

KIBBLES' CRAFTING GUIDE



**SIMPLY AND SPECIFIC CRAFTING
RULES FOR 5TH EDITION**



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...and so many more. Thank you all!

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CRAFTING

Crafting has long been a major focus of the game, and something countless players have sought to engage with since the early days; after all, what adventurer wouldn't want to be better outfitted, better equipped and more prepared... and what adventurer wouldn't want the chance to put their personal mark on their gear?

The core principle of this crafting system is simplicity and specificity. Everything works with simple, easy to follow rules, but has enough depth to lift the burden from a GM having to fill in every blank by giving specific details for everything. While a GM is always the arbiter of what exists and if a crafting recipe works, by and large this system can be run with as much or as little input as a GM wants to add. It's a complete package that provides all the necessarily details for your players to get started—and plenty of tables and guides for GMs as well.

WHY DO YOU NEED CRAFTING?

Some people may wonder: why do you need a crafting system? Isn't that what loot is for? The truth is, in some games, that's true. Not every adventurer is going to want to pursue crafting. But with a crafting system, not only can you craft what you need without finding it in a dragon hoard, what you find in that dragon hoard can be so much more.

In a game with a robust crafting system, there is no junk, there are just more opportunities and fresh possibilities. A +1 shortsword that no one can use could be the valuable basis of a new spear. Gems, gold, relics, and recyclables... all valid entry points for the crafter's creativity.

Adventurers are inherently innovative folks on a quest for creative solutions to difficult problems. Crafting gives them that toolbox.

So... why do you need crafting? You don't. But you should probably want it.

WHO CAN CRAFT?

Anyone! Who can succeed in making something useful? Perhaps a bit of a different story. Crafting is not inherently tied to class, though in some cases some classes may give benefits to it (like Inventor); crafting may come from your background in the form of a tool proficiency, or it may be something you learn during your adventures following the old adage of necessity being the mother of invention.

Crafting is mostly about the time, effort, knowledge and materials. As such, most of crafting is knowing the recipe and having the time and materials needed... but a skilled craftsman works quicker and is more successful, and in this business practice makes perfect, so there are various progression modifiers that apply. Your GM can determine if your background would merit starting your adventure with any, otherwise guidelines for how to gain them are included.

WHAT CAN I CRAFT?

Anything! But this guide is made by a mere mortal, and is thus limited in scope. This guide will provide the principles of crafting for many fields—from alchemy to engineering to woodworking.

The basis of how crafting works is similar between each field, but the recipes, material, and most important results will be radically different... After all, a healing potion, a catapult, and a magic sword are all things you can craft, but the process for each varies quite a bit.

The goal of this document is to teach you how to get started, and provide the basics that will get you a long way into your adventure, but not make a complete codex of everything that could potentially be crafted. When you hit something that

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 an 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 $10 + \text{your related ability score} + \text{your related tool proficiency bonus}$. 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.

TYPES OF MATERIALS

REAGENTS

Reagents are a huge range of things; most often they are plants that contain some magical essence, but almost as frequently they are harvested from various magically inclined monsters. The exact source of a reagent usually does not matter beyond defining its type, as the part of the reagent used is the fragment of magic contained within that is distilled out.

There are many different ways to make a potion. Consequently, the materials are sorted into categories. These categories include curative, reactive, and poisonous. These each come in the standard material rarities: common, uncommon, rare, very rare, and legendary.

Reagents can't be salvaged once they have been combined into another form (such as potions, essences, or ink).

Reagents can be assumed to weigh 0.2 pounds each.

INTERCHANGEABLE REAGENTS

All curative, reactive, and poisonous ingredients are interchangeable. This is intentional to drastically simplify the crafting process and tracking thereof. Individual names are included only to deepen the immersion of the finding and buying ingredients, and can be treated as interchangeable by their label if preferred.



MAGICAL INK

While ink has many uses, crafting is mostly concerned with magical ink which has the power to hold the arcane words of scrolls. This is synthesized by alchemists from the magical properties of reagents, as it is concerned with extracting their magical properties, the exact nature of the reagents used do not effect the final ink beyond its potency.

Magical ink is not typically found or harvested on its own, though it may be found as loot, and in some instances a GM could rule that some blood collected from a fiend, celestial or dragon could be counted as such. It is generally created from reagents or purchased from alchemists that create it from reagents.

Magical ink can't be salvaged once they have been combined into another form (such as potions, essences, or ink).

Magical Ink can be assumed to weight 0.1 pounds each.

ESSENCES

While reagents are substances that contain a glimmer of magical power that can be harnessed through refinement, Essences are more purified forms of magical power.

These come in three types: Arcane, Divine and Primal as well as in the five normal rarities (common, uncommon, rare, very rare, and legendary). These essences are the pure stuff of magic that makes things work.

You can get these by rendering down magical reagents, salvaging magic items, harvesting them from magical monsters, or through the hard work of spell casters. Or you can find them as loot from people that have already done one of those harder steps. The rules for rendering them down from materials are contained within each branch of crafting, while the rules for creating them yourself are under Enchanting, as it is their domain and skill set needed to do so.

While all branches occasionally use essences when extra magical power is needed, they are the primary material of Enchancers, and their pricing can be found in that section.

Essences can be found as loot during the courses of your adventures, but can also be harvested (from monsters), salvaged (from magical equipment), synthesized (from reagents), or created from the raw power of a spell caster, though the method is long and arduous.

Essences are flexible in their exact nature. There are many paths to each desired outcome, and this flexibility is represented in Essences. While the traditional way to make a *belt of hill giant strength* may call for a hill giant heart as its essence, an enchanter may substitute a dragon heart as their primal essences to make a *belt of dragon strength* that just has the same statistical effect.

Essences can be assumed to weigh 1 pound each.

SALVAGING ESSENCES

You also may be able to salvage magical essence from unwanted or broken magical items, though such a reclamation process can be difficult, and rarely results in more than a fraction of the essence infused into the original item. An item returns one essence equal to its rarity when harvested. The process takes 2 hours to complete, and doesn't work if the item is currently attuned to any creature. An essence can only be salvaged from permanent magic items; a permanent magic item is one that recharges or doesn't have a limitation on its charges or uses. A magic item with charges or uses can only be salvaged while it is at full charges or uses.

The item becomes nonmagical after the essence is salvaged from it. If it required magic to function or exist, it is destroyed.

SYNTHESIZING ESSENCES

In addition to harvesting essences from magical monsters fully intact, a more approachable and incremental way is to combine several reagents to get an essence. You have to combine three reagents of the same rarity to gain one essence of that rarity. You can combine reagents in the following ways:

Essence	Component Reagents
Arcane	1 curative, 1 poisonous, 1 reactive
Primal	3 reactive
Divine	2 curative, 1 reactive

This process takes 4 hours, and requires alchemist's supplies and a heat source.

MAKING ESSENCES

Another potential source of an Essence is being created by a spellcaster. This process is long and arduous, and typically only suited to downtime. A creature with the spell casting feature can create 1 essence during 1 workweek (5 days, 8 hours a day); this process can't be completed faster and for the duration they are considered to have spent all of their spell slots.

At 1st level or higher can make a common essence in this way, a caster 5th level or higher can make an uncommon essence this way, a caster at 11th level can make a rare essence in this way, and a caster at 17th level or higher can make a very rare essence this way. Legendary essences require special rituals, more casters, and take far longer; they are exceedingly hard to make.

The type of essence produced depends on the source of the spell casting levels as per the table below:

Caster	Essence Type
Inventor ^K	Arcane
Bard	Arcane
Cleric	Divine
Druid	Primal
Monk	Psionic
Occultist ^K	Any*
Paladin	Divine
Psion ^K	Psionic
Ranger	Primal
Sorcerer	Arcane
Warlock	Varies*
Sorcerer	Varies*
Wizard	Arcane

SPECIAL CASES EXPLAINED

- **Sorcerers** produce a type based on their subclass; Dragon or Wild makes Primal, Divine Soul makes Divine, and Shadow makes Arcane.
- **Warlocks** likewise produce a type based on their subclass; Archfey makes Primal, Celestial makes Divine, and all others make Arcane.
- **Occultist** can produce any type, but takes 1.5x as long to produce an Essence in this manner. A GM can rule based on the special circumstances of a character their power source may be different than normal. This can stand in for Shaman, Witch, or Oracle classes if you use those instead of Occultist.
- **Inventor** can stand in for any half-arcane caster of a similar theme.

A half- or third-caster would generate essences at 1/2 or 1/3 their character level, respectively.



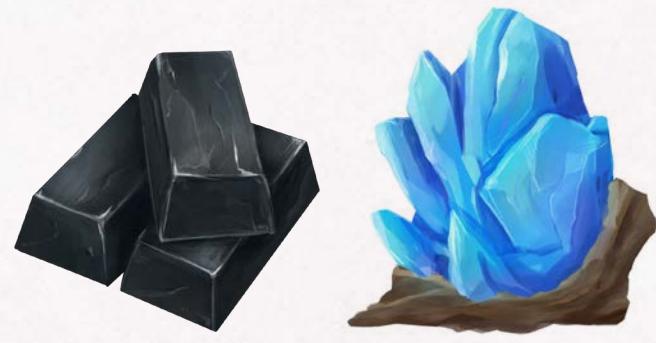
INGOTS

Ingots are chunks of metal that can be used to craft things. They are assumed to be relatively pure and weigh 2 pounds each. The default ingot listed in all the crafting tables is an ingot of Steel. These cost 2 gp per ingot. There are cheaper metals (such as Iron); pure Iron can't be used to craft weapons and armor, but can be used for other items, resulting in a cheaper item. On the other end of the spectrum, more advanced metals such as Mithral and Adamantine can be used conferring special properties, but being far more difficult to work with and costing more.

Ingots can be assumed to weight 2 pounds each.

SALVAGING INGOTS

Metal items can be converted back to ingots quite efficiently, but require a forge to do so. With a forge and 2 hours per item, a metal item can be rendered down into its component ingots. Advanced metals may require special tools to smelt.



SMELTING ORE

Creating ingots from raw ore is largely out of scope for most adventurers, but you can create ingots from raw ore with a suitable facility. For more details see the Components and Materials table under Blacksmithing.

HIDES & LEATHERS

Hides, scales, and carapaces all tend to be harvested from monsters. Leather is a product of hides that can be processed from what it is harvested from the monster.

The GM determines if a monster provides hide, scale, or carapace. Hides do not come in different sizes, rather larger creatures simply provide more hides, and monsters that are not large enough to produce one hide provide only hide scraps.

Scales are likewise abstracted: each increment is simply an arbitrary unit of scales that the unit of scales covers. Scales can be much larger or small from different-sized creatures.

The system does not attempt to say how many scales a creature provides or how many literal actual scales makes up scalemail, but rather provides a number that is then consistently used.

Creatures are harvested using a Survival check, with its DC listed below. If the DC check is failed, the harvest does not fail entirely, but instead they get 1d4 hide scrapes in place of any hides, carapaces of one size smaller, and half as many scales.

PROCESSING HIDES

The process of turning hide into leather takes quite awhile (as per the crafting table), and is often something adventurers can delegate to NPCs (delivering hides to be processed) or do during downtime. If you would like a more expedited system, there is no balance reason for this, and you can short the leather crafting process to taking 2 hours, it just won't be exceedingly realistic.

PARTS

The term “parts” is used to refer to gears, wires, springs, windy bits, screws, nails, and doodads. Parts can be either found or salvaged or forged from metal scraps (or even straight from ingots by a Blacksmith for those that really want to be industrial about it). The exact nature of each item making up this collection is left abstracted.

In addition, metal scraps are collections of salvaged material that generally fall into the category of things “too small to track” which can then be used for the creations of tinkerers. In addition to all of this, occasionally tinkers will use ingots... particularly ones of tin (which is their namesake, after all).

Like other crafting branches, there are also named components for more iconic pieces of gear—the stock of a crossbow, for example, or other items. The cost for these items can be found on the common component table, and are generally minor.

Lastly, Tinkerers use essences when constructing things that push beyond the mundane principles of plausibility, crafting magical properties into their inventions.

NAMED COMPONENTS

In almost all cases, named components (such as a “wooden stock” for a crossbow) can be simply abstracted out as a minor cost, but, as always, the level of abstraction is up to the GM.

SALVAGING PARTS

The other main way to acquire parts is to salvage them. What can be salvaged is determined by the GM, but in general common items provide parts, uncommon or expensive items may provide fancy parts, and esoteric parts are found only from esoteric sources at your GM’s discretion. Tools, vehicles, and complex items generally return 1d4 metal scraps and 1d4 parts for a Small or smaller item, 2d6 metal scraps for a Medium-sized item, 3d8 metal scraps for a Large-sized item, and more for larger items, though they may return less of rare types of parts.

WOOD

Commonly available in its lowest quality (firewood), higher quality woods are often found in rather exotic locations. Wooden branches (including wood scraps) are assumed to be of a useful wood that can be worked, while firewood covers everything else, with more useful woods falling into categories such as “quality branches” or rarer options. Wood scraps are assumed to be scraps of common branch quality wood, and consequently can’t be salvaged from firewood.

Wooden branches can be assumed to weigh 2 pounds each.

SALVAGING

For the most part, wood can’t be easily salvaged. Wood carving is not necessarily a reversible process, and wood can’t be smelted down.

You can render wooden crafted product into wood scraps equal to 4 x the number of branches used to create it.

QUALITY BRANCH

A quality branch refers to one that can be made into more precious objects, particularly bows. It is nonmagical in nature, but typically yew when dealing with bows, though ash, mulberry, elm, oak, hickory, hazel, and maple can be used under broader definitions.

PURCHASING TABLES BY TYPE

LEATHER & HIDE

Materials	Rarity	Used For	Price
Hide Scraps	Trivial	Leatherworking	1 sp
Leather Scraps	Trivial	Leatherworking	1 sp
Boiled Leather	Common	Leatherworking	3 gp
Hide	Common	Leatherworking	2 gp
Rawhide Leather	Common	Leatherworking	2 gp
Scales	Common	Leatherworking	1 gp
Tanned Leather	Common	Leatherworking	3 gp
Medium Carapace	Common	Leatherworking	4 gp
Large Carapace	Common	Leatherworking	30 gp
Tough Hide	Uncommon	Leatherworking	500 gp
Resistant Hide	Uncommon	Leatherworking	500 gp
Tough Leather	Uncommon	Leatherworking	600 gp
Resistant Leather	Uncommon	Leatherworking	600 gp

COOKING

Materials	Rarity	Used For	Price
Supplies (Salt, Staples, etc)	Trivial	Cooking	1 gp
Uncommon Supplies (Uncommon spices, oils, rare seeds, etc)	Common	Cooking	10 gp
Rare Supplies (Hard to luxury goods)	Uncommon	Cooking	100 gp

METALS

Materials	Rarity	Used For	Price
Metal Scraps	Trivial	Tinkering, Blacksmithing	1 sp
Silver Scraps	Trivial	Jewelcrafting	1 sp
Gold Scraps	Common	Jewelcrafting	1 gp
Iron Ingot	Common	Blacksmithing	1 gp
Steel Chain (2 ft)	Common	Blacksmithing, Tinkering	1 gp
Steel Ingot	Common	Blacksmithing	2 gp
Mithril Ingot	Uncommon	Blacksmithing	30 gp
Adamant Ingot	Uncommon	Blacksmithing	40 gp
Adamantine Ingot	Uncommon	Blacksmithing	60 gp

WOOD

Materials	Rarity	Used For	Price
Firewood	Trivial	Cooking, Wood Working	1 cp
Wood Scraps	Trivial	Tinkering, Wood Working	2 cp
Common Branch	Common	Wand Whittling, Wood Working	1 sp
Wooden Stock	Common	Tinkering	5 sp
Short Haft	Common	Blacksmithing	1 sp
Long Haft	Common	Blacksmithing	2 sp
Quality Branch	Common	Wand Whittling, Wood Working	2 gp
Uncommon Branch	Uncommon	Wand Whittling	25 gp

Rare Branch	Rare	Wand Whittling	80 gp
Very Rare Branch	Very Rare	Wand Whittling	800 gp
Legendary Branch	Legendary	Wand Whittling	2,000 gp

MAGICAL MATERIALS

Materials	Rarity	Used For	Price
Common Reagent	Common	Alchemy, Poisoncraft	15 gp
Glass Vial	Common	Alchemy, Poisoncraft	1 gp
Glass Flask	Common	Alchemy, Poisoncraft	1 gp
Crystal Vial	Common	Alchemy	10 gp
Normal Ink	Common	—	5 gp
Parchment	Common	Scroll Scribing	1 sp
Common Essence	Common	Alchemy, Enchanting, Scroll Scribing, Wand Whittling	45 gp
Common Magical Ink	Common	Scroll Scribing	15 gp
Uncommon Reagent	Uncommon	Alchemy, Poisoncraft	40 gp
Uncommon Essence	Uncommon	Alchemy, Enchanting, Scroll Scribing, Wand Whittling	150 gp
Uncommon Magical Ink	Uncommon	Scroll Scribing	40 gp
Uncommon Parchment	Uncommon	Scroll Scribing	40 gp
Rare Reagent	Rare	Alchemy, Poisoncraft	200 gp
Rare Essence	Rare	Alchemy, Enchanting, Scroll Scribing, Wand Whittling	700 gp
Rare Magical Ink	Rare	Scroll Scribing	200 gp
Rare Parchment	Rare	Scroll Scribing	200 gp
Very Rare Reagent	Very Rare	Alchemy, Poisoncraft	2,000 gp
Very Rare Essence	Very Rare	Alchemy, Enchanting, Scroll Scribing, Wand Whittling	7,000 gp
Very Rare Magical Ink	Very Rare	Scroll Scribing	2,000 gp
Very Rare Parchment	Very Rare	Scroll Scribing	2,000 gp
Legendary Reagent	Alchemy, Poisoncraft	Alchemy, Poisoncraft	5,000 gp
Legendary Essence	Legendary	Alchemy, Enchanting, Scroll Scribing, Wand Whittling	25,000 gp
Legendary Magical Ink	Legendary	Scroll Scribing	5,000 gp
Legendary Parchment	Legendary	Scroll Scribing	5,000 gp

MISC

Materials	Rarity	Used For	Price
Buckle	Trivial	Leatherworking	2 sp
Fletching	Trivial	Wood Working	5 cp
Length of String	Trivial	Wood Working	5 cp
Armor Padding	Common	Blacksmithing, Leatherworking	5 gp
Parts	Common	Tinkering	2 gp
Fancy Parts	Common	Tinkering	10 gp
Esoteric Parts	Uncommon	Tinkering	100 gp

PURCHASING TABLE BY RARITY

TRIVIAL

Materials	Rarity	Used For	Price
Firewood	Trivial	Cooking, Wood Working	1 cp
Wood Scraps	Trivial	Tinkering, Wood Working	2 cp
Fletching	Trivial	Wood Working	5 cp
Length of String	Trivial	Wood Working	5 cp
Metal Scraps	Trivial	Tinkering, Blacksmithing	1 sp
Silver Scraps	Trivial	Jewelcrafting	1 sp
Hide Scraps	Trivial	Leatherworking	1 sp
Leather Scraps	Trivial	Leatherworking	1 sp
Buckle	Trivial	Leatherworking	2 sp
Supplies (Salt, Staples, etc)	Trivial	Cooking	1 gp

COMMON

Materials	Rarity	Used For	Price
Common Branch	Common	Wand Whittling, Wood Working	1 sp
Short Haft	Common	Blacksmithing	1 sp
Long Haft	Common	Blacksmithing	2 sp
Wooden Stock	Common	Tinkering	5 sp
Glass Vial	Common	Alchemy, Poisoncraft	1 gp
Glass Flask	Common	Alchemy, Poisoncraft	1 gp
Parchment	Common	Scroll Scribing	1 sp
Scales	Common	Leatherworking	1 gp
Parts	Common	Tinkering	2 gp
Quality Branch	Common	Wand Whittling, Wood Working	2 gp
Gold Scraps	Common	Jewelcrafting	1 gp
Iron Ingot	Common	Blacksmithing	1 gp
Steel Chain (2 ft)	Common	Blacksmithing, Tinkering	1 gp
Steel Ingot	Common	Blacksmithing	2 gp
Hide	Common	Leatherworking	2 gp
Rawhide Leather	Common	Leatherworking	2 gp
Tanned Leather	Common	Leatherworking	3 gp
Boiled Leather	Common	Leatherworking	3 gp
Medium Carapace	Common	Leatherworking	4 gp
Armor Padding	Common	Blacksmithing, Leatherworking	5 gp
Normal Ink	Common	—	5 gp
Uncommon Supplies (Uncommon spices, oils, rare seeds, etc)	Common	Cooking	10 gp
Fancy Parts	Common	Tinkering	10 gp
Crystal Vial	Common	Alchemy	10 gp
Common Reagent	Common	Alchemy, Poisoncraft	15 gp
Common Magical Ink	Common	Scroll Scribing	15 gp
Large Carapace	Common	Leatherworking	30 gp
Common Essence	Common	Alchemy, Enchanting, Scroll Scribing, Wand Whittling	45 gp

UNCOMMON

Materials	Rarity	Used For	Price
Uncommon Branch	Uncommon	Wand Whittling	25 gp
Mithril Ingot	Uncommon	Blacksmithing	30 gp
Uncommon Reagent	Uncommon	Alchemy, Poisoncraft	40 gp
Uncommon Magical Ink	Uncommon	Scroll Scribing	40 gp
Uncommon Parchment	Uncommon	Scroll Scribing	40 gp
Adamant Ingot	Uncommon	Blacksmithing	40 gp
Adamantine Ingot	Uncommon	Blacksmithing	60 gp
Rare Supplies (Hard to luxury goods)	Uncommon	Cooking	100 gp
Esoteric Parts	Uncommon	Tinkering	100 gp
Uncommon Essence	Uncommon	Alchemy, Enchanting, Scroll Scribing, Wand Whittling	150 gp
Tough Leather	Uncommon	Leatherworking	600 gp
Resistant Hide	Uncommon	Leatherworking	600 gp

RARE

Materials	Rarity	Used For	Price
Rare Reagent	Rare	Alchemy, Poisoncraft	200 gp
Rare Branch	Rare	Wand Whittling	80 gp
Rare Magical Ink	Rare	Scroll Scribing	200 gp
Rare Parchment	Rare	Scroll Scribing	200 gp
Rare Essence	Rare	Alchemy, Enchanting, Scroll Scribing, Wand Whittling	700 gp

VERY RARE

Materials	Rarity	Used For	Price
Very Rare Branch	Very Rare	Wand Whittling	800 gp
Very Rare Reagent	Very Rare	Alchemy, Poisoncraft	2,000 gp
Very Rare Magical Ink	Very Rare	Scroll Scribing	2,000 gp
Very Rare Parchment	Very Rare	Scroll Scribing	2,000 gp
Very Rare Essence	Very Rare	Alchemy, Enchanting, Scroll Scribing, Wand Whittling	7,000 gp

LEGENDARY

Materials	Rarity	Used For	Price
Legendary Reagent	Legendary	Alchemy, Poisoncraft	5,000 gp
Legendary Magical Ink	Legendary	Scroll Scribing	5,000 gp
Legendary Parchment	Legendary	Scroll Scribing	5,000 gp
Legendary Branch	Legendary	Wand Whittling	2,000 gp
Legendary Essence	Legendary	Alchemy, Enchanting, Scroll Scribing, Wand Whittling	25,000 gp

HARVESTING & LOOTING

Harvesting and looting are two paths to the same place, but generally depend on what kind of foe was vanquished and you are now collecting the “stuff” of. Typically humanoid creatures that carry stuff are candidates for the Individual Treasure tables, while Aberrations, Beasts, Dragons, Monstrosities, and Plants are harvesting candidates.

If you don’t normally provide loot equivalent to default treasure tables, you don’t need to start providing loot equivalent to them using these new tables, simply apply these tables as frequently as it makes sense for your game.

Remember that you can fully mix and match as it makes sense. You can replace coinage with gems or art pieces, you can replace crafting items that wouldn’t make sense with coinage, gems, or art pieces, etc. The tables are merely a guide and convenience for what sort of range of materials should come from what sort of creature.

HARVESTING

The Harvesting tables replace the Individual Treasure for Aberration, Beast, Dragon, Monstrosity, and Plant type creatures.

REMNANTS

Remnants optionally replace the Individual Treasure table for creatures that leave behind no body on death, like Elementals, Celestials, or Fiends (ones that leave behind a body can use the Harvesting table).

LOOT

The Loot tables optionally replace the Individual Treasure for humanoid type creatures. You can use this table in all cases or in some cases.

RECOMMENDATION

I would recommend using the table for all humanoid enemies, but using the Equivalent Gold Value for roughly half of enemies to keep gold flowing into the PCs pockets while also providing abundant crafting supplies.

HOARDS

Rather than replacing the hoard tables, simply use the default hoard table and replace an amount of coins, gems, and art pieces with crafting materials. This ensures that players are still getting the sort of loot they expect, but also fills in new materials into things that would often fill little role beside being converted to coinage at a later date.

BASIC HARVESTING

Beasts, Dragons, and Monstrosities can be harvested using Wisdom (Survival) for meat and hides. At a GM’s discretion, a Plant type creature can be harvested for food using the same DC and amount, but providing common fresh ingredients instead of meat. Basic Harvesting takes 10 minutes. At your GM’s discretion, it may take longer for larger creatures.

EXOTIC CREATURE HARVESTING

Applicable Targets: Aberration, Constructs, Dragons, Monstrosities, Plants, Some Undead

A random roll is performed to judge what can be harvested from the monster. For Dragons and Monstrosities, a Wisdom (Medicine) check is required to harvest the material without destroying it, for Constructs, an Intelligence (Arcana) check is required, and for Plants an Intelligence (Nature) check is required. Exotic Harvesting takes 10 minutes. At your GM’s discretion, it may take longer for larger creatures.

If a beast is sufficiently magical, poisonous, or venomous, a GM can opt to use the Dragon & Monstrosity table for exotic harvesting, but this should be rare; even a poisonous beast is usually too mundane for the magical properties of harvested materials, and a beast should always be rolled on the 0–4 CR table regardless of its CR.

At a GM’s discretion, some Undead may be harvested as well if there is something that would make sense for them to provide in this manner, in which case they would use an Intelligence (Arcana) check. Undead are less likely to provide anything of use, simply having a rare chance of providing arcane essences, though some would consider the use of these essences evil.

DOUBLE HARVESTING

If a monster is applicable for both Basic Harvesting and Exotic Harvesting, you can perform both, but the second check has disadvantage on the roll to successfully gather the materials.

EXOTIC REMNANTS

Applicable Targets: Celestials, Elementals, Fiends, Some Undead

Some creatures typically do not leave behind corpses. While these most often disappear without a trace, sometimes they will leave behind a fragment of the magical forces that powered them as a remnant, in the form of a reagent or essence. These are less likely to result in a crafting item, but don’t require any check to gather it successfully. Gathering remnants is simple to do, and requires only 1 minute.

APPLYING MATERIAL TABLES

As a GM, never feel compelled to roll on a table if you feel it makes sense to do something else. The tables provide a baseline, but if you feel that it makes sense of a given monster to leave behind a given material, simply do so, requiring the check that seems most appropriate (using the tables as a guide if you wish).



EXOTIC HARVESTING (CR 0–4)

d100	DC	Dragon/Giants/ Monstrosities	Construct	Aberration	Undead	Plant
01–20	8	—	parts	—	—	—
21–50	8	common poisonous reagent	fancy parts	common reactive reagent	—	common poisonous reagent
51–70	8	common reactive reagent	fancy parts	common curative reagent	—	common curative reagent
71–80	8	common curative reagent	fancy parts	common poisonous reagent	—	common reactive reagent
81–00	8	common primal essence	common arcane essence	common psionic essence	common arcane essence	common primal essence

EXOTIC REMNANTS (CR 0–4)

d100	Celestial	Fiend	Elemental	Incorporeal Undead
01–50	—	—	—	—
51–70	—	—	common reactive reagent	—
71–80	common curative reagent	common reactive reagent	common reactive reagent	common poisonous reagent
81–95	common divine essence	common arcane essence	common primal essence	common divine essence
96–00	common divine essence	common divine essence	common primal essence	common arcane essence

EXOTIC HARVESTING (CR 5–10)

d100	DC	Dragon/Giants/ Monstrosities	Construct	Aberration	Undead	Plant
01–30	10	uncommon reactive reagent	fancy parts	common reactive reagent	common arcane essence	common poisonous reagent
31–60	10	uncommon poisonous reagent	1d4 fancy parts	uncommon reactive reagent	1d4 common poisonous reagent	uncommon poisonous reagent
61–80	10	1d4 uncommon reactive reagent	1d6 fancy parts	uncommon curative reagent	1d4 uncommon poisonous reagents	1d4 uncommon curative reagent
81–90	10	uncommon primal essence	uncommon arcane essence	uncommon arcane essence	uncommon divine essence	uncommon primal essence
91–00	10	uncommon primal essence	uncommon arcane essence	uncommon psionic essence	uncommon arcane essence	uncommon primal essence

EXOTIC REMNANTS (CR 5–10)

d100	Celestial	Fiend	Elemental	Incorporeal Undead
01–20	—	—	—	—
21–50	common curative reagent	common reactive reagent	common reactive reagent	common poisonous reagent
51–80	uncommon curative reagent	uncommon reactive reagent	uncommon reactive reagent	uncommon poisonous reagent
81–90	common divine essence	common arcane essence	common primal essence	common arcane essence
91–00	uncommon divine essence	uncommon arcane essence	uncommon primal essence	uncommon arcane essence

EXOTIC HARVESTING (CR 11–16)

d100	DC	Dragon/Giants/ Monstrosities	Construct	Aberration	Undead	Plant
01–30	12	uncommon reactive reagent	esoteric parts	uncommon reactive reagent	uncommon poisonous reagent	uncommon poisonous reagent
31–60	12	uncommon primal essence	1d4 esoteric parts	uncommon psionic essence	uncommon arcane essence	uncommon primal essence

61–70	12	rare reactive reagent	uncommon arcane essence	rare reactive reagent	rare poisonous reagent	rare curative reagent
71–80	12	rare poisonous reagent	uncommon arcane essence	rare poisonous reagent	uncommon arcane essence	rare poisonous reagent
81–90	12	rare primal essence	rare arcane essence	rare arcane essence	rare divine essence	rare primal essence
91–99	12	rare primal essence	rare arcane essence	rare psionic essence	rare arcane essence	rare primal essence
00	12	very rare primal essence	very rare arcane essence	very rare psionic essence	very rare arcane essence	very rare primal essence

EXOTIC REMNANTS (CR 11–16)

d100	Celestial	Fiend	Elemental	Incorporeal Undead
01–20	uncommon curative reagent	uncommon reactive reagent	uncommon reactive reagent	uncommon poisonous reagent
21–50	uncommon divine essence	uncommon arcane essence	uncommon primal essence	uncommon arcane essence
51–80	rare curative reagent	rare reactive reagent	rare reactive reagent	rare poisonous reagent
81–00	rare divine essence	rare arcane essence	rare primal essence	rare arcane essence

EXOTIC HARVESTING (CR 17+)

d100	DC	Dragon/Giants/ Monstrosities	Construct	Aberration	Undead	Plant
01–30	15	1d4 rare reactive reagent	1d4 esoteric parts	1d4 rare reactive reagent	1d4 rare poisonous reagent	1d4 rare poisonous reagent
31–50	15	rare primal essence	rare arcane essence	rare psionic essence	rare arcane essence	rare primal essence
51–89	15	very rare primal essence	very rare arcane essence	very rare arcane essence	very rare arcane essence	very rare primal essence
90–94	15	legendary primal essence	legendary arcane essence	legendary arcane essence	legendary divine essence	legendary primal essence
95–00	15	legendary primal essence	legendary arcane essence	legendary psionic essence	legendary arcane essence	legendary primal essence

EXOTIC REMNANTS (CR 17+)

d100	Celestial	Fiend	Elemental	Incorporeal Undead
01–20	rare curative reagent	rare reactive reagent	rare reactive reagent	rare poisonous reagent
21–50	rare divine essence	rare arcane essence	rare primal essence	rare arcane essence
51–69	very rare curative reagent	very rare reactive reagent	very rare reactive reagent	very rare poisonous reagent
70–89	very rare divine essence	very rare arcane essence	very rare primal essence	very rare arcane essence
90–00	legendary divine essence	legendary arcane essence	legendary primal essence	legendary arcane essence

HIDE AND MEAT HARVESTING

Creature Size	Difficulty	Hide	Meat
Tiny	N/A	—	—
Small	DC 12	1d4 hide scraps	—
Medium	DC 10	1 hide or 1 medium carapace or 2d6 scales	1 common meat
Large	DC 12	5 hides or 1 large carapace or 3d6 scales	1d4 common meat
Huge	DC 14	10 hides or 2 large carapaces or 6d6 scales	2d6 common meat

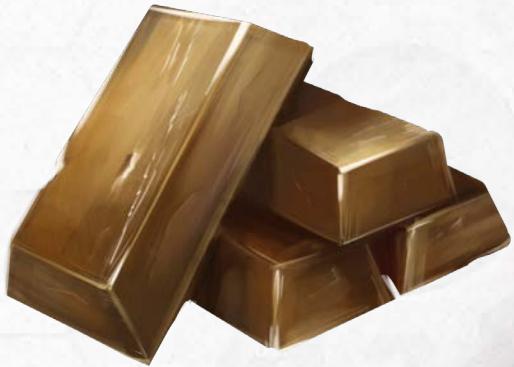
Gargantuan	DC 14	15 hides or 3 large carapaces or 9d6 scales	3d8 common meat
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- Special materials can replace up to half of the materials harvested based on the qualifications of the monster.

SPECIAL MATERIALS

Modifier	Minimum CR	Harvesting Difficulty	Additional Requirements	Effect
tough hide/scales	8	+4	Harvested from a creature with AC 16 or higher	Armor crafted has +1 AC
resistant hide/scales	8	+5	Harvested from a creature with resistance to an elemental damage type	Armor crafted has related elemental resistance
dragon scales	14	+8	Harvested from a Dragon.	Armor crafted has +1 AC and Resistance to related element.
uncommon meat	5	+3	—	—
rare meat	10	+5	—	—
very rare meat	17	+7	—	—
legendary meat	21	+9	—	—

- If the difficulty modifier is not met, the material is harvested without the modifier, its special property ruined during harvesting.



LOOT

INDIVIDUAL TREASURE (CR 0–4)

d100	Materials Found	Coinage	Equivalent Monetary Value
01–15	1d6 wood scraps, 1 length of string	2d4(5) cp	18 cp
16–30	1d4 metal scraps	1d4(3) sp	6 sp
31–40	1d4 leather scraps, 1 hide scraps	1d4(3) sp	6 sp
41–60	supplies	1d6(4) sp, 2d4(5) cp	1 gp, 5 sp
61–70	1d2 parts	1d6(4) gp, 2d4(5) sp	6 gp, 5 sp
71–75	uncommon supplies	1 gp, 1d10(5) sp	10 gp
76–80	common poisonous reagent	2d4(5) sp	15 gp, 5 sp
81–85	common curative reagent	2d4(5) sp	15 gp
86–90	common reactive reagent	2d4(5) sp	15 gp
91–94	common magical ink	1d6 gp, 1d10 sp	18 gp, 5 sp
95–96	common divine essence	1d6 sp, 1d10 cp	46 gp
97–98	common primal essence	1d6 sp, 1d10 cp	46 gp
99–00	common arcane essence	1d6 sp, 1d10 cp	46 gp

INDIVIDUAL TREASURE (CR 5–10)

d100	Materials Found	Coinage	Equivalent Gold Value
01–30	1d4 fancy parts	1d10(6) gp, 1d10(6) sp	36 gp, 6 sp
31–40	1d10 parts, 1d20 leather scraps, 1d20 metal scraps	1 pp, 1d10 gp, 2d10 sp	30 gp
41–50	uncommon poisonous reagent	1d6 x 10(35) gp	75 gp
51–60	uncommon curative reagent	1d6 x 10(35) gp	75 gp
61–80	uncommon reactive reagent	1d6 x 10(35) gp	75 gp
81–90	uncommon magical ink, uncommon parchment	1d6 x 10(35 gp)	125 gp
91–94	esoteric parts	2d6 x 10 (70 gp)	170 gp
95–96	uncommon divine essence	1d6 x 10(35) gp	185 gp
97–98	uncommon primal essence	1d6 x 10(35) gp	185 gp
99–00	uncommon arcane essence	1d6 pp	185 gp

INDIVIDUAL TREASURE (CR 11–16)

d100	Materials Found	Equivalent Gold Value
01–20	2 x mithril ingots, 2 x adamantine ingot, 2 x fancy parts	300 gp
21–30	rare branch, uncommon branch, rare poisonous reagent	305 gp
31–40	5 dragon scales,	
41–50	rare magical ink, rare curative reagent	400 gp
51–60	rare reactive reagent, 2 x rare supplies	400 gp
61–70	10 x uncommon reagents	400 gp
71–80	uncommon divine essence, uncommon primal essence	400 gp
81–90	rare reactive reagent, rare poisonous reagent, rare curative reagent	600 gp
91–94	tough leather	600 gp
95–96	rare divine essence	700 gp
97–98	rare primal essence	700 gp
99–00	rare arcane essence	700 gp

INDIVIDUAL TREASURE (CR 17+)

d100	Materials Found	Equivalent Gold Value
01–15	very rare branch, very rare parchment, rare arcane essence	3,500 gp
16–30	very rare curative reagent, very rare poisonous reagent, rare primal essence	5,000 gp
31–45	very rare poisonous reagent, very rare reactive reagent, rare arcane essence	5,000 gp
46–60	very rare curative reagent, very rare reactive reagent, rare divine essence	5,500 gp
61–70	very rare divine essence	7,000 gp
71–80	very rare primal essence	7,000 gp
81–90	very rare arcane essence	7,000 gp
95–96	legendary curative reagent, legendary poisonous reagent	10,000 gp
97–98	legendary poisonous reagent, legendary reactive reagent	10,000 gp
99–00	legendary curative reagent, legendary reactive reagent	10,000 gp

REPLACING HOARDS

Note that crafting materials found as part of a Hoard replace coinage, gems, or art objects of equal Equivalent Gold Value. You can use the same d100 roll for both the Treasure Hoard table and the crafting replacement.

TREASURE CRAFTING SUBSTITUTIONS CHALLENGE 0–4

d100	Materials Found	Equivalent Gold Value
01–25	5 steel ingots	10 gp
26–40	10 tanned leather	30 gp
41–50	10 steel ingots, 50 scales, 10 rawhide leather	90 gp
51–60	2 common curative reagents, 2 common reactive reagents, 2 common poisonous reagents	90 gp
61–70	1 mithril ingot, 1 common arcane essence, 1 common divine essence	105 gp
71–80	1 uncommon magical ink, 1 uncommon parchment, large carapace, 1 uncommon supplies	120 gp
81–90	2 fancy parts, 2 mithril ingots, 1 rare poisonous reagent, 1 rare reactive reagent	140 gp
91–99	1 esoteric part, 1 adamantine ingot, 1 rare curative reagent	200 gp
00	1 uncommon arcane essence, 1 common divine essence, 1 common primal essence	235 gp

TREASURE CRAFTING SUBSTITUTIONS CHALLENGE 5–10

d100	Materials Found	Equivalent Gold Value
01–25	20 steel ingots, 20 rawhide leather, 20 fancy parts, 20 scales, 10 quality branches	360 gp
26–40	4 uncommon curative reagent, 4 uncommon poisonous reagents, 4 uncommon reactive reagents	480 gp
41–50	1 rare magical ink, 1 rare parchment, 2 adamantine ingots	520 gp
51–60	10 fancy parts, 10 mithril ingots, 2 rare branches	560 gp
61–70	2 rare supplies, rare branch, 2 uncommon divine essences	580 gp
71–80	1 uncommon arcane essence, 1 uncommon primal essence, 2 rare curative reagents, 2 rare branches, 1 adamantine ingot	600 gp
81–90	3 esoteric part, 3 rare curative reagent, 3 rare poisonous reagent, 3 rare reactive reagent	680 gp
91–99	1 tough leather, 1 uncommon arcane essence, 1 uncommon divine essence, 1 uncommon primal essence	950 gp
00	1 rare arcane essence, 1 uncommon divine essence, 1 uncommon primal essence	1,000 gp

TREASURE CRAFTING SUBSTITUTIONS CHALLENGE 11–16

d100	Materials Found	Equivalent Gold Value
01–25	10 adamantine ingots, 4 tough leather, 4 esoteric parts, 4 very rare branches, 10 mithril ingots	6,900 gp
26–40	5 rare curative reagents, 5 rare poisonous reagents, 5 rare reactive reagents, 2 very rare parchment, 2 very rare magical ink	11,000 gp
41–50	5 tough level, 20 dragon scales, 4 rare primal essences, 4 rare divine essences, 5 rare rare reactive reagents, 5 rare curative reagents, 5 Adamantine Ingots	11,300 gp
51–60	15 esoteric parts, 15 rare supplies, 1 very rare arcane essence, 3 rare poisonous reagents, 4 rare curative reagents	11,400 gp
61–70	5 firesteel ingots, 1 very rare parchment, 2 very rare reactive reagents, 2 very rare poisonous reagents	12,250
71–80	1 very rare divine essence, 2 rare arcane essences, 2 very rare curative reagent	12,400 gp
81–90	1 very rare primal essence, 2 rare divine essences, 2 very rare poisonous reagent	12,400 gp
91–99	1 very rare arcane essence, 2 rare primal essences, 2 very rare reactive reagent	12,400 gp
00	1 very rare arcane essence, 1 very rare divine essence, 1 very rare primal essence.	21,000 gp

TREASURE CRAFTING SUBSTITUTIONS CHALLENGE 17+

d100	Materials Found	Equivalent Gold Value
01–25	10 esoteric parts, 10 darksteel ingots, 10 firesteel ingots, 10 icesteeingots, 5 very rare parchment, 20 admantine ingots, 20 mithril ingots	20,000 gp
26–40	4 very rare curative reagents, 4 very rare reactive reagents, 4 very rare poisonous reagents	24,000 gp
41–50	10 tough leather, 1 legendary magical ink, 1 legendary parchment, 4 very rare curative reagents	24,000 gp
51–60	legendary curative reagent, legendary reactive reagent, legendary poisonous reagent, 2 very rare primal essences	29,000 gp
61–70	20 rare supplies, 20 esoteric parts, 20 rare reactive reagents, 20 rare curative reagents, 20 rare poisonous reagents, 10 rare divine essence, 10 rare arcane essences, 10 rare divine essences	29,000 gp
71–80	legendary divine essence, 2 very rare primal essences, 2 legendary reactive reagents	49,000 gp
81–90	legendary primal essence, 2 very rare arcane essences, 2 legendary poisonous reagents	49,000 gp
91–99	legendary arcane essence, 2 very rare divine essences, 2 legendary curative reagents	49,000 gp
00	legendary arcane essence, legendary primal essence, legendary divine essence	75,000 gp

GATHERING TABLES

Many of the materials can simply be found growing in the wild, and can be gathered by someone that knows what to look for and spends the time doing just that. When traveling at a slow pace through wilderness for 8 hours or more (i.e. not urban land or farmland), you can make a gathering check, but have disadvantage on the check to harvest anything found.

If you dedicate 8 hours to gathering without traveling, you can make two checks (without disadvantage) or find one item other than an essence of your choice that is available within that biome's table (making the ability check from the corresponding line of the table to harvest it) or 1d12 of any trivial item (making a DC 8 ability check to harvest it).

The found items then have to be gathered. You can choose to gather reagents, search for materials, or hunt wild game. Roll a d100 and consult the corresponding table below for the relevant biome to determine what is found.

GATHER REAGENTS

d100	DC	Forest	Desert	Grasslands	Marsh	Mountains
01–10	—	—	—	—	—	—
11–20	10	common curative reagent	—	—	common poisonous reagent	—
21–40	10	common curative reagent	common reactive reagent	common curative reagent	common poisonous reagent	common reactive reagent
41–50	10	common poisonous reagent	common curative reagent	common reactive reagent	common curative reagent	common curative reagent
51–60	10	common reactive reagent	common poisonous reagent	common poisonous reagent	common reactive reagent	common poisonous reagent
61–70	10	1d4 common poisonous reagents	1d2 common reactive reagents	1d2 common poisonous reagents	1d4 common poisonous reagents	1d2 common curative reagents
71–80	10	1d4 common curative reagents	1d2 common reactive reagents	1d2 common curative reagents	1d4 common reactive reagents	1d2 common reactive reagents
81–90	10	uncommon curative reagent	uncommon reactive reagent	uncommon curative reagent	uncommon poisonous reagent	uncommon reactive reagent
91–95	10	uncommon poisonous reagent	uncommon poisonous reagent	uncommon reactive reagent	uncommon reactive reagent	common curative reagent
96–00	10	common primal essence	common arcane essence	common divine essence	common primal essence	common primal essence

GATHER REAGENTS

Reagents are harvested by making a Wisdom check. If you have an Herbalism kit and are proficient with it, you can add your proficiency bonus to the roll.

SEARCH FOR MATERIALS

Materials can be harvested with your choice of a Strength, Dexterity, or Wisdom check. If you have proficiency with the Survival skill, you can add your proficiency bonus to the roll.

HUNT GAME

Food can be gathered with your choice of a Dexterity or Wisdom check. If you have proficiency with the Survival skill, you can add your survival modifier to the roll.

INTENTIONALLY SLOW

Gathering is a time gated system. It is not intended to be the primary source of materials. Rather than being balanced against the loot tables, it's balanced against the down time activities (and consequently not particularly efficient).

