CRAFTING MATERIALS**

Spell components are one of many uses for items that a character can learn to craft. See the rules presented separately for *CRAFTING ITEMS*.

**BUYING COMPONENTS**

For many spellcasters harvesting or crafting components is messy business and more trouble than it’s worth. Those casters instead buy them.

But before you just go and spend you hard earned gold on spell components, remember just because you might not have the skill and or time necessary to harvest or craft components, that doesn’t mean your friends don’t! If a friend is proficient in the skill needed to acquire the component you seek their help will grant you a +2 bonus to your skill check.

# VI. TABLES

## NAME OF TABLE

|  |  |
| --- | --- |
| Score | Adjustment to spell effect |
| 0 or less | **Extremely difficult to cast.** Instead of rolling 1d20 on a spell check, the caster rolls 1d14. |
| 1 | **Difficult to cast.** Instead of rolling 1d20 on a spell check, the wizard rolls 1d16. |
| 2 | **Luck distortion.** For 1d4 rounds following the spell, the wizard suffers a -2 penalty to rolls. |
| 3 | **Anima drain.** The wizard suffers corruption every time he casts the spell, regardless of check, unless he spellburns. |
| 4 | **Magical reverb.** For 1d4 rounds after the spell is cast, a backwash of eldritch energy passes over the wizard. Any spell checks the wizard makes during that time suffer a -4 penalty. |
| 5 | **Primordial channel.** Memories from before the time of Man flood the caster’s mind as he takes  on a primitive demeanor. Every time he casts this spell, the wizard devolves to sub-human tendencies for 1d4 rounds thereafter. During this time, he cannot speak intelligently, cannot cast other spells, cannot use complex devices, cannot read or write, etc. |
| 6 | **A great rush of wind occurs every time the spell is cast**, originating from the caster toward his target. Torches flicker and may go out (50% chance). |
| 7 | **Prismatic distortion.** Nearby light is distorted. Roll 1d6: (1) area within 20’ darkens to shadow; (2) all light sources (torches, lanterns, etc.) within 20’ are extinguished magically; (3) incandescent flash upon completion of spell; (4) all colors are drained from within 20’ of wizard for 1d4 rounds; (5) light takes on a green/orange/blue/yellow hue for 1d4 rounds; (6) shadows multiply from different directions, as if there were additional, invisible light sources, for 1d4 rounds after completion. |
| 8 | **Auditory feedback.** Spell is always associated with unusual sounds. Roll 1d6: (1) crack of thunder, (2) loud buzzing, (3) faint whispers; (4) rush of water; (5) roaring of animals; (6) wailing of bereavement. |
| 9 | **Strange growths appear in immediate area whenever spell is cast.** Roll 1d6: (1) toadstools;  (2) pools  of slime; (3) flowers; (4) black fungus; (5) crystals; (6) fields of wheat. |
| 10 to 13 | **No change** – spell manifests as standard |
| 14 | **Silenced.** At his discretion, the caster is able to cast completely silently. He need not speak, and any auditory effects of the spell can be suppressed. |
| 15 | **Mentalism.** The wizard can cast the spell using ESP alone. He need not move, speak, breathe,  or use any material ingredients to invoke the effects. |
| 16 | **Terrible to behold.** The wizard becomes fearsome when casting the spell. Roll 1d6: (1) he appears to grow in size; (2) he takes on a horrid expression; (3) he glows a fiery red; (4) his body is shadowed while his face is brightly lit; (5) the aspect of his patron towers above him; (6) the wind whirls around him. |
| 17 | **Energy burst.** When successfully casting this spell, the wizard is surrounded by a burst of energy. Roll 1d6: (1) wreathes of flame, which do not affect the wizard but ignite flammable objects within 5’ and cause 1d6 damage to melee opponents; (2) crackles of electricity, which arc to the nearest enemy within 10’ and cause 1d6 damage; (3) aura of frost, which causes 1d4 cold damage to everything within 10’ and automatically snuff torches and lanterns in range; (4) cloud of ash, which the wizard can see through but obscures the sight of all others within 5’; (5-6) instead of determining effect at time of spell acquisition, roll 1d4 each time the spell is cast and compare to above results. |
| 18 | **Gibbering allies.** Chittering, mephitic, rat-sized demons scurry forth from the wizard’s pockets and sleeves, scattering around him in a scratching fury. They attack enemies within 10’ (atk +2, 1d4 dmg) and aid the spell as appropriate before dissipating in a cloud of ash after 1 minute. |
| 19 | **Psychic focus.** Casting this spell clears the caster’s mind and prepares him to channel further energy. For 1d4 rounds after the spell is cast, the wizard receives a +4 bonus to other spell checks. This effect does not stack with itself. |
| 20 | **Powerful caster.** Instead of rolling 1d20 on a spell check, the wizard rolls 1d24. |
| 21 or higher | **Natural born talent.** Instead of rolling 1d20 on a spell check, the wizard rolls 1d30. |