GATHER REAGENTS

d100	DC	Caves	Underground	Jungles	Shore	Tundra
01–10	—	—	—	—	—	—
11–30	12	common reactive reagent	common poisonous reagent	common curative reagent	common curative reagent	common reactive reagent
31–50	12	common poisonous reagent	common reactive reagent	common poisonous reagent	common poisonous reagent	common curative reagent
51–60	12	1d4 common reactive reagent	1d4 common poisonous reagents	1d4 common curative reagents	1d4 common curative reagents	1d4 common reactive reagents
61–70	12	uncommon reactive reagent	uncommon poisonous reagent	uncommon curative reagent	uncommon reactive reagent	uncommon curative reagent
71–80	12	uncommon curative reagent	uncommon curative reagent	uncommon reactive reagent	uncommon reactive reagent	uncommon reactive reagent
81–90	12	common divine essence	common arcane essence	common primal essence	common primal essence	common primal essence
91–95	12	uncommon poisonous reagent	uncommon poisonous reagent	uncommon reactive reagent	uncommon reactive reagent	uncommon reactive reagent
96–00	12	uncommon divine essence	uncommon arcane essence	uncommon primal essence	uncommon primal essence	uncommon primal essence

GATHER REAGENTS

d100	DC	Feylands	Shadowlands	Elemental Plane	Lower Plane	Upper Plane	Outer Plane
01–20	14	common curative reagent	common poisonous reagent	common reactive reagent	common poisonous reagent	common curative reagent	common reactive reagent
21–40	14	common reactive reagent	common reactive reagent	common curative reagent	common reactive reagent	common reactive reagent	common reactive reagent
41–60	14	1d4 common curative reagent	1d4 common poisonous reagent	1d4 common reactive reagent	1d4 common poisonous reagent	1d4 common curative reagent	1d4 common reactive reagent
61–80	14	uncommon curative reagent	uncommon poisonous reagent	uncommon reactive reagent	uncommon reactive reagent	uncommon curative reagent	uncommon reactive reagent
81–99	14	uncommon primal essence	uncommon arcane essence	uncommon primal essence	uncommon arcane essence	uncommon divine essence	uncommon arcane essence
00	14	rare primal essence	rare arcane essence	rare primal essence	rare arcane essence	rare divine essence	rare arcane essence

GATHER MATERIALS

d100	DC	Caves	Underground	Jungles	Shore	Tundra
01–10	12	—	—	1d4 firewood	—	—
11–20	12	discarded armor padding	parts	1d4 common branches	short haft	wood scraps
21–40	12	1d12 scales	1d4 supplies	1d4 supplies	medium carapace	firewood
41–60	12	adamant ore	mithril ore	uncommon supplies	rare supplies	supplies
61–80	12	large carapace	uncommon branch	uncommon branch	1d4 common branches	uncommon supplies
80–95	12	1d4 mithril ore	large carapace	uncommon branch	slightly rusty fancy parts	1d4 icesteel ore
96–00	12	common primal essence	common arcane essence	common primal essence	common primal essence	common primal essence

GATHER MATERIALS

d100	DC	Forest	Desert	Grasslands	Marsh	Mountains
01–20	10	1d4 x 10 firewood	—	1d4 firewood	1d4 firewood	1d4 firewood
21–40	10	1d12 common branch	1d12 scales	1d12 wood scraps	1d12 wood scraps	1d12 fletching
41–60	10	1d4 quality branches	1d4 medium carapace	uncommon supplies	1d4 quality branches	adamant ore
61–80	10	uncommon branch	large carapace	1d4 hides	supplies	mithril ore
80–95	10	1d2 uncommon branch	rare supplies	rare supplies	uncommon branch	uncommon branch
96–00	10	common primal essence	common arcane essence	common divine essence	common primal essence	common primal essence

HUNT GAME

d100	DC	Caves	Underground	Jungle	Shore	Tundra
01–30	12	fresh ingredients	supplies	fresh ingredients	fresh ingredients	—
31–60	12	1d4 fresh ingredients	fresh ingredients	1d4 fresh ingredients	1d4 fresh ingredients	fresh ingredients
61–90	12	1d4 hides	1d4 hides	supplies fresh water	1d8 fresh ingredients 1 supplies	1d4 fresh ingredients 1 hide
91–00	12	1d6 fresh ingredients, 1d4 hides	1d6 fresh ingredients, 1d4 hides	1d4 fresh ingredients 1 rare supplies	1d6 fresh ingredients, 1 medium carapace	1d6 fresh ingredients, 1d4 hides

HUNT GAME

d100	DC	Forest	Desert	Grasslands	Marsh	Mountains
01–30	10	fresh ingredients	—	fresh ingredients	—	—
31–60	10	1d4 fresh ingredients	fresh ingredients	1d4 fresh ingredients	supplies	supplies
61–90	10	1d4 fresh ingredients 1 hide	supplies	1d4 fresh ingredients 1 hide	1d4 fresh ingredients	1d4 supplies
91–00	10	1d8 fresh ingredients 1d4 hides	1d6 fresh ingredients 1 large carapace	1d8 fresh ingredients 1d4 hides	1d4 fresh ingredients	1d6 fresh ingredients 1 large carapace



ALCHEMY

Alchemy is a crafting art that almost all adventures have some degree of interest in the results of. The source of the ever in demand Potion of Healings, it is a versatile trade that fuels (sometimes quite literally) the adventuring life.

It doesn't take many experiences with the powers of potions for an adventurer to consider if they can get away with simmering a Potion of Healing next to the stew over that night's cooking fire... of course it's easier said than done for the result of such things to come away not poisonous.

Alchemy tends to be a very quick form of crafting, but with this comes additional risks with most crafts resting on a single roll, and failure resulting in the loss of all materials. Although taking that chance is frequently worth it during a busy adventuring season, consider the "Taking 10" option outlined in the craft introduction when speed is not of the essence.

RELATED TOOL & ABILITY SCORE

Alchemy works using alchemist's supplies. Attempting to craft a potion without these will almost always be made with disadvantage, and proficiency with these allows you to add your proficiency to any alchemy crafting roll.

Alchemy uses your choice of your Intelligence or Wisdom modifier.

QUICK REFERENCE

While each step will go into more depth, the quick reference allows you to at a glance follow the steps to make a potion in its most basic form:

- Select a potion that you would like to craft from the "Potions Crafting Table".
- Acquire the items listed in the materials column for that potion.
- Use your alchemist's supplies tool to craft the potion using the number of hours listed in the Crafting Time column, or during a long rest using the crafting camp action if the crafting time is 2 hours or less. Alchemy items must be crafted in a single session.
- For every 2 hours, make a crafting roll of $1d20 + \text{your Intelligence or Wisdom modifier (your choice)} + \text{your proficiency bonus}$ with alchemist's supplies. You can abort the craft after a bad crafting roll if you wish, this counts as a failure.
- On success, you mark 2 hours of completed time. Once the completed time is equal to the crafting time, the magic item is complete. On failure, the crafting time is lost and no progress has been made during the 2 hours. If you fail 3 times in a row, the crafting is a failure and all materials are lost.

SHELF LIFE & EXPIRED POTIONS

A unique attribute to alchemy, potions once crafted have a shelf life of 1 year before coming expired. This shelf life is shortened to 1 month if the potion contains any reactive ingredient.

If an expired potion is used or consumed within double its shelf life, roll a d4. On a 1, you become poisoned for 1 minute. On a 2 or 3, the potion will work with reduced effect; its duration will be halved if it had a duration, and damage or healing it dealt will be halved. On a 4, it works as expected.

Any potion that is older than twice its shelf life has no effect besides causing the imbiber to become poisoned for 1 minute.

CRAFTING ROLL

Putting that together means that when you want to work on Alchemy, your crafting roll is as follows:

Alchemy Modifier = your Alchemist's Supplies proficiency bonus + your Intelligence or Wisdom modifier (your choice)

SUCCESS AND FAILURE

For Alchemy, after you make the crafting roll and succeed mark your progress on a crafting project. If you succeed, you make 2 hours of progress toward the total crafting time (and have completed one of the required checks for making an item). Checks for Alchemy must be consecutive, meaning that if you wish to continue after a failed craft, you need to extend your crafting time.

Failure means that no progress is made during that time. Once an item is started, even if no progress is made, the components reserved for that item can only be recovered via salvage. If you fail three times in a row, all progress and materials are lost and can no longer be salvaged.

ALCHEMY SAVING THROW

Some alchemical creations trigger a saving throw. In instances that they do, the following is the formula for calculating the saving throw. The saving throw is calculated at the time of creation based on the creators attributes and proficiency, and doesn't change once it is created.

Alchemy DC = 8 + your Alchemist's Supplies proficiency bonus + your Intelligence or Wisdom Modifier (your choice)

HERBALIST'S LIMITED ALCHEMY

While herbalism is primarily used for gathering herbs, a creature with proficiency with herbalism kits has a limited proficiency in creating potions in addition to gathering herbs. You can use proficiency with an herbalism kit in place of alchemist's supplies when creating *potions of healing*, antidotes, antitoxins, and vials of poison.

When crafting in this way, you use an herbalism kit and proficiency with it in place of alchemist's supplies. This crafting otherwise works the same as using alchemist's supplies.

You can add additional reagent modifiers when crafting in this way.

CRAFTING WALK THROUGH: ALCHEMY

Here's a quick example of how alchemy will often play out in a game.

Caius the Wizard is saved from being eaten by a giant plant monster. He wants to know if his suffering was worth anything, so he asks the GM if there was any loot. There wasn't. Was there anything to harvest from the monster? Well, that's always possible. The GM asks for a d100. Caius rolls a 54.

It was just a CR 4 monster, so the GM consults the table and asks for a DC 8 Nature Check. Fortunately Caius the Wizard has a +3, so only needs a 5, and rolls an 8. Harvesting successful and now he has 1 common curative reagent.

Knowing that he's going to need some healing potions to survive the next plant monster, he consults the table and realizes that with just 2 more curative reagents and a glass vial he'd have enough materials.

Next time they walk through a forest, Caius the Wizard asks the GM if there are any reagents about. Slowing down to a slow pass, he can make a gathering check with disadvantage, and attempts to gather reagents. Rolls the d100, and comes up with a 73. The GM asks for a DC 10 gathering check using herbalism kit, with disadvantage as they were travelling. Caius doesn't have proficiency, but has +1 wisdom, so needs a 9 or higher. He rolls a 14!

The results in 1d4 common curative reagents. He rolls a 2. That's all the curative reagents he needed! He cleans out the remains of an old healing potion to get a glass vial, and next time they camp, he spends his camp action (2 hours) trying to make a healing potion.

He needs to succeed only once, DC 13. Fortunately he has proficiency in alchemist's supplies, and a +3 Intelligence, meaning his check is at +5. He needs an 8 or higher.

...He rolls a 3. This a failure! But all is not lost, he can keep trying until he fails 3 times in a row... but he's already spent his 2 hours, and alchemy checks must be made consequetively.

Not wanting to lose his precious hard won reagents, he stays up late making another check. He rolls a 10! This results in a 15! He's successfully made a Healing Potion!

Unfortunately he's stayed up too late, but the next morning the party lets him sleep in to avoid the level of exhaustion.

Two days later, Vandrin the Cleric, the groups only healer, is on death's door! A quick swig of the healing potion gets him back on his feet, and the day is won thanks to the hard work of making a potion, and adventurers keep a keen eye out for more of those curative reagents!



POTIONS CRAFTING TABLE

Name	Materials	Crafting Time	Checks	Difficulty	Rarity	Value
Antitoxin	2 common curative reagent 1 common poisonous reagent 1 glass vial	2 hours	1	DC 13	common	50 gp
Potion of Climbing	1 common reactive reagent 1 common poisonous 1 uncommon reactive reagent 1 glass vial	2 hours	1	DC 14	common	85 gp
Potion of Healing	3 common curative reagent 1 glass vial	2 hours	1	DC 13	common	50 gp
Potion of Animal Friendship	2 common reactive reagent 1 common poisonous reagent 1 uncommon curative reagent 1 primal common essence 1 glass vial	2 hours	1	DC 13	uncommon	145 gp
Potion of Firebreath	1 common reactive reagent 1 uncommon reactive reagent 1 glass vial	2 hours	1	DC 15	uncommon	75 gp
Potion of Growth	1 common reactive reagent 1 uncommon curative reagent 1 uncommon reactive reagent 1 glass vial	2 hours	1	DC 14	uncommon	115 gp
Potion of Greater Healing	1 common curative reagent 2 uncommon curative reagent 1 glass vial	2 hours	1	DC 15	uncommon	120 gp
Potion of Poison	1 common poisonous reagent 1 uncommon poisonous reagent 1 glass vial	2 hours	1	DC 13	uncommon	65 gp
Potion of Resistance	1 uncommon primal essence 1 uncommon reactive reagent 1 common curative reagent 1 glass vial	2 hours	1	DC 15	uncommon	240 gp
Potion of Water Breathing	1 common reactive reagent 1 uncommon poisonous reagent 1 uncommon reactive reagent 1 glass vial	2 hours	1	DC 15	uncommon	120 gp
Potion of Hill Giant Strength	1 uncommon primal essence 1 uncommon reactive reagent 1 uncommon curative reagent	4 hours	2	DC 15	uncommon	260 gp
Potion of Clairvoyance	1 uncommon reactive reagent 1 uncommon poisonous reagent 2 rare reactive reagent 1 common arcane essence 1 glass vial	2 hours	1	DC 16	rare	570 gp
Potion of Gaseous Form	2 uncommon reactive reagent 1 rare curative reagent 1 rare reactive reagent 1 glass vial	2 hours	1	DC 16	rare	560 gp
Potion of Diminution	1 uncommon curative reagent 1 rare curative reagent 1 rare poisonous reagent 1 glass vial	2 hours	1	DC 15	rare	480 gp
Potion of Heroism	1 uncommon curative reagent 1 uncommon reactive reagent 2 rare curative reagent 1 common divine essence 1 glass vial	2 hours	1	DC 15	rare	480 gp

Potion of Mind Reading	1 <i>uncommon poisonous reagent</i> 1 <i>uncommon reactive reagent</i> 1 <i>rare poisonous reagent</i> 1 <i>rare reactive reagent</i> 1 <i>glass vial</i>	2 hours	1	DC 16	rare	550 gp
Potion of Superior Healing	2 <i>uncommon curative reagent</i> 2 <i>rare curative reagent</i> 1 <i>glass vial</i>	4 hours	2	DC 15	rare	525 gp
Draught of Damnation ^K	1 <i>rare reactive reagent</i> 1 <i>rare poisonous reagent</i> 1 <i>uncommon arcane essence</i>	4 hours	2	DC 16	rare	680 gp
Potion of Supreme Healing	1 <i>uncommon curative reagent</i> 1 <i>rare curative reagent</i> 2 <i>very rare curative reagent</i> 1 <i>uncommon divine essence</i> 1 <i>crystal vial</i>	4 hours	2	DC 18	very rare	5000 gp
Potion of Flying	2 <i>uncommon reactive reagent</i> 2 <i>rare curative reagent</i> 2 <i>very rare reactive reagent</i> 1 <i>uncommon primal essence</i> 1 <i>uncommon arcane essence</i> 1 <i>crystal vial</i>	4 hours	2	DC 19	very rare	5,500 gp
Potion of Invisibility	2 <i>uncommon reactive reagent</i> 2 <i>rare curative reagent</i> 1 <i>very rare reactive reagent</i> 1 <i>very rare curative reagent</i> 1 <i>crystal vial</i>	4 hours	2	DC 19	very rare	5,200 gp
Potion of Speed	2 <i>uncommon reactive reagent</i> 2 <i>rare reactive reagent</i> 1 <i>very rare reactive reagent</i> 1 <i>very rare curative reagent</i> 1 <i>rare arcane essence</i> 1 <i>crystal vial</i>	4 hours	2	DC 20	very rare	6150 gp
Panacea ^K	1 <i>legendary curative reagent</i> 2 <i>very rare curative reagents</i> 1 <i>legendary divine essence</i> 1 <i>crystal vial</i>	8 hours	4	DC 24	legendary	54,000 gp
Potion of Storm Giant Strength	1 <i>legendary reactive reagent</i> 1 <i>legendary curative reagent</i> 1 <i>very rare primal essence</i> 1 <i>crystal vial</i>	8 hours	4	DC 23	legendary	25,000 gp

CONCOCTIONS CRAFTING TABLE

Name	Materials	Crafting Time	Checks	Difficulty	Rarity	Value
Alchemical Acid ^K	2 <i>common reactive reagent</i> 1 <i>common poisonous reagent</i> 1 <i>glass flask</i>	2 hours	1	DC 13	common	50 gp
Alchemical Fire ^K	3 <i>common reactive reagent</i> 1 <i>glass flask</i>	2 hours	1	DC 13	common	50 gp
Alchemical Napalm ^K	3 <i>common reactive reagent</i> 1 <i>common curative reagent</i> 1 <i>glass flask</i>	2 hours	1	DC 14	common	70 gp
Bottled Wind ^K	2 <i>common reactive reagents</i> 1 <i>glass flask</i>	2 hours	1	DC 14	common	40 gp

Potent Alchemical Acid ^K	2 <i>uncommon reactive reagent</i> 1 <i>uncommon poisonous reagent</i> 1 <i>glass flask</i>	2 hours	1	DC 15	uncommon	140 gp
Potent Alchemical Fire ^K	3 <i>uncommon reactive reagent</i> 1 <i>glass flask</i>	2 hours	1	DC 15	uncommon	140 gp
Sticky Goo Potion ^K	Either (a) 1 <i>finely shredded scroll of web</i> or (b) 2 <i>uncommon poisonous reagents</i> 1 <i>uncommon reactive reagent</i> 1 <i>glass flask</i>	2 hours	1	DC 14	uncommon	140 gp
Powerful Alchemical Acid ^K	2 <i>rare reactive reagent</i> 1 <i>rare poisonous reagent</i> 1 <i>glass flask</i>	2 hours	1	DC 17	rare	690 gp
Powerful Alchemical Fire ^K	3 <i>rare reactive reagent</i> 1 <i>glass flask</i>	2 hours	1	DC 17	rare	690 gp
Liquid Lightning ^{DS}	2 <i>rare reactive reagent</i> 1 <i>uncommon primal essence</i> 1 <i>glass vial</i>	2 hours	1	DC 16	rare	640 gp

MAGICAL DUST

Name	Materials	Crafting Time	Checks	Difficulty	Rarity	Value
Dust of Disappearance	1 <i>handful of sand</i> 1 <i>common arcane essence</i> 2 <i>common reactive reagent</i> 1 <i>common curative reagent</i>	4 hours	2	DC 15	uncommon	130 gp
Dust of Dryness	1 <i>handful of sand</i> 1 <i>common primal essence</i> 1 <i>common reactive reagent</i> 1 <i>common poisonous reagent</i>	4 hours	2	DC 14	uncommon	100 gp
Dust of Sneezing and Choking	1 <i>uncommon poisonous reagent</i> 1 <i>common reactive reagent</i> 1 <i>common poisonous reagent</i>	4 hours	2	DC 14	uncommon	95 gp

EXPLOSIVES

Name	Materials	Crafting Time	Checks	Difficulty	Rarity	Value
Dwarven Alcohol	1 <i>flask of alcohol</i> 1 <i>common reactive reagents</i> 1 <i>sturdy metal flask</i>	8 hours	4	DC 12	common	20 gp
Packet of Blasting Powder	2 <i>common reactive reagent</i>	2 hours	1	DC 14	common	40 gp
Smoke Powder	2 <i>common reactive reagent</i>	2 hours	1	DC 15	common	40 gp
Simple Explosive	2 <i>packets blasting powder</i> 1 <i>common reactive reagent</i>	2 hours	1	DC 15	common	120 gp
Grenade Casing	2 <i>parts</i> 1 <i>fancy parts</i> 1 <i>glass flask</i>	4 hours	1	DC 15	uncommon	50 gp
Potent Explosive	4 <i>packets blasting powder</i> 1 <i>common reactive reagent</i>	2 hours	1	DC 17	uncommon	250 gp
Nail Bomb	3 <i>parts</i> 2 <i>uncommon reactive reagent</i> 1 <i>packet of blasting powder</i>	2 hours	1	DC 17	uncommon	275 gp
Powerful Explosive	8 <i>packets blasting powder</i> 1 <i>rare reactive reagent</i>	4 hours	2	DC 19	rare	750 gp

MAGICAL INK

Name	Materials	Crafting Time	Checks	Difficulty	Rarity	Value
Common Magical Ink	1 common alchemical reagent 1 glass vial	2 hours	1	DC 10	common	15 gp
Uncommon Magical Ink	1 uncommon alchemical reagent 1 glass vial	2 hours	1	DC 12	uncommon	40 gp
Rare Magical Ink	1 rare alchemical reagent 1 glass vial	2 hours	1	DC 14	rare	200 gp
Very Rare Magical Ink	1 very rare alchemical reagent 1 glass vial	4 hours	2	DC 16	very rare	2,000 gp
Legendary Magical Ink	1 legendary alchemical reagent 1 glass vial	8 hours	4	DC 18	legendary	5,000 gp

OILS

Name	Materials	Crafting Time	Checks	Difficulty	Rarity	Value
Burning Oil ^K	2 common reactive reagents 1 glass vial	2 hours	1	DC 13	common	40 gp
Frost Oil ^K	1 common reactive reagents 1 common primal essence 1 glass vial	2 hours	1	DC 14	common	75 gp
Silver Oil ^K	4 silver scraps 1 common reactive reagent 1 glass vial	2 hours	1	DC 12	common	20 gp
Flametongue Oil ^K	2 uncommon reactive reagents 1 common arcane essence 1 glass vial	2 hours	1	DC 16	uncommon	170 gp
Oil of Sharpness	1 rare poisonous reagent 2 very rare reactive reagent 300 gp of precious metal flakes 1 crystal vial	4 hours	2	DC 19	very rare	5,200 gp

MISCELLANEOUS

Name	Materials	Crafting Time	Checks	Difficulty	Rarity	Value
Restorative Ointment	1 common divine essence 2 uncommon curative reagent 3 common curative reagents	8 hours	4	DC 15	uncommon	250 gp
Sovereign Glue	1 legendary curative reagent 1 legendary reactive reagent 1 very rare divine essence	16 hours (2 days)	8	DC 22	legendary	25,000 gp
Universal Solvent	1 legendary poisonous reagent 1 legendary reactive reagent 1 very rare primal essence	16 hours (2 days)	8	DC 22	legendary	25,000 gp

POTIONS

DRAUGHT OF DAMNATION^K

Potion, rare

This sticky red liquid has a living viscosity to it, churning slowly within the flask. When you drink this potion, you become a fiend (as if by the spell *shapechange* for 1 hour). The type of fiend you become is determined by your level. The new form is a random fiend with a Challenge Rating equal to your level, up to a maximum of 10. If there are multiple options at that Challenge Rating, roll to determine which option is selected.

When the effect ends and you revert to your normal form, you take 1d6 necrotic damage equal to the CR of the fiend who's form you assumed as the toxins of pure evil attempt to destroy your body before relinquishing control of it. If this damage kills you, your soul is dragged to the realm of the fiends by the malignant will of the fiend.

HEALING POTION

Potion, common

You regain $2d4 + 2$ Hit Points when you drink this potion. The potion's red liquid glimmers when agitated.

Quality	Rarity	Hit Points Restored
Common	Common	$2d4 + 2$
Greater	Uncommon	$4d4 + 4$
Superior	Rare	$8d4 + 8$
Supreme	Very Rare	$10d4 + 20$

PANACEA^K

Potion, legendary

When you drink this potion, you regain all lost hit points, all status effects are removed, all reductions to ability scores are removed, any missing limbs are restored, all diseases are cured, all curses are removed, and all levels of exhaustions are removed, and you cease to age for 1 year. This potion can remove effects that can otherwise only be removed by wish.

If you ever drink a second panacea potion, make a DC 30 Constitution saving throw. On failure, you gain no benefits from it and die.

POTION OF ANIMAL FRIENDSHIP

Potion, uncommon

When you drink this potion, you can cast the *animal friendship* spell (save DC 13) for 1 hour at will.

A murky, muddy potion, it leaves various animal shapes and tracks on the side of the container as it swirls.

POTION OF CLAIRVOYANCE

Potion, rare

When you drink this potion, you gain the effect of the clairvoyance spell. An eyeball bobs in this yellowish liquid but vanishes when the potion is opened.



POTION OF CLIMBING

Potion, uncommon

When you drink this potion, you gain a climbing speed equal to your walking speed for 1 hour. During this time, you have advantage on Strength (Athletics) checks you make to climb. The potion is separated into brown, silver, and gray layers resembling bands of stone. Shaking the bottle fails to mix the colors.

POTION OF DIMINUTION

Potion, rare

When you drink this potion, you gain the “reduce” effect of the *enlarge/reduce* spell for $1d4$ hours (no concentration required). The red in the potion’s liquid continuously contracts to a tiny bead and then expands to color the clear liquid around it. Shaking the bottle fails to interrupt this process.

POTION OF FLYING

Potion, very rare

When you drink this potion, you gain a flying speed equal to your walking speed for 1 hour and can hover. If you’re in the air when the potion wears off, you fall unless you have some other means of staying aloft. This potion’s clear liquid floats at the top of its container and has cloudy white impurities drifting in it.

POTION OF FIRE BREATH

Potion, uncommon

After drinking this potion, you can use a bonus action to exhale fire at a target within 30 feet of you. The target must make a DC 13 Dexterity saving throw, taking $4d6$ fire damage

on a failed save, or half as much damage on a successful one. The effect ends after you exhale the fire three times or when 1 hour has passed. This potion's orange liquid flickers, and smoke fills the top of the container and wafts out whenever it is opened.

POTION OF GASEOUS FORM

Potion, rare

When you drink this potion, you gain the effect of the *gaseous form* spell for 1 hour (no concentration required) or until you end the effect as a bonus action. This potion's container seems to hold fog that moves and pours like water.

POTION OF GROWTH

Potion, rare

When you drink this potion, you gain the “enlarge” effect of the *enlarge/reduce* spell for 1d4 hours (no concentration required). The red in the potion's liquid continuously expands from a tiny bead to color the clear liquid around it and then contracts. Shaking the bottle fails to interrupt this process.

POTION OF HEROISM

Potion, rare

For 1 hour after drinking it, you gain 10 temporary hit points that last for 1 hour. For the same duration, you are under the effect of the *bless* spell (no concentration required). This blue potion bubbles and steams as if boiling.

POTION OF INVISIBILITY

Potion, very rare

This potion's container looks empty but feels as though it holds liquid. When you drink it, you become invisible for 1 hour. Anything you wear or carry is invisible with you. The



effect ends early if you attack or cast a spell.

POTION OF RESISTANCE

Potion, uncommon

When you make this potion, you can make it resist one particular damage type. For necrotic or radiant resistance, substitute an uncommon divine essence for the primal essence. For force resistance, substitute an uncommon arcane essence. For psychic, substitute an uncommon psionic essence.

The color of the potion depends on what kind of resistance it is, often having that element swirling within it.

When you drink this potion, you gain resistance to the selected damage type of the potion for 1 hour.

POTION OF SPEED

Potion, very rare

When you drink this potion, you gain the effect of the *haste* spell for 1 minute (no concentration required). The potion's yellow fluid is streaked with black and swirls on its own.

POTION OF WATER BREATHING

Potion, uncommon

You can breathe underwater for 1 hour after drinking this potion. Its cloudy green fluid smells of the sea and has a jellyfish-like bubble floating in it.

POTION OF MIND READING

Potion, rare

When you drink this potion, you gain the effect of the *detect thoughts* spell (save DC 13, no concentration required) for 1 hour. The potion's dense, purple liquid has an ovoid cloud of pink floating in it.

POTION OF POISON

Potion, uncommon

This concoction looks, smells, and tastes like a potion of healing or other beneficial potion. However, it is actually poison masked by illusion magic. An identify spell reveals its true nature.

If you drink it, you take 3d6 poison damage, and you must succeed on a DC 13 Constitution saving throw or be poisoned. At the start of each of your turns while you are poisoned in this way, you take 3d6 poison damage. At the end of each of your turns, you can repeat the saving throw. On a successful save, the poison damage you take on your subsequent turns decreases by 1d6. The poison ends when the damage decreases to 0.

CONCOCTIONS

ALCHEMICAL ACID^K

Concoction, common

A small flask of burbling acid, a strange hissing green viscous liquid. It deals 4d4 acid damage when poured on an object. Can be used as a simple ranged weapon with the thrown (20/60) property, dealing 4d4 acid damage on hit. You do not add your modifier to the damage roll.

Quality	Rarity	Acid Damage
Common	Common	4d4
Potent	Uncommon	6d4
Powerful	Rare	8d4

ALCHEMICAL FIRE^K

Concoction, common

A small flask of volatile orange liquid. It deals 2d10 fire damage when poured on an object. Can be used as a simple ranged weapon with the thrown (20/60) property, dealing 2d10 fire damage on hit. You do not add your modifier to the damage roll.

Quality	Rarity	Fire Damage
Common	Common	2d10
Potent	Uncommon	3d10
Powerful	Rare	4d10

ALCHEMICAL NAPALM^K

Concoction, common

A vicious sticky flammable substance. It deals 3d4 fire damage when poured on an object. Can be used as a simple ranged weapon with the thrown (20/60) property, dealing 3d4 fire damage on hit. You do not add your modifier to the damage roll.

On hit, the target creature or object continues to burn for one minute, taking 1d4 fire damage at the start of their turn (or at the start of your turn for an object without a turn) until a creature spends an action to put the flames out.

BOTTLED WIND^K

Concoction, common

As an action, you can open this casting *gust* without verbal or somatic components. Alternatively, you can breath from it, letting out only a little bit at a time, breathing directly from the bottle, but each time you must make a DC 5 athletics checks. On failure, you cast *gust* as above and all the air is lost. You can get 10 minutes of breathable air from one bottle.



LIQUID LIGHTNING^{DS}

Concoction, rare

Drinking this potion allows you to zip around for 1 minute as pure electricity. As a bonus action on each of your turns before the effect ends, you can transform into a bolt of lightning and instantly travel in a straight line to an unoccupied space you can see within 30 feet. This movement doesn't provoke opportunity attacks and you are immune to lightning damage while in this form.

You can pass through small holes, narrow openings, and even mere cracks, as well as through conductive materials such as metal. Each creature in your travel path must succeed on a DC 15 Dexterity saving throw, or take 3d6 lightning damage. You immediately revert to your normal form upon reaching the destination. This potion's stormy liquid arcs with tiny bolts of lightning and it numbs the tongue when sipped.

STICKY GOO^K

Concoction, common

When broken and exposed to air, it creates a very sticky rapidly expanding web like foam, with the effect of the spell *web* centered on where the flask breaks. You can reliably throw the flask to a target point within 30 feet, shattering it on impact.

OILS

BURNING OIL^K

Oil, common

As an action, you can coat a weapon in this oil and ignite it. For 1 minute, the ignited weapon burns, dealing an extra 1d4 fire to attacks made with it, and providing bright light in a 20-foot radius and dim light for an additional 20 feet.

FROST OIL^K

Oil, common

As an action, you can coat a weapon in this oil, causing it to freeze over, covered in icy crystals. For 1 minute, the weapon deals an extra 1d6 cold damage on hit.

FLAMETONGUE OIL^K

Oil, uncommon

As an action, you can coat a weapon in this oil and ignite it. For 1 minute, the ignited weapon burns, dealing an extra 2d6 fire to attacks made with it, and providing bright light in a 20-foot radius and dim light for an additional 20 feet.

OIL OF SHARPNESS

Oil, very rare

This clear, gelatinous oil sparkles with tiny, ultrathin silver shards. The oil can coat one slashing or piercing weapon or up to 5 pieces of slashing or piercing ammunition. Applying the oil takes 1 minute. For 1 hour, the coated item is magical and has a +3 bonus to attack and damage rolls.



SILVER OIL^K

Oil, common

A sparkling chromatic oil. The oil can coat one slashing or piercing weapon or up to 5 pieces of slashing or piercing ammunition. Applying the oil takes 1 minute. For 1 hour, the coated item is considered silvered.

EXPLOSIVES

BLASTING POWDER

Explosive, common

A fine grey powder with large grains and the faint smell of sulfur and charcoal that comes in small packets weighing 1/2 pound.

When ignited by 1 or more fire or lightning damage, it explodes violently. All creatures within 10 feet of it must make a DC 14 Dexterity saving throw. On failure, they take 1d4 fire + 1d4 thunder damage, or half as much on a success. The amount of damage increases by 1d4 (both the fire and thunder) and the radius increases by 5 feet for each additional packet of Blasting Powder detonated in the same spot, up to a maximum of five packets. Deals double damage to buildings and structures. Creatures in range of more than one stack of up to 5 explosives at the same time take damage only from the highest damage effect.

Frequently used for mining and other responsible things... until adventurers get their hands on it.

DWARVEN ALCOHOL

Explosive, common

Only dwarves really know if the name of this liquid explosive is a joke or not, but must assume it is an acquired taste. An explosively flammable liquid that comes in a flask, this flask can be splashed across a 5 foot square within 5 feet. Once splashed, it can be ignited by 1 or more fire or lightning damage. When ignited it explodes in a plume of fire, dealing 2d4 fire damage to all creatures within 5 feet of the container, or within a square that has been soaked with it.

GRENADE CASING

Explosive, uncommon

A simple construction of a two chambered projectile (typically made of glass). When you add an Alchemist Fire and an Explosive to its separate compartments, it becomes an incredibly dangerous device. As an action, a character can light this bomb and throw it at a point up to 60 feet away. Creatures within the range of the explosive used must make a Dexterity saving throw against the DC of the explosive used, or take damage equal to the explosion + 1d4 piercing damage + 1d4 fire damage.

NAIL BOMB*Explosive, uncommon*

A brutal instrument, this mixes explosive powder and nails to create a devastating fragmentation device. An exceedingly dangerous device. Heavier and more deadly than other explosives, the primary damage comes from the metal shrapnel (nails) flung in all directions. It can be detonated by dealing 1 fire or lightning damage to it. As an action, a packet of this explosive can be accurately thrown 20 feet, but will not detonate on impact (usually). When it detonates, all creatures within 20 feet of the target point must make a Dexterity saving throw with a DC equal to the crafter's Alchemy DC. On failure, they take 8d4 piercing damage, or half as much on a success.

You can fuse your explosives. When fused, intentionally dealing fire damage to the explosives (or otherwise lighting the fuse) causes it to detonate on a delay, selected from: short (the end of your turn), medium (the start of your next turn), and long (2 rounds, at the start of your turn).

SMOKE POWDER*Explosive, common*

A fine grey powder with large grains and the faint smell of sulfur and charcoal that comes in small packets weighing 1/2 pound.

When ignited by 1 or more fire or lightning damage, it releases a blast of thick black smoke that fills a 20-foot radius. Everything in this smoke is heavily obscured for 2d4 rounds. At the start of your next turn after the number of rounds rolled, the smoke begins to fade leaving everything within the radius lightly obscured, and it clears completely at the start of your next turn after that.

Additional uses of the smoke powder extend the duration of heavy obscurement for an extra 1d4 rounds.

SIMPLE/POTENT/POWERFUL EXPLOSIVE*Explosive, common/uncommon/rare*

A bundled explosive alchemical preparation. It can be detonated by dealing 1 fire or lightning damage to it. As an action, a packet of this explosive can be accurately thrown 20 feet, but will not detonate on impact (usually). When it detonates, all creatures within 10 feet (for common) of the target point must make a Dexterity saving throw with a DC equal to the crafter's Alchemy DC. On failure, they take 1d8 fire + 1d8 thunder damage, or half as much on a success. Creatures in range of more than one explosive take damage only from the highest damage effect.

Name	Radius	Damage
Common	10 feet	1d8 fire + 1d8 thunder.
Potent	15 feet	2d8 fire + 2d8 thunder.
Powerful	20 feet	4d8 fire + 4d8 thunder.

You can fuse your explosives. When fused, intentionally dealing fire damage to the explosives (or otherwise lighting the fuse) causes it to detonate on a delay, selected from: short (the end of your turn), medium (the start of your next turn), and long (2 rounds, at the start of your turn).

MISCELLANEOUS**MAGICAL INK***Component, common/uncommon/rare/very rare/legendary*

Magical ink that is used by Enchanters to create scrolls, made by rendering down magical alchemical ingredients.

ALCHEMY MODIFIERS

The following are alchemical modifiers that can be applied to a potion. All alchemical modifiers require approval from the GM if the modifier will work with a given potion or creation.

Modifier	Difficulty Modifier	Effect
Aerosol	+8	Requires two additional reactive reagents of equal rarity to the rarest reagent of the potion. Rather than drinking it, when uncorked or broken (as an action) it effects all creatures in a 5-foot radius as if they'd consumed it.
Celestial	+3	Requires a common divine essence. Adds the effect of lesser restoration to the potion.
Divine	+6	Requires a rare divine essence. Adds the effect of greater restoration to the potion.
Endothermic	+4	Any fire damage the potion does becomes cold damage
Expansive	+5	Requires an additional common reactive reagent. Expands the area of effect of any area of effect the potion has by 5 feet.
Insidious	+3	The effect of the potions becomes shrouded from magic such as identify. You can make the potion appear as another potion of the same rarity. Another alchemist can identify it by making an Alchemy Check against your Alchemy DC

ADDITIONAL MATERIALS

You can simply load more reagents into any potion, increasing its potency in different ways, though it increases the difficulty. You can make a “custom potion” simply by using these modifiers with no base potion. When you do so, the base DC is 8.

Additional Reagent	Difficulty Modifier	Effect
Common Curative	+2	The potion restores +1d4 hit points when consumed.
Common Reactive	+2	The potion deals +1d4 fire damage when shattered (or consumed).
Common Poisonous	+2	The potion deals +1d4 poison damage when consumed.
Uncommon Curative	+3	The potion restores +2d4 hit points when consumed.
Uncommon Reactive	+3	The potion deals +2d4 fire damage when shattered (or consumed).
Uncommon Poisonous	+3	The potion deals +2d4 poison damage when consumed.
Rare Curative	+4	The potion restores +3d4 hit points when consumed.
Rare Reactive	+4	The potion deals +3d4 fire damage when shattered (or consumed).
Rare Poisonous	+4	The potion deals +3d4 poison damage when consumed.
Very Rare Curative	+5	The potion restores +4d4 hit points when consumed.
Very Rare Reactive	+5	The potion deals +4d4 fire damage when shattered (or consumed).
Very Rare Poisonous	+5	The potion deals +4d4 poison damage when consumed.
Legendary Curative	+6	The potion restores +5d4 hit points when consumed.
Legendary Reactive	+6	The potion deals +5d4 fire damage when shattered (or consumed).
Legendary Poisonous	+6	The potion deals +5d4 poison damage when consumed.

POISONCRAFT

A subdomain of alchemy, the profession of poisoncraft is often seen as the “dark side” of Alchemy. While Alchemy often deals in poisonous reagents, typically speaking they aim to tame the poison, channeling it into useful effects. While capable of making crudely poisonous potions, such things are generally considered failures to an alchemist. To a poisoner, they are considered the art itself.

Poisoncraft shares Shelf Life and Reagents with Alchemy; for details regarding those, see Alchemy.

QUICK REFERENCE

While each step will go into more depth, the quick reference allows you to at a glance follow the steps to make a potion in its most basic form:

- Select a poison that you would like to craft from the “Poison Crafting Table”.
- Acquire the items listed in the materials column for that potion.
- Use your Poisoner’s Kit tool to craft the option using the number of hours listed in the Crafting Time column, or during a long rest using the crafting camp action if the crafting time is 2 hours or less. Poisoncraft items must be crafted in a single session.
- For every 2 hours, make a crafting roll of $1d20 + \text{your Intelligence or Wisdom modifier (your choice)} + \text{your proficiency bonus}$ with a Poisoner’s Kit. You can abort the craft after a bad crafting roll if you wish, this counts as a failure.
- On success, you mark 2 hours of completed time. Once the completed time is equal to the crafting time, the magic item is complete. On failure, the crafting time is lost and no progress has been made during the 2 hours. If you fail 3 times in a row, the crafting is a failure and all materials are lost.

RELATED TOOL & ABILITY SCORE

Poisoncraft works using Poisoner’s Kit. Attempting to craft a potion without these will almost always be made with disadvantage, and proficiency with these allows you to add your proficiency to any poisoncraft crafting roll.

Poisoncraft uses your choice of your Intelligence or Wisdom modifier, representing your path of knowledge to the art of making deadly things deadlier.

APPLYING THE POISON

Applying an Injury poison to a weapon or a Contact poison to an object, requires a poisoner’s kit and proficiency with it. To attempt to apply the poison without a kit, make a DC 15 Dexterity check, adding your proficiency bonus if you are proficient with the poisoner’s kit. On a failure, the poison is not applied and you suffer the effects of the poison.

CRAFTING ROLL

Putting that together means that when you would like to create poison, your crafting roll is as follows:

Poisoncraft Modifier = your Poisoner’s Kit proficiency bonus + your Intelligence or Wisdom modifier (your choice).

POISONCRAFT SAVING THROW

When a poison requires a saving throw, the following is the formula for calculating the saving throw. The saving throw is calculated at the time of creation based on the creators attributes and proficiency, and doesn’t change once it is created.

Poison DC = $8 + \text{your Poisoner’s Kit proficiency bonus} + \text{your Intelligence or Wisdom Modifier (your choice)}$.

SUCCESS AND FAILURE

For Poisoncraft, after you make the crafting roll and succeed, mark your progress on a crafting project. If you succeed, you make 2 hours of progress toward the total crafting time (and have completed one of the required checks for making an item). Checks for Poisoncraft do not need to be immediately consecutive. Failure means that no progress is made during that time. Once an item is started, even if no progress is made, the components reserved for that item can only be recovered via salvage.

If you fail three times in a row, all progress and materials are lost and can no longer be salvaged.

POISONS

Given their insidious and deadly nature, poisons are illegal in most societies but are a favorite tool among assassins, drow, and other evil creatures.

Poisons come in the following four types.

Contact. Contact poison can be smeared on an object and remains potent until it is touched or washed off. A creature that touches contact poison with exposed skin suffers its effects.

Ingested. A creature must swallow an entire dose of ingested poison to suffer its effects. The dose can be delivered in food or a liquid. You might decide that a partial dose has a reduced effect, such as allowing advantage on the saving throw or dealing only half damage on a failed save.

Inhaled. These poisons are powders or gases that take effect when inhaled. Blowing the powder or releasing the gas subjects creatures in a 5-foot cube to its effect. The resulting cloud dissipates immediately afterward. Holding one’s breath is ineffective against inhaled poisons, as they affect nasal membranes, tear ducts, and other parts of the body.

Injury. Injury poison can be applied to weapons, ammunition, trap components, and other objects that deal piercing or slashing damage. An injury poison typically lasts 1 minute on a weapon, and lasts for up to 5 hits. A creature that takes piercing or slashing damage from an object coated with the poison is exposed to its effects.

POISON CRAFTING TABLE

Name	Ingredients	Crafting Time	Checks	Difficulty	Rarity	Value
Dizzying Touch ^K	1 common poisonous reagent 1 common arcane essence 1 glass vial	2 hours	1	DC 14	common	45 gp
Simple Injury Poison ^K	2 common poisonous reagents 1 glass vial	2 hour	1	DC 14	common	40 gp
Simple Inhaled Poison ^K	2 common poisonous reagents 1 common reactive reagent 1 glass vial	2 hour	1	DC 14	common	60 gp
Simple Contact Poison ^K	2 common poisonous reagents 1 glass vial	2 hour	1	DC 14	common	40 gp
Simple Ingested Poison ^K	2 common poisonous reagents 1 glass vial	2 hour	1	DC 12	common	35 gp
Burning Wound ^K	1 uncommon poisonous reagent 1 uncommon reactive reagent 2 common reactive reagents 1 glass vial	2 hours	1	DC 16	uncommon	150 gp
Old Reliable ^K	1 uncommon poisonous reagent 1 common curative reagent 1 glass vial	2 hours	1	DC 14	uncommon	70 gp
Potent Injury Poison ^K	2 uncommon poisonous reagents 1 glass vial	2 hours	1	DC 15	uncommon	100 gp
Potent Inhaled Poison ^K	2 uncommon poisonous reagents 1 uncommon reactive reagents 1 glass vial	2 hours	1	DC 15	uncommon	140 gp
Potent Contact Poison ^K	2 uncommon poisonous reagents 1 glass vial	2 hours	1	DC 15	uncommon	100 gp
Potent Ingested Poison ^K	2 uncommon poisonous reagents 1 glass vial	2 hour	1	DC 14	uncommon	95 gp
Withering Soul ^K	1 uncommon poisonous reagent 1 common arcane essence 1 glass vial	2 hours	1	DC 14	uncommon	100 gp
Crawler Mucus	1 rare poisonous reagents 1 glass vial	2 hours	1	DC 16	rare	250 gp
Fainting Fumes ^K	1 rare poisonous reagent 1 uncommon reactive reagent 2 uncommon poisonous reagents 1 glass vial	4 hours	2	DC 16	rare	415 gp
Essence of Ether	1 rare poisonous reagent 1 glass vial	2 hours	1	DC 17	rare	270 gp
Malice	1 rare poisonous reagent	2 hours	1	DC 16	rare	250 gp
Knockout Poison	3 rare poisonous reagents 1 glass vial	4 hour	2	DC 17	rare	760 gp
Paralyzing Poison ^K	2 rare poisonous reagents 2 uncommon poisonous reagents 1 glass vial	4 hours	2	DC 16	rare	590 gp
Veins of Tar ^K	1 rare poisonous reagent 1 uncommon reactive reagent 1 uncommon supplies 1 glass vial	4 hours	2	DC 15	rare	300 gp
Whispers of Madness ^K	1 rare poisonous reagent 1 uncommon psionic essence 1 glass vial	4 hours	2	DC 16	rare	450 gp
Midnight Tears	1 very rare poisonous reagent 1 crystal vial	4 hours	2	DC 16	very rare	2,300 gp

POISON CRAFTING TABLE (CONT)

Name	Ingredients	Crafting Time	Checks	Difficulty	Rarity	Value
Grievous Injury Poison ^K	1 <i>very rare</i> poisonous reagent 1 <i>crystal vial</i>	4 hours	2	DC 18	<i>very rare</i>	2,380 gp
Slow Death ^K	2 <i>very rare</i> poisonous reagents 1 <i>very rare</i> curative reagent 1 <i>crystal vial</i>	6 hours	3	DC 18	<i>very rare</i>	6,800 gp
Endless Dreams ^K	1 <i>legendary</i> poisonous reagent 2 <i>very rare</i> curative reagents 1 <i>crystal vial</i>	8 hours	4	DC 20	<i>legendary</i>	11,000 gp

BURNING WOUND (INJURY)^K*Poison, uncommon*

Applied to a melee weapon or up to 5 pieces of ammunition. A creature subjected to this poison must make a Constitution saving throw with a DC equal to the crafter's Poison DC.

On failure, the target becomes poisoned for 1 minute. While poisoned this way, a creature takes 1d6 fire damage at the end of each of its turns, and any hit points regained is reduced by half. At the end of each of their turns, they can repeat the saving throw, ending the effect on success.

Once applied, the poison retains potency for 1 minute before drying, and wears off of a weapon after that weapon has delivered the effect 5 times.

CRAWLER MUCUS (CONTACT)*Poison, uncommon*

Applied to an object. The first creature that touches must make a Constitution saving throw with a DC equal to the crafter's Poison DC or be Poisoned for 1 minute. The Poisoned creature is Paralyzed. The creature can repeat the saving throw at the end of each of its turns, Ending the Effect on itself on a success., after which the poison is rubbed off.

DIZZYING TOUCH (CONTACT)*Poison, common*

Applied to an object. The first creature that touches must make a Constitution saving throw with a DC equal to the crafter's Poison DC. On failure, the creature becomes poisoned for 1 minute. While poisoned in this way, they must succeed a Wisdom saving throw at the end of each of their turns or fall prone.

ENDLESS DREAMS (INGESTED)^K*Poison, legendary*

Applied to food or beverage. A creature that consumes this poison must make a Constitution saving throw with a DC equal to the crafter's Poison DC. On failure, the next time the creature falls asleep they enter endless slumber in stasis. They do not wake and can't be roused by any normal means. A creature sleeping in this way doesn't require food or drink, and doesn't age.

This effect can only be ended by greater restoration cast at 7th level or higher, or wish.

ESSENCE OF ETHER (INHALED)^K*Poison, rare*

When released, this poison fills a 5-foot radius around the source. You can accurately throw a vial of it (shattering on impact) at a point up to 30 feet away, or release it by other means. A creature subjected to this poison must make a Constitution saving throw with a DC equal to the crafter's Poison DC.

On failure, the creature becomes Poisoned for 8 hours. The Poisoned creature is Unconscious. The creature wakes up if it takes damage or if another creature takes an action to shake it awake.

If stored as powder, you can throw this powder 5 feet. If stored in a vial, you can throw 30 feet.

FAINTING FUMES (INHALED)^K*Poison, rare*

When released, this poison fills a 10-foot radius around the source. You can accurately throw a vial of it (shattering on impact) at a point up to 30 feet away, or release it by other means. A creature subjected to this poison must make a Constitution saving throw with a DC equal to the crafter's Poison DC. On failure, the target becomes poisoned for 1 hour. If the saving throw fails by 5 or more, the creature is also unconscious while poisoned in this way. The creature wakes up if it takes damage or if another creature takes an action to shake it awake.

GRIEVOUS INJURY POISON (INJURY)^K*Poison, very rare*

Applied to a melee weapon or up to 5 pieces of ammunition.

A creature subjected to this poison must make a Constitution saving throw with a DC equal to the crafter's Poison DC, taking 6d6 poison damage on a failed save, or half as much damage on a successful save.

Once applied, the poison retains potency for 1 minute before drying, and wears off of a weapon after that weapon has delivered the effect 5 times.

KNOCKOUT POISON (INJURY)^K*Poison, rare*

Applied to a melee weapon or up to 5 pieces of ammunition. A creature subjected to this poison must make a Constitution saving throw with a DC equal to the crafter's Poison DC.

On failure, the target becomes poisoned for 1 hour. If the saving throw fails by 5 or more, the creature is also unconscious while poisoned in this way. The creature wakes up if it takes damage or if another creature takes an action to shake it awake.

Once applied, the poison retains potency for 1 minute before drying, and wears off of a weapon after that weapon has delivered the effect 5 times.

PARALYZING POISON (INJURY)^K*Poison, rare*

Applied to a melee weapon or up to 5 pieces of ammunition. A creature subjected to this poison must make a Constitution saving throw with a DC equal to the crafter's Poison DC.

On failure, the target becomes poisoned for 1 minute. A creature is paralyzed while poisoned this way. At the end of each of the creature's turns, it can repeat the saving throw, ending the effect on success.

Once applied, the poison retains potency for 1 minute before drying, and wears off of a weapon after that weapon has delivered the effect 5 times.

MALICE (INHALED)*Poison, rare*

When released (by throwing powder or breaking a vial of it), this poison affects a 5-foot radius from where it was released. A creature subjected to this poison must make a Constitution saving throw with a DC equal to the crafter's Poison DC.

On failure, the creature becomes Poisoned for 1 hour. The Poisoned creature is Blinded.

If stored as powder, you can throw this powder 5 feet. If stored in a vial, you can throw 20 feet.

MIGHTNIGHT TEARS (INGESTED)*Poison, uncommon*

A creature that ingests this poison suffers no Effect until the stroke of midnight. If the poison has not been neutralized before then, the creature must succeed on a Constitution saving throw with a DC equal to the crafter's Poison DC, taking 31 (9d6) poison damage on a failed save, or half as much damage on a successful one.

OLD RELIABLE (INJURY)^K*Poison, uncommon*

Applied to a melee weapon or up to 5 pieces of ammunition. This poison is exceptionally durable, lasting on a weapon for 1 hour and an unlimited number of hits during that time. On hit, weapons with this poison applied deal 1d4 additional poison damage.

POTENT INJURY POISON (INJURY)^K*Poison, uncommon*

Applied to a melee weapon or up to 5 pieces of ammunition. A creature subjected to this poison must make a Constitution saving throw with a DC equal to the crafter's Poison DC.

On failure, they take 2d6 Poison damage and become Poisoned for 1 hour. At the end of a poisoned creature's turn, it can repeat the saving throw, ending the condition on success.

Once applied, the poison retains potency for 1 minute before drying, and wears off of a weapon after that weapon has delivered the effect 5 times.

POTENT INHALED POISON (INHALED)^K*Poison, uncommon*

When released, this poison fills a 10-foot radius around the source. You can accurately throw a vial of it (shattering on impact) at a point up to 30 feet away, or release it by other means. A creature subjected to this poison must make a Constitution saving throw with a DC equal to the crafter's Poison DC.

On failure, they take 2d4 Poison damage and become Poisoned for 1 hour. At the end of a poisoned creature's turn, it can repeat the saving throw, ending the condition on success.

This effect lingers in the area it was released for 1d4 rounds. A strong wind will clear away and disperse the poison. A creature that enters the area for the first time must save against the poison.

POTENT CONTACT POISON (CONTACT)^K*Poison, uncommon*

Applied to an object. The first creature that touches that object after it is applied must make a Constitution saving throw with a DC equal to the crafter's Poison DC.

On failure, they take 4d4 Poison damage and become Poisoned for 1 hour. At the end of a poisoned creature's turn, it can repeat the saving throw, ending the condition on success.

POTENT INGESTED POISON (INGESTED)^K*Poison, uncommon*

A creature subjected to this poison must make a Constitution saving throw with a DC equal to the crafter's Poison DC. On failure, they take 3d6 Poison damage and suffer the poisoned condition for 1 hour.

SIMPLE INGESTED POISON (INGESTED)^K*Poison, common*

Applied to food or beverage. A creature that consumes this poison must make a Constitution saving throw with a DC equal to the crafter's Poison DC. On failure, they take 2d6 Poison damage and suffer the poisoned condition for 1 hour.

SIMPLE INJURY POISON (INJURY)^K*Poison, common*

Applied to a melee weapon or up to 5 pieces of ammunition. A creature subjected to this poison must succeed a Constitution saving throw with a DC equal to the crafter's Poison DC or take 2d4 Poison damage.

Once applied, the poison retains potency for 1 minute before drying, and wears off of a weapon after that weapon has delivered the effect 5 times.

SIMPLE INHALED POISON (INHALED)^K*Poison, common*

When released, this poison fills a 10-foot radius around the source. You can accurately throw a vial of it (shattering on impact) at a point up to 30 feet away, or release it by other means. A creature subjected to this poison must make a Constitution saving throw with a DC equal to the crafter's Poison DC. On failure, they take 2d4 Poison damage.

SIMPLE CONTACT POISON (CONTACT)^K*Poison, common*

Applied to an object. The first creature that touches must make a Constitution saving throw with a DC equal to the crafter's Poison DC or take 2d4 Poison damage, after which the poison is rubbed off.

SLOW DEATH (INGESTED)^K*Poison, very rare*

Applied to food or beverage. A creature that consumes this poison begins to slowly die if they aren't immune to poison. Each time that creature finishes a long rest, its hit point maximum is reduced by 1. If the creature's hit point maximum hit is reduced to 0 by this effect, it dies. While its hit points are less than half of its original maximum, it is poisoned. This effect can be removed by effects that remove the poisoned condition, and can be only be identified by magic or a DC 15 Wisdom (Medicine) check.

If a creature is cured, it regains its lost hit points after it finishes a long rest.

VEINS OF TAR (INGESTED)^K*Poison, rare*

Applied to food or beverage. A creature that consumes this poison must make a Constitution saving throw with a DC equal to the crafter's Poison DC. On failure, they are under the effect of the slow spell for 8 hours. This effect can be removed by effects that remove poison.

WHISPERS OF MADNESS (CONTACT)*Poison, rare*

Applied to an object. The first creature that touches must make a Constitution saving throw with a DC equal to the crafter's Poison DC. On failure, the character becomes

poisoned for 10 minutes, and rolls on the short term madness table. They are under the effect of the rolled madness while poisoned.

WITHERING SOUL (INJURY)^K*Poison, uncommon*

Applied to a melee weapon or up to 5 pieces of ammunition. A creature subjected to this poison must make a Constitution saving throw with a DC equal to the crafter's Poison DC.

On failure, they become Poisoned for 1 minute. While poisoned in this way, a creatures takes 1d4 necrotic damage at the start of their turn, and are under the effect of bane. At the end of a poisoned creature's turn, it can repeat the saving throw, ending the condition on success.

Once applied, the poison retains potency for 1 minute before drying, and wears off of a weapon after that weapon has delivered the effect 5 times.





BLACKSMITHING

Blacksmithing is a popular professional interest of two sorts of adventurers: those that want to hit things with heavy metal objects, and those that want a heavy metal object between them and the thing hitting them.

While often relying on the town blacksmith to do their work for them is a fine option, rolling up your sleeves and doing the work yourself can allow you to express your creativity... and may save you a few coins in the process.

Blacksmithing is slow hard work, but has a higher tolerance for failure than most, and is more dependent on knowing your material, as the templates you work from tend to be common across many of them.

RELATED TOOL

Blacksmithing works using blacksmith's tools. Attempting to craft an item without blacksmith's tools will often be impossible, though a GM may let you use makeshift tools to make a check with disadvantage. Proficiency in blacksmith's tools allows you to add your proficiency bonus to any blacksmithing check.

While Blacksmiths can benefit from their skills in small ways such as sharpening their weapons and retrofitting their gear on the go, many of their crafting options require a fully equipped Forge; a fully equipped Forge entails forge, anvil, and blacksmith's tools.

QUICK REFERENCE

While each step will go into more depth, the quick reference allows you to at a glance follow the steps to make a blacksmith item in its most basic form:

- Select the item that you would like to craft from any of the Blacksmithing Crafting Tables.
- Acquire the items listed in the materials column for that item.
- Use your blacksmith's tools to craft the option using the number of hours listed in the Crafting Time column.
- For every 2 hours, make a crafting roll of $1d20 + \text{your Strength modifier} + \text{your proficiency bonus}$ with blacksmith's tools.
- 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 3 times in a row, the crafting is a failure and all materials are lost.

MAGICAL FORCES

The worlds of the planar multiverse are a fantastical place with many wonders. Sometimes you may find locations that have been constructed in such a way as to leverage powerful primal powers in the forging technique: for example, a forge at the heart of a volcano or atop an ever-frozen glacier, which might imbue items crafted there with special properties.

CRAFTING ROLL

Putting that together means that when you would like to smith an item, your crafting roll is as follows:

Blacksmithing Modifier = your Blacksmith's Tools proficiency bonus + your Strength modifier



SUCCESS AND FAILURE

After you make a crafting roll, if you succeed, you make 2 hours of progress toward the total crafting time (and have completed one of the required checks for making an item).

Checks for Blacksmithing do not need to be immediately consecutive. If you fail three times in a row, all progress and materials are lost and can no longer be salvaged. Failure means that no progress is made during that time.

Once an item is started, even if no progress is made, the components reserved for that item can only be recovered via salvage.

BLACKSMITHING MATERIALS

METALS

Materials	Rarity	Price
Metal Scraps	Trivial	1 sp
Silver Scraps	Trivial	1 sp
Gold Scraps	Common	1 gp
Iron Ingot	Common	1 gp
Steel Chain (2 ft)	Common	1 gp
Steel Ingot	Common	2 gp
Mithril Ingot	Uncommon	30 gp
Adamant Ingot	Uncommon	40 gp
Adamantine Ingot	Uncommon	60 gp
Icesteel Ingot	Uncommon	60 gp
Darksteel Ingot	Uncommon	60 gp
Firesteel Ingot	Uncommon	60 gp

“ICE/DARK/FIRE” STEEL INGOTS

The names for Icesteel, Darksteel, and Firesteel are intentionally generic to better map to unique metals that might be present in your setting, and may have other names. Adamantine and Mithril tend to be widespread (and consequently open source metals), but other more unique metals may vary based on setting.

MAINTENANCE & MODIFICATIONS

While the primary purpose of Blacksmithing is to forge armor and weapons from metal, for an adventurer such events are important milestones that generally will not occur everyday. The following are some tasks that require proficiency with Blacksmith's Tools that provide a more day-to-day utility to the proficiency, giving them minor ways to enhance or adapt their gear.

These are minor crafts can be completed in 2 hours (or as one camp action when using the Kibbles' Camp Actions rules) with the expenditure of 5 gp worth of materials. They can be done as part of a long rest, but have limitations the normally crafted items do not (such as a maximum stockpile of minor crafts).

The following are “minor crafting options” for Blacksmiths:

MAINTAIN GEAR

One of the perks of having a blacksmith in the field is their ability to keep gear in its best condition, giving you an edge (sometimes literally) in the quality of your gear and weapons. Over the course of 2 hours, a Blacksmith can maintain a number of weapons or sets of armor equal to their proficiency bonus, granting each weapon or armor maintained a special d6 Quality Die.

For a weapon, this can be rolled and added to an attack or damage roll, representing a case where the perfect state of the gear turned a miss into a hit or dealt a bit of extra damage. For a set of armor, the die can be rolled when hit by an attack, and the damage taken from that attack can be reduced by that amount.

Rolling this die doesn't require an action, but once rolled it is spent and can't be regained until the blacksmith maintains that armor or weapon again.

MODIFY ARMOR

While the field crafting of armor is often not possible, you can make smaller adjustments on the go. Over the course of 2 hours, you can turn a set of plate mail into a half plate or a breastplate, refit a set of heavy or medium armor to fit another user that is equal in size or smaller than the original user.

MODIFY WEAPON

Every adventure has slightly different preferences in their gear, and your skills allow you make slight modifications to nonmagical weapons made of metal. These modifications take 2 hours, require a heat source, and require you to pass a DC 14 blacksmithing tool's check (on failure, the weapon is damaged and has a -1 penalty to its attack rolls until fixed). You can perform one of the following modifications:

- You can weight a weapon, giving it the heavy property. If it did not already have the two-handed property, it gains the two-handed property.
- You can remove the heavy property from a weapon, reducing its damage dice by d2.
- You can add the light property to a weapon without the heavy property, reducing its damage dice by d2.
- You can silver the weapon (requires 5 silver scraps, doubled for two handed weapons).

NOTE: IMPERFECT RESULTS

Using this method will make some... bad weapons. That is largely intentional. If you want to make a more functional weapon, you can make it from scratch using the Weapon Template. This represents quick hacks to an existing weapon.

REPAIR GEAR

Sometime in the course of adventuring, weapons or armor will become severely damaged, suffering a penalty to its attack rolls or AC. Over the course of 2 hours, you can repair this damage, though at the discretion of the GM you may need other materials to perform this task if it is heavily damaged. Weapons that are entirely broken (such as a snapped sword) are generally beyond simple repair.

SIMPLE WEAPONS

Name	Materials	Crafting Time	Checks	Difficulty	Rarity	Value
Dagger	0.5 <i>ingot</i>	2 hours	1	DC 10	Common	3 gp
Handaxe	1 <i>ingot</i> 1 <i>short haft</i>	2 hours	1	DC 11	Common	5 gp
Javelin	1 <i>ingot</i> 1 <i>short haft</i>	2 hours	1	DC 9	Common	3 gp
Light Hammer	1 <i>ingot</i> 1 <i>short haft</i>	2 hours	1	DC 9	Common	3 gp
Mace	2 <i>ingots</i> 1 <i>short haft</i>	2 hours	1	DC 9	Common	5 gp
Sickle	1 <i>ingot</i> 1 <i>short haft</i>	2 hours	1	DC 10	Common	4 gp
Spear	1 <i>ingot</i> 1 <i>long haft</i>	2 hours	1	DC 9	Common	3 gp

MARTIAL WEAPONS

Name	Materials	Crafting Time	Checks	Difficulty	Rarity	Value
Battleaxe	3 <i>ingots</i> 1 <i>short haft</i>	4 hours	2	DC 12	Common	10 gp
Flail	2 <i>ingots</i> 1 <i>short haft</i> 1 <i>short chain</i>	4 hours	2	DC 12	Common	10 gp
Glaive	4 <i>ingots</i> 1 <i>long haft</i>	4 hours	2	DC 13	Common	20 gp
Greataxe	8 <i>ingots</i> 1 <i>short haft</i>	4 hours	2	DC 13	Common	30 gp
Greatsword	10 <i>ingots</i>	4 hours	2	DC 15	Common	50 gp
Halberd	4 <i>ingots</i> 1 <i>long haft</i>	4 hours	2	DC 13	Common	20 gp
Longsword	4 <i>ingots</i>	4 hours	2	DC 14	Common	15 gp
Maul	8 <i>ingots</i> 1 <i>short haft</i>	4 hours	2	DC 12	Common	25 gp
Morning Star	4 <i>ingots</i> 1 <i>short haft</i>	4 hours	2	DC 14	Common	15 gp
Pike	3 <i>ingots</i> 1 <i>long haft</i>	4 hours	2	DC 12	Common	15 gp
Rapier	1 <i>ingot</i>	4 hours	2	DC 15	Common	25 gp
Scimitar	2 <i>ingots</i>	4 hours	2	DC 14	Common	25 gp
Shortsword	2 <i>ingots</i>	4 hours	2	DC 12	Common	10 gp
War Pick	2 <i>ingots</i> 1 <i>short haft</i>	4 hours	2	DC 12	Common	10 gp
War Hammer	4 <i>ingots</i> 1 <i>short haft</i>	4 hours	2	DC 12	Common	15 gp

ARMOR

Name	Materials	Crafting Time	Checks	Difficulty	Rarity	Value
Chain Shirt	5 <i>ingots</i>	14 hours	7	DC 13	common	50 gp
Scale Mail	8 <i>ingots</i> 1 <i>armor padding</i>	14 hours	7	DC 12	common	50 gp
Breastplate	10 <i>ingots</i>	16 hours	8	DC 16	common	400 gp
Half Plate	16 <i>ingots</i> 1 <i>armor padding</i>	28 hours	14	DC 17	common	750 gp
Ring mail	4 <i>ingots</i> 1 <i>armor padding</i>	10 hours	5	DC 11	common	30 gp
Chain mail	9 <i>ingots</i> 1 <i>armor padding</i>	14 hours	7	DC 13	common	75 gp
Splint	12 <i>ingots</i> 1 <i>armor padding</i>	28 hours	14	DC 14	common	200 gp
Plate	30 <i>ingots</i> 1 <i>armor padding</i>	56 hours	28	DC 17	common	1,500 gp

DEFENSIVE ITEMS

Name	Materials	Crafting Time	Checks	Difficulty	Rarity	Value
Shield	2 <i>ingots</i>	6 hours	3	DC 10	common	10 gp
Tower Shield ^K	8 <i>ingots</i>	10 hours	5	DC 13	common	50 gp
Spiked Shield ^K	3 <i>ingots</i>	8 hours	4	DC 14	common	40 gp
Bracers ^K	2 <i>ingots</i>	4 hours	2	DC 13	common	15 gp

Shields and bracers can't benefit from armor crafting modifications.

MISCELLANEOUS GEAR

Name	Materials	Crafting Time	Checks	Difficulty	Rarity	Value
Bell	2 <i>metal scraps</i>	2 hours	1	DC 9	common	1 gp
Bucket	4 <i>metal scraps</i>	2 hours	1	DC 5	common	3 sp
Ring	1 <i>ingot</i>	2 hours	1	DC 8	common	2 gp
Horseshoe (4)	2 <i>ingots</i>	4 hours	2	DC 10	common	5 gp
Chain (5 ft)	1 <i>ingot</i>	4 hours	2	DC 10	common	3 gp
Caltrops	1 <i>iron ingot</i>	2 hours	1	DC 8	common	1 gp
Ball Bearings	1 <i>iron ingot</i>	2 hours	1	DC 8	common	1 gp
Iron Pot	1 <i>iron ingot</i>	2 hours	1	DC 9	common	2 gp
20 x Pitons	1 <i>iron ingot</i>	2 hours	1	DC 8	common	1 gp
10 x Iron Spike	2 <i>iron ingots</i>	2 hours	1	DC 8	common	1 gp
Manacles	2 <i>ingots</i> 1 <i>lock</i> 1 <i>chain (5 feet)</i>	2 hours	1	DC 12	common	20 gp
Helmet*	2 <i>ingots</i>	8 hours	4	DC 12	common	12 gp

The effects of a helmet are included in armor, this entry is largely to allow for standalone helmet creation for enchanters.

TOOLS

Name	Materials	Crafting Time	Checks	Difficulty	Rarity	Value
Blacksmith's Tools	4 <i>ingots</i> 2 <i>parts</i>	8 hours	4	DC 11	common	20 gp
Carpenter's Tools	2 <i>ingots</i> 1 <i>parts</i>	6 hours	3	DC 12	common	8 gp

COMPONENTS AND MATERIALS

Name	Materials	Crafting Time	Checks	Difficulty	Rarity	Value
Adamantine Ingot	1 steel ingot 1 adamant ingot <i>requires magical forge</i>	2 hours	1	DC 15	uncommon	60 gp
Parts	5 metal scraps	4 hours	2	DC 9	common	2 gp
5 x Buckle	5 metal scraps	2 hours	1	DC 8	common	1 gp
20 x Metal Scraps	1 ingot	2 hours	1	DC 5	common	2 gp
Ingot	20 metal scraps	2 hours	1	DC 5	common	2 gp
10 x Iron Ingots ^s	10 ore	4 hours	2	DC 5	common	10 gp
10 x Steel Ingots ^s	10 ore 1 supplies	4 hours	2	DC 8	common	20 gp
Silver Ingot	20 silver scraps	2 hours	1	DC 5	common	2 gp
20 x Silver Scraps	1 silver ingot	2 hours	1	DC 5	common	2 gp
Fancy Parts	1 ingot	4 hours	2	DC 12	common	10 gp
Gold Ingot	20 gold scraps	2 hours	1	DC 5	common	20 gp
20 x Gold Scraps	1 gold ingot	2 hours	1	DC 5	common	20 gp
Mithril Ingot ^s	1 mithril ore	2 hours	1	DC 15	uncommon	30 gp
Adamantine Ingot ^s	1 adamant ore	2 hours	1	DC 16	uncommon	60 gp
Icesteel Ingot ^s	1 icesteel ore 1 common primal essence	2 hours	1	DC 16	uncommon	60 gp
Firesteel Ingot ^s	1 firesteel ore 1 common primal essence	2 hours	1	DC 16	uncommon	60 gp
Darksteel Ingot ^s	1 darksteel ore 1 common arcane essence	2 hours	1	DC 16	uncommon	60 gp

^s Smelting ore requires specialized facilities. This can usually be accomplished in a fully equipped smithy, but consult your GM for where it might be appropriate. Adventurers rarely smelt their own ore; these are included primarily for informational purposes. Smelting magical ores may require more specialized facilities or locations.

FIREARMS*

Name	Materials	Crafting Time	Checks	Difficulty	Rarity	Value
10 x Thunder Cannon Ammo	2 ingots	2 hours	1	DC 15	common	20 gp
20 x Firearm ammunition	2 lead ingots 1 packet of blasting powder	4 hours	2	DC 15	uncommon	80 gp
Pistol	3 ingots 4 parts 2 fancy parts	16 hours	8	DC 16	uncommon	250 gp
Musket	6 ingots 4 parts 2 fancy parts	16 hours	8	DC 17	uncommon	400 gp
Shotgun	8 ingots 4 parts 2 fancy parts 2 esoteric parts	32 hours	16	DC 19	uncommon	2,425 gp
Thunder Cannon ^k	6 ingots 2 uncommon primal essence 2 uncommon arcane essence 4 parts 2 fancy parts 1 esoteric part	8 hours	4	DC 17	uncommon	1,000 gp

*Firearms and Thunder Cannons are not found in all settings. Consult your GM.

CUSTOM WEAPON GUIDE

At first glance, it seems that the weapon selection in 5e is quite limited, but with a little knowledge of the system, you can largely expose that template that builds those weapons, and from there, well, the opportunities are limitless! When you would like to craft a template weapon, just follow the steps below:

WEAPON CREATION TEMPLATE

To create a weapon go through five steps to determine the final damage and properties of the weapon. Adding a d2 means increasing the die by one size (e.g. a d6 + d2 = d8) and the converse for subtracting a d2.

STEP 1: SELECT ONE OF...

Property	Base Damage Die	Crafting Modifier	Material Modifier	Notes
Simple	d6	12 Base DC	1 ingot	—
Martial	d8	15 Base DC	3 ingots	Becomes a martial weapon

STEP 2: SELECT ONE OF...

Property	Weapon Modifier	Crafting Modifier	Material Modifier	Notes
Light	-d2	+1 Base DC	-1 ingot	—
None	—	—	—	—
Versatile	—	+1 Base DC	+1 ingot	+d2 when wielded with two hands
Two-Handed	+d2	—	2x ingots	—

STEP 3: SELECT ALL THAT APPLY...

Property	Weapon Modifier	Crafting Modifier	Material Modifier	Notes
Reach	-d2	+2 Base DC	-1 ingot + 1 long haft	—
Finesse	-d2	+3 Base DC	-1 ingot	No damage die cost if the weapon is light or has no other properties
Thrown	—	+2 Base DC	—	—
Heavy	+d2	+1 Base DC	+4 ingots	Requires two-handed

STEP 4: SET DAMAGE DIE/DICE...

You can divide your damage die into smaller dice that equal the same total. For example, a d12 can become 2d6 or be reduced again to 3d4. Each time you do this, the crafting Base DC increases by +1. You can't divide dice to be lower than d4.

STEP 5: SELECT DAMAGE TYPE

Type	Effect
Slashing	Deals Slashing Damage
Piercing	Deals Piercing Damage
Bludgeoning	Deals Bludgeoning Damage

BONUS STEP: MODIFIERS AND MATERIALS

You can additionally add Material Modifiers and Crafting Modifiers to template weapons. These modifiers may add additional properties as listed by the modifier, and their difficult modifier is incorporated into the weapon.

NOTES:

- Throw can be ranged weapons instead of melee weapons. (Example: Dart)
- The GM can waive the restriction on heavy property requiring two-handed property but should be aware it opens the door to combining feats for great weapons with the use of shields.
- Add one short haft for axes, maces or similar.
- Weapons made of metal require a minimum of half an ingot (like a dagger), even if the table would reduce them zero.

EXAMPLE TEMPLATE WEAPONS

SIMPLE WEAPONS

Weapon	Cost	Damage	Weight	Properties
Finesse Spear ^K	3 gp	1d4 piercing	2 lbs.	Finesse, Versatile (1d6)
Sturdy 10-Foot Pole ^K	1 sp	1d6 bludgeoning	5 lbs.	Reach, Two-handed
Chain ^K	5 gp	1d4 bludgeoning	10 lbs.	Reach
Heavy Greatclub ^K	3 gp	1d10 bludgeoning	15 lbs.	Two-handed, Heavy
Brass Knuckles ^K	2 sp	1d4 bludgeoning	2 lbs.	Light

MARTIAL WEAPONS

Weapon	Cost	Damage	Weight	Properties
War Spear ^K	5 gp	1d8 piercing	2 lbs.	Versatile (1d10)
Long Chain Flail ^K	15 gp	1d6 piercing	12 lbs.	Reach
Finesse Glaive ^K	25 gp	1d4 slashing	5 lbs.	Versatile (1d6), Reach, Finesse
Saber ^K	15 gp	1d8 slashing	2 lbs.	Finesse
Broadsword ^K	8 gp	2d4 slashing	3 lbs.	—
Katana ^K	15 gp	1d6 slashing	2 lbs.	Versatile (2d4), Finesse
Cestus ^K	2 gp	1d6 bludgeoning	1 lb.	Light

EXAMPLE TEMPLATE WEAPON CRAFTING

SIMPLE WEAPONS

Name	Materials	Crafting Time	Checks	Difficulty	Rarity	Value
Finesse Spear ^K	1 <i>ingot</i> 1 <i>long haft</i>	2 hours	1	DC 15	Common	13 gp
Sturdy 10-Foot Pole ^K	1 <i>extra long haft</i>	0 hours	0	DC 0	Common	1 sp
Chain ^K	2 <i>ingots</i>	2 hours	1	DC 14	Common	5 gp
Heavy Greatclub ^K	2 <i>ingots</i> 3 <i>short hafts</i>	2 hours	1	DC 14	Common	12 gp
Brass Knuckles ^K	1 <i>ingot</i>	2 hours	1	DC 13	Common	10 gp

MARTIAL WEAPONS

Name	Materials	Crafting Time	Checks	Difficulty	Rarity	Value
War Spear ^K	4 <i>ingots</i> 1 <i>long haft</i>	4 hours	2	DC 16	Common	110 gp
Long Chain Flail ^K	2 <i>ingots</i> 1 <i>short haft</i> 1 <i>chain</i>	4 hours	2	DC 17	Common	110 gp
Finesse Glaive ^K	1 <i>ingot</i> 1 <i>long haft</i>	4 hours	2	DC 21	Common	450 gp
Saber ^K	2 <i>ingot</i>	4 hours	2	DC 18	Common	170 gp
Broadsword ^K	3 <i>ingots</i>	4 hours	2	DC 15	Common	42 gp
Katana ^K	3 <i>ingots</i>	4 hours	2	DC 20	Common	175 gp
Cestus ^K	2 <i>ingots</i>	4 hours	2	DC 16	Common	70 gp

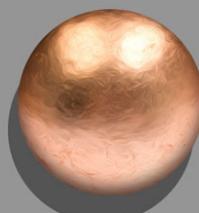
- Custom Weapons are a bit more expensive than normal weapons. This is a reflection of their customization and greater difficulty to craft, is derived from their crafting DC.



BRASS



BRONZE



COPPER



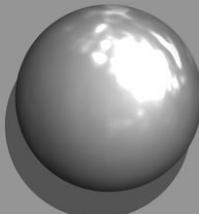
ELECTRUM



GOLD



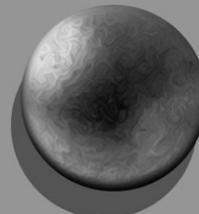
PLATINUM



SILVER



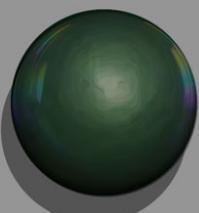
STEEL



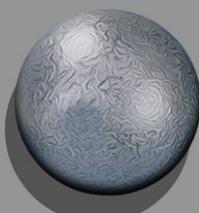
IRON



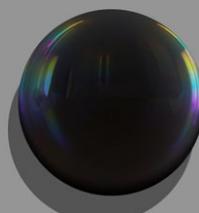
COLD IRON



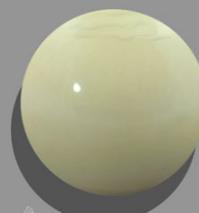
ADAMANTINE



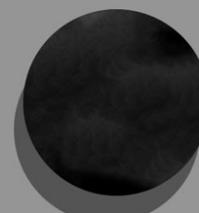
MITHRAL



ADAMANT



ICESTEEL



DARKSTEEL

MATERIAL MODIFIERS

Metal	Difficulty Modifier	Weapon Effect	Armor Effect
Bronze	-3	Weapons forged from Bronze are inferior, having -1 to attack and damage rolls. Gains the Fragile property.	Armor forged from bronze is inferior, having a -1 penalty to its AC. Gains the Fragile property.
Cold Iron (Meteoric Iron)	-2	Gains the Fragile property.	Gains the Fragile property.
Adamantine	+7	Gains the "Special: Critical Strikes with this weapon permanently damage nonmagical weapons, shields or armor of the defending creature that are not forged from Adamantine (reducing the attack roll of a weapon or the AC of armor by 2)".	While you're wearing it, any critical hit against you becomes a normal hit.
Mithral	+5	A weapon with the heavy property forged from it loses the heavy property. If the weapon didn't have the heavy property, it gains the light property. The DC of an Enchanter applying an Enchantment to it is reduced by 4, and it always counts as having 1 common essence of any type as part of the craft	If the armor normally imposes disadvantage on Dexterity (Stealth) checks or has a Strength requirement, the mithral version of the armor doesn't. Easier for Enchancers to Enchant.
Dark Steel	+6	You have advantage on attack rolls while in darkness wielding Darksteel weapons.	Perception checks relying on sight have disadvantage against you when you are in dim light or darkness while wearing this armor.
Ice Steel	+6	A weapon forged from icesteeel deals an extra 1d4 cold damage on hit.	Wearing armor forged from icesteeel grants resistance to Fire damage.
Fire Steel	+6	A weapon forged from firesteel deals an extra 1d4 fire damage on hit.	Wearing armor forged from firesteel grants resistance to Cold damage.

CRAFTING MODIFIERS

Modifier	Difficulty Modifier	Weapon Effect	Armor Effect
Aerodynamic	+4	The weapon gains the Thrown (10/30) property if it doesn't have the Thrown property. If it has the Thrown property, the range increases by 10/30 feet instead.	Your falling speed increases to 520 feet per round while wearing this armor.
Double Bladed	+10	The weapon's damage die is reduced by d2. Adds the "Special: You can use a bonus action immediately after to make a single melee attack with it. This attack deals 1d4 slashing damage on a hit"	—
Weighted (Dwarven)	+4	A weapon with the light property forged from it loses the light property. If the weapon didn't have the light property, it gains the heavy property.	If an Effect moves you against your will along the ground while wearing this armor, you can use your Reaction to reduce the distance you are moved by up to 10 feet. The weight of the armor is increased by 50%
Elven	+5	The weapon gains the Finesse property.	You are considered proficient with this armor even if you lack proficiency
Fragile	N/A	A Fragile weapon breaks on an attack roll of 1 against an armored target (a target wearing armor or with the natural armor property) if that armor doesn't have the Fragile property.	A Fragile set of armor is destroyed when you take a critical strike from a creature wielding a weapon without the Fragile property.
Hardened	+4	The weapon's Quality Die when maintained becomes a d12	The armor's Quality Die when maintained becomes a d12.
Lance	+2	Requires two-handed weapon with reach. The weapon becomes one handed and its base damage die increases by d2, but you have disadvantage when you use a lance to attack a target within 5 feet of you. Also, a lance requires two hands to wield when you aren't mounted.	—
Masterwork	+6 ^{MW}	A Masterwork weapon gains +1 to attack rolls. Removes the fragile property if present.	A set of Masterwork armor gains a Damage Reduction ^{DR} value of 2. Removes the fragile property if present.
Segmented	+4	—	The armor can be donned or doffed in half as much time
Slotted	+2	This weapon can hold 1 magical gem crafted by an Enchanter	This armor can hold 1 magical gem crafted by Enchanter.
Spiked	+4	If a weapon deals bludgeoning damage, it now deals piercing damage.	Attackers that strike you with unarmed strikes or natural weapons take 1d4 piercing damage. A creature that ends its turn while grappling you takes 1d4 piercing damage.

• ^{MW} Masterwork: Failing a crafting roll for Masterwork doesn't cause a failure, but the resulting weapon is only a Masterwork if all crafting rolls succeed pass the DC of Masterwork. An item is automatically masterwork if every roll qualified for a Masterwork version.

• ^{DR} Damage Reduction: While you are wearing armor, bludgeoning, piercing, and slashing damage that you take from nonmagical weapons is reduced by the value of your Damage Reduction to a minimum of 1.

SUPPLEMENTAL MODIFIERS

Modifier	Materials Needed	Difficulty Modifier	Weapon Effect	Armor Effect
Magical	2 common arcane essences 2 uncommon arcane essence*	+8 ^{Magic}	Weapon adds +1 to attack and damage rolls.	Armor AC is increased by +1.
Silvered	+5 silver scraps*	+2	This weapon is considered silvered for the purposes of overcoming damage resistance.	This armor is shiny

• Supplemental Materials are doubled for weapons with the two-handed property or armor.

• ^{Magic} Magic: Difficulty modifier is reduced to +3 if combined with Mithral or Adamantine material modifiers.

ADDITIONAL ITEMS

TOWER SHIELD

Common

This is a massive unwieldy shield. While carrying it, your speed is reduced by 10 feet. At the end of each of your turns, pick a direction. You have half cover from attacks in a cone that direction. Alternatively, you can pick a single target, tracking the movement. You have half cover against attacks from that target (and only that target).

SPIKED SHIELD

Common

Your shield is considered a martial melee weapon, dealing 1d4 damage on hit.

BRACERS

Common

While wearing bracers and not using a shield, as a reaction to being hit by an attack, you can attempt to parry the attack with your bracer, adding +2 AC bonus against the triggering attack.

ADAMANTINE BRACERS

Uncommon

While wearing bracers and not using a shield, as a reaction to being hit by an attack, you can attempt to parry the attack with your bracer, adding +2 AC bonus against the triggering attack. If this causes your AC to be exactly equal to the attack roll and the attacking weapon is made of a common metal, the attacking weapon is destroyed.

THUNDER CANNON

Requires attunement

The principle weapon of a Thundersmith. Deals 1d12 piercing damage, and has the Ammunition (60/180), Two-Handed, Loud, and Stormcharged properties.

- **Stormcharged.** When you use an action, bonus action, or reaction to attack with a Stormcharged Weapon, you can make only one Attack regardless of the number of attacks you can normally make. If you could otherwise make additional attacks with that action, the weapon deals an extra 3d6 lightning or thunder damage per attack that was foregone.
- **Loud.** Your weapon rings with thunder that is audible within 300 feet of you whenever it makes an attack.



BEYOND THE SYSTEM

While blacksmithing allows for a huge amount of custom creation, there will always be new things beyond the system.

The following is some guidelines for how to make something beyond the system.

- Trivial items should be composed of metal scraps, and have a DC in the range of 8–12. These represent things blacksmiths can easily make. Common items should require ingots, and have a DC of 12–18 depending if they are simple or exotic. Uncommon and rarer items should have uncommon and rarer materials matching their rarity.
- Blacksmithing alone can make magical weapons only to the extent that magical components are used.
- If you would like Blacksmithing alone to make fully magical swords, you can largely just take the materials from an equivalent enchanting recipe and add them to materials of the weapon, and then take the higher of the difficulty and crafting time of the projects.

WORK TOGETHER AND BE REASONABLE

The system is, by its nature, extremely extensible. Great pains have been taken to make things as “balanced” as possible. But this doesn’t mean the rules transcend common sense. As a player, tell your GM what you want to make and be open to adjustments to how it would work. As a GM, tell players how their projects will work from the start, and be open to the idea they can make cool things... these crafted items are part of their “loot” and don’t need to be “power neutral” as long as they aren’t breaking anything.





COOKING

Adventures need to eat. While some are content to eat the same stale old rations, some prefer to apply their skills to be kept well fed... even in the depths of a dungeon where fresh ingredients can be... strange.

Not only can someone with talent produce tasty treats, but being well fed can have a variety of benefits... particularly when eating correctly prepared magical ingredients.

QUICK REFERENCE

While each step will go into more depth, the quick reference allows you to at a glance follow the steps to make a meal in its most basic form:

- Acquire a fresh ingredient by harvesting or finding it.
- Review the Recipe Tables for Feasts, Snacks or Rations that ingredient would qualify for, and gather the other materials needed listed in the Materials column.
- Use your cook's utensils tool to craft the option using the number of hours listed in the Crafting Time column, or use the crafting camp action, during a long rest, if the crafting time is 2 hours or less. Meals must be crafted in a single crafting session. All meals require a heat source (such as a campfire).
- For every 2 hours, make a crafting roll of $1d20 + \text{your Wisdom modifier} + \text{your proficiency bonus}$ with cook's utensils. You can abort the craft after a bad crafting roll if you wish, this counts as a failure.

- On success, you mark 2 hours of completed time. Once the completed time is equal to the crafting time, the meal is complete. On failure, the crafting time is lost and no progress has been made during the 2 hours. If you fail 3 times in a row, the crafting is a failure and all materials are lost.

RELATED TOOL & ABILITY SCORE

Cooking works using cook's utensils. Attempting to craft a meal without these will almost always be made with disadvantage, and proficiency with these allows you to add your proficiency to any cooking crafting roll. Cooking uses your Wisdom modifier.

DURATION

The duration a meal remains edible depends on the type of meal made. A feast must be consumed within an hour, a snack lasts for 1 day, and rations lasts 1 month.

INGREDIENTS

The materials for cooking are fresh ingredients and supplies. A fresh ingredient is something you harvest that can increase the quality of your food and sometimes provide supernatural boosts beyond mere satiation. Staples include seasonings, spices, flour or even turnips! Foods that last awhile can be cooked into perfectly fine meals, but have less benefits than

eating a good meal. Some ingredients additionally have the exotic property, and may confer special effects.

GENERAL SYSTEM, SPECIFIC EXAMPLES

Like with all aspects, this crafting system does not attempt to provide systematic specific examples (though they are provided in the appendix), but rather a system that allows you to know the outcome of anything you could cook. For example, a party could acquire 1 common fresh ingredient by harvesting a Hook Horror, and then combine that with 1 common supplies to cook either Hook Turkey Sandwiches or Murder Chicken Tenders, but the benefit from either example would still fall into a Monstrosity Meat Quality Meal category (one step above standard rations).

INGREDIENT EXPIRATION

Normal Ingredients expire very quickly, and must be used within 24 hours of being harvested or they become unusable. Preserved rations would fall into the staples category and cannot typically be used to cook anything besides basic meals.

The ability to gain any sort of magical benefit is linked to its freshness; even well prepared preserved foods provide only the benefit of a Basic Meal (which is a satisfying and good tasting meal, but its benefits are not otherwise magical).

Unlike Fresh Ingredients, Staples last significantly longer and do not need to have their expiration tracked for the purposes of this system.

SATIATION

The magical benefits you get consuming rare and magical foods cannot be gained again until 24 hours have passed for any particular food. When combined with the ingredient expiration above, this typically means that any ingredient collected is only good for a single meal; this is intentional. You can harvest more if you wish, but cooking naturally is a profession of fleeting achievement and fickle opportunity.

CRAFTING ROLL

Putting that together means that when you would like to create a meal, your crafting roll is as follows:

Cooking Modifier = your Cook's Utensils proficiency bonus + your Wisdom modifier

SUCCESS AND FAILURE

For cooking, all crafting rolls must be made consecutively. Make all checks listed for the items. If you succeed a greater number of times than you fail, the meal is successfully completed, otherwise, it is inedible and all ingredients are lost.

EXOTIC INGREDIENTS

While standard meals are made from a selection of ingredient types and generally a seasoning, exotic ingredients have specialized effects. When making a meal from these ingredients, the meal's effect is a combination of the effect of the exotic ingredients added.

An Exotic Meal (meal cooked entirely from exotic ingredients) doesn't need a recipe and has a crafting time of 1 hour, and the difficulty is the difficulty of all the exotic ingredients added

together, with 1 check needed per exotic ingredient added.

Exotic ingredients can be combined with a standard meal by adding the DC of the standard meal to the combined difficulty of the exotic ingredients added. This can cause unusual meals and frequently has unattainably high difficulty to make it work, as adding random new components to meals typically wrecks the taste.

BASIC COOKING & CAMP ACTIONS

While the rules present a handful of ways to use cooking for more exotic ends, the most common application of cooking is just to produce an edible meal during a long rest—something any adventuring group would welcome. This is called a Quality Meal and provides greater benefit than rations, though the benefits it provides are not magical, and merely stem from it being a satisfying meal. You can do so by expending 1 fresh ingredient of any type and 1 common supplies to feed up to 5 allies or willing creatures, or by spending common supplies per creature being cooked for. These materials must have been purchased within the last week. Any creature, even one not proficient with cook's utensils can take this action.

You and all willing creatures (willing to eat your cooking) regain an additional Hit Die (up to their maximum). If you have proficiency with cook's utensils, creatures regain additional Hit Dice equal to your Proficiency bonus.

PURCHASING MATERIALS

Due to the rules on ingredient freshness, typically ingredients cannot be purchased in a way that is relevant for cooking recipes. You can purchase Supplies (of any type) that can be used to make Basic Meals.

Rarity	Material Price
Supplies (Salt, Staples, etc)	1 gp
Uncommon Supplies (Uncommon spices, oils, rare seeds, etc)	10 gp
Rare Supplies (Hard to get luxury goods)	100 gp

HARVESTING INGREDIENTS

Unlike other things, you can harvest from monsters, as there's little chance of failure in harvesting. There's generally more to harvest than meaningfully used. You can consume Monstrosity, Dragon, Beast and Plant Type creatures for magical benefits. However, your GM may allow other creature types as special delicacies at their discretion.

Monster CR	Gathered Ingredients
1/4–4	Common
5–8	Uncommon
9–12	Rare
13–16	Very Rare
16–20	Legendary

FEAST CRAFTING TABLE

Name	Materials	Crafting Time	Checks	Difficulty	Rarity	Value
Common Feast (Quality Meal) ^K	1 common fresh ingredient 1 common supplies	1 hour	1	DC 8	common	3 gp
Enhancing Feast ^K	1 uncommon fresh ingredient 1 uncommon supplies 2 common supplies	2 hours	1	DC 14	uncommon	15 gp
Meat Feast ^K	1 uncommon meat 1 uncommon supplies 2 common supplies	2 hours	1	DC 14	uncommon	15 gp
What Doesn't Kill You... Feast ^K	1 uncommon meat from a creature that deals poison damage 2 uncommon poisonous reagents 1 uncommon supplies 2 common supplies	2 hours	1	DC 16	uncommon	110 gp
Seaworthy Bouillabaisse ^K	1 uncommon meat from a creature with a swimming speed greater than its walking speed 2 uncommon supplies 2 common supplies	2 hours	1	DC 12	uncommon	25 gp
Wondrous Feast ^K	1 rare fresh ingredient 1 uncommon reagent (any) 1 rare supplies 1 uncommon supplies 2 common supplies	2 hours	1	DC 16	rare	150 gp
Hearty Meat Feast ^K	1 rare meat 1 uncommon reagent (any) 1 rare supplies 1 uncommon supplies 2 common supplies	2 hours	1	DC 16	rare	150 gp
Elementally Fortifying Feast ^K	1 rare meat from a creature with an elemental resistance or immunity 2 uncommon reactive reagent 1 common primal essence 2 rare supplies 2 uncommon supplies 2 common supplies	2 hours	1	DC 16	rare	325 gp
Heroes' Feast ^K	4 rare curative reagent 2 uncommon divine essence 4 rare supplies 4 supplies	4 hours	2	DC 18	rare	1,500 gp
Superb Feast ^K	1 very rare fresh ingredient 1 rare reagent (any) 2 rare supplies 2 uncommon supplies 2 common supplies	4 hours	2	DC 18	very rare	300 gp
Superb Meat Feast ^K	1 very rare meat 1 rare reagent (any) 2 rare supplies 2 uncommon supplies 2 common supplies	4 hours	2	DC 18	very rare	300 gp



Legendary Meat Feast ^K	1 legendary meat 1 very rare reagent (any) 3 rare supplies 3 uncommon supplies 1 common supplies	6 hours	3	DC 20	legendary	3,000 gp
Legendary Feast ^K	1 legendary fresh ingredient 1 very rare reagent (any) 3 rare supplies 3 uncommon supplies 1 common supplies	6 hours	3	DC 20	legendary	3,000 gp

SNACK CRAFTING TABLE

Name	Materials	Crafting Time	Checks	Difficulty	Rarity	Value
Flame Breathing Jerky ^K x 5	1 uncommon or rarer meat from a creature that is immune to fire damage 2 uncommon reactive reagents 1 rare supplies	6 hours	3	DC 15	uncommon	250 gp
Mint Chew ^K x 5	2 uncommon curative reagent 1 uncommon supplies	4 hours	2	DC 14	uncommon	100 gp
Morph Cookies ^K x 5	1 ingredient harvested from a shapeshifter 1 rare supplies 1 uncommon supplies 1 common supplies	2 hours	2	DC 15	uncommon	125 gp
Seeing Sticks ^K x 5	1 ingredient from a creature with blindsight or tremorsense 1 uncommon reactive reagent 1 rare supplies 1 common supplies (optional)	4 hours	2	DC 15	uncommon	150 gp
Quickenings Candies ^K x 5	1 rare supplies 2 uncommon supplies 1 common supplies	4 hours	2	DC 18	rare	

RATION CRAFTING TABLE

Name	Materials	Crafting Time	Checks	Difficulty	Rarity	Value
Elvish Bread ^K x 10	1 uncommon curative reagent 1 uncommon supplies 1 common supplies	6 hours	3	DC 15	uncommon	60 gp
Iron Rations x 10	2 common supplies	1 hour	1	DC 8	common	2 gp



FEASTS

COMMON FEAST

Food (feast), common

Up to 5 creatures can consume this feast within an hour of it being prepared. After consuming this hearty meal, you become satiated for the next 24 hours. This is a hearty meal well surpassing the benefits of normal meals or rations, and each creature that consumes it regains an additional Hit Die during the next long rest.

If cooked by a creature with proficiency in cook's utensils, creatures that consume this feast regain additional Hit Dice equal to the cook's proficiency bonus during the next long rest instead.

UNCOMMON FEAST

Enhancing/Wondrous/Superb/Legendary

Food (feast), uncommon/rare/very rare/legendary

Up to 5 creatures can consume this feast within an hour of it being prepared. After consuming this hearty meal, you become satiated for the next 24 hours. You gain the benefits for a common feast, but can gain additional benefits by trading in Hit Dice that would be gained as part of your next long rest after consuming this meal. These Hit Dice are consumed after calculating how many you would have after the rest (including the benefits of the feast), but you can trade Hit Dice in this way you would normally lose if you have more than your maximum Hit Dice.

You can trade Hit Dice in this way up to a number equal to your proficiency bonus. The benefits scale based on the rarity on the feast.

Benefits [Uncommon/Rare/Very Rare/Legendary]

Roll a [d4/d6/d8/d12] per Hit Die traded and gain temporary hit points equal to the value rolled.

Trade three Hit Dice for an additional spell slot of [1st/2nd/3rd/4th] level

Gain a point that can be expended like Inspiration by trading [5/4/3/2] Hit Dice per point.

Any benefit from a feast fades after 24 hours.

How FEAST SPENT DICE WORK

If, for example, at level 4, if you start a rest with 2 Hit Dice, and consume a meal that would give an additional Hit Die, you would end the rest with 5, but your maximum is 4, so you would lose the 5th. This allows you to spend that extra fifth Hit Die for additional benefits. You could spend 3 Hit Dice on these benefits, but doing so would mean you only have 2 Hit Dice after the long rest.

MEAT FEAST

Meat/Hearty/Superb/Legendary

Food (feast), uncommon/rare/very rare/legendary

Up to 5 creatures can consume this feast within an hour of it being prepared. After consuming this hearty meal, you become satiated for the next 24 hours. Consuming the essence of a properly prepared creature of great power

confers some of its power to you while satiated by the feast.

You can add +1/+2/+3/+4 to ability checks and saving throws of the prepared creatures highest stat (if multiple stats are tied, the cook chooses which when preparing the meal). Alternatively, the cook can bring forth exotic properties of the creature, conferring one trait of the cooked animal to those that consume it as per the following table (this replaces the benefit to ability checks and saves):

Minimum Rarity	Creature Boon
uncommon	Hold Breath, Keen Senses, Pounce, Stone Camouflage
rare	Amphibious/Water Breathing, Web Walker
very rare	Pack Tactics, Spider Climb
legendary	Magic Resistance, Regeneration, Shapechanger(Mimic)

The details from the creature boon can be found on the creature stat block. The cook must be aware of the creature's property to make the meal imbue that property, and the GM may adjust the property in cases where it would not work for players or be too powerful as written. At the GM's discretion, any ability can be added to this list.

ELEMENTALLY FORTIFYING FEAST

Food (feast), rare

Up to 5 creatures can consume this feast within an hour of it being prepared. After consuming this hearty meal, you become satiated for the next 24 hours. The magical properties of the meal confer the following special benefits:

Element	Benefit
Cold	Advantage on saves against cold climates and resistance to cold damage.
Fire	Advantage on saves against hot climates and resistance to fire damage.
Lightning	Advantage on Constitution saving throws against the stunned condition and resistance to lightning damage

These benefits fade after 24 hours. You can't gain the benefits of another feast until these benefits fade and you are no longer satiated.

SEAWORTHY BOUILLABAISSE

Food (feast), uncommon

Up to 5 creatures can consume this feast within an hour of it being prepared. After consuming this hearty meal, you become satiated for the next 24 hours. The magical properties of the meal grant you immunity to sea sickness as well as advantage on Dexterity or Constitution saving throws involving the motion of sea vessels.

Additionally, if you do not have proficiency in Water Vehicles, you can add half your proficiency bonus (rounded down) to any check involving them for the duration.

HEROES' FEAST

Food (feast), rare

A magnificent spread of food. Cooking this has the effect of casting the spell *heroes' feast*, except it's made of real food and not poofed into existence by strange magics.

WHAT DOESN'T KILL YOU... FEAST

Food (feast), uncommon

Up to 5 creatures can consume this feast within an hour of it being prepared. After consuming this dubious meal, you gain resistance to poison damage, and gain advantage on saving throws against being poisoned for 24 hours.

If the source of a poison saving throw is the same as the source of the meat or poisonous reagent used to make the feast, the advantage against being poisoned by that creature or effect lasts one week.

SNACKS

FLAME BREATHING JERKY

Food (snack), uncommon

A tough jerky with exotic flavoring. Very spicy, uncomfortably so. After a creature consumes this snack as an action, they gain the following benefits for the next 10 minutes:

- You can't be put to sleep by magical means.
- You have disadvantage on Wisdom checks.
- You have disadvantage on Constitution saving throws to maintain concentration on a spell.
- You can use a bonus action to exhale fire at a target within 10 feet of you. The target must make a DC 13 Dexterity saving throw, taking 2d6 fire damage on a failed save, or half as much damage on a successful one.

You can eat a number of pieces of this jerky equal to your Constitution modifier per day.

MINT CHEW

Food (snack), uncommon

A chewy minty candy. You can pop one into your mouth as a bonus action. While being chewed (for up to 10 minutes), you are energized and can ignore the effects of up to 3 levels of Exhaustion for the duration, and can't be put to sleep by magical means.

You can only gain this benefit once per day, after which consuming additional pieces of the candy has no effect until you finish a long rest.

MORPH COOKIES

Food (snack), uncommon

Consuming one of these has the effects of casting *alter self*, however you can't change the adaptation unless you consume another cookie. This effect doesn't require concentration to maintain, and can be extended by consuming an additional

morph cookie.

If the ingredient came from a mimic, you can additionally transform your appearance to creatures with a different basic shape than you, though you remain the same size.

SEEING STICKS

Food (snack), uncommon

A stick of hard tacky substance. You can pop one into your mouth as a bonus action. While being sucked (for up to 10 minutes), you gain expanded senses and have advantage on Wisdom (Perception) checks, saving throws against Illusion spells, and Intelligence (Investigation) checks to see through illusions, though because of the bad taste inherent to the formulation, continuing to suck on the seeing stick requires concentration, as if concentrating on a spell.

By adding the optional common supplies ingredient, they can be sweetened, granting you advantage on Constitution saving throws made to maintain your concentration against spitting them out; this increases the DC of the recipe by 1.

QUICKENING CANDIES

Food (snack), rare

A small hard candy ball, with extreme caffeinated properties. When you pop one of these into your mouth as a bonus action, you are under the effect of *haste* for 1d4 rounds. You still suffer the normal effect of *haste* ending when the effect ends.

RATIONS

ELVISH BREAD

Food (ration), uncommon

A creature can use its action to eat one bite of this bread (1 ration of it). Eating a piece restores 1 hit point, and the bread provides enough nourishment to sustain a creature for one day.

IRON RATIONS

Food (ration), common

Iron rations refers to field rations involving dried and preserved food. A basic food ration that will keep you from starving for a day after consuming them. Common side effects include a craving for real food after prolonged exposure.



ENCHANTING

Enchanting is a hard and expensive profession, but one eagerly pursued by many all the same. The makers of miracles, the craftsmen of wonder, no other profession holds the fascination of adventurers quite like Enchanter, for their domain encompasses the large majority of magical items.

An item need not pass through an enchanter's hands to be magical, indeed many a blacksmith has forged a magical blade with the right materials, but the true wonder of enchantment is to turn the mundane magical. An enchanter can turn even the most base and commonplace item into something wonderful and powerful, and when given the head start of working with an already well crafted item can craft things of legend.

Many enchanters further specialize in subdomains such as Scroll Scribing or Wand Whittling for more specialized good that require more specialized tools, with many even pursuing such things as Jewelry Crafting in order to create the precious items that most easily enchant, but the general field of Enchanting still covers a large swath of the wondrous.

Scrolls are heavily featured as a component of nearly all magical items, forming the basis for the powerful enchantments that imbue them with their magic. These are templates of a sort, and thus the ability to craft scrolls with Scroll Scribery is often the most desired of the subdomains for an Enchanter.

QUICK REFERENCE

While each step will go into more depth, the quick reference allows you to at a glance follow the steps to make a magic item in its most basic form:

- Select the magic item that you would like to craft from any of the Magic Item Tables.
- Acquire the items listed in the materials column for that item.
- Use your Arcana skill to infuse the option using the number of hours listed in the Crafting Time column, or during a long rest using the crafting camp action if the crafting time is 2 hours or less.
- For every 2 hours, make a crafting roll of $1d20 + \text{your Intelligence modifier} + \text{your Arcana proficiency}$.
- On success, you mark 2 hours of completed time. Once the completed time is equal to the crafting time, the magic item is complete. On failure, the crafting time is lost and no progress has been made during the 2 hours. If you fail 3 times in a row, the crafting is a failure and all materials are lost.

RELATED SKILL & ABILITY SCORE

Rather than any one tool, Enchanting primarily uses the Arcana skill. Due to the subdomains of scrolls (Scroll Scribing) and runes (Runecraft) being part of enchanting, proficiency in Calligraphy Tools is often useful.

Enchanting uses your Intelligence modifier. While magic comes in many forms (Arcane, Primal, Divine) and many casters are able to control it with other aspects of their talent, the ability to systematically bind it into magic items requires a deep understanding of its inner workings that can only be accomplished through meticulous study and knowledge.

PSIONIC ITEMS

The items listed on the Psionic Items table is the exception to this rule. These are items infused with psionic power, and instead use the “Psionics” skill, a skill that any psionic character can be considered proficient if not using special psionics rules.

These items are something of a subtype of enchanting, and may not exist in your setting if psionics aren’t included. Consult your GM.

MATERIALS: ESSENCES & COMPONENTS

The materials of enchanting are Essences and Components. Essences come in three different types: Arcane, Primal, and Divine—as well as five rarities: common, uncommon, rare, very rare, and legendary. What an Essence is can vary greatly, as they are things of innate magic that is used to power the Enchanter’s creations.

They could be organs of magical monsters (such as the heart of a dragon which would be a rare primal essence) or they can be synthesized from magical reagents into a magical compound. Components are a broad category of items ranging from the base item you are enchanting to any extraneous bits needed to be added. One unique component that is present in many enchantments is a Spell Scroll of various types of spells that form the basis of the sort of the magic the item has.

REPLACING SPELL SCROLLS

A crafter that is capable of casting magic can replace the spell scroll in an enchantment with the ability to cast that spell, but when doing so they must cast that spell for each crafting check they make on that item. This is an exhausting process, draining their magic far more deeply than normal casting, and confers a level of exhaustion each time this technique is used to replace a crafting check. If a magic item requires multiple scrolls, only one of them can be replaced in this way, though if an additional spell caster that can cast the necessary spell can assist you, they can replace a second scroll, though suffering the same penalty.

EXHAUSTING & DIFFICULT METHOD

This mechanic is intentionally quite difficult to use—even for casters that are capable of casting the spell. The typical process would be to make the scroll first to formalize their thoughts and process, laying down the patterns and templates for the magic item. It also removes a very costly gate in the process, so should not be easily bypassed.

CRAFTING ROLL

Putting that together means that when you would like to enchant an item, your crafting roll is as follows:

Enchanting Modifier = your Arcana proficiency bonus
+ your Intelligence modifier

SUCCESS AND FAILURE

After you make a crafting roll, if you succeed, you make 2 hours of progress toward the total crafting time (and have completed one of the required checks for making an item).

Checks for Enchanting do not need to be immediately consecutive. If you fail three times in a row, all progress and materials are lost and can no longer be salvaged. Failure means that no progress is made during that time.

Once an item is started, even if no progress is made, the components reserved for that item can only be recovered via salvage.

ENCHANTING EXAMPLE AND WALKTHROUGH.

Caius the Wizard has a keen interest in magic items. At the start, all he has is the Arcana skill and big dreams. Let’s walk through how turn those into a magic item.

Caius the Wizard happens to be a level 4 wizard in this moment in time. Strangely, he’s the only human in his party, and his lack of darkvision has been holding them back.

So, Caius decides to embark on making a set of Goggles of Night. Let’s follow his journey:

First, he’ll need to gather that materials. He needs goggles, a scroll of darkvision, a common primal essence, and an uncommon arcane essence. Goggles are easily acquired from the local merchants for a few gold pieces, the rest will be a bit trickier.

A common primal essence isn’t that hard to come by, and can be found by harvesting elementals, dragons, giants, or monstrousities, even at the humble 0-4 CR rating of monsters Caius has been dealing with.

The uncommon arcane essence will require a hunt. His party takes on a CR 5 undead, but on their d100, they roll a 64... no luck, all that was left was some mangled bones and 3 uncommon poisonous reagents. After a few more tries, it seems luck isn’t with them. Fortunately, Caius has a plan. That uncommon poisonous reagent he got can be combined with an uncommon curative and uncome reactive reagent in a simple 4 hour process with Alchemist’s supplies and a head source (page 181).

Boiling them all down, he’s left with some magical residue forming an uncommon arcane essence. Now all he needs is the scroll of *darkvision*. Caius really should have this spell long since given his darkvision shortcomings, but never got around to it. So Caius shells out 90 gp to buy a scroll of it. Not to learn it though, of course, as soon he’ll never need that spell again!

All the pieces are assembled. As a level 4 Wizard with 16 Intelligence and proficiency in the Arcana skill, Caius Enchanting Modifier is 2 (his Arcana proficiency bonus) + 3 (his intelligence modifier), so is 5 total.

During his next long rest, Caius makes his first crafting check, and rolls a d20! It’s a 10. $10 + 5 = 15$, so he has a success. He’s 1/4th of the way done, but needs to spend the rest of that long rest sleeping.

The next day he rolls again, 6! That’s only 11! One failure. The next night it’s a 15 for a check of 20! That’s a second success. Tragedy almost strikes with the next two checks being a 4 and 2, with results of 9 and 7 respectively, that’s two more failures! All of his hard work is on the edge of being lost.

But Caius asks to take an extra long break at the next town. He uses the 4 hours to make his next check, taking a 10 on the roll to forestall disaster. As he wasn’t too ambitious and the Goggles of Night are only DC 13, that means by taking 10, Caius has a minimum check of a 15, and it’s a pass. Feeling better, now that he’s no longer one checked from the whole project failing, he makes his next check on the road, and gets an 18, for a total of 24. A fourth success, and he can take his watch that night with darkvision at long last...

...unfortunately he’d been up too late working and fell asleep, so his party got ambushed anyway, but that’s a story for another time!

Caius the Wizard now can see in the dark as well as any pointy eared elf or long bearded dwarf! It took a bit longer than he’d hoped, but now Caius has his very first shiny magic item made by his own hands!

WONDROUS ITEM CRAFTING TABLE

Name	Materials	Crafting Time	Crafting Checks	Difficulty	Rarity	Value
Doodle Ring ^{GS}	1 ring 1 scroll of illusory script 1 common magical ink	8 hours	4	DC 12	common	100 gp
Bag of Beans	1 bag of beans 1 scroll of plant growth 1 scroll of conjure animals 1 uncommon primal essence 6 common primal essence	24 hours (3 days)	12	DC 15	uncommon	1,750 gp
Bag of Holding	1 bag 1 scroll of secret chest 2 uncommon arcane essence	16 hours (2 days)	8	DC 16	uncommon	1,000 gp
Bag of Tricks	1 bag 4 common arcane essence 1 scroll of conjure animals	12 hours (1.5 days)	6	DC 14	uncommon	520 gp
Boots of Elvenkind	1 boots worth at least 50 gp 1 scroll of silence 1 scroll of pass without a trace 1 uncommon primal essence 1 common primal essence	8 hours	4	DC 14	uncommon	470 gp
Boots of Striding and Springing	1 boots worth at least 50 gp 1 common arcane essence 1 common primal essence 1 scroll of longstrider 1 scroll of jump	8 hours	4	DC 15	uncommon	325 gp
Boots of Winterlands	1 boots 1 scroll of protection from energy 1 scroll of arctic breath ^K 2 uncommon primal essence	12 hours (1.5 days)	6	DC 15	uncommon	760 gp
Bracers of Archery	1 set of bracers 1 scroll of seeking shot ^K 1 uncommon primal essence 1 uncommon arcane essence	12 hours (1.5 days)	6	DC 15	uncommon	500 gp
Broom of Flying	1 broom 1 scroll of levitate 1 scroll of fly 1 scroll of animate object ^K 2 uncommon primal essence	16 hours (2 days)	8	DC 16	uncommon	1,050 gp
Cap of Water Breathing	1 leather cap 1 scroll of water breathing 1 common arcane essence 2 common primal essence	8 hours	4	DC 14	uncommon	270 gp
Cloak of the Manta Ray	1 cloak 1 scroll of water breathing 1 scroll of alter self 2 common primal essence	8 hours	4	DC 14	uncommon	600 gp
Cloak of Protection	1 cloak 1 scroll of shield of faith 1 scroll of mage armor 1 scroll of protection from energy 1 scroll of shield 1 scroll of false life 1 uncommon arcane essence 1 uncommon divine essence	16 hours	8	16	uncommon	1,150 gp

Circlet of Blasting	1 circlet worth at least 50 gp 1 scroll of scorching ray 1 common arcane essence 1 common primal essence	8 hours	4	DC 12	uncommon	250 gp
Goggles of Night	1 pair of goggles 1 scroll of darkvision 1 common primal essence 1 uncommon arcane essence	8 hours	4	DC 13	uncommon	300 gp
Pearl of Power	1 pearl worth at least 100 gp 5 common arcane essence	8 hours	4	DC 12	uncommon	350 gp
Cloak of Elvenkind	1 cloak 1 scroll of pass without a trace 1 uncommon primal essence 1 common primal essence	8 hours	4	DC 14	uncommon	335 gp
Decanter of Endless Water	1 decanter 1 scroll of create or destroy water 1 uncommon primal essence 1 common divine essence	8 hours	4	DC 14	uncommon	300 gp
Deck of Illusions	34 cards 1 scroll of major image 1 scroll of silent image 34 common arcane essences	8 hours	4	DC 15	uncommon	330 gp
Efficient Quiver	1 quiver worth 25 gp 1 scroll of secret chest 1 common arcane essence	8 hours	4	DC 15	uncommon	430 gp
Eversmoking Bottle	1 bottle 1 scroll of fog cloud 1 scroll of produce flame 1 common arcane essence 1 common primal essence	8 hours	4	DC 13	uncommon	210 gp
Eyes of Charming	1 crystal lenses (glasses) worth 50 gp 1 scroll of charm person 1 uncommon arcane essence	4 hours	2	DC 14	uncommon	300 gp
Eyes of Minute Seeing	1 crystal lenses (glasses) worth 50 gp 1 scroll of identify 1 common arcane essence	4 hours	2	DC 14	uncommon	190 gp
Eyes of the Eagle	1 crystal lenses 1 scroll of far sight ^K 1 common primal essence	4 hours	2	DC 14	uncommon	190 gp
Figurine of Wondrous Power (Silver Raven)	1 figurine of a raven worth at least 10 gp 1 scroll of find familiar 1 scroll of animal messenger 1 common primal essence 1 common arcane essence	8 hours	4	DC 13	uncommon	270 gp
Gauntlets of Ogre Power	1 gauntlets worth 50 gp 1 scroll of enlarge/reduce 1 scroll of enhance ability 1 uncommon primal essence 1 common arcane essence	12 hours (1.5 days)	6	DC 14	uncommon	500 gp
Gem of Brightness	1 cut gem worth at least 50 gp 1 scroll of light 1 scroll of daylight 1 uncommon divine essence 1 common arcane essence	8 hours	4	DC 14	uncommon	585 gp
Gloves of Missile Snaring	1 pair of gloves 1 scroll of attract/repel 1 uncommon arcane essence 1 common primal essence	8 hours	4	DC 15	uncommon	365 gp

Gloves of Swimming and Climbing	1 pair of gloves 1 scroll of enhance ability 1 common arcane essence 1 common primal essence	8 hours	4	DC 14	uncommon	225 gp
Hat of Disguise	1 hat 1 scroll of disguise self 1 scroll of minor illusion 1 uncommon arcane essence 1 common arcane essence	8 hours	4	DC 14	uncommon	340 gp
Headband of Intellect	1 headband worth at least 25 gp 1 scroll of enhance ability 2 uncommon arcane essence 1 common divine essence	12 hours (1.5 days)	6	DC 14	uncommon	540 gp
Helm of Comprehending Language	1 helm worth at least 25 gp 1 scroll of comprehend languages 1 common arcane essence 1 common divine essence	16 hours (2 days)	8	DC 14	uncommon	280 gp
Helm of Telepathy	1 helm worth at least 50 gp 1 scroll of detect thoughts 1 scroll of suggestion 1 uncommon arcane essence 1 common arcane essence	16 hours (2 days)	8	DC 15	uncommon	575 gp
Luckstone	1 polished agate worth 50 gp 1 scroll of imbue luck ^K 1 uncommon divine essence 1 common primal essence	8 hours	4	DC 15	uncommon	415 gp
Lantern of Revealing	1 lantern 1 scroll of light 1 scroll of see invisible 1 uncommon arcane essence 1 uncommon divine essence	8 hours	4	DC 15	uncommon	500 gp
Pipes of Haunting	1 pipes worth at least 25 gp 1 scroll of frighten ^K 1 uncommon arcane essence 1 uncommon divine essence	8 hour	4	DC 15	uncommon	485 gp
Pipes of the Sewers	1 pipes worth at least 25 gp 1 scroll of animal friendship 1 uncommon primal essence 1 common primal essence	8 hours	4	DC 14	uncommon	345 gp
Robe of Useful Items (with all patches)	1 robe 100 gp 1 silver coffer worth 500 gp 1 iron door 10 gems worth 100 gp each 1 wooden ladder 1 picture of a horse worth 75 gp 1 saddle bag 1 scroll of create hole ^K 4 potions of healing 1 rowboat 1 1st level scroll 1 picture of mastiffs worth at least 25 gp 1 window 1 portable ram 13 common arcane essences	8 hours	4	DC 14	uncommon	3,560 gp
Rope of Climbing	1 60-foot long rope 1 scroll of awaken rope ^K 1 uncommon arcane essence 1 common arcane essence	4 hours	2	DC 14	uncommon	300 gp

Sending Stones	1 set of the same kind of stones 1 scroll of sending 2 common arcane essence	4 hours	2	DC 14	uncommon	380 gp
Shawm of Sundering ^{DS}	1 shawm worth 50 gp 1 scroll of thunderwave 1 scroll of shatter 1 scroll of lightning bolt 1 uncommon primal essence 2 common arcane essence	8 hours	4	DC 14	uncommon	600 gp
Slippers of Spider Climbing	1 slippers 1 scroll of spider climbing 1 common arcane essence 1 common primal essence	8 hours	4	DC 14	uncommon	225 gp
Yve's Thieves' Tools ^{DS}	1 thieves' tools 1 scroll of enhance ability 1 uncommon arcane essence 2 common arcane essence	8 hours	4	DC 15	uncommon	440 gp
Winged Boots	1 boots worth at least 50 gp 1 scroll of fly 1 scroll of levitate 1 scroll of feather fall 1 uncommon arcane essence 1 uncommon primal essence	16 hours (2 days)	8	DC 15	uncommon	1000 gp
Bead of Froce	8 beads 8 scrolls of resilient sphere	16 hours (2 days)	8	DC 16	rare	2,900 gp
Belt of Dwarvenkind	1 belt worth at least 200 gp 200 gp worth of quality ale 1 rare primal essence 2 uncommon primal essences 1 scroll of stoneskin 1 scroll of alter self	16 hours (2 days)	8	DC 17	rare	2,400 gp
Belt of Hill Giant Strength	1 belt 1 scroll of enhance ability 1 scroll of enlarge/reduce 3 rare primal essence	16 hours (2 days)	8	DC 18	rare	3,500 gp
Boots of Levitation	1 boots worth at least 50 gp 1 scroll of levitate 2 rare arcane essence 2 uncommon primal essence	16 hours (2 days)	8	DC 17	rare	2,600 gp
Boots of Speed	1 boots worth at least 200 gp 1 scroll of haste 1 rare primal essence 2 rare arcane essence 2 uncommon arcane essence	16 hours (2 days)	8	DC 16	rare	3,400 gp
Bracers of Defense	1 set of bracers worth at least 200 gp 1 scroll of shield 1 scroll of shield of faith 1 rare divine essence 1 rare arcane essence	16 hours	8	DC 17	rare	2,300 gp
Brazier of Commanding Fire Elementals	1 brazier worth 200 gp 1 scroll of conjure elemental 2 rare primal essences 2 rare reactive reagents	16 hours (2 days)	8	DC 17	rare	2,400 gp
Bowl of Commanding Water Elementals	1 bowl worth 200 gp 1 scroll of conjure elemental 2 rare primal essences 2 rare curative reagents	16 hours (2 days)	8	DC 17	rare	2,400 gp

Censer of Controlling Air Elementals	1 censer worth 200 gp 1 scroll of conjure elemental 2 rare primal essences 1 rare reactive reagent 1 uncommon arcane essence	16 hours (2 days)	8	DC 17	rare	2,400 gp
Cape of Mountebank	1 cape worth at least 200 gp 1 scroll of dimension door 1 scroll of pyrotechnics 1 rare arcane essence 1 uncommon primal essence	16 hours (2 days)	8	DC 18	rare	2,000 gp
Chime of Opening	1 chime worth 50 gp 1 scroll of knock 10 common arcane essences	10 hours	5	DC 14	rare	666 gp
Cloak of Displacement	1 cloak worth 50 gp 1 scroll of mirror image 1 rare arcane essence 1 uncommon arcane essence	12 hours (1.5 days)	6	DC 16	rare	1,270 gp
Cloak of the Bat	1 cloak worth at least 50 gp 1 scroll of form of the familiar ^K 1 scroll of darkness 1 scroll of fly 1 rare primal essence 1 uncommon arcane essence	12 hours (1.5 days)	6	DC 15	rare	1,500 gp
Dimension Shackles	1 set of manacles 1 scroll of hold monster 1 scroll of forbiddence 1 rare divine essence 1 rare arcane essence	16 hours (2 days)	8	DC 17	rare	4,900 gp
Feather Token (Anchor)	1 fletching 1 scroll of entangle 1 scroll of web 1 scroll of binding curse ^K 1 uncommon arcane essence	6 hours	3	DC 15	rare	435 gp
Feather Token (Bird)	1 fletching 1 scroll of conjure animals 2 scrolls of enlarge/reduce 1 uncommon primal essence	6 hours	3	DC 17	rare	770 gp
Feather Token (Fan)	1 fletching 1 scroll of gust of wind 1 scroll of animate object ^K 1 uncommon arcane essence 1 uncommon primal essence	6 hours	3	DC 15	rare	525 gp
Feather Token (Swan Boat)	1 fletching 1 boat 50 feet long and 20 feet wide 1 scroll of dimension door 1 uncommon arcane essence	8 hours	4	DC 16	rare	4000 gp
Feather Token (Tree)	1 fletching 1 scroll of plant growth 1 uncommon primal essence	6 hours	3	DC 15	rare	475 gp
Feather Token (Whip)	1 fletching 1 whip 1 scroll of animate objects 1 uncommon arcane essence	6 hours	3	DC 14	rare	275 gp
Figurine of Wondrous Power (Bronze Griffon)	1 figurine of a griffon worth at least 20 gp 1 scroll of summon greater steed 1 rare divine essence 1 uncommon divine essence	16 hours (2 days)	8	DC 17	rare	2,700 gp

Figurine of Wondrous Power (Ebony Fly)	1 figurine of a fly worth at least 20 gp 1 scroll of giant insect 1 rare primal essence 1 uncommon primal essence	8 hours	4	DC 15	rare	1,300 gp
Figurine of Wondrous Power (Golden Lions)	2 figurines of a lion worth at least 20 gp 1 scroll of conjure animals 1 uncommon primal essence 1 uncommon divine essence	12 hours (1.5 days)	6	DC 15	rare	730 gp
Figurine of Wondrous Power (Ivory Goats)	3 figurines of a goat worth at least 20 gp 1 scroll of conjure animals 1 rare arcane essence 1 uncommon divine essence 1 uncommon arcane essence	16 hours	8	DC 16	rare	1,700 gp
Figurine of Wondrous Power (Marble Elephant)	1 figurine of an elephant worth at least 20 gp 1 scroll of conjure animals 1 scroll of enlarge/reduce 1 uncommon primal essence	8 hours	4	DC 15	rare	600 gp
Figurine of Wondrous Power (Onyx Dog)	1 figurine of a dog worth at least 20 gp 1 scroll of conjure animals 1 uncommon primal essence	8 hours	4	DC 15	rare	515 gp
Figurine of Wondrous Power (Serpentine Owl)	1 figurine of an owl worth at least 20 gp 1 scroll of find familiar 1 scroll of enlarge/reduce 1 uncommon arcane essence	8 hours	4	DC 16	rare	475 gp
Figurine of Wondrous Power (Oynx Panther) ^K	1 figurine of a panther worth at least 20 gp 1 scroll of conjure animals 1 uncommon primal essence	8 hours	4	DC 15	rare	515 gp
Gem of Seeing	1 cut gem worth at least 50 gp 1 scroll of true seeing 1 rare arcane essence 1 uncommon arcane essence	16 hours (2 days)	8	DC 17	rare	3050 gp
Handy Haversack	1 backpack 1 scroll of secret chest 1 instant summons 1 uncommon arcane essence 1 rare arcane essence	16 hours (2 days)	8	DC 18	rare	3,600 gp
Helm of Teleportation	1 helm worth at least 200 gp 1 scroll of teleport 2 rare arcane essence 1 rare divine essence	24 hours (3 days)	12	DC 18	rare	16,700 gp
Horn of Blasting	1 horn worth at least 100 gp 1 scroll of shockwave ^K 1 scroll of sonic shriek ^K	24 hours (3 days)	12	DC 17	rare	3,370 gp
Horn of Valhalla (Silver)	1 silver horn worth at least 50 gp 1 scroll of spirit guardians 1 scroll of guardian of faith 1 rare primal essence 1 rare divine essence	24 hours (3 days)	12	DC 17	rare	2,800 gp

Horn of Valhalla (Brass)	1 brass horn worth at least 50 gp 1 scroll of spirit guardians 1 scroll of guardian of faith 1 rare primal essence 1 rare divine essence	24 hours (3 days)	12	DC 17	rare	2,800 gp
Horseshoes of Speed	4 horseshoes worth 10 gp each 4 scrolls of longstrider 4 uncommon arcane essences 4 common primal essence	24 hours (3 days)	12	DC 16	rare	1,570 gp
Helm of Heroes ^{GS}	1 helm worth 50 gp 1 scroll of heroism 1 scroll of shield of faith 1 rare divine essence 1 uncommon divine essence	16 hours (2 days)	8	DC 16	rare	1,390 gp
Iron Bands of Binding	30 feet of chain 1 scroll of entangle 1 scroll of awaken rope ^K 1 rare arcane essence 2 uncommon divine essence	16 hours (2 days)	8	DC 16	rare	740 gp
Mantle of Spell Resistance	1 mantle worth at least 100 gp 1 scroll of dispel magic 3 rare arcane essence 1 uncommon divine essence	16 hours (1.5 days)	8	DC 17	rare	3,280 gp
Portable Hole	1 large cloth 1 scroll of rope trick 1 scroll of passwall 1 scroll of dimension door 2 rare arcane essence 1 rare primal essence	16 hours (1.5 days)	8	DC 18	rare	5,000 gp
Robe of Eyes	1 robe worth at least 100 gp 1 scroll of darkvision 1 scroll of see invisibility 1 scroll of arcane eye 1 rare arcane essence 1 uncommon psionic essence	24 hours (3 days)	12	DC 17	rare	2,170 gp
Rope of Entanglement	1 30-foot long rope 1 scroll of awaken rope ^K 1 scroll of entangle 1 rare arcane essence	16 hours (2 days)	8	DC 17	rare	1,325 gp
Stone of Controlling Earth Elementals	1 stone worth 200 gp 1 scroll of conjure elemental 2 rare primal essences 2 rare poisonous reagent	16 hours (2 days)	8	DC 17	rare	2,400 gp
Squall Collar ^{DS}	1 collar worth 100 gp 1 scroll of enhance ability 1 scroll of lightning charged ^K 1 rare primal essence 1 uncommon primal essence	12 hours (1.5 days)	4	DC 16	rare	1,400 gp
Wings of Flying	1 cloak worth 50 gp 1 scroll of fly 1 scroll of polymorph 1 rare arcane essence 1 uncommon arcane essence	16 hours (2 days)	8	DC 17	rare	3,000 gp
Animated Shield	1 shield worth at least 200 gp 1 scroll of animate objects 1 very rare arcane essence 2 rare arcane essence 1 rare divine essence	24 hours (3 days)	12	DC 18	very rare	12,500 gp

Bag of Devouring	1 bag of holding 1 scroll of plane shift 1 scroll of hunger of hadar	16 hours (2 days)	8	DC 17	very rare	15,000 gp
Candle of Invocation	1 candle worth 100 gp 4 rare divine essence 1 scroll of holy aura 1 scroll of gate	32 hours (4 days)	16	DC 19	very rare	65,000 gp
Carpet of Flying	1 fancy carpet worth 1000 gp 1 scroll of fly 1 scroll of levitate 1 scroll of animate objects 1 very rare arcane essence 1 very rare primal essence	32 hours (4 days)	16	DC 19	very rare	20,000 gp
Cloak of Arachnida	1 cloak worth 200 gp 1 scroll of web 1 scroll of spiderclimb 1 scroll of protection from poison 1 very rare arcane essence 1 rare arcane essence	24 hours (3 days)	12	DC 18	very rare	10,000 gp
Figurine of Wondrous Power (Obsidian Steed)	1 figurine of a horse worth at least 50 gp 1 scroll of summon greater steed 1 very rare arcane essence 1 rare divine essence	16 hours (2 days)	8	DC 17	very rare	10,250 gp
Crystal Ball	1 crystal worth at least 1,000 gp 1 scroll of scrying 1 very rare arcane essence 2 rare arcane essence	24 hours (3 days)	12	DC 18	very rare	12,600 gp
Crystal Ball of Mind Reading	1 very rare magical crystal ball 1 scroll of detect thoughts 1 very rare arcane essence	8 hours	4	DC 19	very rare	22,200 gp
Crystal Ball of Telepathy	1 very rare magical crystal ball 1 scroll of suggestion 1 very rare psionic essence	8 hours	4	DC 20	very rare	22,600 gp
Cube of Force	1 metal cube of mithril, adamantine, or gold 1 scroll of wall of force 1 scroll of antilife shell 1 scroll of gaseous form 1 scroll of antimagic field 2 rare arcane essence 3 uncommon arcane essence	16 hours (2 days)	8	DC 17	very rare	20,000 gp
Efreeti Bottle	1 brass bottle 1 scroll of conjure elemental 1 scroll of planar binding 2 very rare primal essences 3 rare primal essences 3 rare arcane essences	32 hours (4 days)	16	DC 18	very rare	24,000 gp
Cubic Gate	1 3 inch cube worth at least 500 gp 1 scroll of gate 1 scroll of plane shift 1 very rare arcane essence 1 very rare divine essence	32 hours (4 days)	16	DC 20	very rare	75,000 gp

Helm of Brilliance (with all gems)	1 helm worth at least 100 gp 5 diamonds worth 50 gp 10 rubies worth 20 gp 15 fire opals worth 10 gp 20 opals worth 10 gp 1 scroll of daylight 1 scroll of fireball 1 scroll of prismatic spray 1 wall of fire 1 rare arcane essence 1 uncommon arcane essence	24 hours (3 days)	12	DC 18	very rare	17,000 gp
Horn of Valhalla (Bronze)	1 bronze horn worth at least 100 gp 1 scroll of spirit guardians 1 scroll of guardian of faith 1 scroll of conjure celestial 2 rare primal essence 2 rare divine essence	32 hours (4 days)	16	DC 19	very rare	5,600 gp
Horseshoes of a Zephyr	4 horseshoes worth 10 gp each 4 scrolls of levitate 1 scroll of fly 1 scroll of longstrider 4 rare arcane essences 4 uncommon primal essences	24 hours (3 days)	12	DC 18	very rare	5,500 gp
Instant Fortress	1 adamantine cube 100 adamantine ingots 1 scroll of magnificent mansion 2 very rare arcane essence 4 rare arcane essence 2 rare divine essence	40 hours (5 days)	20	DC 18	very rare	42,000 gp
Mirror of Life Trapping	1 4 foot tall mirror worth at least 50 gp 1 scroll of demiplane 1 scroll of banishment 1 very rare arcane essence 2 rare arcane essence	32 hours (4 days)	16	DC 19	very rare	25,000 gp
Robe of Scintillating Colors	1 robe worth at least 200 gp 1 scroll of daylight 1 scroll of prismatic spray 1 scroll of wall of light 1 very rare arcane essence 1 rare arcane essence 1 rare divine essence	24 hours (3 days)	12	DC 18	very rare	25,000 gp
Robe of Stars	1 black or blue robe worth 200 gp 1 scroll of magic missile 1 scroll of ethereallness 1 scroll of blink 1 very rare arcane essence 1 very rare divine essence 6 rare arcane essence	32 hours (4 days)	16	DC 19	very rare	32,800 gp
Belt of Stone Giant Strength	1 belt 1 scroll of enhance ability 1 scroll of enlarge/reduce 1 scroll of stoneskin 3 very rare primal essence	24 hours (3 days)	12	DC 20	very rare	26,000 gp
Belt of Fire Giant Strength	1 belt 1 scroll of enhance ability 1 scroll of transformation 1 very rare arcane essence 3 very rare primal essence	32 hours (4 days)	16	DC 22	very rare	47,000 gp

Iron Flask (Empty)	1 iron flask worth at least 200 gp 1 scroll of imprisonment 1 scroll of planar blinding 1 legendary arcane essence 1 very rare divine essence	40 hours (5 days)	20	DC 21	legendary	98,000 gp
Horn of Valhalla (Iron)	1 iron horn worth at least 500 gp 1 scroll of spirit guardians 1 scroll of conjure celestial 1 very rare primal essence 1 very rare divine essence	40 hours (5 hours)	20 hours	DC 20	legendary	33,800 gp
Deck of Many Things	22 cards 1 tears of a dungeon master 1 belt 1 scroll of enhance ability 1 scroll of transformation 1 scroll of investiture of wind 1 very rare arcane essence 3 very rare primal essence 1 legendary primal essence	22 hours	11	DC 100	legendary	???
Belt of Cloud Giant Strength	40 hours (5 days)	16	DC 23	legendary	83,000 gp	
Belt of Storm Giant Strength	1 belt 1 scroll of enhance ability 1 scroll of transformation 1 scroll of invulnerability 1 very rare arcane essence 3 very rare primal essence 2 legendary primal essence	48 hours (6 days)	24	DC 25	legendary	200,000 gp
Crystal Ball of True Seeing	1 very rare magical crystal ball 1 scroll of truesight 1 legendary arcane essence	8 hours	4	DC 21	legendary	50,000 gp
Robe of the Archmage	1 white, gray, or black robe worth at least 500 gp 1 scroll of mage armor 1 scroll of antimagic field 1 legendary arcane essence 5 very rare arcane essence	40 days (5 days)	20	DC 21	legendary	100,000 gp
Sphere of Annihilation	1 legendary arcane essence 1 scroll of disintegrate 1 scroll of levitate 1 scroll of demiplane 2 very rare arcane essence 1 very rare divine essence	40 hours (5 days)	20	DC 21	legendary	81,000 gp
Well of Many Worlds	1 fine block cloth worth 100 gp 1 scroll of plane shift 1 scroll of demiplane 1 legendary divine essence 1 very rare arcane essence	40 hours (5 days)	20	DC 20	legendary	75,000 gp
Crystal Ball of Thieving ^{DS}	1 crystal worth at least 1,000 gp 1 scroll of scrying 1 scroll of mage hand 1 legendary arcane essence 1 very rare arcane essence	24 hours (3 days)	12	DC 19	legendary	40,000 gp

PSIONIC ITEMS TABLE

Name	Materials	Crafting Time	Crafting Checks	Difficulty	Rarity	Value
Vision Stone	1 crystal worth at least 10 gp 1 common psionic essence	4 hours	2	DC 13	common	70 gp
+1 Amplifying Crystal	1 crystal worth at least 20 gp 2 uncommon psionic essence 2 common psionic essence	8 hours	4	DC 14	uncommon	480 gp
+1 Psi Blade Crystal	1 crystal worth at least 20 gp 1 uncommon psionic essence 1 common psionic essence 1 common primal essence	8 hours	4	DC 14	uncommon	320 gp
Blasting Crystal	1 crystal worth at least 20 gp 1 uncommon psionic essence 1 uncommon primal essence	8 hours	4	DC 15	uncommon	410 gp
Focusing Crystal	1 crystal worth at least 20 gp 2 uncommon psionic essence 1 common psionic essence	8 hours	4	DC 15	uncommon	460 gp
Mantle of the Mind	1 mantle 1 uncommon psionic essence 1 uncommon arcane essence	8 hours	4	DC 15	uncommon	230 gp
Psionically Attuned Weapon	1 weapon 1 uncommon psionic essence 1 common psionic essence	4 hours	2	DC 13	uncommon	220 gp
Resonating Crystal	1 crystal worth at least 20 gp 2 uncommon psionic essence	8 hours	4	DC 15	uncommon	410 gp
+2 Amplifying Crystal	1 crystal worth at least 100 gp 2 rare psionic essence 1 uncommon psionic essence	12 hours	6	DC 16	rare	2,000 gp
+2 Psi Blade Crystal	1 crystal worth at least 100 gp 1 rare psionic essence 1 rare primal essence 2 uncommon psionic essence	12 hours	6	DC 16	rare	2,100 gp
Imprint Crystal	1 crystal worth at least 100 gp 2 rare psionic essences 2 uncommon psionic essences	12 hours	6	DC 16	rare	2,100 gp
Purity of Mind	1 blindfold worth 10 gp 2 rare psionic essence 1 uncommon divine essence	16 hours (2 days)	8	DC 16	rare	2,000 gp
+3 Amplifying Crystal	1 crystal worth at least 200 gp 4 very rare psionic essence 2 rare psionic essence	24 hours (3 days)	12	DC 18	very rare	33,000 gp
+3 Psi Blade Crystal	1 crystal worth at least 200 gp 2 very rare psionic essence 1 very rare primal essence 1 very rare arcane essence	24 hours (3 days)	12	DC 18	very rare	32,000 gp
Mind Shard	1 crystal worth at least 50 gp 3 very rare psionic essence 2 rare psionic essences	32 hours (4 days)	16	DC 19	very rare	26,000 gp
Soul Shard	1 crystal worth at least 20 gp 1 psionic creature of CR 7 or higher* 1 legendary psion essence 2 very rare psionic essence	40 hours (5 days)	20	DC 20	legendary	55,000 gp

- * The creature can be alive or dead, but must have died within 24 hours of starting the craft. On success, the creatures soul is consumed, and it can't be resurrected while the soul shard exists. The discipline and effect can be tailored to the creature used as per the GM's discretion.

WEAPON ENCHANTING TABLE

Name	Materials	Crafting Time	Crafting Checks	Difficulty	Rarity	Value
+1 Ammunition	1 piece of ammunition 1 common arcane essence	2 hours	1	DC 14	uncommon	60 gp
+1 Weapon	1 weapon 1 scroll of magic weapon 2 common arcane essence 2 uncommon arcane essence	8 hours	4	DC 14	uncommon	540* gp
Berserker Axe	1 axe 1 scroll of crown of madness 1 scroll of magic weapon 1 scroll of aid 2 uncommon primal essence	8 hours	4	DC 14	uncommon	500* gp
Dagger of the Ogre Mage ^{GS}	1 shortsword (or dagger for a Large-sized creature) worth at least 50 gp 1 scroll of magic weapon 3 scrolls of cantrip 1 uncommon arcane essence 3 common arcane essence	12 hours	6	DC 15	uncommon	612 gp
Javelin of Lightning	1 javelin 1 scroll of lightning bolt 1 uncommon primal essence	8 hours	4	DC 15	uncommon	400 gp
Squall Caller ^{DS}	1 battle axe 1 scroll of windborne weapon ^K 1 scroll of returning weapon ^K 1 uncommon primal essence 1 common arcane essence	8 hours	4	DC 15	uncommon	380 gp
Trident of Fish Command	1 trident 1 scroll of dominate beast 1 common primal essence 1 uncommon primal essence	8 hours	4	DC 15	uncommon	560 gp
+2 Ammunition	1 piece of ammunition 2 common arcane essence	2 hours	1	DC 16	rare	130 gp
+2 Weapon	1 weapon 1 scroll of magic weapon 2 uncommon arcane essence 2 rare arcane essence 2 rare divine essence 2 rare primal essence	16 hours (2 days)	8	DC 16	rare	5,300* gp
Dagger of Venom	1 +1 weapon 1 potent injury poison 1 scroll of nauseating poison ^K 1 rare primal essence 1 rare arcane essence	12 hours (1.5 days)	6	DC 16	rare	2,500 gp
Flametongue Weapon	1 weapon 1 scroll of prismatic weapon ^K 1 flametongue oil ^K 5 rare primal essence 1 rare arcane essence	16 hours (2 days)	8	DC 18	rare	5,800* gp
Giant Slayer	1 weapon worth at least 100 gp 1 scroll of magic weapon 1 rare primal essence from a giant 2 uncommon arcane essence 2 uncommon primal essence	16 hours (2 days)	8	DC 16	rare	1,800 gp

Mace of Disruption	1 mace 1 scroll of banishment 2 rare divine essence 1 uncommon divine essence 1 uncommon arcane essence	16 hours (2 days)	8	DC 16	rare	2,400 gp
Dragon Slayer	1 sword worth at least 1,000 gp 2 rare primal essence 1 rare divine essence 1 scroll of bestow curse	16 hours (2 days)	8	DC 18	rare	4,400 gp
Mace of Smiting	1 mace 1 scroll of dispel construct ^K 1 rare arcane essence 1 uncommon arcane essence 1 uncommon divine essence	12 hours (1.5 days)	6	DC 16	rare	1,500 gp
Mace of Terror	1 mace 1 scroll of fear 1 rare arcane essence 2 uncommon arcane essence	12 hours (1.5 days)	6	DC 17	rare	1,680 gp
Sun Blade	1 sword hilt worth 200 gp 1 scroll of vorpal weapon ^K 1 scroll of magic weapon 1 scroll of daylight 3 rare divine essence 2 uncommon arcane essence 2 uncommon primal essence	24 hours (3 days)	12	DC 17	rare	5,500 gp
Vicious Weapon	1 weapon 1 scroll of vorpal weapon 3 uncommon arcane essence	8 hours	4	DC 16	rare	1,650 gp
Sword of Life Stealing	1 sword worth at least 200 gp 1 scroll of vampiric touch 1 rare arcane essence 2 uncommon arcane essence	12 hours (1.5 days)	6	DC 16	rare	1,800 gp
Sword of Wounding	1 sword worth at least 200 gp 1 scroll of decaying touch ^K 1 scroll of rotting curse ^K 2 rare arcane essence 2 very rare poisonous reagent 1 rare poisonous reagent	12 hours (1.5 days)	6	DC 17	rare	5,000 gp
Javelin of the Harpy Eagle ^{DS}	1 javelin worth at least 100 gp 1 scroll of returning weapon ^K 1 rare primal essence 1 uncommon arcane essence	12 hours (1.5 days)	6	DC 16	rare	1,300 gp
+3 Ammunition	1 piece of ammunition 1 uncommon arcane essence 1 scroll of magic weapon	4 hours	2	DC 18	very rare	585 gp
+3 Weapon	1 weapon worth at least 1,000 gp 1 scroll of magic weapon 1 scroll of prismatic weapon ^K 1 scroll of vorpal weapon ^K 1 very rare arcane essence 1 very rare divine essence 1 very rare primal essence	24 hours (3 days)	12	DC 18	very rare	26,000 gp
Arrow of Slaying	1 arrow 1 scroll of bestow curse 2 rare primal essence 2 uncommon primal essence	6 hours	4	DC 18	very rare	2,500 gp

Dancing Sword	1 sword worth 100 gp 1 scroll of animate objects 2 very rare arcane essence 4 uncommon arcane essence	24 hours (3 days)	12	DC 19	very rare	18,500 gp
Dwarven Thrower	1 +3 warhammer 1 scroll of weapon of throwing 1 very rare primal essence	16 hours (2 days)	8	DC 18	very rare	37,000 gp
Bow of Magic Missiles ^{TAG}	1 bow (short or long) 1 scroll of magic missile 1 scroll of magic weapon 3 rare arcane essence 1 very rare arcane essence	16 hours (1.5 days)	8	DC 18	very rare	10,000 gp
Frost Brand	1 weapon 1 scroll of prismatic weapon ^K 1 freezing oil 1 very rare primal essence 3 rare primal essence 1 rare arcane essence	16 hours (2 days)	8	DC 19	very rare	11,600 gp
Nine Lives Stealer	1 sword worth at least 500 gp 1 scroll of power word kill 1 scroll of magic jar	16 hours (2 days)	8	DC 17	very rare	46,600 gp
Oathbow	1 longbow worth 500 gp 4 very rare primal essences 1 scroll of true strike 1 scroll of hunter's mark 1 scroll of hex	24 hours (3 days)	12	DC 19	very rare	17,700 gp
Scimitar of Speed	1 scimitar worth 500 gp 1 scroll of haste 1 very rare arcane essence 1 rare primal essence	16 hours (2 days)	8	DC 18	very rare	10,000 gp
Sword of Sharpness	1 sword worth at least 500 gp 1 scroll of vorpal weapon 1 very rare arcane essence 1 rare arcane essence	16 hours (2 days)	8	DC 18	very rare	11,000 gp
Holy Avenger	1 weapon worth at least 10,000 gp 3 legendary divine essence 1 scroll of holy weapon 1 scroll of holy aura 1 scroll of magic weapon 3 very rare divine essence	40 hours (5 days)	20	DC 22	legendary	158,000 gp
Luck Blade	1 +1 sword 2 scrolls of wish	32 hours (4 days)	16	DC 20	legendary	92,000 gp
Hammer of Thunderbolts	1 maul worth at least 1,000 gp 1 legendary primal essence 2 very rare primal essence 1 scroll of thunderwave	40 hours (5 days)	20	DC 20	legendary	64,000 gp
Defender	1 sword worth at least 1,000 gp 1 legendary divine essence 1 scroll of magic weapon 1 scroll of shield of faith 1 +3 shield	32 (4 days)	16	DC 20	legendary	59,000 gp
Dragon Tamer Lance ^{GS}	1 lance worth 1,000 gp 1 scroll of summon dragon 1 scroll of chromatic orb 1 legendary primal essence 2 very rare primal essence 8 uncommon primal essences	32 hours (4 days)	16	DC 20	legendary	50,000 gp

MAGIC ARMOR TABLE

Name	Materials	Crafting Time	Crafting Checks	Difficulty	Rarity	Value
Shield +1	1 shield 1 scroll of shield 1 scroll of shield of faith 1 uncommon arcane essence 1 uncommon divine essence	8 hours	4	DC 15	uncommon	500 gp
+1 Armor	1 set of armor 1 scroll of mage armor 1 scroll of shield 1 scroll of shield of faith 1 rare arcane essence 1 rare divine essence 1 rare primal essence	24 hours (3 days)	12	DC 16	rare	3,000* gp
Armor of Resistance	1 set of armor 1 scroll of protection from energy 2 rare primal essence 1 uncommon primal essence	16 hours (2 days)	8	DC 17	rare	2,400* gp
Arrow-Catching Shield	1 shield 1 scroll of warding wind 1 rare primal essence 1 uncommon arcane essence	12 hours (1.5 days)	6	DC 17	rare	1,300 gp
Shield +2	1 shield 1 scroll of shield 1 scroll of shield of faith 1 scroll of glyph of warding 2 rare arcane essence 1 rare divine essence	16 hours (2 days)	8	DC 17	rare	3,200 gp
Glamoured Studded Leather	1 +1 studded leather armor 1 scroll of disguise self 1 scroll of silent image 1 rare arcane essence	16 hours (2 days)	8	DC 15	rare	4,200 gp
Shield of Missile Attraction	1 shield 1 scroll of warding wind 1 rare arcane essence 1 uncommon primal essence	12 hours (1.5 days)	6	DC 16	rare	1,200 gp
Scale Mail of the Pangolin ^{DS}	1 set of scale mail 1 large carapace 1 scroll of move earth 1 rare primal essence 2 uncommon primal essence	12 hours (1.5 days)	6	DC 16	rare	3,000 gp
Captain's Coat ^{DS}	1 fine longcoat worth 100 gp 1 scroll of enhance ability 1 scroll of vicious mockery 1 scroll of dancing wave ^K 1 rare primal essence 1 uncommon arcane essence	12 hours (1.5 days)	6	DC 16	rare	1,400 gp
+2 Armor	1 set of armor worth at least 2,000 gp 1 scroll of globe of invulnerability 1 scroll of stoneskin 1 scroll of mage armor 1 scroll of shield 1 scroll of shield of faith 1 very rare arcane essence 1 rare divine essence 1 rare primal essence	32 hours (4 days)	16	DC 20	very rare	17,000 gp

Shield +3	1 shield worth at least 1,000 gp 1 scroll of wall of stone 1 scroll of wall of force 1 scroll of wind wall 1 scroll of shield 1 scroll of shield of faith 1 very rare arcane essence 1 very rare divine essence 2 rare arcane essence 2 rare divine essence	24 hours (3 days)	12	DC 20	very rare	24,000 gp
Breastplate of the Golden Retriever ^{DS}	1 ornate breastplate worth at least 500 gp 1 scroll of warding bond 1 scroll of faithful hound	16 hours (2 days)	8	DC 16	very rare	9,700 gp
Demon Armor	1 plate armor worth at least 1,500 gp 1 scroll of summon fiend 1 rare arcane essence	16 hours (2 days)	8	DC 15	very rare	4,000 gp
Raiment of the Racoons ^{DS}	1 set of studded leather 1 scroll of enhance ability 1 scroll of polymorph 1 very rare primal essence 1 rare arcane essence	16 hours (2 days)	8	DC 17	very rare	9,350 gp
Spellguard Shield	1 shield worth at least 200 gp 1 scroll of antimagic field 1 very rare divine essence 1 rare arcane essence	32 hours (4 days)	16	DC 20	very rare	28,000 gp
Dwarven Armor	1 plate armor with the dwarven modifier 1 scroll of globe of invulnerability 1 scroll of stoneskin 1 scroll of mage armor 1 scroll of shield 1 scroll of shield of faith 1 very rare arcane essence 1 rare divine essence 1 rare primal essence	32 hours (4 days)	16	DC 20	very rare	28,000 gp
Dark Fathom Armor ^{GS}	1 set of studded leather armor 1 scroll of mage armor 1 scroll of shield 1 scroll of black tentacles 1 very rare arcane essence 2 rare primal essence 1 scroll of water breathing	24 hours	12	DC 18	very rare	11,000 gp
+3 Armor	1 set of armor worth at least 4,000 gp 1 scroll of invulnerability 1 legendary arcane essence 1 very rare primal essence 1 very rare divine essence	48 hours (6 days)	24	DC 22	legendary	100,000 gp
Armor of Invulnerability	1 set of plate armor worth at least 4,000 gp 1 scroll of invulnerability 1 scroll of stone skin 1 legendary divine essence 2 very rare arcane essence	48 hours (6 days)	24	DC 23	legendary	125,000 gp
Plate Armor of Etherealness	1 set of plate armor worth at least 1,500 gp 1 scroll of etherealness 1 legendary arcane essence 1 very rare arcane essence	24 hours (3 days)	12	DC 19	legendary	50,000 gp

RING CRAFTING TABLE

Name	Materials	Crafting Time	Crafting Checks	Difficulty	Rarity	Value
Ring of Jumping	1 ring worth at least 10 gp 1 scroll of jump 1 common primal essence	8 hours	4	DC 12	uncommon	140 gp
Ring of Mind Shielding	1 ring worth at least 20 gp 1 scroll of protection from good and evil 1 scroll of detect good and evil 1 scroll of detect thoughts 1 common psionic essence	12 hours (1.5 days)	6	DC 15	uncommon	350 gp
Ring of Swimming	1 ring 1 scroll of alter self 1 common primal essence	4 hours	2	DC 14	uncommon	150 gp
Ring of Warmth	1 ring 1 scroll of create bonfire 1 scroll of protection from energy 2 common primal essence 1 uncommon primal essence	16 hours (2 days)	8	DC 14	uncommon	580 gp
Ring of Waterwalking	1 ring worth at least 10 gp 1 scroll of water walking 2 common primal essence	8 hours	4	DC 14	uncommon	400 gp
Ring of Resistance	1 ring 1 gem worth 50 gp 1 scroll of protection from energy 1 common primal essence 1 uncommon primal essence 1 rare primal essence	16 hours (2 days)	8	DC 16	uncommon	1,500 gp
Ring of Evasion	1 ring worth at least 400 gp 1 scroll of haste 1 rare primal essence 1 rare arcane essence	16 hours (2 days)	8	DC 17	rare	2,600 gp
Ring of Feather Falling	1 ring worth at least 50 gp 1 scroll of feather fall 1 scroll of levitate 1 uncommon primal essence 1 uncommon arcane essence	8 hours	4	DC 14	rare	500 gp
Ring of Free Action	1 ring worth at least 200 gp 1 scroll of freedom of movement 2 rare divine essence 2 rare arcane essence 1 rare primal essence	24 hours (3 days)	12	DC 17	rare	5000 gp
Ring of Protection	1 ring worth at least 400 gp 1 scroll of shield of faith 1 scroll of mage armor 1 scroll of protection from energy 1 scroll of shield 1 scroll of false life 1 rare arcane essence 1 rare divine essence	16 hours (2 days)	8	DC 17	rare	3,500 gp
Ring of Animal Influence	1 ring worth at least 200 gp 1 scroll of animal friendship 1 scroll of fear 1 scroll of speak with animals 1 rare primal essence	12 hours (1.5 days)	6	DC 16	rare	1,600 gp

Ring of Spell Storing	1 ring worth at least 400 gp 1 empty wizard's spell book (50 gp) 4 rare arcane essence 4 uncommon arcane essence 4 common arcane essence	16 hours (2 days)	8	DC 17	rare	5,000 gp
Ring of X-Ray Vision	1 ring worth at least 200 gp 1 scroll of true seeing 1 scroll of find traps 1 uncommon arcane essence	12 hours (1.5 days)	6	DC 16	rare	2,300 gp
Ring of the Ram	1 ring worth at least 200 gp 1 scroll of galebolt ^K 1 scroll of shatter 1 rare arcane essence 1 uncommon primal essence	12 hours (1.5 days)	6	DC 15	rare	1,400 gp
Ring of Regeneration	1 ring worth at least 400 gp 1 scroll of regeneration 1 rare divine essence 1 rare arcane essence 1 rare primal essence	16 hours (2 days)	8	DC 18	very rare	16,600 gp
Ring of Shooting Stars	1 ring worth at least 400 gp 1 scroll of field of stars ^K 1 very rare arcane essence 1 rare divine essence	16 hours (2 days)	8	DC 18	very rare	11,000 gp
Ring of Telekinesis	1 ring worth at least 400 gp 1 scroll of telekinesis 1 very rare arcane essence 1 very rare psionic essence	16 hours (2 days)	8	DC 19	very rare	18,250 gp
Ring of Spell Turning	1 ring worth at least 400 gp 1 scroll of antimagic field 1 scroll of counterspell 1 legendary arcane essence	32 hours (4 days)	16	DC 22	legendary	57,000 gp
Ring of Three Wishes	1 ring 3 scrolls of wish	16 hours (2 days)	8	DC 18	legendary	133,333 gp
Ring of Djinni	1 ring worth at least 400 gp 1 scroll of gate 1 scroll of conjure elemental 1 very rare primal essence the true name of a djinni	24 hours (3 days)	12	DC 20	legendary	56,000 gp
Ring of Elemental Command	1 ring worth at least 400 gp 1 scroll of dominate monster 1 scroll of conjure elemental 1 legendary primal essence 3 very rare primal essence	24 hours (3 days)	12	DC 19	legendary	55,000 gp
Ring of Invisibility	1 ring worth at least 400 gp 1 scroll of invisibility 1 legendary arcane essence 1 very rare arcane essence	32 hours (4 days)	16	DC 22	legendary	50,000 gp

MAGICAL NECKLACES

Name	Materials	Crafting Time	Checks	Difficulty	Rarity	Value
Amulet of Proof against Detection and Location	1 amulet 1 scroll of nondetection	8 hours	4	DC 14	uncommon	350 gp
Brooch of Shielding	1 brooch or amulet worth 10 gp 1 scroll of magic missile 1 scroll of shield 1 scroll of protection from energy	6 hours	3	DC 14	uncommon	444 gp

Name	Materials	Crafting Time	Crafting Checks	Difficulty	Rarity	Value
Medallion of Thoughts	1 medallion worth 25 gp 1 scroll of detect thoughts 1 uncommon arcane essence 1 uncommon psionic essence	8 hours	4	DC 15	uncommon	500 gp
Necklace of Adaptation	1 necklace worth at least 25 gp 1 scroll of protection from poison 1 common divine essence	6 hours	3	DC 12	uncommon	170 gp
Periapt of Health	1 necklace worth 50 gp 1 scroll of purify food and drink 1 scroll of lesser restoration 2 common divine essence	12 hours (1.5 days)	6	DC 12	uncommon	325 gp
Periapt of Wound Closure	1 amulet worth at least 50 gp 1 uncommon divine essence 1 scroll of cure wounds 1 scroll of prayer of healing	8 hours	4	DC 14	uncommon	450 gp
Savage Talisman ^K	1 necklace worth at least 10 gp 1 scroll of alter self 2 common arcane essence 2 uncommon arcane essence	8 hours	4	DC 14	uncommon	550 gp
Amulet of Heath	1 amulet worth 200 gp 1 rare divine essence 1 rare primal essence	16 hours (2 days)	8	DC 18	rare	2500 gp
Necklace of Prayer Beads*	6 gems worth 50 gp each 1 scroll of planar ally 1 scroll of wind walk 1 scroll of branding smite 1 greater restoration 1 cure wounds 1 scroll of lesser restoration 1 scroll of bless 6 rare divine essence	12 hours (1.5 days)	6	DC 16	rare	10,000 gp
Amulet of Planes	1 amulet worth 650 gp 1 scroll of plane shift 1 rare arcane essence 1 very rare divine essence	24 hours (3 days)	12	DC 18	very rare	23,400 gp
Scarab of Protection	1 scarab shaped medallion worth at least 500 gp 1 scroll of holy aura 1 very rare divine essence	24 hours (3 days)	12	DC 19	legendary	25,000 gp
Talisman of Pure Good	1 talisman worth at least 1,000 gp 1 legendary divine essence from a good-aligned source 1 scroll of fissure ^K 1 scroll of gate	40 hours (5 days)	20	DC 21	legendary	88,000 gp
Talisman of Ultimate Evil	1 talisman worth at least 1,000 gp 1 legendary divine essence from an evil-aligned source 1 scroll of fissure ^K 1 scroll of gate	40 hours (5 days)	20	DC 21	legendary	88,000 gp
Talisman of the Sphere	1 talisman worth at least 1,000 gp 1 legendary arcane essence	24 hours (3 days)	12	DC 22	legendary	37,000 gp

* Necklaces of prayer beads crafted in this way have all the possible beads.

STAFF CRAFTING TABLE

Name	Materials	Crafting Time	Crafting Checks	Difficulty	Rarity	Value
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Staff of the Python	1 <i>uncommon branch</i> 1 scroll of <i>conjure animals</i> 1 <i>common primal essence</i>	8 hours	4	DC 12	uncommon	350 gp
Staff of Charming	1 <i>rare branch</i> 2 <i>rare divine essence</i> 2 <i>rare primal essence</i> 4 <i>uncommon arcane essence</i> 1 scroll of <i>command</i> 1 scroll of <i>comprehend language</i> 1 scroll of <i>charm person</i>	16 hours (2 days)	8	DC 18	rare	4,600 gp
Staff of Healing	1 <i>rare branch</i> 3 <i>rare divine essence</i> 3 <i>uncommon divine essence</i> 1 scroll of <i>mass cure wounds</i> 1 scroll of <i>cure wounds</i> 1 scroll of <i>lesser restoration</i>	12 hours (1.5 days)	6	DC 18	rare	5,000 gp
Staff of Swarming Insects	1 <i>rare branch</i> 1 scroll of <i>giant insect</i> 1 scroll of <i>insect plague</i> 1 <i>rare primal essence</i> 2 <i>uncommon primal essence</i> 1 <i>uncommon divine essence</i>	12 hours (1.5 days)	6	DC 16	rare	3,200 gp
Staff of Withering	1 <i>rare branch</i> 1 <i>uncommon primal essence</i> 1 <i>uncommon arcane essence</i> 1 scroll of <i>blight</i>	8 hours	4	DC 15	rare	780 gp
Staff of the Woodlands	1 <i>rare branch</i> 4 <i>rare primal essence</i> 8 <i>uncommon primal essence</i>	16 hours (2 days)	8	DC 18	rare	5,100 gp
Staff of Fire	1 <i>very rare branch</i> 1 ruby worth 500 gp 3 <i>very rare primal essence</i> 6 <i>rare primal essence</i> 1 scroll of <i>burning hands</i> 1 scroll of <i>fireball</i> 1 scroll of <i>wall of fire</i>	16 hours (2 days)	8	DC 19	very rare	31,000 gp
Staff of Frost	1 <i>very rare branch</i> 1 sapphire worth 500 gp 1 <i>very rare primal essence</i> 1 <i>very rare arcane essence</i> 4 <i>rare primal essences</i> 2 <i>rare arcane essences</i> 1 scroll of <i>cone of cold</i> 1 scroll of <i>fog cloud</i> 1 scroll of <i>ice storm</i> 1 scroll of <i>wall of ice</i>	16 hours (2 days)	8	DC 19	very rare	26,000 gp
Staff of Power	1 +2 quarterstaff 1 diamond worth 500 gp 1 legendary arcane essence 1 scroll of <i>cone of cold</i> 1 scroll of <i>fireball</i> 1 scroll of <i>globe of invulnerability</i> 1 scroll of <i>hold monster</i> 1 scroll of <i>levitate</i> 1 scroll of <i>lightning bolt</i> 1 scroll of <i>magic missile</i> 1 scroll of <i>ray of enfeeblement</i> 1 scroll of <i>wall of force</i> 10 <i>rare arcane essence</i>	32 hours (4 days)	16	DC 20	very rare	50,000 gp

Staff of Striking	1 +3 quarterstaff 10 rare arcane essence	16 hours (2 days)	8	DC 18	very rare	37,000 gp
Staff of Thunder and Lightning	1 very rare branch 1 very rare primal essence 1 scroll of lightning bolt 1 scroll of thunder pulse ^K	16 hours (2 days)	8	DC 16	very rare	9,300 gp
Staff of the Magi	1 legendary branch 2 legendary arcane essence 1 wizard's spellbook containing all the spells of a staff of magi 4 very rare arcane essence	40 hours (5 days)	20	DC 22	legendary	114,000 gp

ROD CRAFTING TABLE

Name	Materials	Crafting Time	Crafting Checks	Difficulty	Rarity	Value
Immovable Rod	1 rod worth at least 100 gp 1 scroll of gravity surge ^K 4 uncommon arcane essence	8 hours	4	DC 15	uncommon	800 gp
Rod of the Pact Keeper +1	1 rod worth at least 100 gp (a) 1 entrapped humanoid soul, or (b) 3 uncommon arcane essence	8 hours	4	DC 15	uncommon	650 gp
Rod of Rulership	1 rod worth at least 500 gp 1 scroll of command 1 scroll of charm person 1 scroll of suggestion 1 scroll of charm monster 2 rare arcane essence	16 hours (2 days)	8	DC 17	rare	3,100 gp
Rod of the Pact Keeper +2	1 rod worth at least 500 gp (a) 3 entrapped humanoid souls of CR/Level 5 or higher, or (b) 3 rare arcane essence	16 hours (2 days)	12	DC 17	rare	3,300 gp
Tentacle Rod	1 rod worth at least 500 gp 1 scroll of black tentacle 3 tentacles at least 5 feet long 2 rare arcane essence	8 hours	4	DC 16	rare	2500 gp
Rod of Absorption	1 rod worth at least 3,000 gp 1 scroll of spelltrap ^K 1 scroll of counterspell 2 rare arcane essence	8 hours	4	DC 16	very rare	7500 gp
Rod of Alertness	1 rod worth at least 3,000 gp 1 scroll of alarm 1 scroll of detect evil and good 1 scroll of detect magic 1 scroll of detect poison and disease 1 scroll of see invisibility 3 rare arcane essence	16 hours (2 days)	8	DC 17	very rare	6,400 gp
Rod of Security	1 rod worth at least 5,000 gp 1 scroll of demiplane 1 very rare divine essence	24 hours (3 days)	12	DC 18	very rare	29,000 gp
Rod of the Pact Keeper +3	1 rod worth at least 5,000 gp (a) 1 entrapped soul of a devil or demon CR 15 or higher 2 very rare arcane essence, or (b) 4 very rare arcane essence	24 hours (3 days)	12	DC 19	very rare	38,000 gp

Rod of Lordly Might	<i>1 rod worth at least 10,000 gp</i> <i>1 scroll of magic weapon</i> <i>1 scroll of prismatic weapon^K</i> <i>1 scroll of fear</i> <i>1 scroll of hold monster</i> <i>1 scroll of vampiric touch</i> <i>1 very rare primal essence</i> <i>1 very rare arcane essence</i> <i>1 very rare divine essence</i> <i>1 +3 weapon mace or battleaxe</i>	40 hours (5 days)	20	DC 22	legendary	84,000 gp
Rod of Resurrection	<i>1 rod worth at least 10,000 gp</i> <i>1 scroll of revivify</i> <i>1 scroll of raise dead</i> <i>1 scroll of resurrection</i> <i>1 scroll of true resurrection</i> <i>1 very rare divine essence</i> <i>1 legendary divine essence</i>	80 hours (10 days)	40	DC 24	legendary	120,000 gp

MAGICAL MANUALS AND TOMES

Name	Materials	Crafting Time	Crafting Checks	Difficulty	Rarity	Value
Manual of Bodily Health	<i>1 blank book worth 500 gp</i> <i>1 scroll of enhance ability</i> <i>1 legendary primal essence</i> <i>1 legendary divine essence</i>	40 hours (5 days)	20	DC 21	legendary	68,500 gp
Manual of Gainful Exercise	<i>1 blank book worth 500 gp</i> <i>1 scroll of enhance ability</i> <i>2 legendary primal essence</i>	40 hours (5 days)	20	DC 21	legendary	68,500 gp
Manual of Golems*	<i>1 blank book worth 250 gp</i> <i>1 scroll of awaken</i> <i>1 scroll of scroll of animate objects</i> <i>2 very rare arcane essence</i> <i>1 rare divine essence</i>	24 hours (3 days)	12	DC 19	very rare	12,400 gp
Manual of Quickness of Action	<i>1 blank book worth 500 gp</i> <i>1 scroll of enhance ability</i> <i>1 legendary arcane essence</i> <i>1 legendary divine essence</i>	40 hours (5 days)	20	DC 21	legendary	68,500 gp
Tome of Clear Thought	<i>1 blank book worth 500 gp</i> <i>1 scroll of enhance ability</i> <i>2 legendary arcane essence</i>	40 hours (5 days)	20	DC 21	legendary	68,500 gp
Tome of Leadership and Influence	<i>1 blank book worth 500 gp</i> <i>1 scroll of enhance ability</i> <i>2 legendary divine essence</i>	40 hours (5 days)	20	DC 21	legendary	68,500 gp
Tome of Understanding	<i>1 blank book worth 500 gp</i> <i>1 scroll of enhance ability</i> <i>1 legendary divine essence</i> <i>1 legendary primal essence</i>	40 hours (5 days)	20	DC 21	legendary	68,500 gp

- Note that this creates the item, not the golem. Creating the golem requires a sum of gold pieces and time beyond the item. When making a manual of golems in this way, you can pick which golem type it is for.

IOUN STONES

Name	Materials	Crafting Time	Crafting Checks	Difficulty	Rarity	Value
Ioun Stone (Protection)	1 rose gem worth at least 200 gp 1 scroll of mage armor 3 rare arcane essence 1 rare divine essence	16 hours (2 days)	8	DC 17	rare	3,800 gp
Ioun Stone (Awareness)	1 dark blue gem worth at least 200 gp 1 scroll of enhance ability 1 rare primal essence 1 rare arcane essence	16 hours (2 days)	8	DC 17	rare	2,260 gp
Ioun Stone (Sustenance)	1 clear gem worth at least 200 gp 1 scroll of create food and water 2 rare divine essence 1 uncommon arcane essence	16 hours (2 days)	8	DC 16	rare	2,290 gp
Ioun Stone (Reserve)	1 purple gem worth at least 200 gp 5 rare arcane essence 4 uncommon arcane essence	16 hours (2 days)	8	DC 17	rare	5,100 gp
Ioun Stone (Strength)	1 pale blue gem at least 500 gp 1 scroll of enhance ability 4 very rare primal essence	24 hours (3 days)	12	DC 19	very rare	33,000 gp
Ioun Stone (Absorption)	1 pale lavender gem worth at least 500 gp 1 scroll of dispel magic 1 very rare arcane essence 1 very rare divine essence	24 hours (3 days)	12	DC 19	very rare	18,000 gp
Ioun Stone (Agility)	1 deep red gem worth at least 500 gp 1 scroll of enhance ability 2 very rare primal essence 2 very rare divine essence	24 hours (3 days)	12	DC 19	very rare	33,000 gp
Ioun Stone (Fortitude)	1 pink gem worth at least 500 gp 1 scroll of enhance ability 2 very rare divine essence 2 very rare primal essence	24 hours (3 days)	12	DC 19	very rare	33,000 gp
Ioun Stone (Insight)	1 incandescent blue worth at least 500 gp 1 scroll of enhance ability 2 very rare divine essence 2 very rare primal essence	24 hours (3 days)	12	DC 19	very rare	33,000 gp
Ioun Stone (Intellect)	1 incandescent blue worth at least 500 gp 1 scroll of enhance ability 3 very rare arcane essence 1 very rare primal essence	24 hours (3 days)	12	DC 19	very rare	33,000 gp
Ioun Stone (Leadership)	1 pink gem at least 500 gp 1 scroll of enhance ability 4 very rare divine essence	24 hours (3 days)	12	DC 19	very rare	33,000 gp
Ioun Stone (Greater Absorption)	1 lavender gem worth at least 500 gp 1 green gem worth at least 500 gp 2 very rare divine essence 2 very rare arcane essence 1 scroll of antimagic sphere	32 hours (4 days)	16	DC 20	legendary	50,000 gp
Ioun Stone (Mastery)	1 green gem worth at least 1,000 gp 1 scroll of enhance ability 1 legendary divine essence 1 very rare arcane essence 1 very rare primal essence	40 hours (5 days)	20	DC 21	legendary	55,800 gp
Ioun Stone (Regeneration)	1 pearl worth at least 1,000 gp 1 scroll of regeneration 2 very rare divine essence 2 rare divine essence	24 hours (3 days)	12	DC 19	legendary	32,800

INFUSED GEMS

Name	Materials	Crafting Time	Checks	Difficulty	Rarity	Value
Brilliant Diamond	1 diamond worth at least 25 gp 1 common arcane essence	4 hours	2	DC 14	Common	95 gp
Effervescent Emerald	1 emerald worth at least 25 gp 1 common primal essence	4 hours	2	DC 13	Common	70 gp
Flickering Ruby	1 ruby worth at least 50 gp 1 common primal essence	4 hours	2	DC 14	Common	125 gp
Sparkling Sapphire	1 sapphire worth at least 100 gp 1 uncommon arcane essence	6 hours	3	DC 15	Uncommon	320 gp
Glittering Garnet	1 garnet worth at least 100 gp 1 common divine essence 1 uncommon arcane essence	6 hours	3	DC 16	Uncommon	420 gp
Magic Diamond	1 diamond worth at least 100 gp 1 uncommon arcane essence	6 hours	3	DC 16	Uncommon	370 gp
Perfect Infusion	1 cut gem worth at least 50 gp 1 common arcane essence 1 common primal essence	6 hours	3	DC 18	Uncommon	400 gp

BOARDING PARTY^K

Weapon (any ammunition), uncommon

This is a magical piece of ammunition carved with pirate motifs. This piece of ammunition changes size to fit the size of the weapon used (becoming large when loaded into a large weapon). You can use this piece of ammunition to cast *translocating shot*^K once without expending a spell, targeting this piece of ammunition. Once used in this way, it can't be used again until the next dawn.

BOW OF MAGIC MISSILES^{TAG}

Weapon (any bow), very rare (requires attunement by a creature that is proficient with shortbows or longbows)

You gain a +1 bonus to attack and damage rolls made with this magic weapon. In addition, it has 5 charges. While holding it, you can expend 1 charge as an action and draw the bowstring, causing two gleaming arrows of magical force to materialize. You immediately fire each arrow at a creature that you can see within 600 feet of you. You can direct the arrows at one creature or multiple, and each arrow automatically hits its target, striking simultaneously.

You can choose to expend additional charges as part of the same action to fire one extra arrow per charge expended. Each arrow deals force damage equal to 1d6 + your proficiency bonus. The bow regains 1d4 + 1 expended charges daily at dawn. If you expend the bow's last charge, roll a d20. On a 1, the bow retains its +1 bonus to attack and damage rolls but loses all other properties.

Item by "TAG" (TheArenaGuy) of Spectre Creations

BREASTPLATE OF THE GOLDEN RETRIEVER^{DS}

Armor (breastplate), very rare (requires attunement)

You have a +1 bonus to AC and advantage on saving throws to resist being frightened while wearing this armor.

This armor has 3 charges, which it regains daily at dawn. As an action, you can expend 1 charge to cast the warding bond spell or 2 charges to cast the faithful hound spell from the armor without requiring material components. When warding bond is cast in this way, a spectral golden retriever appears next to the creature you are bonded with and follows it dutifully. The golden retriever is incorporeal and it can shed bright light in a 20-foot radius and dim light for an additional 20 feet upon the bonded creature's request (no action required).

Item and art by Dungeon Strugglers



CAPTAIN'S COAT^{DS}*Armor (studded leather), rare (requires attunement)*

Functional and fashionable, this long pirate captain's coat is reinforced for combat and draws the eyes to its ornate design. While wearing this coat, you have proficiency in navigator's tools, vehicles (water) and you have a swimming speed equal to your walking speed.

Multiple pockets are hidden on the inside of the coat, able to conceal small objects. A creature attempting to search your person must succeed on a DC 15 Intelligence (Investigation) check in order to discover the hidden pockets.

Sailor's Mouth. Once per short or long rest, you can use a bonus action to cast the vicious mockery spell (save DC 15) while wearing the coat. When cast in this way, the target takes extra psychic damage equal to your Charisma modifier.

Item and art by Dungeon Strugglers

CAPTAIN'S COAT

**CASCADE CATALYST^K***Wondrous Item, rare (requires attunement)*

While holding this catalyst, you can use it as spell casting focus for your spells. When you roll damage for a spell, for each die that rolls its highest value, you can roll one additional die of the same type and add it to the damage dealt.

CRYSTAL KEY^K*Wondrous item, very rare*

An intricate crystalline doorknob with intricate carved patterns. This crystal contains a psionically constructed space that can be manifested by placing it against any flat vertical surface large enough for a Medium-sized door to appear on, and speaking the command word. It creates a door that leads into this interdimensional space. The size of this space depends on the size of the object the doorknob is placed again. If the space is at least 10 feet long by 10 feet wide, it creates a simply furnished bedroom with a bed, light, chair

and desk. The atmosphere in the room is comfortable and the air is breathable.

For each additional 10 cubic feet of space in the object the door knob is placed in, additional rooms appear, in the following order:

- A bathroom furnished with wash tub and running water (the water is potable).
- A comfortable study furnished with a writing table, chair, bookshelves and fireplace.
- A workshop with basic artisan tools and work benches.
- A kitchen that contains no food, but all basic cooking tools, and an always hot oven.
- Additional bed rooms, up to four additional rooms.
- Anything created by the extradimensional space can't leave the extradimensional space.

These rooms are extradimensional and do not truly exist within the object, and can't be accessed by any means other than through the door (they do not structurally effect the object, or allow you to access entrances or areas within the object).

CRYSTAL BALL OF THIEVING^{DS}*Wondrous item, legendary (requires attunement)*

This crystal ball is about 6 inches in diameter. While touching it, you can cast the scrying spell (save DC 17) with it.

You can use an action to cast the mage hand spell while you are scrying with the crystal ball, the spectral hand appearing within 30 feet of the spell's sensor. When cast in this way you can make the spectral hand invisible. When the scrying ends, so does the spell, and any object held by the spectral hand is teleported into your open hand or to an unoccupied space at your feet. Teleporting an object via this method is unreliable and has a chance to fail. Roll a d20 to determine if you are successful. If you have had physical contact with the object before add 5 to your roll. If the object has spent more than 24 hours in your possession, add 10. The DC is 15. On a failure, the object reappears in the space that it occupied before the spectral hand interacted with it, or in the nearest unoccupied space if that space is now occupied. Once used, the thieving power of the crystal ball can't be used again until the next dawn.

CRYSTAL BALL
OF THIEVING

Curse. Each time you successfully steal an item using this crystal ball, the owner of the item immediately sees an image of your face and hears your name in their mind. They don't necessarily know the context, but if your theft arouses suspicion, it's a likely deduction that you are related to the disappearance of their possession.

Item and art by Dungeon Strugglers.

DAGGER OF THE OGRE MAGE^{GS}

Weapon (shortsword), uncommon (requires attunement)

This blade was once used as a dagger by an ogre, but is nevertheless large enough to be a shortsword. You gain a +1 bonus to attack and damage rolls made with this magic weapon.

This blade's hilt is hollow and can hold up to 3 cantrip spell scrolls. Cantrip scrolls left within the compartment for 1 minute activate one of the three clear gems adorning its grip. Once activated, you can cast these cantrips at will using your spellcasting modifier. If you don't have a spellcasting modifier, use your Intelligence modifier instead. You have proficiency with these cantrips. Cantrips cast from the blade use the weapon as an arcane focus and allow you to perform any somatic components with the weapon instead of requiring a free hand. Scrolls contained within the sword are not destroyed after using them in this way.

When you cast a cantrip using the sword that deals damage, the sword's damage type changes to match the cantrip's for 1 minute or until you end it early (no action required).

Item and art by Griffon's Saddlebag



DAGGER OF THE
OGRE MAGE

DARK FATHOM ARMOR^{GS}

Armor (studded leather), very rare (requires attunement)

This dark, sea-soaked suit of armor smells of brine and is covered in eldritch runes. You have a +1 bonus to AC and can breathe normally underwater while wearing this armor.

In addition, while wearing this armor, you can use an action to cast the black tentacles spell (save DC 15) from it. When cast in this way, the spell targets a 15-foot square centered on your location that does not follow you when you move. In addition, you do not need to concentrate on the spell and are immune to its effects when cast in this way. Once this property has been used, it can't be used again until the next dusk.

Item and art by Griffon's Saddlebag



DECOMBOBULATOR^K

Wondrous item, rare

This small mysterious device can emit a projected field within 5 feet of it that heats matter until it undergoes a state change, from a solid to a liquid, or from a liquid to a gas. It has no effect on gas. The target area is always in the shape of a cube, and can be as small as a 1 inch cube or as large as a 5 foot cube. The process takes 1 minute. If a creature ends its turn in the projected field, it takes 2d6 fire damage. This damage doubles each consecutive turn it ends in the area. This damage is also taken by any creature attempting to hold or touch something in the area of effect. This field may burn away the effects of some spells that would be subject to its effects at the discretion of the GM.

DOODLE RING^{GS}*Ring, common*

This magic wooden ring is always covered in splotches of charcoal, ink, or paint, regardless of how well or often it's cleaned. While wearing the ring on a finger, you can touch that finger to a solid surface and begin to draw. The drawing uses your finger to make marks as if it were a piece of charcoal, ink quill, or paintbrush (your choice). The marks you make can be in any color. Any drawing made by the ring can be easily smudged or washed away without leaving any marks behind. The ring can have up to a total of 5 square feet covered with drawings in this way at any time. Drawing more than that begins to erase the previous marks, and any mark left after 24 hours of being made is magically erased.

Item and art by Griffon's Saddlebag



DOODLE RING

DRAGON TAMER LANCE^{GS}*Weapon (lance), legendary (requires attunement)*

This slender, iridescent lance is covered in an enchanted finish that resembles the hardened scales of many dragons. You gain a +1 bonus to attack and damage rolls made with this magic weapon. While attuned to the weapon, you can understand and speak Draconic.

This lance has 8 charges and regains 1d4 + 4 expended charges each day at dawn. When you hit a target with the lance, you can expend 1 of its charges to deal an extra 3d6 acid, cold, fire, lightning, or poison damage (your choice) to the target. If you expend a charge in this way when you hit a dragon, it must also succeed on a DC 17 Wisdom saving throw or become frightened of you until the beginning of your next turn. For the purpose of this weapon, "dragon" refers to any creature with the dragon type, including dragon turtles and wyverns.

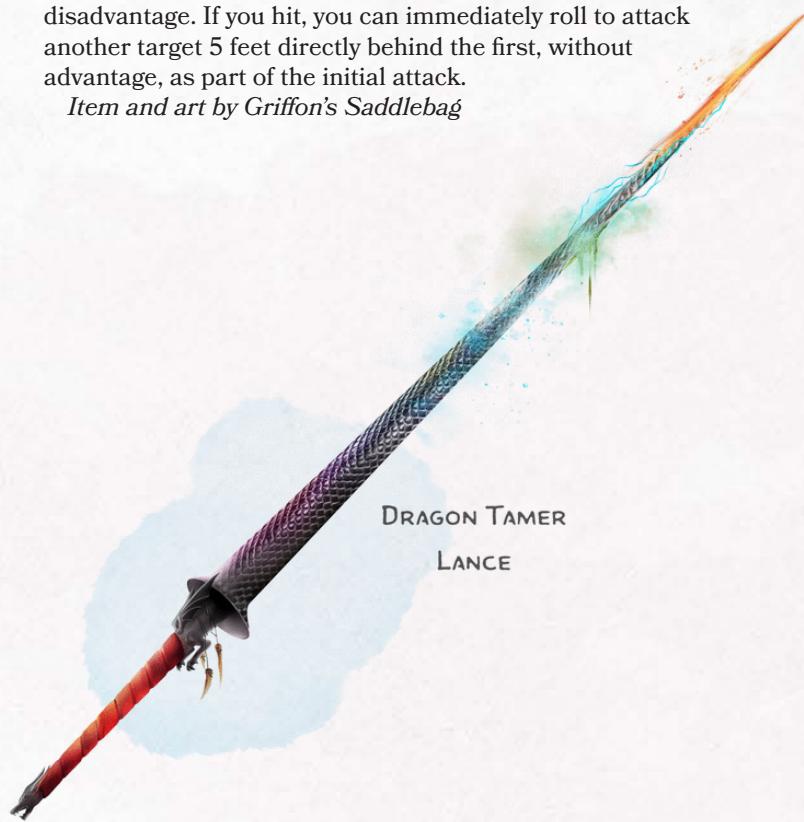
Whenever you expend a charge in this way to deal extra damage, you can choose to expend a 2nd charge and deal an extra 1d6 damage of the same type to the target and prevent it from using its reaction until the start of its next turn.

Wyrmling Steed. In addition, while holding the lance, you can use an action to cast the find steed spell from it. Once this property has been used, it can't be used again until the next

dawn. When you use the lance to cast this spell, you can choose to summon a dragon wyrmling instead of a normal mount by expending a number of charges equal to its challenge rating (maximum 2). You determine the kind of dragon summoned, although its alignment towards good or evil must be the same as your own. If your alignment is neutral, you can summon a wyrmling of either alignment. The wyrmling counts as one size larger when used as a mount and cannot use its breath weapons.

Forceful Impact. If you move at least 20 feet straight toward a Medium or smaller target and then make a melee attack with the lance against it while within 5 feet of the target, you make the attack with advantage instead of disadvantage. If you hit, you can immediately roll to attack another target 5 feet directly behind the first, without advantage, as part of the initial attack.

Item and art by Griffon's Saddlebag

DRAGON TAMER
LANCE**ESSENCE CRYSTAL^K***Wondrous item, rare (requires attunement)*

A translucent crystal capsule that contains a small amount of a mysterious dark colored liquid.

d6	Essence Color	Attribute
1	Deep Crimson	Strength
2	Forest Green	Dexterity
3	Amber Orange	Constitution
4	Honey Yellow	Wisdom
5	Azure Blue	Intelligence
6	Rich Purple	Charisma

While in possession of this crystal, an attuned creature gains a +1 bonus to ability checks and saving throws of the crystals attribute type.

These crystals can be cracked, and the liquid inside makes a potent essence for forging powerful runes.

Curse. While attuned to the crystal, you have vivid dreams of lives that are not your own, seeing glimpses of the souls that contributed their essence to the liquid within the crystal.

GALVANIC SPINE^K

Weapon (whip), rare (requires attunement)

A segmented metallic whip that crackles with lightning. You have a +1 bonus to attack and damage rolls made with this magic whip, and it deals an extra 1d4 lightning damage on hit.

This whip is highly articulated and can move with surgical precision, allowing it to serve as an extended reach for certain tasks. As an action, you can attempt to grapple a creature, entangling with the whip. When you do so, you can make a Dexterity (Athletics) check to initiate and maintain the grapple (instead of Strength). A creature that starts its turn while grappled with this whip takes 1d4 lightning damage.

Additionally, you can pick up objects weighing 10 pounds or less within 10 feet, pulling them toward you, or interact with objects within 10 feet. You can use as a set of thieves' tools +1 when interacting with objects within 10 feet.

HELM OF HEROES^{GS}

Wondrous item, rare (requires attunement)

You gain a +1 bonus to AC if you're wearing no armor while wearing this helmet. You can still use a shield and gain this benefit. In addition, while wearing no armor, the helm becomes suffused with glory and glimmers for 1 minute whenever you roll a 20 on an attack roll. While the helm is glimmering in this way, you gain temporary hit points at the start of each of your turns equal to half your level, and friendly creatures within 10 feet of you can't be frightened.

Item and art by Griffon's Saddlebag



HERO'S SHEATH^K

Wondrous item, rare (requires attunement by a paladin)

An ornate sheath built for a longsword, this sheath infuses a blade stored within with divine power. When you draw a weapon stored in this sheath, the first attack you make with it after drawing it forth has a range of 30/60 (using the weapon's normal attack modifier), and deals radiant damage instead of slashing damage.

If you expend a spell slot to empower this special attack using your Divine Smite feature, the blade emits a holy blast that deals damage equal to the Divine Smite targeting all creatures within 15 feet. The range of the cone increases by 15 feet for each level of spell slot expended on the Divine Smite. The target of the attack takes the Divine Smite damage as normal if the attack hits, while all other creatures in the area must make a Dexterity saving throw with a DC of 16. On failure, they take radiant damage equal to the damage dice of the Divine Smite damage (this is not doubled if the attack is a critical hit), or half as much damage on a successful saving throw.

A longsword that is sheathed in this sheath for at least 24 hours is infused with divine power. Its damage die is increased by one step (from a d8 to a d10, and its versatile damage from a d10 to a d12) and it counts as magical for the purposes of overcoming resistance to damage. This bonus lasts until another weapon is sheathed in this sheathed.

HOLY SYMBOL OF THE ARCANE^K

Wondrous item, rare (requires attunement by a cleric)

This is a special holy symbol often belonging to the order of a god dedicated to knowledge or magic, imbued with special power by the god or their agents with the ability to confer arcane magic to a disciple.

When an attuned user is preparing spells for the day, they can prepare spells from the wizard spell list in addition to the cleric spell list, but any spell prepared in this way is prepared at one level higher than it normally would be. For example, if they were to use this holy symbol to prepare the *fireball* spell from the wizard list, it would be prepared as if were normally a 4th-level spell (not gaining benefits from being up casted as a 4th-level spell).

An attuned cleric can have a number of spells prepared this way equal to their Wisdom modifier.

HULKING BRACERS^K

Wondrous item, uncommon (requires attunement)

While wearing these bracers, as an action you can gain the *Enlarge* effect from the *enlarge/reduce* spell without requiring a spell slot or concentration. The effect lasts until deactivated as a bonus action. You can remain enlarged for up to 1 hour per day, all at once or in several shorter uses. If you run out of time while enlarged, you shrink to your normal size. The bracers regain their 1 hour of usage at dawn each day.

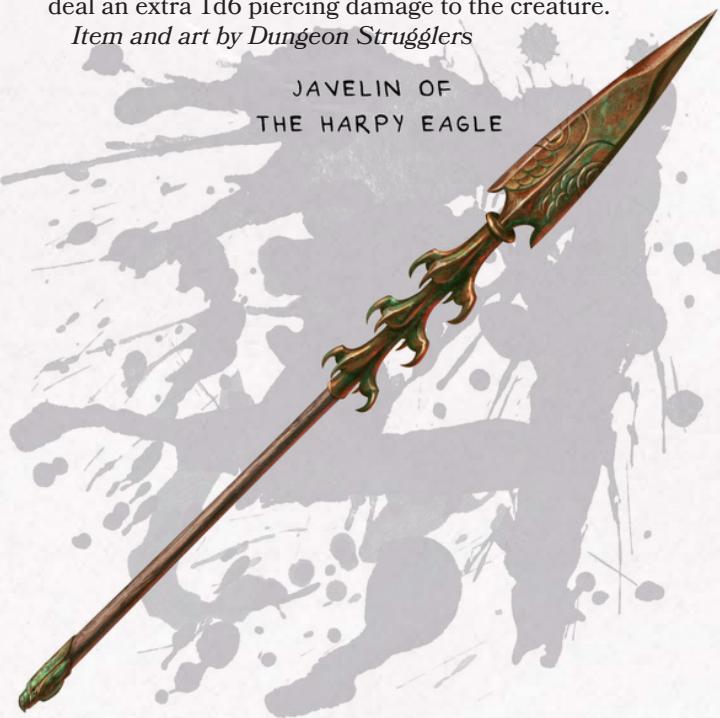
JAVELIN OF THE HARPY EAGLE^{DS}

Weapon (javelin), rare (requires attunement)

This barbed javelin embeds itself into creatures and hinders their movement. A creature hit by this javelin has its speed reduced by 10 feet until the javelin is removed. While you are within 120 feet of the javelin and you can see it, you can use a bonus action to speak its command word, causing the javelin to viciously remove itself from the target and fly back to your open hand or to an unoccupied space at your feet. You can choose to remove the javelin as a part of the attack while wielding it in melee. Alternatively, any creature can remove the javelin with an action. When the javelin is removed, the barbs deal an extra 1d6 piercing damage to the creature.

Item and art by Dungeon Strugglers

JAVELIN OF
THE HARPY EAGLE



RAIMENT OF THE RACCOON^{DS}

Armor (studded leather), very rare (requires attunement by a rogue)

You have a +1 bonus to AC while wearing this armor. While wearing it, you are imbued with the hardiness of a raccoon. Your rogue feature Evasion now applies to Constitution saving throws as well.

Keen Sense of Touch. While wearing this armor you develop a hypersensitive tactile awareness. You can add your Wisdom modifier to Dexterity (Sleight of Hand) checks, thieves' tools checks and Intelligence (Investigation) checks that use your sense of touch. You can reliably detect the surface details, such as engraved writing or material properties, of an object by touching it.

Curse. While attuned to this armor you become obsessively hygienic. You must spend at least 10 minutes washing your hands to benefit from a short or long rest and you prefer to dunk your food into water before eating it.

Item and art by Dungeon Strugglers

SHAWM OF SUNDERING^{DS}

Wondrous item, uncommon (requires attunement by a bard)

When a creature adds one of your Bardic Inspiration dice to an attack or damage roll, and they hit a target within 60 feet of you, you can play the shawm as a reaction to deal thunder damage equal to one roll of your bardic inspiration die to the target.

Additionally, you can play the shawm as an action to cast thunderwave, shatter, or lightning bolt, and that spell can't be cast from it again until the next dawn.

Item and art by Dungeon Strugglers

SHAWM OF
SUNDERING



RAIMENT OF
THE RACCOON



SQUALL COLLAR^{DS}*Wondrous item, rare (requires attunement)*

This cold steel choker is forged into the shape of a roiling storm. It gives you a static shock when touched. It has 3 charges. While wearing the collar, you can use an action and expend 1 charge to cast sleet storm (save DC 15) from it. The Squall Collar regains all expended charges daily at dawn.

Amplified. If the Squall Caller is within 60 feet of this collar, it gains the following properties:

Wearing the collar allows you to see normally through heavily obscured areas caused by weather or spells such as sleet storm or fog cloud. The saving throw DC for spells cast from the collar increases to 16. When you are targeted with an attack that deals thunder or lightning damage, you can use your reaction to gain resistance to the triggering damage type until the start of your next turn. Additionally, the Squall Caller deals an extra 1d8 of the triggering damage type for 1 minute. Once the collar is used in this way, the ability cannot be used again until the next dawn.

Item and art by Dungeon Strugglers

SQUALL COLLAR

**SQUALL CALLER^{DS}***Weapon (battleaxe), uncommon (requires attunement)*

This battleaxe has the thrown property with a normal range of 20 feet and a long range of 60 feet. It has 3 charges. While holding the battleaxe, you can use an action and expend 1 charge to cast gust of wind (save DC 13) from it. The Squall Caller regains all expended charges daily at dawn.

Amplified. If the Squall Collar is within 60 feet of this battleaxe, it gains the following properties:

- You gain a +1 bonus to attack and damage rolls made with this magic weapon.
- Immediately after being thrown, the battleaxe flies back to your hand.
- The saving throw DC for spells cast from the battleaxe increases to 15.
- When you cast gust of wind from the battleaxe, the distance pushed increases by 5 feet and you can choose any number of creatures within the area of effect to automatically succeed on their saving throw. Additionally, you can choose to cast gust of wind without requiring concentration, but the spell ends at the start of your next turn.

Item and art by Dungeon Strugglers

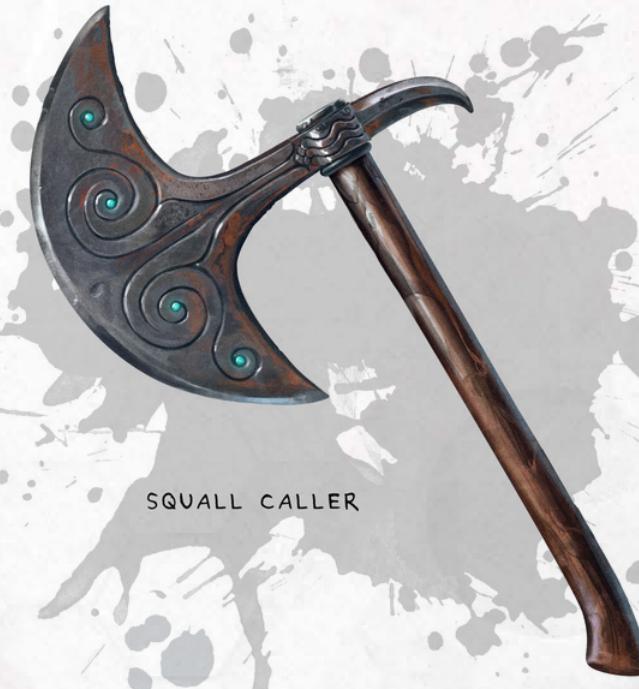
SCALE MAIL OF THE PANGOLIN

**SCALE MAIL OF THE PANGOLIN^{DS}***Armor (scale mail), rare (requires attunement)*

While wearing this armor you gain a burrowing speed of 10 feet. You can use your burrowing speed to move through sand, loose earth, mud, or ice, not solid rock.

This armor can adjust itself to provide superior protection, allowing you to curl up into a ball as an action. Until you emerge (on your turn, no action required), you gain a +5 bonus to AC, and you have advantage on Strength and Constitution saving throws. While curled up, you are prone, your speed is 0 and can't increase, you have disadvantage on Dexterity saving throws, and you are incapacitated. Attack rolls made against you do not have advantage normally granted by the prone condition. Additionally, a creature can roll you along the ground in front of itself if it succeeds on a DC 10 Strength check (no action required).

Item and art by Dungeon Strugglers



SQUALL CALLER

SAVAGE TALISMAN^K*Wondrous item, uncommon (requires attunement)*

While wearing the talisman, you gain a +1 bonus to the attack rolls and the damage rolls you make with unarmed strikes and natural weapons. Such attacks are considered to be magical.

THEURGE'S LIBRUM^K*Wondrous items, very rare (requires attunement by a wizard)*

This hefty ornate spell book remains pristine in all conditions, its cover depicting detailed sacred inscriptions. After studying the contents of this book for 8 hours, the user can comprehend a unifying theory of divine and arcane power, though such a comprehension mystically fades from the mind if they ever lose possession or unattune from the librum, until they are once more in possession and attuned to the librum.

When found, the librum contains the following spells: *cure wounds, bless, lesser restoration, gentle repose, revivify, spirit guardians, commune, guardian of faith, dawn, and mass cure wounds*. The spells contained within can be prepared as Wizard spells for the attuned user, but can't be copied out of the spell book. Casting these divine spells exerts a special strain on a wizard, however, and they can only cast a total number of spell slots of spells that do not appear on the Wizard list from this book equal to their Wizard level, after which they must finish a long rest, refreshing the number of spells they can cast.

In addition, it contains 10 empty pages, each of which can contain one additional spell from the cleric list. If you come across a cleric spell in written form (such as a scroll) the spell can be permanently copied into the librum, expending one of the empty pages. The process of copying the spell into your ritual book takes 2 hours per level of the spell, and costs 50 gp per level. The cost represents the material components you expend as you experiment with the spell to master it, as well as the fine inks you need to record it.

QUANTUM CHAOS BOX^K*Wondrous item, rare*

This is a mysterious box that harnesses primordial chaos to manipulate aspects of reality within it, creating random chaotic things. When opening this box, roll a 1d12 to determine the results. If opened again, the box is empty until the next dawn.

1d12**Contents of Box**

- | | |
|---|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 1 | 1d4 hostile swarms of rats under the effect of fire shield |
| 2 | 1d12 berries created by the goodberry spell. |
| 3 | A small piece of a star. It explodes violently. All creatures within 20 feet must make a DC 15 Dexterity saving throw or take 3d12 fire damage, or half as much on a successful save. |
| 4 | The last consumable item you used, of uncommon rarity or less, or a potion of healing (if no consumable item applies). |
| 5 | A small wooden toy. It looks quite old. |

- | | |
|----|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 6 | A key. Someone probably lost it. |
| 7 | 1d4 delicious looking fresh fish. Cooking and eating them gives a creature up to 10 temporary hit points, as long as they are cooked within 1 hour of opening the box. |
| 8 | A diamond worth 1d100 gp. |
| 9 | Another box that looks identical to the Quantum Chaos Box, just very slightly smaller. It is a hostile mimic. |
| 10 | A letter written in an incomprehensible language. If somehow decoded it might be a mundane letter, or a spell scroll for a spell on the Warlock spell list of 3rd level or lower. |
| 11 | Nothing |
| 12 | A single bean from a magical bag of beans. |

ADDITIONAL EFFECTS

An ambitious GM can replace any effect rolled with a new effect (either positive or negative) to keep the box indefinitely chaotic. Ideas that might lead to further adventures can even be included. Imagine the ramifications of opening the box and finding a lich's phylactery.

YVES' THIEVES' TOOLS^{DS}*Wondrous item, uncommon (requires attunement)*

You have a +1 bonus to ability checks using these thieves' tools. As an action you can hold these tools up to a door to hear through it, as long as it's no thicker than 1 foot, alerting you to the location of any creatures within 20 feet of the door. If you set off a trap while using these tools to pick a lock, you have advantage on any saving throws to resist the trap.

Item and art by Dungeon Strugglers

YVES' THIEVES' TOOLS

**CONTRIBUTED ITEMS**

To expand the list beyond the SRD, the system includes items from talented creators like Dungeon Strugglers (DS), Griffon's Saddlebag (GS), and Spectre Creations (TAG). These items are used with permission, and a tiny fraction of their overall catalog. If you like the look of their stuff, you can find far more from them online.

INFUSED GEMS

BRILLIANT DIAMOND^K

Gemstone, common

This diamond gives off 5 feet of dim light when not socketed. When socketed into a weapon, ring, or necklace, a creature holding that weapon or wearing the piece of jewelry can use their action to cast the *light* spell, targeting the item the gem is socketed into.

EFFERVESCENT EMERALD^K

Gemstone, common

This emerald has a swirling light within. When socketed into a weapon, checks to apply poison to that weapon automatically succeed. When socketed into a ring or necklace, a creature wearing that piece of jewelry can use their action to cast the *poison spray* cantrip.

FLICKERING RUBY^K

Gemstone, common

This ruby flickers like a torch, giving off 5 feet a bright light and an additional 5 feet of dim light when not socketed. When socketed into a weapon, as an action you can cause the weapon to burst into flames, dealing an extra 1d4 fire damage for 1 minute. Once used in this way it can't be used again until dawn. When socketed into a ring or necklace, a creature wearing that piece of jewelry can use their action to cast the *produce flame* cantrip.

GLITTERING GARNET^K

Gemstone, uncommon

This blood red gem glitters like blood in the dark. When socketed into a melee weapon, any time a creature deals more than 10 slashing or piercing damage to a target with blood, the wielder regains 1 hit point. When socketed into a ring or necklace, the wearer regains an additional hit point when they spend a Hit Die.

MAGIC DIAMOND^K

Gemstone, uncommon

This diamond gives off 5 feet of bright light and 5 feet of dim light when not socketed. When socketed into a weapon, the weapon becomes magical for the purposes of overcoming resistance. When socketed into a ring or necklace, a creature wearing that piece of jewelry can use their action to cast the *force bolt*^K cantrip.

SPARKLING SAPPHIRE^K

Gemstone, uncommon

This sapphire sparkles dimly with an internal light. A creature can infuse a 1st-level spell or cantrip into this gem, causing it to sparkle more brilliant. Subsequently, a creature holding the gem, a weapon the gem is socketed into, or a piece of jewelry

the gem is socketed into, can cast the spell as if they are casting the spell. If the creature has a spellcasting feature, they can use it to cast the spell without expending a spell slot, discharging the power in the gem. If a creature doesn't have the spellcasting feature, their spell attack modifier is +3 and their spell save DC is 11 for any spell cast. The effects of a spell cast using this sapphire can't persist for more than 10 minutes (for example, a familiar summoned with it would last 10 minutes rather than indefinitely).

PERFECT INFUSION^K

Gemstone, uncommon

A gem infused so perfectly that it readily accepts power. You can activate this gem as a reaction when you take acid, cold, fire, lightning or thunder damage. The gem grants you resistance to the triggering damage type until the start of your next turn. After triggering it, the first time you hit with a melee attack on your next turn, the target takes an extra 1d6 elemental damage of the triggering type. Once activated, it can't be activated again until you finish a long rest.

PSIONIC ITEMS

Psionic items are a special category of item that are powered by psionics. Some of them will work for any user, some of them require the user to have psionic abilities.

VISION STONE^K

Wondrous item, common

A creature holding this crystal can view or record a single scene within in, viewed as if by the recording creatures eyes. This memory can be up to 1 minute long, and includes sights, sounds, and faint emotions. A memory can be faked, but doing so requires exceptional deception to make it seem accurate. When storing a fake memory make an Intelligence (Deception) check. A viewer can detect a fake memory with a Wisdom (Insight) check equal to or higher than to the deception check minus 5.

AMPLIFYING CRYSTAL^K

Wondrous item, uncommon/rare/very rare (requires attunement by a psionic character with one or more psi points)

While holding this crystal, you gain a bonus to psionics attack rolls and to the psionic saving throw DCs of your psionic abilities. The bonus is determined by the crystal's rarity.

In addition, when you use a psionic power, you can add a number of psi points determined by the crystal's rarity; these points can only be used on psionic powers, but can exceed your normal psi limit. You can't use this property again until you finish a long rest.

Rarity	Modifier	Points Added
Uncommon	+1	1
Rare	+2	2
Very Rare	+3	3

BLASTING CRYSTAL^K

Wondrous item, uncommon (requires attunement by a psionic character with one or more psi points)

While holding this crystal, an attuned user can focus their psionic powers into it emit a powerful psionic blast. It emits a ray of concentrated psionic power blasts toward a creature or object you can see within 60 feet. Make a ranged spell attack. On hit, it deals $1d10 + \text{your Psionics modifier}$ force damage.

You can spend psi points add the following modifiers to (you can add multiple modifiers). The points must be spent when choosing the target of the power. If you have the Psionic Mastery feature, you can spend mastery points on this as if was a psionic power.

Amplified Blast (1–3 points). The target takes an extra $1d10$ force damage.

Omni Blast (1+ points). The blast targets a number of additional creatures equal to the psi points spents.

Soul Blast (1 point). The blast damage becomes psychic damage, and treats the targets AC as $10 + \text{their Dexterity modifier}$.

FOCUSING CRYSTAL^K

Wondrous item, uncommon, (requires attunement by a psionic character with one or more psi points)

While holding this crystal, you can use it to focus your mind, more perfectly opening your psionic senses. You can use this spell to cast *clairvoyance* without expending psi points. Once while the effect is active, you can use a Psionic ability (power, spell or talent) that doesn't deal damage on a creature within range of the sensor as if it was in range and sight of you. You can't use this property again until you finish a long rest.

At the start of your turn, you can focus this crystal (as if concentrating on a spell) and reduce your speed to 0. When you do so, until the end of your turn the range of all psionic abilities with a range other than touch are doubled.

PSI BLADE CRYSTAL^K

Wondrous item, uncommon/rare/very rare

Embedded in a ring, bracelet, bladeless sword hilt, or similar item, this small gem seems to have minimal value to the casual observer, but has perfect psionic resonance.

While carried by a Way of the Soul Knife Monk, that monk can use this crystal to focus a purer Soul Knife, adding $+1/+2/+3$ (based on rarity) to attack and damage rolls with their Soul Knife.

Some crystals come in various colors, and change the hue of your psi blade to match the color of the crystal.

PSIONICALLY ATTUNED WEAPON^K

Weapon (any melee weapon), uncommon

This weapon is perfectly attuned to conducting psionic energy. While wielding it, you gain the Psionic Weapon talent, but it can only be used when targeting this weapon. When you use

Psionic Weapon, the weapons gains a bonus to attack and damage rolls equal to the number of psi points spent, up to a maximum of +3 with three psi points spent.

RESONATING CRYSTAL^K

Wondrous item, uncommon (requires attunement by a psionic character with one or more psi points)

This is a crystal that has been fundamentally warped by exposure to psionic powers. It now holds the perfect resonance to trap and hold psionic energy, though it doesn't naturally generate it.

While holding this crystal, as an action you can imbue up to 4 psi points into it. While it is imbued it gives off 10 feet of bright light and 10 feet of dim light with a eerie purple hue.

If it has one or more points imbued in it, as an action you can reclaim the psi points stored in it, regaining expended psi points from it up to your maximum psi points.

IMPRINT CRYSTAL^K

Wondrous item, rare (requires attunement)

While attuned, you gain one psionic talent from the Psion class. It can't be one with any prerequisites.

PURITY OF MIND^K

Wondrous item, rare (requires attunement by a psionic character with one or more psi points)

A blindfold made of heavy silken cloth, it is emblazoned with strange patterns. When worn, you are lose any normal vision that relies on your eyes and are blinded but gain several benefits as your mind is cleared of visual distractions.

- You gain a mindsight of 60 feet, allowing you to see creatures with an intelligence of 6 or higher within range as if by blindsight. A creature you are unaware of can still be hidden from you.
- You gain a blindsight of 10 feet. If you already have a blindsight, its range is increased by 10 feet.
- You are immune to effects that require you to see the target or effect, even if they are within your mindsight or blindsight.

MIND SHARD^K

Wondrous item, very rare (requires attunement)

A crystallized beacon of pure telepathic power. A holder of this stone can cast *command* and *charm person* at will. The stone has 8 charges, regaining $1d6 + 2$ at dawn. You can expend 2 charges to cast *suggestion*, 5 charges to cast *dominate person*, or 8 charges to cast *dominate monster*.

SOUL SHARD^K

Wondrous item, legendary (requires attunement by a psionic character with one or more psi points)

A crystallized fragment of a dead psionic creature. How these form, few know. Many suspect dark secrets at their origin. These shards can be driven into the flesh of another psionic creature, dealing $1d4$ piercing damage and $4d12$ psychic

damage and causing them to instantly become attuned to it. When you do so, you gain access to a Psionic Discipline that the creature it was formed from presumably had, along with one flaw formed from the fragment of their soul within the shard.

When you find a soul shard, the GM can determine the Discipline it contains and the flaw it confers while attuned, you can roll on the following table to determine them.

To unattune to it, must spend an action to try to rip it free. You must succeed a DC 15 Charisma saving throw. Each time you fail this save, you take 4d12 psychic damage.

d6	Discipline
1	Telekinesis
2	Telepathy
3	Enhancement
4	Psychokinetics
5	Transposition
6	Precognition

d6	Flaw
1	Your anger grows harder to control, your eyes change color and start glowing when you become angry.
2	You hear a faint screaming at all times. It sounds almost... familiar.
3	A strange swirling tattoo-like scar very slowly grows from where it pierces you that burns painfully.
4	When you sleep, you have nightmares about another life filled with horror, fear and revulsion.
5	You cannot remember your own name, even when told.
6	You grow small vestigial tentacles along your jawline like a strange beard after being attuned to it for 1d4 days.

LOST ERA EMANATOR^{DS}

Wondrous item, very rare (requires attunement)

This ancient device is fueled by a mysterious power source. It hums to life and glows softly when held. The device's arcane design is nearly inscrutable and requires careful examination to decipher its function. In order to attune to the device, you must first succeed on a DC 16 Arcana check, otherwise the attunement fails and you can't attempt it again for 24 hours.

The device has 12 charges. While holding it, you can use the attack action to emit a ray of concentrated heat from the device, expending 1 charge for each attack. The device functions as a ranged weapon with the ammunition and two-handed properties, a normal range of 60 feet, and a long range of 240 feet. While you are attuned to it, you can add your proficiency bonus to attack rolls with the device.

Additionally, when you attack with the device, you can use your Intelligence modifier, instead of Dexterity, for the attack rolls. The device deals 3d8 fire damage (this damage doesn't benefit from ability score modifiers) to any target it hits.

As an action, you can expend 3 charges to fire a supercharged ray from the device. The ray is 90 feet long and 6 inches wide. Any creature within this area must make a DC

16 Dexterity saving throw and take 8d8 fire damage on a failure, or half damage on a success. This ray is able to penetrate through 1 inch of metal, 6 inches of stone, or 1 foot of wood, leaving a scorched hole 6 inches in diameter.

The device regains charges by storing arcane energy. Any creature can cast a spell of 1st through 6th level into the device by touching it as the spell is cast. The spell has no effect, other than to be stored in the device. If the device can't hold the spell, the spell is expended without effect. The device regains 1 charge for each level of spell slot used.

Orville examined the strange device that he had just unearthed. It gleamed and glinted in the torchlight, despite its apparent age, and the craftsmanship was like nothing he had ever seen. He traced his finger along the intricate grooves and amber-like appendages, daydreaming about the people who could have crafted such a curious contraption.

Item and art by Dungeon Strugglers

ARCBLADE^{DS}

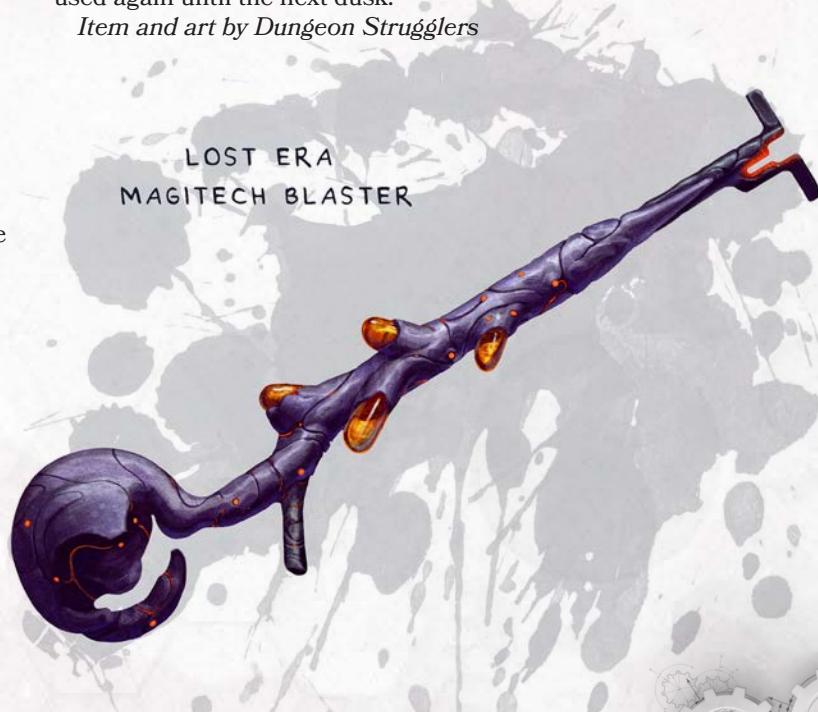
Weapon (longsword), very rare (requires attunement)

This item appears to be a longsword hilt. While grasping the hilt, you can use a bonus action to cause a blade of dark lightning to spring into existence, or make the blade disappear. While the blade exists, this magic longsword has the finesse property. If you are proficient with shortswords or longswords, you are proficient with the arcblade.

You gain a +2 bonus to attack and damage rolls made with this weapon, which deals lightning damage instead of slashing damage. When you hit a creature with it, you can cause lightning to arc from the target to a different creature of your choice that you can see within 5 feet of it. The second creature takes 1d8 lightning damage.

The arcblade is able to absorb ambient electrical energy to briefly enter a supercharged state. If you take lightning damage while this weapon's blade is active, you can use your reaction to capture some of that energy and store it for up to 1 minute. The first time you hit with the arcblade before the end of the duration, the target takes additional lightning damage equal to half of the damage you took. This property can't be used again until the next dusk.

Item and art by Dungeon Strugglers



SCROLLSCRIBING

Scrollscribing is the process of creating magical scrolls. Critical both as useful ways to cast spells and as the core of the magic formula used in enchanting, every adventuring group's magic blokes are well served by the ability to make scrolls.

QUICK REFERENCE

While each step will go into more depth, the quick reference allows you to at a glance follow the steps to make a scroll in its most basic form:

- Select a **spell you know** that you would like to craft from spells you are able to cast, or through Alternate Methods (see "Magic Formula").
- Acquire the items listed in the **materials column** for a scroll of that level and type.
- Use your **Calligraphy Tools** to write the scroll using the number of hours listed in the Crafting Time column, or during a long rest using the crafting camp action if the crafting time is 2 hours or less.
- For **every 2 hours**, make a **crafting roll** of $1d20 + \text{your Intelligence modifier} + \text{your proficiency with Calligraphy Tools}$ (if you have proficiency in the Arcana skill)
- On success, you mark 2 hours of completed time. Once the completed time is equal to the crafting time, the magic item is complete. On failure, the crafting time is lost and no progress has been made during the 2 hours. If you fail 3 times in a row, the crafting is a failure and all materials are lost.

RELATED TOOL & ABILITY SCORE

Scrollscribing works using Calligraphy Tools. Attempting to craft a scroll without these is impossible.

The related ability score is Intelligence. While spellcasters of any stripe can make scrolls of the spells they know, the process is one of systematic application of magical theory to lay down the spell in a function that can later be used.

Additionally, like its kin Wand Whittling and Enchanting, proficiency in Arcana is required; without proficiency in arcana, you can't add your Tool proficiency to the crafting roll.

SCRIPTURES

A GM can choose to allow a cleric to use Wisdom in place of Intelligence and require proficiency in Religion instead of Arcana. Scrolls produced this way are called Scriptures and can only be used by others of the same faith.

MATERIALS: INK & PARCHMENT

The materials for Scrollscribing are Ink and Parchment. Ink and Parchment used in scrolls is typically purchased, and below are the price tables. Some types of rare parchment may be processed from rare alchemical ingredients by an alchemist or from the hides of magical creatures by a leatherworker. If they are found as part of treasure, they are calculated as any other precious non-currency treasure would be calculated.

The ink used to create scrolls must be a special formulation that allows it to contain the magical essence behind the glyphs, script, runes, and words that make up a magical scroll. This ink is created by alchemists, but can be purchased at the below rates:

Component	Price
Common Magical Ink	15 gp
Common Parchment	1 sp
Uncommon Magical Ink	40 gp
Uncommon Parchment	40 gp
Rare Magical Ink	200 gp
Rare Parchment	200 gp
Very Rare Magical Ink	2,000 gp
Very Rare Parchment	2,000 gp
Legendary Magical Ink	5,000 gp
Legendary Parchment	5,000 gp

CRAFTING ROLL

When you would like to create a scroll, it will depend on your Intelligence and skill with Calligrapher's tools:

Scrollcrafting Modifier = your Calligrapher's Tools proficiency bonus + your Intelligence modifier.

SUCCESS AND FAILURE

After making a crafting roll, if you succeed, you make 2 hours of progress toward the total crafting time (and have completed one of the required checks for making an item).

Checks for Scrollscribing do not need to be immediately consecutive. If you fail three times in a row, all progress and materials are lost and can no longer be salvaged. Failure means that no progress is made during that time.

Once an item is started, even if no progress is made, the components reserved for that item can only be recovered via salvage.

CRAFTING WITHOUT ESSENCE

A crafter that is capable of casting magic can replace the essence when crafting a spell scroll with the ability to cast that spell, but when doing so they must cast that spell for each crafting check they make on that item. This is an exhausting process, draining their magic far more deeply than normal casting, and confers a level of exhaustion for each crafting check made this way.

A DIFFICULT PROCESS

This is intentionally a difficult process, as stockpiling spell scrolls is something that should be challenging, otherwise magic can end up trivializing many encounters, and this method of crafting removes a large potential cost barrier.

MAGICAL FORMULA

To craft a spell scroll, you must know the Magic Formula of the spell you want to make a Spell Scroll of. The easiest way to do this is to be able to cast the spell. You always know the Magic Formula of a spell you know how to cast. Otherwise, you need to have deep knowledge of the spell to be able to

make a scroll of it. The following are some ways you can gain that knowledge:

- Have it in your spellbook as a Wizard.
- Have it in your spellmanual as an Infusionsmith Inventor.
- Have it in your ritual book as a ritual caster.
- Have a spell scroll of it (DC +2)
- Study its magical formula and record it. To learn a spell in this way requires proficiency in arcana and 1 day (8 hours per day) of study per level of the spell, as well as access to a teacher or book that records the spell. Once learned, you can record it in a Magical Formula book and can subsequently make scrolls of it.

SCROLL ESSENCE TYPE

The type of Essence is determined by the spell list the spell comes from; if it is on multiple spell lists, it is determined by how you have access to the spell. If you have access to the spell via multiple lists or the written form of the spell, you can pick which Essence to use for spells that have multiple options.

Essence Type	Spell List
Arcane	Inventor, Bard, Occultist, Sorcerer, Warlock, Wizard
Divine	Cleric, Occultist, Paladin
Primal	Druid, Occultist, Ranger
Psionic	Monk, Psion



SCROLL CRAFTING TABLE

Name	Materials	Crafting Time	Crafting Checks	Difficulty	Rarity	Value
Cantrip	1 common magical ink 1 common parchment	2 hours	1	DC 12	Common	20 gp
1st-Level Spell	1 common essence 1 common magical ink 1 common parchment	2 hours	1	DC 12	Uncommon	65 gp
2nd-Level Spell	1 common essence 2 common magical ink 1 common parchment	2 hours	1	DC 14	Uncommon	90 gp
3rd-Level Spell	1 uncommon essence 1 uncommon magical ink 1 uncommon parchment	4 hours	2	DC 14	Rare	250 gp
4th-Level Spell	1 uncommon essence 2 uncommon magical ink 1 uncommon parchment	4 hours	2	DC 14	Rare	300 gp
5th-Level Spell	1 rare essence 1 rare magical ink 1 rare parchment	4 hours	2	DC 15	Rare	1200 gp
6th-Level Spell	1 rare essence 2 rare magical ink 1 rare parchment	4 hours	2	DC 16	Rare	1500 gp
7th-Level Spell	1 very rare essence 1 very rare magical ink 1 very rare parchment	8 hours	4	DC 17	Very Rare	12,000 gp
8th-Level Spell	1 very rare essence 2 very rare magical ink 1 very rare parchment	8 hours	4	DC 18	Very Rare	14,000 gp
9th-Level Spell	1 legendary essence 1 legendary magical ink 1 legendary parchment	24 hours (3 days)	12	DC 20	Legendary	40,000 gp



WAND WHITTLING

Unlike many magic items that are crafted and then enchanted with magic, a wand is purpose built to store the magic it will contain, worked from wood and infused with magic as a single process, with different intricacies based on the type of magic it will wield.

Wands are very valuable to adventurers, and the power they wield should never be underestimated, as they can save precious resources. While the typical wand is an attunement item that can recharge, there is a weaker variety of lesser wands that are consumable items, more akin to multi-use scrolls that are easier to make.

QUICK REFERENCE

While each step will go into more depth, the quick reference allows you at a glance to follow the steps to make a wand in its most basic form:

- Select a wand from the Greater Wand Table you would like to make, or a spell you would like to make a Lesser Wand of.
- Acquire the items listed in the materials column for a Wand from the appropriate table.
- Use your Woodcarver's tools to create the wand using the number of hours listed in the Crafting Time column, or during a long rest using the crafting camp action if the crafting time is 2 hours or less.
- For every 2 hours, make a crafting roll of $1d20 + \text{your}$

- Dexterity modifier + your proficiency with Woodcarver's tools. On success, you mark 2 hours of completed time. Once the completed time is equal to the crafting time, the wand is complete. On failure, the crafting time is lost and no progress has been made during the 2 hours. If you fail 3 times in a row, the crafting is a failure and all materials are lost.

RELATED TOOL & ABILITY SCORE

Wand whittling works using Woodcarver's tools. Attempting to craft a wand without these is impossible.

The related ability score is Dexterity. While spellcasters of any stripe can make wands of the spells they know, the process is one of systematic application of magical theory to integrate the spell into a wand in a function that can later be used.

Additionally, like Scroll Scribing and Enchanting, proficiency in Arcana is required; without proficiency in arcana, you can't add your Tool proficiency to the crafting roll.

MATERIALS: WOOD & ESSENCE

The Materials for Wand Whittling are wood and essences. The wood used in wands is typically purchased, and below are the table of prices. If they are found as part of treasure, they are calculated as any other precious non-currency treasure would be calculated. Low-level wands can use common woods

that are not magically attuned, but more powerful magic will cause such mundane wood to instantly splinter or catch fire, requiring the use of rare and exotic woods.

Essences are varied in nature, but are what power wands. Essences are shared with Enchanting, and more details can be gleaned from the Essences section under Enchanting.

WHAT ARE RARE WOODS?

The most common examples would be from trees in exotic locations—wood from the Feywild or from the outer planes. The exact nature of the wands can match the spell for flavor, but the details beyond rarity are not considered by default for the system. Some examples are provided at the end of this section.

PURCHASING WOODEN BRANCHES

Like with many materials, one popular method of acquisition is to simply spend gold. A piece of wood here is typically a branch about 2–3 feet long and moderately narrow, suitable for a wand with some whittling.

Rarity	Material Price
Common Branch	1 sp
Uncommon Branch	25 gp
Rare Branch	80 gp
Very Rare Branch	800 gp
Legendary Branch	2,000 gp

CRAFTING ROLL

When you would like to make a wand, it relies on your woodcarver's tools, and Dexterity to use them.

Wand Whittling Crafting Modifier = your Woodcarver's Tools proficiency bonus + your Dexterity modifier

SUCCESS AND FAILURE

For Wand Whittling, after you make the crafting roll and succeed, mark your progress on a crafting project. If you succeed, you make 2 hours of progress toward the total crafting time (and have completed one of the required checks for making an item). Checks for Wand Whittling do not need to be immediately consecutive. Failure means that no progress is made during that time. As usual, failing three times in a row results in the crafting project being a failure, and all materials are lost.

WAND WHITTLING SAVING THROW

Some wands require a saving throw, the following is the formula for calculating the saving throw. The saving throw is calculated at the time of creation based on the creators attributes and proficiency, and doesn't change once it is created. A saving throw doesn't include any expertise or other bonuses a crafter has to the crafting roll.

Wand DC = 8 + your related tool proficiency bonus + your Intelligence modifier

LESSER & GREATER WANDS

Many adventurers are most familiar with greater wands, forged with such skill and power that their power regenerates each day at dawn, providing nearly unlimited ability to wield magic. These are, however, the more rare exception: Greater Wands. Their weaker cousins (Lesser Wands) work in a similar fashion, but do not naturally recharge, and must be recharged to be used again.

RECHARGING LESSER WANDS

Recharging lesser wands is fairly simple; you can either expend 1 essence of the rarity required to craft that wand and perform a ritual that takes 2 hours, expending the essence and restoring all charges to the Lesser Wand (this only works with Lesser Wands), or you can expend 2 spell slots equal to the level of the spell the wand can cast (1st level for cantrip) during this ritual to recharge a single charge; you can repeat this ritual to recharge the wand multiple times, up to its maximum charges.

MAGICAL FORMULA

For Greater Wands, they have known formulas that can be deduced as part of crafting (as with Enchanting), and you do not need to know the spell or effect before crafting the Wand, though they are typically harder to craft.

To craft a Lesser Wand, you must know the Magic Formula of the spell you want to make a Lesser Wand of. The easiest way to do this is to be able to cast the spell. You always know the Magic Formula of a spell you know how to cast. Otherwise, you need to have deep knowledge of the spell to be able to make a Lesser Wand of it. The following are some ways you can gain that knowledge:

- Have it in your spellbook as a Wizard.
- Have it in your spellmanual as an Infusionsmith Inventor.
- Have it in your ritual book as a ritual caster.
- Have a spell scroll of it (DC +2)
- Study its magical formula and record it. To learn a spell in this way requires proficiency in arcana and 1 day (8 hours per day) of study per level of the spell, as well as access to a teacher or book that records the spell. Once learned, you can record it in a Magical Formula book and can subsequently make scrolls of it.

LESSER WAND ESSENCE TYPE

The type of Essence is determined by the spell list the spell comes from; if it is on multiple spell lists, it is determined by how you have access to the spell. If you have access to the spell via multiple lists or the written form of the spell, you can pick which Essence to use for spells that have multiple options.

Essence Type	Spell List
Arcane	Inventor, Bard, Occultist, Sorcerer, Warlock, Wizard
Divine	Cleric, Occultist, Paladin
Primal	Druid, Occultist, Ranger
Psionic	Monk, Psion

LESSER WAND CRAFTING TABLE

Name	Materials	Crafting Time	Crafting Checks	Difficulty	Rarity	Value
Lesser Wand of Cantrip	1 scroll of the spell 1 common branch	2 hours	1	DC 12	common	30 gp
Lesser Wand of 1st-Level Spell	1 common essence 1 scroll of the spell 1 common branch	4 hours	2	DC 12	uncommon	100 gp
Lesser Wand of 2nd-Level Spell	1 common essence 1 scroll of the spell 1 common branch	4 hours	2	DC 14	uncommon	160 gp
Lesser Wand of 3rd-Level Spell	1 uncommon essence 1 scroll of the spell 1 uncommon branch	4 hours	2	DC 15	rare	500 gp
Lesser Wand of 4th-Level Spell	1 uncommon essence 1 scroll of the spell 1 uncommon branch	4 hours	2	DC 16	rare	600 gp
Lesser Wand of 5th-Level Spell	1 rare essence 1 scroll of the spell 1 rare branch	8 hours	4	DC 16	rare	2300 gp
Lesser Wand of 6th-Level Spell	1 rare essence 1 scroll of the spell 1 rare branch	8 hours	4	DC 17	rare	2700 gp
Lesser Wand of 7th-Level Spell	1 very rare essence 1 scroll of the spell 1 very rare branch	16 hours	8	DC 17	very rare	22,000 gp
Lesser Wand of 8th-Level Spell	1 very rare essence 1 scroll of the spell 1 very rare branch	16 hours	8	DC 18	very rare	32,000 gp
Lesser Wand of 9th-Level Spell	1 legendary essence 1 scroll of the spell 1 legendary branch	24 hours	12	DC 20	legendary	76,000 gp

GREATER WAND CRAFTING TABLE

Name	Materials	Crafting Time	Crafting Checks	Difficulty	Rarity	Value
Blast Stick	2 common arcane essence 1 common branch	8 hours	4	DC 14	common	215 gp
Wand of Chores ^K	1 scroll of prestidigitation 1 common arcane essence 1 common branch	8 hours	4	DC 14	common	160 gp
Magician's Wand ^K	1 scroll of minor illusion 1 hat worth at least 5 gp 2 common arcane essence 1 common branch	8 hours	4	DC 14	common	165 gp
Goodberry Dispenser ^K	1 scroll of goodberry 2 common primal essence 1 common branch	8 hours	4	DC 15	common	240 gp
Whisperstick ^K	1 scroll of message 1 common arcane essence 1 common psionic essence 1 common branch	8 hours	4	DC 15	common	190 gp
Wand of Magic Detection	1 scroll of detect magic 1 uncommon arcane essence 1 uncommon branch	8 hours	4	DC 15	uncommon	325 gp

Wand of Magic Missiles	1 scroll of <i>magic missle</i> 3 uncommon arcane essence 1 gem worth 50 gp 1 uncommon branch	12 hours	6	DC 17	uncommon	950 gp
Wand of Secrets	1 scroll of <i>find traps</i> 1 common arcane essence 1 common primal essence 1 uncommon branch	8 hours	4	DC 15	uncommon	250 gp
Wand of Web	1 scroll of <i>web</i> 1 uncommon arcane essence 1 uncommon primal essence 1 uncommon branch	12 hours	6	DC 16	uncommon	600 gp
Wand of the War Mage +1	1 uncommon arcane essence 1 uncommon primal essence 1 uncommon divine essence 1 jewel worth 150 gp 1 uncommon branch	8 hours	4	DC 16	uncommon	800 gp
Wand of Binding	1 scroll of <i>hold monster</i> 1 scroll of <i>hold person</i> 4 rare arcane essence 1 rare branch	24 hours (3 days)	12	DC 17	rare	4,600 gp
Wand of Enemy Detection	1 scroll of <i>see invisibility</i> 1 scroll of <i>true seeing</i> 1 rare arcane essence 1 rare branch	16 hours	8	DC 17	rare	300 gp
Wand of Fear	1 scroll of <i>fear</i> 2 rare arcane essence 1 uncommon divine essence 1 rare branch	16 hours (2 days)	8	DC 18	rare	2,400 gp
Wand of Fireballs	1 scroll of <i>fireball</i> 3 rare arcane essence 2 rare primal essence 1 ruby worth 500 gp 1 rare branch	24 hours (3 days)	12	DC 18	rare	5,300 gp
Wand of Lightning Bolts	1 scroll of <i>lightning bolt</i> 2 rare arcane essence 3 rare primal essence 1 topaz worth 500 gp 1 rare branch	24 hours (3 days)	12	DC 18	rare	5,300 gp
Wand of Paralysis	1 wand of <i>binding</i> 4 rare arcane essence 1 rare branch	24 hours (3 days)	12	DC 17	very rare	8,000 gp
Wand of Wonder	1 scroll of <i>prestidigitation</i> 1 scroll of <i>faerie fire</i> 1 scroll of <i>stinking cloud</i> 1 scroll of <i>darkness</i> 1 scroll of <i>enlarge/reduce</i> 1 scroll of <i>invisibility</i> 1 scroll of <i>lightning bolt</i> <i>A handful of colorful gems worth 250 gp</i> 1 uncommon primal essence 1 uncommon divine essence 1 uncommon arcane essence 1 rare branch	16 hours (2 days)	8	DC 18	rare	2,100 gp
Wand of the Warmage +2	2 rare arcane essence 2 rare primal essence 2 rare divine essence 1 jewel worth 300 gp 1 rare branch	24 hours (3 days)	12	DC 19	rare	5,400 gp

Wand of Polymorph	1 scroll of polymorph 2 very rare arcane essence 1 very rare primal essence 1 very rare branch	24 hours (3 days)	12	DC 18	very rare	25,000 gp
Wand of the Warmage +3	1 legendary arcane essence 1 very rare primal essence 1 very rare divine essence 1 jewel worth 500 gp 1 very rare branch	48 hours (6 days)	24	DC 21	very rare	50,000 gp

LESSER WAND^K*Wand, common/uncommon/rare/very rare/legendary*

This wand has 3 charges. While holding it, you can use an action to expend 1 or more of its charges to cast the spell infused in it. For 1 charge, you cast the base version of the spell. You can increase the spell slot level by one for each additional charge you expend (if applicable for the spell). The DC of the spell is crafter's Wand DC.

The wand doesn't regain charges naturally, but can be recharged (see recharge rules for Lesser Wands).

Lesser wands that cast 3rd-level spells or higher require attunement to use.

BLAST STICK^K*Wand, common*

This wand has 20 charges. This wand is considered a ranged weapon with a range of 60/180, and the Light property. It deals 1d6 force damage on hit. Each time you make an attack with it, it expends one charge. If you have a spellcasting modifier, you can use your spellcasting ability in place of your Dexterity modifier when making an attack with this wand.

The wand regains 1d10 + 10 expended charges daily at dawn. If you expend the wand's last charge, roll a d20. On a 1, the wand breaks.

GOODBERRY DISPENSER^K*Wand, common*

This wand has 10 charges. While holding it as an action you can tap the tip to your palm and expend 1 of its charges to create a single berry as if from the goodberry spell in your hand.

The wand regains 1d10 expended charges daily at dawn. If you expend the wand's last charge, roll a d20. On a 1, the wand explodes, producing a splattering burst of sticky and sour juice.

MAGICIAN'S WAND^K*Wand, common*

This wand has 6 charges. While holding it, you can use an action to expend 1 of its charges to cast minor illusion. When you cast minor illusion using this wand, you have advantage on Dexterity (Sleight of Hand) checks involving tricks or illusions until the end of your turn.

The wand regains 1d4 + 2 expended charges daily at dawn. If you expend the wand's last charge, roll a d20. On a 1, the wand breaks.

WAND OF CHORES^K*Wand, common*

This wand has 6 charges. While holding it, you can use an action to expend 1 of its charges to cast prestidigitation.

The wand regains 1d4 + 2 expended charges daily at dawn. If you expend the wand's last charge, roll a d20. On a 1, the wand breaks, dumping the last 10 instances of filth it has cleaned up.

WHISPERSTICK^K*Wand, common*

This wand has 6 charges. While holding it, you can use an action to expend 1 of its charges to cast message. You need to point the wand at the target to cast it in this way.

The wand regains 1d4 + 2 expended charges daily at dawn. If you expend the wand's last charge, roll a d20. On a 1, the wand breaks, making a loud bang audible up to 100 feet.



LEATHERWORKING

Leatherworking is often seen as something of the “light armor” equivalent to a blacksmith, but it covers quite a bit more ground than that. While it may be the unsung hero, an adventurer’s best friend is a sturdy leather backpack. Backpacks, belts, waterskins, quivers and more all fall to these artisans to make, and can prove essential to every day life.

In addition to their more mundane wares, however, leather, hide, scales, and carapaces of monsters in the fantastical settings these craftsmen find themselves in often provide more opportunity than the basic components of mundane items. A leatherworker is essential if you wish to get the most mileage out of your harvested monsters.

QUICK REFERENCE

While each step will go into more depth, the quick reference allows you to at a glance follow the steps to work items from leather.

- Select the item that you would like to craft from any of the Leatherworking Crafting Tables.
- Acquire the items listed in the materials column for that item.
- Use your leatherworker’s tools to craft the option using the number of hours listed in the Crafting Time column, or during a long rest using the crafting camp action if the crafting time is 2 hours or less.
- For every 2 hours, make a crafting roll of $1d20 + \text{your Dexterity} + \text{your proficiency bonus}$ with leatherworker’s tools.
- On success, you mark 2 hours of completed time toward the total crafting time.
- On failure, the crafting time is lost and no progress has been made during the 2 hours. If you fail 3 times in a row, the crafting is a failure and all materials are lost.

RELATED TOOL & ABILITY SCORE

Leatherworking works using leatherworker’s tools. Attempting craft items with Leatherworking without these will almost always be made with disadvantage, and proficiency with these allows you to add your proficiency in them to any Leatherworking crafting roll.

MATERIALS: LEATHER & HIDES

Leatherworking uses leather and hides, primarily harvested from monsters, however sometimes they work with heavy quilted clothes, metal pieces, and tough carapaces.

CRAFTING ROLL

Putting that together means that when you would like to make an item, your crafting roll is as follows:

Leatherworking Modifier = your Leatherworker’s Tools proficiency bonus + your Dexterity modifier

SUCCESS AND FAILURE

For Leatherworking, after you make the crafting roll and succeed, mark your progress on a crafting project. If you succeed, you make 2 hours of progress toward the total crafting time (and have completed one of the required checks for making an item). Checks for Leatherworking do not need to be immediately consecutive. Failure means that no progress is made during that time.

Once an item is started, even if no progress is made, the components reserved for that item can only be recovered via salvage. If you fail three times in a row, all progress and materials are lost and can no longer be salvaged.



ARMOR

Name	Materials	Crafting Time	Checks	Difficulty	Rarity	Value
Carapace Breastplate (-1 breastplate)	1 <i>large carapace</i> 2 <i>leather (any)</i> 2 <i>buckles</i>	8 hours	4	DC 12	common	50 gp
Carapace Shield (Shield)	1 <i>medium carapace</i> 1 <i>leather piece</i> 4 <i>leather scraps</i>	4 hours	2	DC 10	common	10 gp
Hide Armor	2 <i>rawhide leather</i> 1 <i>hide</i> 2 <i>buckles</i>	4 hours	2	DC 10	common	10 gp
Leather Armor	3 <i>rawhide leather</i> 2 <i>buckles</i>	4 hours	2	DC 12	common	10 gp
Leather Buckler ^K	2 <i>boiled leather</i> 2 <i>leather scraps</i>	4 hours	2	DC 10	common	10 gp
Studded Leather Armor	3 <i>rawhide leather</i> 6 <i>metal scraps</i> 2 <i>buckles</i>	6 hours	3	DC 14	common	45 gp
Scale Mail	25 <i>scales</i> 5 <i>leather scraps</i> 1 <i>armor padding</i>	12 hours (1.5 days)	6	DC 12	common	50 gp
Tough Carapace Breastplate (Breastplate)	1 <i>large tough carapace</i> 2 <i>leather (any)</i> 2 <i>buckles</i>	12 hours (1.5 days)	6	DC 15	common	400 gp

WEAPONS

Name	Materials	Crafting Time	Checks	Difficulty	Rarity	Value
Whip	1 <i>tanned leather</i>	4 hours	2	DC 9	common	4 gp
Scourge ^K	1 <i>tanned leather</i> 3 <i>metal scraps</i>	6 hours	3	DC 14	common	40 gp

MISCELLANEOUS

Name	Materials	Crafting Time	Checks	Difficulty	Rarity	Value
Rawhide*	1 <i>hide</i>	8 hours	4	DC 6	common	2 gp
Tanned Leather	1 <i>hide or rawhide</i>	16 hours	8	DC 6	common	3 gp
Boiled Leather	1 <i>hide or rawhide</i>	16 hours	8	DC 6	common	3 gp
20 x Leather Scraps	1 <i>leather (any)</i>	2 hours	1	DC 4	common	2 gp
Hide	20 <i>hide scraps</i>	2 hours	1	DC 10	common	2 gp
20 x Hide Scraps	1 <i>hide</i>	2 hours	1	DC 4	common	2 gp
Belt	4 <i>leather scraps</i> 1 <i>buckle</i>	2 hours	1	DC 9	common	1 gp
Quiver	5 <i>leather scraps</i>	2 hours	1	DC 9	common	1 gp
Sheath	4 <i>leather scraps</i>	2 hours	1	DC 9	common	6 sp
Holster	2 <i>leather scraps</i>	2 hours	1	DC 9	common	5 sp
Waterskin	2 <i>leather scraps</i>	2 hours	1	DC 8	common	2 sp
Backpack	1 <i>sheet of leather</i> 4 <i>leather scraps</i> 2 <i>buckles</i>	2 hours	1	DC 14	common	5 gp

Bag	10 leather scraps 1 buckles	2 hours	1	DC 10	common	2 gp
10 x Parchment	10 leather scraps	2 hours	1	DC 8	common	1 gp
Uncommon Parchment	1 tanned leather 2 common alchemical reagents (any)	2 hours	1	DC 12	uncommon	40 gp
Rare Parchment	1 tanned leather 1 uncommon arcane essence	2 hours	1	DC 16	rare	200 gp
Very Rare Parchment	1 tough leather 1 rare arcane essence 2 uncommon arcane essence	4 hours	2	DC 18	very rare	2,000 gp
Legendary Parchment	1 tough leather 2 rare arcane essence 2 very rare alchemical reagents (any)	4 hours	2	DC 20	legendary	5,000 gp
Armor Padding	1 tanned leather 2 buckles	2 hours	1	DC 10	common	5 gp
Dice Bag	1 leather scraps	2 hours	1	DC 9	common	1 gp
Saddle, Exotic	4 rawhide 4 tanned leather 2 parts 1 fancy parts	6 hours	3	DC 14	common	60 gp
Saddle, Military	2 rawhide 2 tanned leather 2 parts	4 hours	2	DC 12	common	20 gp
Saddle, Pack	1 tanned leather 2 leather scraps	2 hours	1	DC 10	common	5 gp
Saddle, Riding	2 tanned leather 1 parts	4 hours	2	DC 10	common	10 gp
Saddlebag	1 tanned leather	2 hours	1	DC 10	common	4 gp
Bit and Bridle	4 leather scraps 1 wood scraps 1 metal scraps	2 hours	1	DC 10	common	2 gp
Throwing Bandolier ^K	1 tanned leather 3 leather scraps 1 buckle	4 hours	2	12	common	20

LEATHER BUCKLER^K*Shield, common*

A small, simple, and light shield. Wielding this shield increases your armor class by 1. You can benefit from only one shield at a time. You can hold items in the same hand as this light buckler, but any weapon wielded with the same hand has disadvantage on weapon attacks, and any grappling attempts with that hand are made with disadvantage.

SCOURGE^K*Weapon, common*

This heavy metal-tipped whip is a martial weapon with the reach property. It deals 2d4 slashing damage on a hit. Due to its unwieldy nature, you have disadvantage when you use a scourge to attack a target within 5 feet of you.

THROWING BANDOLIER^K*Adventuring gear, common*

This is a quick access bandolier that can hold weapons with the thrown property. It can be configured to hold 2 javelins, handaxes, or light hammers, or 4 daggers or darts. Weapons held in it can be drawn as part of making an attack with them without using an object interaction to draw them as long as you have a free hand to draw them.



TINKERING

Tinkering is applying creativity to junk to make new things. Sometimes even useful new things. Ranging from the humble crafts to complex contraptions, tinkering is a broad category that any adventuring party can benefit from.

Oft the purview of peddlers and wanderers, they have a broad skill set and tend to excel at working with limited resources and their wit rather than expensive shopping lists of materials, though many will say they have a bad habit of collecting too much junk with the idea that things can be handy when you would least expect it...

QUICK REFERENCE

While each step will go into more depth, the quick reference allows you to at a glance follow the steps to tinker up an item in its most basic form:

- Select the item that you would like to craft from any of the Tinkering Crafting Tables.
- Acquire the items listed in the materials column for that item.
- Use your tinker's tools to craft the option using the number of hours listed in the Crafting Time column, or during a long rest using the crafting camp action if the crafting time is 2 hours or less.
- For every 2 hours, make a crafting roll of $1d20 + \text{your Intelligence} + \text{your proficiency bonus}$ with tinker's tools.
- 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 3 times in a row, the crafting is a failure and all materials are lost.

RELATED TOOL & ABILITY SCORE

Tinkering works using tinker's tools. Attempting to tinker item without these will almost always be made with disadvantage, and proficiency with these allows you to add your proficiency in them to any Tinkering crafting roll.

Most of the time tinkers need only the minimal heat of a basic fire and their tools to work, though any craft that requires an ingot may require a forge at the discretion of the GM.

MATERIALS: PARTS AND SCRAP

Tinkering uses metal scraps, miscellaneous parts (simply referred to as "parts"), and, in cases of making more magically functional things, essences to imbue them with their power. The term "parts" is used to refer to gears, wires, springs, windy bits, screws, nails, and doodads. Parts can be either found or salvaged or forged from metal scraps (or even straight from ingots by a Blacksmith for those that really want to be industrial about it). The exact nature of each item making up this collection is left abstracted.

In addition, metal scraps are collections of salvaged material that generally fall into the category of things "too small to track" which can then be used for the creations of tinkerers. In addition to all of this, occasionally tinkers will use ingots... particularly ones of tin (which is their namesake, after all).

Like other crafting branches, there are also named components for more iconic pieces of gear—the stock of a crossbow, for example, or other items. The cost for these items can be found on the common component table, and are generally minor.

Lastly, Tinkerers use essences when constructing things that push beyond the mundane principles of plausibility, crafting magical properties into their inventions.

NAMED COMPONENTS

In almost all cases, named components (such as a “wooden stock” for a crossbow) can be simply abstracted out as a minor cost, but, as always, the level of abstraction is up to the GM.

CRAFTING ROLL

Putting that together means that when you would like to smith an item, your crafting roll is as follows:

Tinkering Modifier = your Tinker’s Tools proficiency bonus + your Intelligence modifier

SUCCESS AND FAILURE

For Tinkering, after you make the crafting roll and succeed, mark your progress on a crafting project. If you succeed, you make 2 hours of progress toward the total crafting time (and have completed one of the required checks for making an item). Checks for Tinkering do not need to be immediately consecutive. Failure means that no progress is made during that time. Once an item is started, even if no progress is made, the components reserved for that item can only be recovered via salvage.

If you fail three times in a row, all progress and materials are lost and can no longer be salvaged.

TINKERING SAVING THROW

Some gadgets a Tinkerer creates require a saving throw, the following is the formula for calculating the saving throw. The saving throw is calculated at the time of creation based on the creators attributes and proficiency, and doesn’t change once it is created. A saving throw doesn’t include any expertise or other bonuses a crafter has to the crafting roll.

Tinkering DC = 8 + your Tinker’s Tools proficiency bonus + your Intelligence modifier



ADVENTURING GEAR

Name	Materials	Crafting Time	Checks	Difficulty	Rarity	Value
Lantern (Bullseye)	3 metal scraps 2 parts 1 glass flask	4 hours	2	DC 11	common	10 gp
Lantern (Hooded)	3 metal scraps 1 parts 1 glass flask	4 hours	2	DC 9	common	5 gp
Lamp	2 metal scraps	4 hours	2	DC 10	common	5 sp
Lock	2 metal scraps 3 parts	8 hours	4	DC 17	common	10 gp
Grappling Hook	1 rope 2 metal scraps 1 parts	2 hours	1	DC 12	common	7 gp
Climber's Kit	10 pitons 50 feet rope 4 parts 1 fancy parts	2 hours	1	DC 12	common	25 gp
Merchant's Scale	1 metal scraps 2 parts	2 hours	1	DC 10	common	5 gp
Tinderbox	1 metal scraps 1 parts	2 hours	1	DC 10	common	2 gp
Spyglass	2 metal scraps 2 fancy parts 5 esoteric parts	12 hours (1.5 days)	6	DC 18	common	1,000 gp
Wind Up Timer	2 metal scraps 1 parts	2 hours	1	DC 12	common	5 gp
Clockwork Toy	2 metal scraps 3 parts	2 hours	1	DC 12	common	10 gp
Pocket Watch	1 metal scraps 3 parts 1 fancy parts 1 esoteric parts	8 hours	4	DC 14	common	150 gp
Underwater Breathing Apparatus	4 metal scraps 3 common primal essence 2 fancy parts	8 hours	4	DC 16	uncommon	300 gp
Drill	2 metal scraps 1 parts	2 hours	1	DC 12	common	5 gp

MISCELLANEOUS

Name	Materials	Crafting Time	Checks	Difficulty	Rarity	Value
Miscellaneous Parts	5 metal scraps	4 hours	2	DC 12	common	2 gp
Autoloader	2 metal scraps 2 parts 5 fancy parts	8 hours	4	DC 17	uncommon	250 gp

TRAPS

Name	Materials	Crafting Time	Checks	Difficulty	Rarity	Value
Noise Trap	2 metal scraps 2 parts	2 hours	1	DC 13	common	10 gp
Hunting Trap	4 metal scraps 2 parts	2 hours	1	DC 13	common	10 gp
Trip Wire	2 metal scraps 1 parts	2 hours	1	DC 12	common	5 gp

TOOLS & INSTRUMENTS

Name	Materials	Crafting Time	Checks	Difficulty	Rarity	Value
Alchemist's Supplies	4 metal scraps 2 fancy parts	8 hours	4	DC 14	common	50 gp
Brewer's Supplies	4 metal scraps 2 fancy parts	6 hours	3	DC 10	common	20 gp
Cartographer's Tools	2 metal scraps 1 parts 1 fancy parts	6 hours	3	DC 13	common	15 gp
Cobbler's Tools	3 metal scraps 1 parts	4 hours	2	DC 12	common	5 gp
Cook's Utensils	5 metal scraps	4 hours	2	DC 12	common	1 gp
Glassblower's Tools	3 metal scraps 2 fancy parts	6 hours	3	DC 12	common	30 gp
Jeweler's Tools	2 metal scraps 2 fancy parts	4 hours	2	DC 12	common	25 gp
Leatherworker's Tools	4 metal scraps 1 parts	4 hours	2	DC 12	common	5 gp
Mason's Tools	5 metal scraps 2 parts	6 hours	3	DC 10	common	10 gp
Tinker's Tools	5 metal scraps 3 fancy parts	8 hours	4	DC 12	common	50 gp
Weaver's Tools	4 metal scraps	4 hours	2	DC 12	common	1 gp
Woodcarver's Tools	4 metal scraps	4 hours	2	DC 12	common	1 gp
Navigator's Tools	3 metal scraps 2 parts 1 fancy parts	6 hours	3	DC 12	common	25 gp
Thieves' Tools	4 metal scraps 2 parts 1 fancy parts	6 hours	3	DC 12	common	25 gp
Herbalism Kit	4 metal scraps 1 parts	4 hours	2	DC 12	common	5 gp
Bagpipes	1 tanned leather 2 metal scraps 1 fancy parts	6 hours	3	DC 13	common	30 gp
Horn	4 metal scraps 1 parts	4 hours	2	DC 10	common	4 gp



WEAPONS

Name	Materials	Crafting Time	Checks	Difficulty	Rarity	Value
Light Crossbow	1 wooden stock 4 metal scraps 6 parts	4 hours	2	DC 13	common	25 gp
Hand Crossbow	1 wooden stock 4 metal scraps 2 parts 3 fancy parts	8 hours	4	DC 16	common	75 gp
Heavy Crossbow	1 wooden stock 8 metal scraps 6 parts 2 fancy parts	6 hours	3	DC 13	common	50 gp
Ordinary Walking Stick ^{DS}	1 hand crossbow 1 quarterstaff 3 parts	6 hours	3	DC 14	common	120 gp
Lantern Shield ^{DS}	1 shield 1 hooded lantern 1 +1 shortsword 3 esoteric parts 5 fancy parts	16 hours	8	DC 18	very rare	1700 gp
Rapid Fire Crossbow ^{DS}	1 +2 heavy crossbow 1 autoloader 2 fancy parts	8 hours	4	DC 18	very rare	6500 gp

ADVANCED AMMUNITION

Name	Materials	Crafting Time	Checks	Difficulty	Rarity	Value
Whistling Shot	1 piece of ammunition 2 parts	2 hours	1	DC 12	common	8 gp
Bola Shot	1 piece of ammunition 1 net 2 parts	2 hours	1	DC 14	common	15 gp
Payload Shot	1 piece of ammunition 1 item weighing less than 1 lb. 1 parts	2 hours	1	DC 16	common	35 gp
10 x Propelled Shot	10 pieces of ammunition 1 packet of blasting powder 5 parts	2 hours	1	DC 15	common	80 gp
Spell Shot	1 piece of ammunition 1 fancy parts (a) 1 scroll of fog cloud, or (b) 1 scroll of entangle, or (c) 1 scroll of multishot	2 hours	1	DC 15	uncommon	80 gp
Adaptable Shot	1 piece of ammunition 1 parts	2 hours	1	DC 14	common	13 gp
Bouncing Shot	1 piece of ammunition 1 fancy parts	2 hours	1	DC 15	common	30 gp
Ricochet Shot	1 piece of ammunition 1 fancy parts	2 hours	1	DC 16	common	40 gp

MECHANICAL PROSTHETICS

Name	Materials	Crafting Time	Checks	Difficulty	Rarity	Value
Basic Leg Prosthetics	8 metal scraps 1 parts	4 hours	2	DC 10	common	5 gp
Mechanical Arm	6 metal scraps 4 parts 2 fancy parts 1 common arcane essence	8 hours	4	DC 14	common	125 gp
Mechanical Leg	8 metal scraps 4 parts 2 fancy parts 1 common arcane essence	8 hours	4	DC 14	common	125 gp
Weaponized Arm	1 one handed melee weapon 8 metal scraps 4 parts 2 fancy parts 1 esoteric parts	8 hours	4	DC 15	common	180 gp
Specialized Mechanical Arm	1 tool of your choice 6 metal scraps 4 fancy parts 1 esoteric parts 1 common arcane essence	8 hours	4	DC 15	uncommon	270 gp
Spring Loaded Leg	8 metal scraps 4 parts 2 esoteric parts 1 common arcane essence	8 hours	4	DC 16	uncommon	300 gp

VEHICLES

Name	Materials	Crafting Time	Checks	Difficulty	Rarity	Value
Folding Boat	1 boat (not included in cost) 10 parts 3 esoteric parts 2 uncommon primal essence 1 rare arcane essence	16 hours (2 days)	8	DC 17	Rare	1,800 gp
Folding Cart	1 cart (not included in cost) 10 parts 3 esoteric parts 2 uncommon arcane essence 1 rare arcane essence	16 hours (2 days)	8	DC 15	Rare	1,500 gp



AUTOLOADER*Item, common*

An attachment to crossbows. When equipped, the crossbow no longer has the loading property, though gains a “reload 5” feature, and must be reloaded as an action or a bonus action after firing 5 times.

BASIC LEG PROSTHETIC*Item, common*

A functional replacement leg. While using this in replacement for one of your legs, your speed is reduced by 10 feet and you have disadvantage on Dexterity saving throws and Dexterity (Acrobatics) checks.

CLOCKWORK TOY*Item, common*

This toy is a clockwork animal, monster, or person, such as a frog, mouse, bird, Dragon, or Soldier. When placed on the ground, the toy moves 5 feet across the ground on each of your turns in a random direction. It makes Noises as appropriate to the creature it represents.

BOLA SHOT*Weapon (ammunition), common*

This special piece of ammunition entangles a target it hits. On hit, a Large or smaller target must make a DC 12 Dexterity saving throw, or become restrained, as if by a net.

DRILL*Item, common*

Can make holes in things. Can destroy a lock with a DC of 14 or lower to pick or break with 10 minutes of work.

MECHANICAL ARM*Wondrous item, common*

A functional mechanical arm that can replace a missing one. This works for either a biological creature or a construct. This item follows the rules for attunement, but doesn’t require an attunement slot once attuned. While attuned in this way, it functions the same as the limb it replaces.

MECHANICAL LEG*Wondrous item, common*

A functional mechanical leg that can replace a missing one. This works for either a biological creature or a construct. This item follows the rules for attunement, but doesn’t require an attunement slot once attuned. While attuned in this way, it functions the same as the limb it replaces.

PROPELLED SHOT*Weapon (ammunition), common*

This is a special shot that contains a dangerous rocket like propellant accelerating it to greater speed and distance. This shot can be fired at a weapon’s long range without disadvantage, and does an additional weapon die of damage on hit. However, targets gain twice the bonus to AC from cover against this shot as they are difficult to arc.

WATCH*Item, common*

A small time piece that accurately tracks time. Must be wound up every day or it will cease to track time.

SPRING LOADED LEG*Wondrous item, common (requires attunement)*

A functional mechanical leg that can replace a missing one. While attuned in this way, it functions the same as the limb it replaces. Additionally, it can absorb a great deal of impact when falling and spring to new heights. You can reduce all falling damage by 20 feet, and your jumping distance is doubled. After falling, your jumping distance is further increased by a quarter of the distance fallen.

SPECIALIZED MECHANICAL ARM*Wondrous item, Common*

A functional mechanical arm that can replace a missing one. This works for either a biological creature or a construct. This item follows the rules for attunement, but doesn’t require an attunement slot once attuned. While attuned in this way, it functions the same as the limb it replaces. Additionally, this arm can house a tool of your choice.

UNDERWATER BREATHING APPARATUS*Wondrous item, uncommon*

The wearer can breath underwater for up to 1 hour. You can’t (intelligibly) speak or perform verbal spell components while wearing this device.

WEAPONIZED ARM*Wondrous item, common*

A functional mechanical arm that can replace a missing one. This works for either a biological creature or a construct. This item follows the rules for attunement, but doesn’t require an attunement slot once attuned. While attuned in this way, it functions the same as the limb it replaces. Additionally, this arm can house a one-handed melee weapon of your choice. This weapon can be swapped out as part of a short or long rest.

WINDUP TIMER

Item, common

A small timer that can be set to accurately count down time, up to 4 hours, making a clanging noise at the end of the time.

ADVANCED TIMERS

If players wish to make a timer that does something other than make a noise at the completion, they likely can, but the GM can determine if additional challenge is involved (such as a timer that lights a fuse upon completion).

SPELL SHOT

Item, uncommon

A magically infused arrow. It comes in three different types, based on what kind of magic is infused in it.

- Fog Cloud. You can target a creature or a point within the normal range of your weapon with this arrow. This functions as a normal piece of ammunition, but casts fog cloud at the point of impact. The spell lasts 1d4 rounds and doesn't require concentration.
- Entangle. You can target a creature or a point within the normal range of your weapon with this arrow. This functions as a normal piece of ammunition, but casts entangle at the point of impact. The spell lasts 1d4 rounds and doesn't require concentration.
- Multishot. When you fire this arrow, you cast multishot.

Once the magic effect is discharged by firing it, the magic of the arrow is expended, and it becomes a mundane arrow.

ADAPTABLE SHOT

Item, common

You can select a different damage type for the attack from bludgeoning, piercing, slashing, acid, cold, fire, or lightning when firing this shot.

When you recover this arrow, roll a d6. On a 1, it is broken.



BOUNCING SHOT

Item, common

You can attack a target out of line of sight of with it if you know their location by bouncing it off a surface. They have the benefit of half cover instead of full cover when firing this shot.

When you recover this arrow, roll a d6. On a 1, it is broken.

RICOCHET SHOT

Item, common

If you hit an attack roll with it, you can make another attack roll against another target within 10 feet of the first as part of the same attack when firing this shot.

When you recover this arrow, roll a d6. On a 1, it is broken.

PAYOUT SHOT

Item, common

This shot can be fired at half the normal range of the weapon firing it. You can deliver any object less than 2 inches in any dimension weighing less than 2 pounds to a target creature or point within that range.

When you recover this arrow, roll a d6. On a 1, it is broken.

WHISTLING SHOT

Item, common

When fired, this shot emits a shrill whistle that can be heard from up to 500 feet from where it is fired and its target point.



RAPIDFIRE HEAVY CROSSBOW

**RAPIDFIRE HEAVY CROSSBOW^{DS}**

Weapon (crossbow, heavy), very rare (requires attunement)

This lever-action heavy crossbow is auto-drawing and magazine-fed. A revolving cylinder ringed with magnetic chambers grabs and nocks bolts from the magazine to be fired in rapid succession.

This crossbow lacks the loading property and is fitted with a cartridge that can hold up to twenty crossbow bolts. It automatically reloads after firing until the cartridge runs out of ammunition. Reloading the cartridge takes 1 minute.

You gain a +2 bonus to attack and damage rolls made with this magic weapon. When you use the Attack action with this crossbow, you can use a bonus action to attack again with it.

Art and Item by Dungeon Strugglers

LANTERN SHIELD^{DS}

Armor (shield), very rare

This bizarre buckler has a lantern, a gauntlet, defensive spikes, and a short sword built into it. You must wear the gauntlet in order to wield it, and it only grants a +1 bonus to AC. The bullseye lantern concealed within the shield casts bright light in a 60-foot cone and dim light for an additional 60 feet. Once lit, it burns for 6 hours on a flask (1 pint) of oil. The aperture that sheds light through the shield can be opened or closed with a bonus action while wearing the gauntlet, instantly igniting or extinguishing the lantern.

While the lantern is covered and you are attacked in darkness by a creature within 60 feet of you that is also in darkness, you can reveal the light (no action required) to momentarily blind the attacker, imposing disadvantage on the attack. A creature can't be blinded in this way again for 24 hours.

If a creature within 5 feet of you misses you with a melee attack, you can use your reaction to deal 1d4 piercing damage to the attacker with the shield's defensive spikes.

Additionally, the shield has a shortsword built into it that can be wielded while wearing the gauntlet. You can deploy or retract it with a bonus action. You have a +1 bonus to attack and damage rolls with this shortsword and you are proficient with this weapon if you are proficient with shields. Attacks with this weapon are made with disadvantage if you are holding a weapon without the light property, or an object longer than 1 foot or heavier than 5 pounds in your gauntlet hand.

Art and Item by Dungeon Strugglers

ORDINARY WALKING STICK^{DS}

Weapon (quarterstaff/light crossbow), common

You can use a bonus action to twist the shaft of this quarterstaff and deploy or retract the limbs of a light crossbow built into its head. It is indistinguishable from a walking stick while the limbs are retracted. It functions as a quarterstaff in either mode, however it only functions as a crossbow when the limbs are deployed. This crossbow lacks the loading property and is fitted with an internal magazine that can hold up to six crossbow bolts. It automatically reloads after firing until the magazine runs out of ammunition. Reloading the magazine takes an action. You are proficient with this magical weapon if you are proficient in either light crossbows or quarterstaffs.

Art and Item by Dungeon Strugglers

WOODCARVING

Woodcarving is the branch of crafting concerned with creating objects from wood, primarily working with branches to carve bows, musical instruments, and some simple armor. A simple branch of crafting, it provides many of an adventurer's common necessities, particularly for those with more ranged styles. A good woodcarver never fears running out of arrows, and can find their materials quite readily.

QUICK REFERENCE

While each step will go into more depth, the quick reference allows you to at a glance follow the steps to work items from leather.

- Select the item that you would like to craft from any of the Woodcarving Tables.
- Acquire the items listed in the materials column for that item.
- Use your woodcarver's tools to craft the option using the number of hours listed in the Crafting Time column, or during a long rest using the crafting camp action if the crafting time is 2 hours or less.
- For every 2 hours, make a crafting roll of $1d20 + \text{your Dexterity} + \text{your proficiency bonus}$ with woodcarver's tools.
- 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 3 times in a row, the crafting is a failure and all materials are lost.

RELATED TOOL & ABILITY SCORE

Woodworking works using woodcarver's tools. Attempting to craft items with Woodworking without these will almost always be made with disadvantage, and proficiency with these allows you to add your proficiency in them to any Woodworking crafting roll.

WEAPONS

Name	Materials	Crafting Time	Checks	Difficulty	Rarity	Value
Shortbow	1 quality branch 1 leather scraps 1 length of string	12 hours	6	DC 12	common	25 gp
Longbow	1 quality branch 1 leather scraps 1 length of string	14 hours	7	DC 13	common	50 gp
Composite Bow	1 common branch 4 leather scraps 1 length of string	24 hours	12	DC 12	common	50 gp
Quarterstaff	1 common branch	2 hours	1	DC 10	common	2 sp

MATERIALS: WOOD

Woodworking is a bit more straight forward than other types of crafting in that it primarily has only category of material: wood. This can come in several different form factors, but is measured in branches, consistent pieces of useful wood.

CRAFTING ROLL

Putting that together means that when you would like to make an item, your crafting roll is as follows:

Woodworking Modifier = your Woodcarver's Tools proficiency bonus + your Dexterity modifier

SUCCESS AND FAILURE

For Woodworking, after you make the crafting roll and succeed, mark your progress on a crafting project. If you succeed, you make 2 hours of progress toward the total crafting time (and have completed one of the required checks for making an item). Checks for Woodworking do not need to be immediately consecutive. Failure means that no progress is made during that time. Once an item is started, even if no progress is made, the components reserved for that item.

If you fail three times in a row, all progress and materials are lost and can no longer be salvaged.

CARVED BRANCHES

Woodworkers can increase the rarity of a branch through expert carving techniques. A wooden branch of higher quality produced through woodcarving can't be used as the material to make a branch of even higher rarity, but otherwise a carved branch serves as a branch of their finished rarity for crafting (such as enchanting or other woodworking items that call for a branch of that rarity).

Effectively, carving the branch can only increase the rarity of a branch by one step.

ARMOR

Name	Materials	Crafting Time	Checks	Difficulty	Rarity	Value
Wooden Shield	4 common branches 1 metal scraps 1 leather scraps	8 hours	4	DC 12	common	10 gp

MUSICAL INSTRUMENTS

Name	Materials	Crafting Time	Checks	Difficulty	Rarity	Value
Flute	1 quality branch	8 hours	4	DC 9	common	4 gp
Harp	3 quality branches 4 lengths of string	16 hours (2 days)	8	DC 12	common	35 gp
Lute	2 quality branches 2 lengths of string 1 fancy parts	16 hours (2 days)	8	DC 13	common	35 gp
Drum	4 common branches 1 rawhide leather 1 parts	8 hours	4	DC 8	common	6 gp
Dulcimer	2 quality branches 2 lengths of string 1 fancy parts	8 hours	4	DC 11	common	25 gp
Lyre	2 quality branches 2 lengths of string 1 fancy parts	10 hours	5	DC 12	common	35 gp
Pan Flute	1 quality branch	8 hours	4	DC 11	common	12 gp
Shawm	1 quality branch	8 hours	4	DC 8	common	2 gp
Viol	3 quality branches 2 lengths of string 1 fancy parts	8 hours	4	DC 12	common	30 gp

AMMUNITION

Name	Materials	Crafting Time	Checks	Difficulty	Rarity	Value
10 x Arrow	1 common branch 1 metal scraps 1 fletching	2 hours	1	DC 10	common	5 sp
10 x Bolt	1 common branch 1 metal scraps 1 fletching	2 hours	1	DC 10	common	5 sp
10 x Dart	2 wood scraps 1 metal scraps 1 fletching	2 hours	1	DC 11	common	5 sp
10 x Blowgun Needles	2 wood scraps 1 fletching	2 hours	1	DC 8	common	1 sp

MISCELLANEOUS

Name	Materials	Crafting Time	Checks	Difficulty	Rarity	Value
Short Haft	1 common branch	2 hours	1	DC 8	common	1 sp
Long Haft	1 common branch	2 hours	1	DC 8	common	2 sp
Wooden Stock	1 common branch	2 hours	1	DC 9	common	5 sp

10 Foot Pole	1 common branch	2 hours	1	DC 8	common	3 sp
Fishing Pole	1 quality branch 1 parts 3 lengths of string	4 hours	2	DC 8	common	5 gp
Carved Figurine	1 wood scraps	8 hours	4	DC 8	common	4 sp
Quality Figurine	1 quality branch	8 hours	4	DC 14	common	50 gp
Superb Figurine	1 rare branch	8 hours	4	DC 18	common	400 gp
5 x Wood Scraps	1 common branch	2 hours	1	DC 5	common	1 sp

CARVED BRANCHES

Name	Materials	Crafting Time	Checks	Difficulty	Rarity	Value
Quality Branch	1 common branch	4 hours	2	DC 9	common	2 gp
Uncommon Branch	1 quality branch	4 hours	2	DC 14	uncommon	25 gp
Rare Branch	1 uncommon branch	6 hours	3	DC 15	rare	70 gp
Very Rare Branch	1 rare branch	12 hours (1.5 days)	6	DC 19	very rare	800 gp
Legendary Branch	1 very rare branch	12 hours (1.5 days)	6	DC 20	legendary	2,000 gp

- The material used can't be the result of carving a branch of a lower quality.

EXOTIC WOOD

Modifier	Effect	Difficulty Modifier
Resonant	Instruments made from these special types of wood provide +1 bonus to your spell save DC when used as a spellcasting focus.	+8
Brittle	This inferior type of wood causes weapons made of it to break when rolling a 1, or armor made of it to break when you are struck by a critical hit.	+0
Featherlight	This unique light but sturdy wood reduces the weight of things made of it by half. Ammunition doesn't have disadvantage when attacking at long range.	+4

COMPOSITE BOW

Martial Ranged Weapon, Ammunition, Heavy, (Range 150/600), Two-Handed

A bow made from laminated layers of horn, wood, and sinew. Deals 2d4 piercing damage on hit.



RUNECARVING

Runecarving is the art of marking special magical enhancements in the form of magical runes. These are symbolic representations that channel and focus power to confer a special magical effect to the item they are marked on.

QUICK REFERENCE

The following is a quick reference to follow for each step of carving runes:

- Select a basic item you would like to mark a rune on. This can be an mundane item, gem, nonmagical weapon, or nonmagical armor.
- Select a rune you would like to mark on that item from the table based on the item type.
- Acquire the materials listed in the materials column for that rune.
- Use your Related Tool (based on your Runecraving tradition) to craft the option using the number of hours listed in the crafting time column. You can make progress in 2 hour increments.
- For every 2 hour increment, make a crafting roll of $1d20 + \text{your Wisdom or Intelligence (based on your Tradition)} + \text{your Proficiency bonus}$ with your related tool.
- 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.

RELATED TOOL & ABILITY SCORE

Rune carving comes in two different traditions; you can mark runes from either tradition, but they require different tool proficiency and ability modifiers.

ANCIENT TRADITION

The runes of the Giants, Dwarves, and other ancient traditions. Your ability modifier for this tradition is Wisdom, and you can select your related tool from Mason's Tools or Painter's Supplies.

ACADEMIC TRADITION

The runes of mages, scholars, and elves, these traditions are not necessarily any less ancient, but runecarvers of these traditions seek new knowledge and expression, rather than being rooted in the old ways. Your ability modifier for this tradition is Intelligence, and you can select your related tool from Calligrapher's Supplies or Woodcarver's Tools.

MATERIALS

Runecarving uses primarily magical ink and essences to imbue their runes with the prerequisite magical properties.

CRAFTING ROLL

Ancient Tradition Runecarver Modifier =

your Mason's Tools or Painter's Supplies (your choice) proficiency bonus + your Wisdom modifier

Academic Tradition Runecarver Modifier =

your Calligrapher's Supplies or Woodcarver's Tools (your choice) proficiency bonus + your Intelligence modifier

SUCCESS AND FAILURE

After you make a crafting roll, if you succeed, you make 2 hours of progress toward the total crafting time (and have completed one of the required checks for making an item).

Checks for Runecarving do not need to be immediately consecutive. If you fail three times in a row, all progress and materials are lost and can no longer be salvaged. Failure means that no progress is made during that time.

Once an item is started, even if no progress is made, the components reserved for that item can only be recovered via salvage.

RUNECARVING SAVING THROW

Some runes require a saving throw, the following is the formula for calculating the saving throw. The saving throw is calculated at the time of creation based on the creators attributes and proficiency, and doesn't change once it is created. A saving throw doesn't include any expertise or other bonuses a crafter has to the crafting roll.

Rune DC = $8 + \text{your related tool proficiency bonus} + \text{your Wisdom or Intelligence modifier (based on your Tradition)}$.

Rune Attack Roll Modifier = your related tool proficiency bonus + your Wisdom or Intelligence modifier (based on Tradition).

PLACING A RUNE

You can place a rune on a nonmagical weapon, set of armor, or item. When you place an rune on an item, that item requires attunement. When a creature is attuned to it, the rune grants the wielder certain benefits as defined by the rune. An item becomes a magical item of the rarity of the rune placed on it when a rune is palced on it.

RUNES ON MAGICAL ITEMS

Placing a rune on a magical item is exceedingly difficult. Magical items resist modification, and their magic interferes with the rune. It can be done with additional difficult as per the table below. If the item has attunement, the rune still requires seperate attunement.

Item Rarity	Rune Difficulty Modifier
Common	+5
Uncommon	+7
Rare	+10
Very Rare	+14
Legendary	+20

ANCIENT TRADITION

Name	Materials	Crafting Time	Checks	Difficulty	Rarity	Value
Light	1 common primal essence 1 common magical ink	4 hours	2	DC 12	common	70 gp
Fire	1 uncommon primal essence 1 uncommon magical ink 2 uncommon reactive reagents	6 hours	3	DC 14	uncommon	320 gp
Lightning	1 uncommon primal essence 1 uncommon magical ink 1 common primal essence 1 common arcane essence	6 hours	3	DC 14	uncommon	330 gp
Frost	1 uncommon primal essence 1 uncommon magical ink 2 common primal essence	6 hours	3	DC 14	uncommon	330 gp
Vision	1 uncommon primal essence 1 uncommon magical ink 1 common arcane essence 1 common divine essence	6 hours	3	DC 14	uncommon	330 gp
Size	1 uncommon primal essence 1 uncommon magical ink 1 scroll of enlarge/reduce	6 hours	3	DC 14	uncommon	320 gp
Vigor	1 rare primal essence 1 uncommon magical ink 4 rare curative reagents 1 uncommon divine essence	12 hours	6	DC 15	rare	1,900 gp
Destruction	3 rare primal essence 3 uncommon primal essence 1 rare magical ink	12 hours	6	DC 16	rare	3,500 gp
Brutality	3 rare primal essences 1 rare magical ink	12 hours	6	DC 16	rare	3,300 gp
Wrath	1 very rare primal essence 2 rare primal essence 1 very rare magical ink	16 hours (2 days)	8	DC 17	very rare	12,000 gp
Death	1 legendary divine essence 1 legendary primal essence 1 legendary magical ink 4 rare primal essences	24 hours (3 days)	12	DC 19	legendary	65,000 gp



ACADEMIC TRADITION

Name	Materials	Crafting Time	Checks	Difficulty	Rarity	Value
Color	1 common magical ink	2 hours	1	DC 13	common	20 gp
Comprehension	1 scroll of comprehend languages 1 uncommon arcane essence 1 common divine essence 1 uncommon magical ink	4 hours	2	DC 14	uncommon	350 gp
Connection	1 scroll of detect thoughts 1 scroll of calm emotions 1 uncommon divine essence 1 uncommon magical ink	4 hours	2	DC 14	uncommon	390 gp
Protection	1 uncommon arcane essence 1 uncommon magical ink 1 scroll of shield	4 hours	2	DC 15	uncommon	305 gp
Gravity	1 uncommon arcane essence 1 uncommon magical ink 1 scroll of levitate	4 hours	2	DC 15	uncommon	320 gp
Skill	1 uncommon arcane essence 1 scroll of enhance ability 1 uncommon magical ink	4 hours	2	DC 15	uncommon	490 gp
Blood	1 rare arcane essence 1 scroll of vampiric touch 1 rare magical ink	8 hours	4	DC 16	rare	1,400 gp
Power	1 rare arcane essence 1 rare magical ink 2 uncommon arcane essence	10 hours	5	DC 17	rare	1,600 gp
Space	1 rare arcane essence 1 scroll of dimension door 2 uncommon arcane essence 1 rare magical ink	10 hours	5	DC 17	rare	2,000 gp
Speed	1 very rare arcane essence 1 very rare magical ink 1 scroll of haste	12 hours	6	DC 17	very rare	10,500 gp
Reality	1 scroll of major image 1 scroll of creation 1 very rare arcane essence 2 rare arcane essence 1 very rare magical ink	16 hours (2 days)	8	DC 18	very rare	14,000 gp
Time	1 scroll of time stop 1 legendary arcane essence 1 very rare arcane essence 1 legendary magical ink 2 rare divine essences	24 hours (3 days)	12	DC 21	legendary	100,000 gp

ANCIENT TRADITION

LIGHT^K

Rune, common

A simple circular rune that shines a constant white light. A creature that touches an item bearing this rune can cast the *light* spell targeting that item.

FIRE^K

Rune, uncommon (requires attunement)

An chaotic flowing rune with no straight lines. It pulses with a flickering orange energy.

Passive Effect. When marked on armor or an item, an attuned wearer gains resistance to fire damage. When marked on a weapon, an attuned wielder deals 1d4 additional fire damage on hit with that weapon.

Active Effect. While attuned to an item with this rune, you can use that item to cast burning hands (2nd level) as a bonus action without expending a spell slot. This uses the crafter's Rune DC (set at the time of carving the rune). Once a rune's power is used, the rune's active can't be used again until the next dawn.

LIGHTNING^K

Rune, uncommon (requires attunement)

A jagged rune that flashes and crackles with blue light.

Passive Effect. When marked on armor or an item, the wearer's speed is increased by 10 feet. When marked on a weapon, an attuned wielder deals an extra 1d4 lightning damage on hit with that weapon.

Active Effect. While attuned to an item with this rune, you can use that item to cast crackle as a bonus action without expending a spell slot. This uses the crafter's Rune Attack Modifier and Rune D (set at the time of carving the rune). Once a rune's power is used, the rune's active can't be used again until the next dawn.

FROST^K

Rune, uncommon (requires attunement)

An angular geometric rune that softly pulses with a faint white light.

Passive Effect. When marked on armor or an item, an attuned wearer gains resistance to cold damage. When marked on a weapon, an attuned wielder deals 1d4 additional cold damage on hit with that weapon.

Active Effect. While attuned to an item with this rune, you can grant yourself 10 temporary hit points as a bonus action, lasting for 1 hour. If a creature hits you with a melee attack while you have these hit points, the creature takes 5 cold damage. Once a rune's power is used, the rune's active can't be used again until the next dawn.

VISION^K

Rune, uncommon (requires attunement)

An eye shaped rune that dimly pulses a faint purple light.

Passive Effect. When marked on armor or an item, an attuned wearer gains dark vision with a range of 30 feet. If the attuned wearer already has darkvision, the range of the darkvision increases by 30 feet.

Active Effect. While attuned to an item with this rune, you can grant yourself 60 feet of blindsight as a bonus action. This lasts until the start of your next turn. Once a rune's power is used, the rune's active can't be used again until the next dawn.

SIZE^K

Rune, uncommon (requires attunement)

A rune of layered circles with a pale green light flowing through them.

Passive Effect. When marked on armor or an item, an attuned wearer grows 1 foot, counts as one size larger when determining your carrying capacity and the weight you can push, drag, or lift. When marked on a weapon, the weapon grows larger when wielded by an attuned wielder and gains the heavy property if it doesn't already have it (losing the light property if it has the light property).

Active Effect. While attuned to an item with this rune, you can use that item to cast enlarge/reduce as a bonus action without expending a spell slot. Once a rune's power is used, the rune's active can't be used again until the next dawn.

BRUTALITY^K

Rune, rare (requires attunement)

A rune made of large chaotic interlocking pattern that burns with a dull orange light.

Passive Effect. When marked on a weapon, an attuned wielder of the weapon is healed for 1d12 hit points when deal a critical strike with the marked weapon.

Active Effect. An attuned wielder can activate the rune (no action required) during their turn. Until the end of their turn, whenever they miss an attack roll against a target within their reach, the attack still deals half damage to the target. Once activated, it can't be activated until the next dawn.

DESTRUCTION^K

Rune, rare (requires attunement)

A simple rune with bold slashing strokes that glow with vibrant and pulsing red light.

Passive Effects. When marked on a weapon, the weapon deals an extra 1d6 damage on hit when wielded by an attuned wearer. Its damage overcomes all resistance to damage.

Active Effects. When the attuned wielder makes an attack with a weapon marked with this rune, they can make the attack a critical hit. Once activated, it can't be activated again until the next dawn.

VIGOR^K*Rune, rare (requires attunement)*

A bold rune with intertwined lines that hums slightly, beating with a faint red light.

Passive Effects. When marked on armor or an item, an attuned wearer can spend a Hit Die as a bonus action, rolling it and regaining hit points as normal. When marked on a weapon, an attuned wielder gains temporary hit points equal to the Constitution modifier when dealing damage to a living target.

Active Effect. While attuned to an item with this rune, you can use that item to cast *cure wounds* (2nd level) as a bonus action without expending a spell slot. Once a rune's power is used, the rune's active can't be used again until the next dawn.

WRATH^K*Rune, very rare (requires attunement)*

A jagged chaotic rune that spreads out in all directions and flashes with angry red light.

Passive Effect. When marked on an item, the attuned wearer can use their reaction to inflict 1d6 lightning damage on any creature within 30 feet of them that deals damage to them.

Active Effect. While attuned to an item with this rune, you can use that item to cast *chain lightning* without expending a spell slot. Once activated, it can't be activated again until the next dawn.

DEATH^K*Rune, legendary (requires attunement)*

A rune of ominous complexity wreathed in shadows.

Passive Effect. While marked on armor or any item, the attuned wearer can't die unless the rune is removed from the possession. They are still incapacitated and unconscious when reduced to 0 hit points, but reaching 3 death saving throws has no effect while the rune is being worn or carried on their person. While attuned to this rune, undead of CR 5 or lower treat you as another undead, and only attack you if otherwise commanded to by a controlling entity or attacked by you.

Active Effect. While attuned to an item with this rune, you can use item to cast *power word kill* without expending a spell slot. Once this rune's power is used, you can't use it again until the next dawn.

ACADEMIC TRADITION**COLOR^K***Rune, common*

A multifaced rune the glimmers a shifting color. A creature that touches an item with this rune can change the color of that item as an action.

PROTECTION^K*Rune, uncommon (requires attunement)*

A complicated rune with twisting multilayered geometric markings that glimmers a dull grey.

Passive Effect. When marked on armor or an item, any time an attuned wearer takes damage, that damage is reduced by 1.

Active Effect. While attuned to an item with this rune, you can use that item to cast *shield* without expending a spell slot. Once a rune's power is used, the rune's active can't be used again until the next dawn.

GRAVITY^K*Rune, uncommon (requires attunement)*

An rune formed of detailed concentric circles that faintly glimmers with soft purple glow.

Passive Effect. When marked on armor or an item, or a weapon, an attuned wielder takes no falling damage.

Active Effect. While attuned to an item with this rune, you can use that item to cast *levitate* as a bonus action without expending a spell slot. This uses the creator's Rune DC (set at the time of carving the rune). Once a rune's power is used, the rune's active can't be used again until the next dawn.

COMPREHENSION^K*Rune, uncommon (requires attunement)*

A rune that resembles a script that no one can determine the nature of, glowing a steady white-blue light.

Passive Effect. When marked on armor or an item, the attuned wearer can read all writing, even if it is not in a language they would normally understand. This confers only the literal meaning of the text, and doesn't break a cipher or code.

Active Effect. While attuned to an item with this rune, you can cast *comprehend languages* without expending a spell slot. Once activated, it can't be activated again until the next dawn.

CONNECTION^K*Rune, uncommon (requires attunement)*

A rune made up of an interlocking square, circle, and triangle, that courses with pure white light.

Passive Effect. When marked on an item, an attuned wearer can spend an action to gain supernatural insight into other sentient creatures for 10 minutes. You gain advantage on all Wisdom (Insight) checks, but dealing damage to another sentient creature while in this heightened state of awareness causes you to take 1 psychic damage.

Active Effect. While attuned to an item with this rune, you can force another creature to experience a brief flash of connection to your state of mind. The effects of this may vary, but most often allows you to gain advantage on a Charisma (Persuasion) check with them. If used as a reaction to taking damage, you can force the creature that dealt the damage to you to take psychic damage equal to half the damage dealt. Once activated, it can't be activated again until the next dawn.

SKILL^K*Rune, uncommon (requires attunement)*

An intricate rune that pulses with swirling lights, varying in design to incorporate a mark of the skill granted.

Passive Effect. When marked on an item, an attuned wearer gains proficiency in one skill, selected when the rune is marked by the creator of the rune.

Active Effect. While attuned to an item with this rune, you can activate this rune gain advantage on an ability check for the skill granted by this rune. Once activated, it can't be activated again until the next dawn.

BLOOD^K*Rune, rare (requires attunement)*

A swirling rune with repeating spiraling patterns that pulses with a deep red light.

Passive Effect. When marked on a weapon, if an attuned wielder deals damage with that weapon to a living creature of CR 1/4 or higher, the weapon deals an extra 1d4 necrotic damage, and the wielder regains hit points equal to the necrotic damage dealt.

Active Effect. After dealing necrotic damage with this weapon, an attuned wielder can use their bonus action to activate the rune, drawing the blood of the creature dealing an extra 3d4 necrotic damage, and regainin hit points equal to the additional necrotic damage dealt. Once a rune's power is used, the rune's active can't be used again until the next dawn.

POWER^K*Rune, rare (requires attunement by a spellcaster)*

A vibrant rune with intricate line work that shines a bright cyan.

Passive Effect. When wearing armor or an item marked with this rune, once per turn when the wearer rolls for damage with a spell, they can maximize one die of the damage roll. When wielding a weapon marked with this rune, the damage of that weapon is considered magical, and once per turn, when the wielder rolls damage for an attack with that weapon, they can maximize one damage die.

Active Effect. While attuned to an item with this rune, when you cast a spell, you can use this rune to empower it, casting it as if it was one level higher. Once activated, it can't be activated again until the next dawn.

SPEED^K*Rune, very rare (requires attunement)*

A flickering white rune with jagged lines.

Passive Effect. When marked on armor or an item, an attuned wearer can take the dash action as a bonus action on their turn. When marked on a weapon with light property, an attuned wearer can make a single weapon attack with the bonus action on their turn.

Active Effect. While attuned to an item with this rune, you can use that item to cast *haste* without expending a spell slot. Once activated, it can't be activated again until the next dawn.

SPACE^K*Rune, rare (requires attunement)*

A deceptively simply rune made of up lines of varying lengths in an odd arrangement that glows a steady dim grey light.

Passive Effect. On your turn, you can replace your movement by teleporting 10 feet in any direction to an empty space you can see.

Active Effect. You can cast *dimension door* without expending a spell slot. Once activated, it can't be activated again until the next dawn.

REALITY^K*Rune, very rare (requires attunement)*

A fanciful twisting rune that confuses the eye with ever shifting patterns of colors.

Passive Effect. When marked on an item, an attuned wearer can cast ever more convincing illusions. Creatures have disadvantage on their first Intelligence (Investigation) check to determine if a spell you cast is an illusion (the first check it makes against that spell).

Active Effect. You can cause one illusion you've made to become real. This effects a 10 foot by 10 foot cube of the illusion if it is larger than that. This can't create an object worth more than 100 gp, lasts 1 hour, and can't create a creature of a CR greater than 5 (when attempting to, it may create a weakened version of that creature, or simply fail). If the illusion directly causes damage (from falling on a creature, or otherwise being harmful) it can deal a maximum of 8d8 damage (potentially split across multiple creatures). This limit doesn't apply to creatures created through it. Once activated, it can't be activated again until the next dawn.

TIME^K*Rune, legendary (requires attunement)*

A complicated geometric rune that slowly pulses with pale grey light.

Passive Effect. When marked on armor or an item, your speed increases by 20 feet, you gain a +2 bonus to AC and Dexterity saving throws, and you can take two reactions per round, though you can't take multiple reactions on the same turn. You age twice as fast while attuned to this rune.

Active Effect. While attuned to an item with this rune, you can use that item to cast *time stop* without expending a spell slot. Alternatively, you can use this rune as a reaction failing a Dexterity saving throw or being hit by an attack to automatically pass a Dexterity saving throw, or cause an attack to miss. You can use this ability after the roll to change its outcome. Once activated, it can't be activated again until the next dawn.

ESSENCE RUNE^K*Rune, very rare (requires attunement)*

A special rune forged with the liquid of an essence crystal. This rune empowers an item or creature it is marked on, increasing the Ability Score and maximum for the Ability Score associated with the Essence Crystal used by 2.



ENGINEERING

Engineering is an academic art of turning labor and materials into grand creations. At its smallest scale, it is used for practical applications like siege equipment, but scales up to building bridges, buildings, and even ships. An engineer is a deeply sought after resource for any lord or kingdom, but has knowledge that savvy adventurers can put to great use on occasion.

QUICK REFERENCE

The following is a quick reference to follow for each step of an engineering project:

- Select the construction project you would like to begin.
- Gather the required labor if necessary.
- Ensure you have all materials for the construction project available.
- Use your carpenter's tools to begin work, taking a number of hours listed in the crafting time column. You can make progress in 2 hours increments.
- For each 2 hour increment, make a crafting check of $1d20 + \text{your Intelligence modifier} + \text{your proficiency with carpenter's tools}$.
- On success, you mark 2 hours of completed time. Once the completed time is equal to the crafting time, the construction project 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 construction project is a failure and all materials are lost.

RELATED TOOL & ABILITY SCORE

Engineering uses carpenter's tools. Checks can be made with a substitute tool at your GM's discretion, but are made with disadvantage.

MATERIALS

Engineering uses materials in a larger bulk than most crafting branches. These are represented in "Units" of materials. These can be directly harvested in bulk, or represent collections of similar individual materials.

BULK MATERIALS TABLE

Material	Price
Unit of Lumber	1 gp
Unit of Stone	1 gp
Cement (Mortar)	1 sp

HARVESTING TREES

You can convert trees that are at least 20 feet tall into units of lumber. A 20 foot tall tree will produce 1 unit of lumber, and an additional unit of lumber for each 10 feet of tree height. At your GM's discretion, some trees may not be suitable lumber. It takes 4 hours of work by a laborer to convert trees to units of lumber.

A unit of lumber can be converted to 10 common branches.

QUARRYING STONE

Quarrying Stone is significantly harder and at the edge of what this system attempts to define. As a rule of thumb, if a quarry that can produce stone is available, 1 laborer can produce 1 unit of stone in 8 hours of hard labor (1 unit per day). A laborer with a Strength ability score of 18 or higher can produce twice as much stone in the same time period.

Setting up a quarry exceeds the scope of this system, but would take days or weeks.

CRAFTING ROLL

Engineering Modifier = your Carpenter's Tools proficiency bonus + your Intelligence modifier

SUCCESS AND FAILURE

After making a crafting roll, if you succeed, you make 2 hours of progress toward the total crafting time (and have completed one of the required checks for making an item).

Checks for Engineering do not need to be immediately consecutive. If you fail three times in a row, all progress and materials are lost and can no longer be salvaged. Failure means that no progress is made during that time.

Once an item is started, even if no progress is made, the components reserved for that item can only be recovered via salvage.

LABOR

Unlike most crafting, Engineering can encompass large projects that require additional laborers. A laborer can be any creature with a Strength of 12 or higher that can understand you, lift and carry objects, and is willing to work for you for the duration. You can be your own laborer if you fit the requirements. A creature with a Strength of 18 or higher or proficiency with carpenter's tools can count as a skilled laborer, and is worth two laborers. Two creatures of insufficient Strength ability score but with 8 or more Strength ability score working together can be counted as single laborer, but only for 4 hours a day, after which more labor confers a level of exhaustion.

Additional labor doesn't inherently speed a project up, though a GM may rule that it is possible in a case by case basis. Checks can be made with insufficient labor as long as you have half the labor pool needed, but each crafting check takes 4 hours in this case.

The number of laborers required is based on the scale of the project, as per the following table:

Project Scale	Laborers Needed
Small	0
Medium	0
Large	1
Huge	2
Gargantuan (30x30)	3
Colossal (40x40+)	4+

COLOSSAL PROJECTS

For colossal projects (projects bigger than Gargantuan), you need one laborer for every additional 10 square feet of the project beyond 40 by 40. For example, to build a bridge that is 200 feet long by 40 feet wide, you would need five times more laborers (20 laborers) to maintain a 2 hour crafting check.

Every laborer requires their own set of crafting tools, though they do not need proficiency with them. At a GM's discretion, mason's tools or woodcarver's tools can replace carpenter's tools for laborers where appropriate.

SIEGE WEAPONS

Name	Materials	Crafting Time	Checks	Difficulty	Rarity	Value
Ballista (Large)	2 units of lumber 4 quality branches 10 parts 5 leather scraps rope (20 ft.)	8 hours	4	DC 16	Common	150 gp
Mangonel (Large)	4 units of lumber 4 quality branches 20 parts 2 fancy parts 4 rawhide leather rope (40 ft.)	8 hours	4	DC 17	Common	300 gp
Ram (Large)	4 units of lumber 10 rawhide leather 10 parts 2 ingots rope (20 ft.)	8 hours	4	DC 14	Common	65 gp
Trebuchet (Huge)	8 units of lumber 20 parts 2 fancy parts 10 leather scraps rope (60 ft.)	16 hours	8	DC 16	Uncommon	750 gp
Siege Tower (Gargantuan)	10 units of lumber 20 parts 10 rawhide leather rope (60 ft.)	8 hours	4	DC 16	Common	120 gp

FORTIFICATIONS

Name	Materials	Crafting Time	Checks	Difficulty	Rarity	Value
Low Stone Wall (per 10 ft)	1 units of stone 1 bucket of cement	8 hours	4	DC 10	Common	8 gp
Stone Battlements (per 10 ft)	5 units of stone 5 bucket of cement	24 hours (3 days)	12	DC 14	Common	140 gp
Palisade (per 10 ft)	2 units of lumber	2 hours	1	DC 10	Common	2 gp
Watch Tower	8 units of lumber 5 parts	16 hours	8	DC 12	Common	50 gp
Wooden Battlement (per 10 ft)	5 units of lumber 4 parts 4 metal scraps	4 hours	2	DC 12	Common	50 gp

BRIDGES

Name	Materials	Crafting Time	Checks	Difficulty	Rarity	Value
Narrow Wooden Bridge (per 10 ft)	1 units of lumber 2 parts	4 hours	2	DC 14	Common	25 gp
Large Wooden Bridge (per 10 ft)	3 units of lumber 6 parts	8 hours	4	DC 14	Common	55 gp
Huge Wooden Bridge (per 10 ft)	5 units of lumber 10 parts	16 hours (2 days)	8	DC 15	Common	165 gp

Narrow Stone Bridge (per 10 ft)	1 <i>units of stone</i> 1 <i>bucket of cement</i>	8 hours	4	DC 15	Common	80 gp
Large Stone Bridge (per 10 ft)	3 <i>units of stone</i> 3 <i>buckets of cement</i>	16 hours (2 days)	8	DC 15	Common	160 gp
Huge Stone Bridge (per 10 ft)	5 <i>units of stone</i> 5 <i>buckets of cement</i>	32 hours (3 days)	16	DC 16	Common	520 gp

BUILDINGS

Name	Materials	Crafting Time	Checks	Difficulty	Rarity	Value
Basic Shelter (10 ft x 10 ft)	1 <i>unit of lumber</i> 1 <i>parts</i>	4 hours	2	DC 8	Common	3 gp
Shack (15ft x 15 ft)	2 <i>units of lumber</i> 2 <i>parts</i>	4 hours With 5 laborers	2	DC 10	Common	25 gp
Small House (25 ft x 25 ft)	6 <i>units of lumber</i> 6 <i>parts</i>	8 hours (2 days) With 5 laborers	4	DC 12	Common	100 gp
Small Temple (25 ft x 35 ft)	8 <i>units of lumber</i> 2 <i>units of stone</i> 12 <i>parts</i> 4 <i>buckets of cement</i> 4 <i>fancy parts</i>	16 hours (4 days) With 5 laborers	8	DC 14	Common	550 gp
Large House (35 ft x 35 ft)	10 <i>units of lumber</i> 5 <i>units of stone</i> 10 <i>parts</i> 5 <i>buckets of cement</i> 5 <i>fancy parts</i>	24 hours (3 days) With 10 laborers	12	DC 15	Common	2,400 gp
Mansion (50 ft x 50 ft)	25 <i>units of lumber</i> 20 <i>units of stone</i> 20 <i>parts</i> 20 <i>buckets of cement</i> 5 <i>fancy parts</i>	80 hours (10 days) With 10 laborers	40	DC 16	Common	13,000 gp
Cathedral (50 ft x 100 ft)	50 <i>units of lumber</i> 50 <i>units of stone</i> 20 <i>parts</i> 20 <i>buckets of cement</i> 10 <i>fancy parts</i> 2 <i>esoteric parts</i>	160 hours (20 days) With 10 laborers	80	DC 17	Common	40,000 gp

VEHICLES

Name	Materials	Crafting Time	Checks	Difficulty	Rarity	Value
Carriage (Large)	3 <i>units of lumber</i> 2 <i>quality branch</i> 1 <i>tanned leather</i> 5 <i>parts</i> 2 <i>fancy parts</i>	16 hours	8	DC 13	Common	100 gp
Cart (Large)	2 <i>units of lumber</i> 4 <i>metal scraps</i> 4 <i>leather scraps</i> 2 <i>parts</i>	4 hours	2	DC 12	Common	15 gp

Chariot (Large)	<i>2 units of lumber 2 quality branches 2 tanned leather 4 parts 2 fancy parts</i>	20 hours	10	DC 14	Common	250 gp
Sled (Large)	<i>2 units of lumber 2 common branches 2 parts 4 leather scraps</i>	8 hours	4	DC 11	Common	20 gp
Wagon (Large)	<i>3 units of lumber 2 quality branches 4 parts 4 leather scraps</i>	10 hours	5	DC 12	Common	35 gp

SHIPS

Name	Materials	Crafting Time	Checks	Difficulty	Rarity	Value
Galley (Gargantuan)	<i>100 units of lumber 20 quality branches 100 parts 10 fancy parts Rope (600 ft.)</i>	160 hours (20 days) With 10 laborers	80	DC 16	Common	26,000 gp
Keelboat (Gargantuan)	<i>20 units of lumber 20 parts 5 fancy parts 10 rawhide leather Rope (200 ft.)</i>	40 hours (5 days) With 10 laborers	15	DC 14	Common	1,900 gp
Longship (Gargantuan)	<i>40 units of lumber 10 quality branches 100 parts 5 fancy parts Rope (500 ft.)</i>	80 hours (10 days) With 10 laborers	40	DC 15	Common	8,000 gp
Rowboat (Large)	<i>3 units of lumber 8 parts</i>	8 hours	4	DC 13	Common	50 gp
Sailing Ship (Gargantuan)	<i>60 units of lumber 10 quality branches 100 parts 10 fancy parts Rope (2,000 ft.)</i>	80 hours (10 days) With 10 laborers	40	DC 15	Common	8,000 gp
Warship (Gargantuan)	<i>80 units of lumber 20 quality branch 100 parts 10 fancy parts Rope (2,000 ft.)</i>	80 hours (10 days) With 10 laborers	40	DC 17	Common	21,000 gp

MINOR BRANCHES

Some branches of crafting tend to overlap with the needs of adventurers more than others. The ones that do not are listed here as minor branches. These are no less important to a world and an economy, but provide more basic necessities, materials, and valuable goods. The primary use of these branches of crafting are to produce valuable goods.

One common interaction with these branches of crafting is with enchanting—magic has expensive taste, and it might be hard to find, for example, boots worth 250 gp—those are some fancy boots! You can use these branches of crafting to make or calculate how such things might be made.

The following provides tool and ability score for each minor branch of crafting, as well as some examples of materials and produced items, but keep in mind that minor branches exist primarily for value added crafting, the provided examples are just reference points (instances) of the value added formula.

WEAVING

Weaving allows you to create textiles from raw material. This is rarely within the scope of what adventurers will pursue, but occasionally useful. This largely exists as a background explanation for textiles. Shares a tool proficiency with tailoring.

Weaving Modifier = your Weaver's tools proficiency bonus + your Dexterity modifier

Materials	Value
<i>spool of thread</i>	1 cp
<i>raw wool</i>	1 cp
<i>raw cotton</i>	1 cp
<i>raw silk</i>	1 sp

Produced Items	Materials	Checks	DC	Value
Bolt of Cloth	1 <i>raw cotton or raw wool</i>	1	DC 8	1 sp
Bolt of Silk	1 <i>raw silk</i>	1	DC 10	2 gp

COBLING

Cobbling is the art of making shoes and boots, typically from leather. A narrow but occasionally useful art of crafting—after all, most adventurers and common folk alike prefer to wear shoes. Often the best route of making boots fit for magical enchantment.

Cobbling Modifier = your Cobbler's tools proficiency bonus + your Dexterity modifier

Materials	Value
<i>scraps of leather</i>	1 sp
<i>buckles</i>	2 sp
<i>tanned leather</i>	3 gp

Produced Items	Materials	Checks	DC	Value
Shoes	8 <i>scraps of leather</i> 1 <i>buckle</i>	1	9	2 gp
Boots	1 <i>tanned leather</i> 1 <i>buckle</i>	1	10	5 gp
Nice Boots	1 <i>tanned leather</i> 1 <i>buckle</i>	3	16	100 gp
Fancy Boots	1 <i>tanned leather</i> 1 <i>buckle</i> 50 gp of rare materials	4	16	240 gp

MASONRY

Masonry is the art of working of stone. They can provide skilled labor for large scale stoneworking projects, or create statues and small stonecarvings.

Masonry Modifier = your Mason's Tools proficiency bonus + your Strength modifier

Materials	Value			
<i>unit of stone</i>	2 gp			
Produced Items	Materials	Checks	DC	Value
Simple Statue	1 <i>unit of stone</i>	8	12	35 gp
Masterwork Statue	1 <i>unit of stone</i>	8	18	670 gp

GLASSBLOWING

Glassblowing is the art of working glass with blown air to create bottles, vials, and small glass arts. Glassblowing typically requires glassblowers tools and a source of great heat (generally a specific heat source, or a forge, or a magical source).

Glassblowing Modifier = your Glassblower's Tools proficiency bonus + your Dexterity modifier

Produced Items	Materials	Value		
	<i>unformed glass</i>		1 sp	
Glass Vial	1 <i>unformed glass</i>	1	DC 9	1 gp
Fancy Parts (Lenses)	1 <i>unformed glass</i>	3	DC 11	10 gp
Esoteric Parts (Lenses)	2 <i>unformed glass</i>	6	DC 15	100 gp

PAINTING

Painting is an artistic pursuit of making art and portraits, typically on canvas. It can be used for a wide range of other purposes, such as making signs, disguises, and illustrations. Some magic items require valuable art as a basis.

Painting Modifier = your Painter's supplies proficiency bonus + your Wisdom modifier

Produced Items	Materials	Value		
	<i>paint</i>		1 cp	
	<i>canvas</i>		1 cp	
Painting	1 <i>paint</i> 1 <i>canvas</i>	4	DC 8	4 sp
Fancy Painting	1 <i>paint</i> 1 <i>canvas</i>	8	DC 15	150 gp

BREWING

Brewing primarily the art of fermenting things into alcoholic substances, most often forms of ales. While of little practical use, it is an art of personal enthusiasm for many of the adventuring sorts and layfolk of the world.

Brewing Modifier = your Brewer's Supplies proficiency bonus + your Wisdom modifier

Produced Items	Materials	Value		
	<i>supplies</i>		1 gp	
	<i>barrel</i>		1 sp	
	<i>flask</i>		1 sp	
	<i>oak barrel</i>		5 sp	
	<i>uncommon supplies</i>		10 gp	
Produced Items	Materials	Checks	DC	Value
	<i>supplies</i> <i>water</i> <i>1 barrel</i>	2	8	12 sp
Barrel of Swill	<i>supplies</i> <i>water</i> <i>1 barrel</i>	2	12	10 gp
Barrel of Beer	<i>supplies</i> <i>1 uncommon</i> <i>supplies</i> <i>1 water</i> <i>1 oak barrel</i>	3	14	50 gp
Dwarven Alcohol	<i>supplies</i> <i>1 common reactive</i> <i>reagents</i> <i>1 sturdy metal</i> <i>flask</i>	4	12	20 gp
10 x Flask of Distilled Acohol	<i>supplies</i> <i>water</i> <i>1 flask</i>	2	12	5 sp

BREWING TIME

While brewing only takes a few hours, common beer takes 3 days to ferment, and fancier ones may take weeks or months. As a very simple rule of thumb:

- Beer worth less than 5 gp a barrel takes 3 days.
- Beer worth more than 5 gp takes 2 weeks.
- Acohol takes 3 days, with the 2 checks made at the start, after which the alcohol can be collected after the brewing time.
- Particularly fancy or exotic beverages may take longer; up to months.

JEWELCRAFTING

The art of making jewelry of all forms, from cutting gems, setting them, or creating fine metal works.

Jewelcrafting Modifier = your Jeweler's Tools proficiency bonus + your Dexterity modifier

CUT JEWEL

Name	Materials	Checks	Difficulty	Value
Basic Cut	1 rough gem	2 ^{Critical}	DC 14	x1.25*
Exotic Cut	1 rough gem	2 ^{Critical}	DC 18	x1.5*

- ^{Critical} If a check is failed by 5 or more, the gem shatters and the material component is lost.
- The value of cutting gems depends on the basic value of the uncut gem, and is a value multiplier. A rough gem worth 100 gp with a basic cut would become worth 125 gp. An already cut gem cannot be cut again.

JEWELRY

Name	Materials	Checks	Difficulty	Value
Common Ring	3 silver scraps	4	DC 12	20 gp
Valuable Ring	3 gold scraps	6	DC 16	200 gp
Masterwork Ring	3 mithril scraps	8	DC 17	420 gp
Socketed Ring	3 silver scraps	4	DC 14	45 gp
Common Amulet	3 gold scraps	4	DC 15	150 gp
Valuable Amulet	4 gold scraps 1 gem worth at least 50 gp	6	DC 16	250 gp
Masterwork Amulet	4 mithril scraps 1 gem worth at least 200 gp	8	DC 17	650 gp

CARPENTRY

Carpentry makes furniture and small-scale construction. Often used to make simple mundane objects or modifications.

Carpentry Modifier = your Carpenter's tools proficiency bonus + your Dexterity modifier

Produced Items	Materials	Value		
		Checks	DC	Value
4 x Chairs	4 common branch 1 parts	2	8	1 gp
Table	8 common branch 1 parts	2	8	3 gp
Door	4 common branch 1 parts	2	10	6 gp

MISC

Name	Materials	Checks	Difficulty	Value
Basic Glasses	2 parts 1 metal scraps	2	DC 12	10 gp
Quality Glasses	2 fancy parts 1 silver scraps	3	DC 14	50 gp

TAILORING

The art of turning textiles into clothes and cloth-based accessories, from utilitarian to ornate gowns. Ornate clothing sometimes serves as the basis of magic gear.

Tailor Modifier = your Weaver's tools proficiency bonus + your Dexterity modifier

	Materials	Value		
Produced Items	Materials	Checks	DC	Value
	Cloth Scraps Spool of Thread		1 cp 1 cp	
Hat/Cap	5 <i>cloth scraps</i> 1 <i>spool of thread</i>	2	8	2 sp
Clothes	2 <i>bolts of cloth</i> 1 <i>spool of thread</i>	3	10	6 gp
Robe	2 <i>bolts of cloth</i> 4 <i>scraps of cloth</i> 1 <i>spool of thread</i>	3	10	6 gp
Cloak	2 <i>bolts of cloth</i> 1 <i>spool of thread</i>	2	8	4 sp
Cape	1 <i>bolt of cloth</i> 4 <i>scraps of cloth</i> 1 <i>spool of thread</i>	2	8	3 sp
Mantle	1 <i>bolt of cloth</i> 1 <i>spool of thread</i>	1	8	2 sp
Ballgown	2 <i>bolts of silk</i> 2 <i>spools of thread</i>	4	16	130 gp
Noble Garb	2 <i>bolts of silk</i> 2 <i>spools of thread</i>	4	16	130 gp

WHY WEAVER'S TOOLS?

Because that's what the default system has. While I could invent a new tool, as much as possible I want to keep this compatible with the basic system, including backgrounds and proficiency. If a player wants to tailor things and consults the core books, they'll pick weaver's tools, so I want that to work as they'd expect.

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	J Journeyman	3 gp	1.05
12	J Journeyman	4 gp	1.05
13	J Journeyman	7 gp	1.05
14	J 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 B: OPTIONAL DETAILED NAMES

ARCTIC LOCALE

Name	Rarity	Description	Properties	Purchase Price
Cold Snaps	Common	Frozen berries that burst violently when broken	Reactive (Icy)	20 gp
Ice Bamboo	Common	Bamboo formed entirely out of ice, does not melt	Curative	15 gp
Snake Tracks	Common	A dead looking weed found beneath layers of snow and ice	Poisonous	15 gp
Blizzard Bones	Common	Bones that have been through three blizzards	Curative	15 gp
Yeti Droppings	Common	Particularly potent yeti droppings	Poisonous	15 gp
Snowmelt Flower	Uncommon	A strange flower that grows up through the snow melting a patch of it	Reactive	40 gp
Unicorn Fur	Rare	Glistening pure white stalks that grow in sheltered spots	Curative	200 gp
White Lotus	Rare	A glistening white flower	Curative, Poisonous	300 gp

DESERT LOCALE

Name	Rarity	Description	Properties	Purchase Price
Dry Cough	Common	A gnarled plant that looks inedible	Poisonous	15 gp
Lightning Sand	Common	Burned sand that has been struck by lightning	Reactive	15 gp
Popping Tar	Common	A black tar like substance that burns violent with crackling pops	Reactive	15 gp
Waterdrop Cactus	Common	A tiny cactus containing a single drop of water	Curative	15 gp
Morninglord	Uncommon	A cactus that produces little white flowers in the dawn's light	Curative	40 gp
Oasis Bane	Uncommon	A small root sucks up water and looks edible	Poisonous	40 gp
Blacksand	Uncommon	A strange black sand, particularly fine grains with an odd smell	Reactive	40 gp
Elemental Glass	Rare	Fused glass flickering with primal power	Reactive	200 gp

FOREST LOCALE

Name	Rarity	Description	Properties	Purchase Price
Elfmarks	Common	Small twisting vines with pale flowers	Curative	15 gp
Fairy Steps	Common	Tiny white flowers in the shape of fairy wings	Curative	15 gp
King's Salvation	Common	A golden brown root	Curative	15 gp
King's Damnation	Common	A reddish brown root	Poisonous	15 gp
Catfern	Common	Green cattail fern	Exotic	15 gp
Silverscale	Uncommon	Silvery tree bark with a scale like texture	Curative	40 gp
Sweetpetal	Uncommon	Rose-like flower petals found on the forest floor	Poisonous	40 gp
Dyradtears	Rare	Small blue flowers that grow near dead trees	Curative	200 gp
Divine Laurel	Very Rare	Golden leaves that glimmer as if gilded	Curative	2,000 gp

MOUNTAINS/CAVES LOCALE

Name	Rarity	Description	Properties	Purchase Price
Goldbane	Common	Clumpy yellow powder	Reactive	15 gp
Rare Earth Powders	Common	Dirt with traces of rare vitamins	Curative	15 gp
Crevice Spider Eggs	Common	Dried egg sacs from a small reclusive spider	Poisonous	15 gp

Dragongrass	Uncommon	Red leafy grass	Reactive, Exotic	40 gp
Minebane	Uncommon	Long black roots that give off smoke	Reactive	40 gp
Crystal Spider Webbing	Uncommon	Crystalline Webs	Poisonous	40 gp

PLAINS LOCALE

Name	Rarity	Description	Properties	Purchase Price
Lightning Roots	Common	Still living roots from a tree hit by lightning that have captured a fragment of primal power	Reactive	15 gp
Hoof Thistle	Common	Small snaring weeds with an unpleasant thistle	Curative	15 gp
Humming Berries	Common	Small red berries the hum slightly when held	Reactive	15 gp
Lich Fingers	Common	A small spindly white tuber root	Poisonous	15 gp
Dried Tar	Common	Black flakes of sludge like substance	Reactive	15 gp
Goldshine Grass	Uncommon	Strange grass that looks like it is gilded	Poisonous	40 gp
Centaur Droppings	Uncommon	Strange foul smelling mud	Curative	40 gp
Burned Belladonna	Uncommon	A strange plant that looks like it is burned	Reactive, Poisonous	60 gp

SWAMPS LOCALE

Name	Rarity	Description	Properties	Purchase Price
Drooping Death	Common	Drooping dead looking ferns	Curative	15 gp
Wartflower	Common	A sickly yellow flower with strange growths	Curative	15 gp
Swamp Oil	Common	A rainbow sheened oily substance	Reactive	15 gp
Whisp Fruit	Common	A slightly glowing pale round fruit	Poisonous	15 gp
Hag Trail	Uncommon	Wilted plants that grow on corpses	Poisonous	40 gp
Sad Salvation	Uncommon	A brilliantly blue flower that grows in decay	Curative	40 gp
Burning Sludge	Uncommon	Watery sludge that seems is burning hot and slightly smokes	Reactive	40 gp
Hag Fruit	Rare	A pleasantly apple looking fruit that grows on gnarled trees	Poisonous	200 gp
Shambling Seedling	Rare	A seedling that sprouted on a shambling mound	Curative	200 gp
Fetid Gas	Rare	Rare swap gas that smells of sulfur	Reactive, Poisonous	300 gp

COASTAL LOCALE

Name	Rarity	Description	Properties	Purchase Price
Merweed	Common	Always damp blue leaves	Curative	15 gp
Rotweed	Common	Seaweed like weeds that give off an unpleasant smell	Poisonous	15 gp
Infused Ambergris	Common	Whale snot from a whale that's been dining on too many magical meals	Reactive	
Oyster Flowers	Uncommon	Oyster shaped white and blue flowers with an odd smell	Curative	15 gp
Crystal Crustations Shells	Uncommon	Broken pieces shell from rare crystalline crustations	Reactive	40 gp
Lunar Tracks	Uncommon	Small flowers that bloom only in a freshly receded tide	Curative	40 gp

EXOTIC LOCALE

Name	Rarity	Description	Properties	Gathering Locale	Purchase Price
Elemental Earth	Rare	Loose soil	Poisonous	Plane of Earth	200 gp
Elemental Fire	Rare	Ever burning fire	Reactive	Plane of Fire	200 gp
Elemental Water	Rare	Water	Curative	Plane of Water	200 gp
Apple of Arborea	Legendary	A golden apple	Curative, Exotic	Arborea	5,000 gp
Spider Queen's Steps	Legendary	Dark purple flowers	Poisonous	Underground	5,000 gp

SPECIFIC HARVESTING RESULTS

MONSTROSITY

Monster	Rarity	Organ	Description	Properties	Purchase Price
Ankhег	Common	Ankhег Acid Gland	Squishy brown organ prone to leaking green stuff	Poisonous, Reactive	15 gp
Basilisk	Uncommon	Basilisk Eye	Beady and hard, almost rocklike in texture	Exotic	40 gp
Behir	Rare	Pristine Behir Scale	Humming with static charge, grinding it can be a hazardous process	Reactive	200 gp
Bulette	Uncommon	Bulette Liver Fat	A giggling gelatin like substance with a grey hue	Curative	40 gp
Chimera	Uncommon	Ram Horn Marrow	Scrapped from the inside of the ram's horn	Curative	40 gp
Cockatrice	Common	Cockatrice Tongue	A hideous worm-like thing that is very tough	Exotic	15 gp
Darkmantle	Common	Darkmantle Pigment Sac	A small gland that changes color to whatever surface it is on	Exotic	15 gp
Death Dog	Common	Unbroken fang	Jagged foul smelling fangs	Poisonous	15 gp
Ettercap	Common	Webbing Mass	A sticky white substance that must be carefully handled	Special	10 gp
Gorgon	Uncommon	Metalized Gorgon Heart	A heart that has started to turn metallic with iron shot through it	Curative	40 gp
Grick	Common	Grick Beak	Incredibly hard surface; shiny when polished	Poisonous	15 gp
Harpy	Common	Harpy Claws	Sort of like very large chicken feet	Poisonous	15 gp
Hydra	Uncommon	Hydra Blood	Syrupy black liquid with a swamp gas smell	Curative, Poisonous	40 gp
Kraken	Legendary	Astral Grey Matter	A slimy material with strange properties	Reactive	5,000 gp
Manticore	Common	Pristine Tail Spike	A long vicious looking thing that must be carefully ground	Poisonous	10 gp
Medusa	Uncommon	Hair snake fangs	Tiny fangs from the snakes of a medusa's hair	Poisonous	40 gp
Mimic	Common	Mimic's "Heart"	An odd organ that keeps changing shape	Exotic	15 gp
Purple Worm	Very Rare	Fang Venom	Poison extracted from a Purple Worm's maw	Poisonous	2,000 gp

ELEMENTALS

Monster	Rarity	Organ	Description	Properties	Purchase Price
Mud Mephit	Common	Foul Dust	The crusty dried remains of its head	Poisonous	15 gp
Smoke Mephit	Common	Swirling Soot	Little flecks of ash that never quite settle	Reactive	15 gp
Stream Mephit	Common	Steaming Droplets	Droplets of water that are never quite cool	Reactive	15 gp
Stream Mephit	Common	Frozen Droplets	Droplets of water that never quite thaw	Curative	15 gp
Magma Mephit	Common	Burning Rocks	Small rock chips that are painfully hot to the touch	Reactive	15 gp
Magmin	Common	Magmin Charcoal	Small pieces of ever warm charcoal	Reactive	15 gp
Fire Snake	Common	Fire Snake Scales	Small red scales that are warm to the touch	Reactive	15 gp
Azer	Common	Flaming Beard Hairs	Small beard hairs made of fire; smells faintly like burning hair	Reactive	15 gp
Gargoyle	Common	Gargoyle's Stone Heart	A gem like heart	Exotic	15 gp
Water Weird	Common	Essence of Tainted Water	Brackish water with high surface tension	Poisonous	15 gp
Air Element	Uncommon	Uncommon Primal Essence	An eddy of every swirling wind magic	Primal Essence	40 gp
Earth Element	Uncommon	Uncommon Primal Essence	An unremarkable looking stone	Primal Essence	40 gp
Fire Element	Uncommon	Uncommon Primal Essence	Small sourceless fires	Primal Essence	40 gp
Water Element	Uncommon	Uncommon Primal Essence	A cup of water that never dries	Essence	40 gp
Salamander	Uncommon	Salamander's Tongue	A long leathery tongue	Exotic	40 gp
Xorn	Uncommon	Xorn's Stomach Acid	A burbling very acidic substance	Reactive, Poisonous	40 gp
Galeb Duhr	Uncommon	Duhrian Heart	A strange rock with veins of crystal throughout	Curative	40 gp
Invisible Stalker	Uncommon	Uncommon Primal Essence	An eddy of wind that always swirls toward you	Primal Essence	40 gp
Dao	Rare	Heart	A heart shaped stone with dark veins	Primal Essence	200 gp
Djinni	Rare	Heart	A floating blue heart that slowly spins	Primal Essence	200 gp
Efreeti	Rare	Heart	An ever burning coal the size of a fist	Primal Essence	200 gp
Marid	Rare	Heart	A flabby heart that never stops oozing	Primal Essence	200 gp

DRAGONS

Monster	Rarity	Organ	Description	Properties	Purchase Price
Pseudodragon	Common	Pseudodragon Stringer	A small sharp barb	Poisonous	15 gp
Wyrmling	Common	Wyrmling Heart	A heart in the color of the wyrmling	Reactive, Essence	30 gp
Faerie Dragon	Common	Faerie Dragon Heart	A small sparkling liver	Poisonous	15 gp
Wyvern	Uncommon	Wyvern Stinger	Pieces of the wyvern's tail singe	Poisonous	40 gp

Young Dragon	Rare	Dragon Heart	A large heart flaring with elemental power	Reactive, Primal Essence	300 gp
Shadow Dragon	Rare	Shadow Dragon Heart	An ethereal heart that casts a pitch black shadow	Arcane Essence	200 gp
Adult Dragon	Very Rare	Dragon Heart	A huge heart flaring with elemental power	Reactive, Primal Essence	3,000 gp
Dragon Turtle	Very Rare	Dragon Turtle Lungs	The rubbery flesh from the lung tubes	Curative	2,000 gp
Ancient Dragon	Legendary	Dragon Heart	A massive heart flaring with elemental power	Reactive, Primal Essence	7,500 gp

SPECIFIC MEAL TABLE

Creature	Example	Meal Type
Ape	Should We Eat This? Sliced Roast	Meat Feast
Axe Beak	Chicken Wing Steaks	Meat Feast
Black Bear	Bean and Bear Soup	Common Feast
Beholder	Eyestock Unagi Shushi	Risky Aberration Snack
Crocodile	Spicy Croc Gumbo	Common Feast
Elk	Elk Steaks	Meat Feast
Giant Elk	Really Big Elk Steaks	Meat Feast
Giant Fire Beetle	Self Cooking Beetle Bowls	Common Feast
Giant Toad	Hopping Poppers	Meat Feast
Kraken	Sea Aged Unagi	Legendary Meat Feast
Kraken	Titan Tri tip	Legendary Meat Feast
Roc	Roc Drumstick Gyros	Superb Meat Dish
Strige	Blood Sausage	Common Feast
Tyrannosaurus Rex	Primeval Pot Pie	Meat Feast
Tyrannosaurus Rex	Giant's Chicken Breast	Meat Feast
Young Hook Horror	Hook Turkey Sandwiches	Common Feast
Young Hook Horror	Murder Chicken Tenders	Common Feast
Young Red Dragon	Dragon Steak Tartare	Elementally Fortifying Feast
Wyvern	Purple Poison Curry	Meat Feast

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)
Jewelering	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 E: EXOTIC MATERIALS

EXOTIC INGREDIENTS & POTIONS

While standard potions are made from curative, reactive, or poisonous ingredients, exotic ingredients have specialized effects. When making a potion from these ingredients, the potions effect is a combination of the effect of the exotic ingredients added.

An Exotic Potion (potion brewed entirely from exotic ingredients) doesn't need a recipe and has a crafting time of 1 hour, and a difficulty of the difficulty of all the exotic ingredients used added together, with 1 check needed per exotic ingredient added.

An exotic ingredients can be combined with a standard potion by adding the DC of the standard potion to the combined difficulty of the exotic ingredients. This can result in very powerful potions, but will frequently result in unattainable high difficulty to make it work, as adding random new components to potions typically wrecks the effect.

EXOTIC EFFECTS

APPLE OF ARBOREA

Legendary, Exotic, Difficulty +6

Consuming this apple has the effect of *greater restoration* cast upon the person that consumes it. If the creature that consumes it is Good aligned, they gain the benefit of *death ward* until they finish a long rest.

Adding it to a potion makes that potion confer the effects of eating it, but has no alignment restrictions.

CATFERN

Common, Exotic, Difficult +1

A light and airy fern that tends to get easily caught in the wind and slightly glows.

When added to any potion you consume, you gain 30 feet of darkvision for the duration of the potion effect. If you already have darkvision, the range of your darkvision increases by 30 feet for the duration of the effect.

When added to a Potion of Climbing, it also grants you a climbing speed equal to your walking speed in addition to its normal effects.

DRAGONGRASS

Common, Exotic, Difficulty +2

This is a strange grass that burns very hot and tastes terrible.

When added to a Potion of Fire Breath, it allows you to replace one or more breaths with breathing fire in a cone with the effect of the spell burning hands.

When added to a Custom Potion that would deal damage to a target area, it allows you to instead drink the potion and breath of a 15-foot cone of the damaging effect the potion would have had.

BASILISK EYE

Common, Exotic, Difficulty +3

At first glance, it looks like a stone.

When this and 1 common divine essence is added to any healing potion, that healing potion also removes the Petrified condition when used.

GARGOYLE'S HEART

Common, Exotic, Difficulty +3

A gem like heart that forms inside gargoyles that have been animated for a certain number of years.

When you add this to a potion, any creature that consumes the potion develops are tough rock-like skin. Their AC can't be less than 16, regardless of what kind of armor they are wearing, and they become immune to critical strikes. These effects fade when the effects of the potion fade, or last 1 hour if the potion would otherwise not have duration.

MIMIC HEART

Common, Exotic, Difficulty +2

This strange ever shifting fleshy organ has potent shifting properties that can make the following Exotic Potions.

When added to a Potion of Climbing, it turns it into a Potion of Alter Self, granting the effect of the spell alter self for 1 hour (no concentration required).

When added to a Potion of Growth along with at least one other rare reactive ingredient, it becomes a Potion of Polymorph granting the effect of the polymorph spell for 10 minutes (no concentration required).

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.

APPENDIX M: CRAFTING MAGIC & ITEMS

CRAFTING MAGIC SPELLS

Crafting magic is a unique kind of utilitarian magic. Almost always ritual based, it is not intended for use in combat, and comes with some special rules. In most games, crafting magic spells will not count against spells known, but can only be learned by being taught or purchased, perhaps known from a background.

These spells exist for GMs to award to players to make it easier to use crafting—they are not required, but help integrate crafting into adventuring, and fulfill a narrative niche. Though these spells are arcane spells that are primarily the domain of Wizards and Inventors, a GM can assign them to any player they would make sense for (for example, perhaps a Cleric who follows a god of craft, creation, or forging).

FORGE FIRE

1st-level transmutation (ritual)

Classes: Inventor, Wizard
Casting Time: 1 minute
Range: 15 feet
Components: V, S
Duration: Concentration, up to 8 hours

A Medium-sized fire within range, such as a campfire, burns with unnatural heat within its embers for the duration. It gives off intense heat, dealing twice as much damage to any creature that takes damage from it and consumes materials twice as fast as normal. For the duration, it can serve as a forge to smelt nonmagical metals, and counts as a forge for the purposes of blacksmithing.

PROCESS HIDE

1st-level transmutation (ritual)

Classes: Inventor, Wizard
Casting Time: 1 minute
Range: Touch
Components: V, S, M (a hide which is consumed by the spell)
Duration: Concentration, up to 1 hour

You work magic into a hide, turning it into processed leather. If you concentrate for the duration, you can turn a single hide into a rawhide leather, boiled leather, or tanned leather. Alternatively, you can turn hide scraps into leather scraps.

CHANGE MATERIAL

2nd-level transmutation (ritual)

Classes: Inventor, Wizard
Casting Time: 2 hours
Range: Touch
Components: V, S, M (a common material used in the casting the spell, which is consumed by the spell, turning into the new material)
Duration: Instantaneous

You convert one common material into another material of equal or lesser mass and value.

At Higher Levels. When you cast this spell using a 4th- or 5th-level spell slot, you can convert a uncommon material the same way. When you cast this spell using a 6th- or 7th-level spell slot, you can convert a rare material the same way. When you cast this spell using an 8th- or 9th-level spell slot, you can convert a very rare material the same way.

CONJURE TOOL

2nd-level conjuration (ritual)

Classes: Inventor, Wizard
Casting Time: 10 minutes
Range: 5 feet
Components: V, S
Duration: 4 hours

You conjure an artisan tool of your choice. It is magical in nature, but serves as a nonmagical version of that artisan tool for the duration.

UNSEEN CRAFTER

5th-level conjuration (ritual)

Classes: Inventor, Wizard
Casting Time: 1 minute
Range: 60 ft.
Components: V, S, M (a bit of string and of wood)
Duration: 8 hours

This spell creates an invisible, mindless, shapeless, Medium force that performs simple tasks at your command until the spell ends. The crafter springs into existence in an unoccupied space on the ground within range. It has AC 10, 1 hit point, and a Strength of 2, and it can't attack. If it drops to 0 hit points, the spell ends.

Once on each of your turns as a bonus action, you can mentally command the crafter to move up to 15 feet and interact with an object. The crafter can perform simple tasks that a human servant could do, such as fetching things, cleaning, mending, folding clothes, lighting fires, serving food, and pouring wine. Additionally, it can perform skilled crafting checks. It always uses the taking 10 rule for crafting checks, completing one check every 4 hours. Its crafting modifier is +5. When you summon it, you can summon it with one artisan tool of your choice, which only it can use. It can use any other artisan tools otherwise available. If you cast this spell again while the crafter still exists, the previous one vanishes.

Once you give the command, the servant performs the task to the best of its ability until it completes the task, then waits for your next command. If you command the servant to perform a task that would move it more than 60 feet away from you, the spell ends.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, its crafting modifier increases by 1.

DIMENSIONAL TOOLBOX

3rd-level conjuration (ritual)

Classes: Inventor, Wizard

Casting Time: 10 minutes

Range: 5 feet

Components: V, S, M (a key worth 50 gp)

Duration: 4 hours

You conjure an opening to a dimensional toolbox. This is stocked with every artisan tool and up to 10 gp worth of common materials. As an action, you can reach in and take out a tool or material contained within. Any tool or material that is not used when the spell ends fades away (materials used in crafting recipes remain).

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the toolbox contains +1 tools (tools that add +1 to the crafting check made). When you cast this spell using a spell slot of 9th level, the toolbox contains +2 tools (tools that add +2 to the crafting check made).

DIMENSIONAL WORKSHOP

6th-level conjuration

Classes: Inventor, Wizard

Casting Time: 10 minutes

Range: 5 feet

Components: V, S

Duration: 4 hours

You conjure an extradimensional dwelling in range that lasts for the duration. You choose where its one entrance is located. The entrance shimmers faintly and is 5 feet wide and 10 feet tall. You and any creature you designate when you cast the spell can enter the extradimensional dwelling as long as the portal remains open. You can open or close the portal if you are within 30 feet of it. While closed, the portal is invisible.

Beyond the portal is a magnificent foyer with numerous chambers beyond. The atmosphere is clean, fresh, and warm.

You can create any floor plan you like, but the space can't exceed 20 cubes, each cube being 10 feet on each side. The place is furnished with every artisan tool and typical crafting accessory you could need: anvils, furnaces, looms, etc. Furnishings and other objects created by this spell dissipate into smoke if removed from the workshop. When the spell ends, any creatures inside the extradimensional space are expelled into the open spaces nearest to the entrance.

At Higher Levels. When you cast this spell using a spell slot of 7th level or higher, the dwelling lasts for 24 hours.

CRAFTING UTILITY MAGIC ITEMS

BLACKSMITH'S BELLOWS

Wonderous item, common

These are a small set of portable bellows. Can be used to cast *forge fire*^K without expending a spell slot. Once used, it can't be used again until the next dawn.

TANNING BAG

Wondrous item, common

A magical satchel. If you put an unprocessed hide into this bag, and speak one of three magic words. Depending on the word, the hide will be processed into rawhide leather, boiled leather, or tanned leather. This process takes 4 hours, and you can process one piece of hide at a time.

BOUNLESS TOOLBELT

Wondrous item, uncommon

While wearing this toolbelt, you can cast *conjure tool* as an action, drawing forth the tool from your toolbelt.

POTION FRIDGEBOX

Wondrous item, uncommon

This resembles a small wooden box that can fit a container carrying up to a gallon of liquid in it. You can place unfinished potions, brews, or similar items in it, pausing the crafting time on it, allowing you to resume crafting it the item at a later time.

You can also store perishable liquids in this fridge, and they will not spoil.

LUCKY MATERIAL POUCH

Wondrous item, uncommon

A small magical bag that always seems to have the material you need at the bottom of it. As an action, you can reach out and draw out any crafting material worth 1 gp or less. After each time you do so, roll a d4. On a 1, the bag is empty and no more materials can be retrieved until the next dawn.

RING OF LABOR

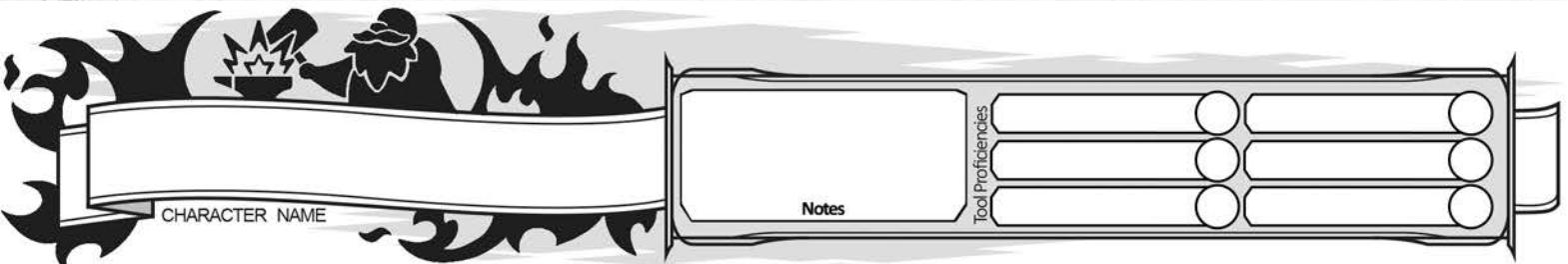
Wondrous item, very rare

A simple copper band. You can use this ring to cast *unseen crafter*. Once used, it can't be used again until the next dawn.

WORKSHOP KEY

Wondrous item, very rare (requires attunement)

While attuned to this key, you can use it to cast *dimensional workshop*^K without expending a spell slot. Once you use it, you cannot use it again until dawn the next day.



A screenshot of the 'Crafted Items' section from the Stardew Valley mobile game. The screen shows a grid of 12 slots, each containing a gray placeholder box. At the bottom center, the text 'Crafted Items' is displayed in a black, sans-serif font.

Item Name	Crafting DC
<input type="text"/>	<input type="checkbox"/>
Material Name	Have/Need
<input type="text"/>	<input type="checkbox"/>
<input type="text"/>	<input type="checkbox"/>
Toolset	
<input type="text"/>	
<input type="text"/>	
Material Name	Have/Need
<input type="text"/>	<input type="checkbox"/>

Material Name	Have/Need

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