

Teothe Resource & Mechanics Supplement
Xeculus

NVSHYC
≡THCδ CΛV

v2024.2b

WHAT NEW THINGS ARE ADDED?

 AP RESOURCES are resources that many traders, companies and NPCs of Teothe have access to. Utilising these, they create foreign technology, conjure supply chains that satisfy demand, and populate alliances and markets. They are represented by certain tool skills, additional character skills, and NPCs.

This supplement adds new skills; named Appraise, Speak Language, Influence and Artifice. Map resources are also mentioned as mineable and farmable resources, which are also referred to in its section. Some of the rules are vague in purpose, as they can change depending on the situation.



MAP RESOURCES

There is external information for this section to work, provided at the Teothe Website under map resources. Other skills such as Arcana or Constitution represented on the Map Resources Table. They work as presented in SRD, rules as written, and only provide a check or a bonus for research checks. You need to pass these checks to acquire what it represents.

MINING

You need Athletics with a Pickaxe to mine materials that are available on the map. These include some Common, Strategic and Luxury materials. Proficiency with Jeweler's tools or Mason's tools can provide your Athletics check with additional proficiency. Upon succeeding the

DC, roll a D12 for the amount of kg you manage to find and acquire in an hour, if it is not a single item.

For example, mining Iron (Strategic) requires a DC18 Athletics check with Smith's Tools. When you succeed you make a D12 roll to determine how much you've mined. In 8 hours with maximum efficiency without failing any checks you'll collect 211lb of iron ore, which is estimated to be 21gp according to Teothe pricing.

FARMING

You need to make a Nature skill check with appropriate common tools to properly tile or harvest the land that is presented on the map. These include some Common and Luxury materials. You also need a fair share of information on farming represented by how efficient you are.

Upon succeeding in the DC and managing to raise the crops, roll a D12 for grains, a D8 for fruits and vegetables, and a D6 for unique ones. This determines the amount of lbs you'll harvest. A common small-plot farmer will make around 250GP/year ignoring their expenses.

For example harvesting Wheat (Common) requires a DC12 Nature check with appropriate tools. When you succeed you make a D12 roll to determine how much you've harvested since Wheat is a grain, and not a unique one. In 8 hours with maximum efficiency without failing any checks you'll harvest 211lbs of wheat, which is estimated to be 211cp when sold as flour according to Teothe pricing.

SKILLS

APPRAISE

You'll need the Intelligence (Appraise) skill to figure out pricing on certain items, raw ores, gems, items valued by weight, materials, etc. You can appraise common or well-known objects with a DC 12 Appraise check. Failure means that you estimate the value at 50% to 150% (2d6+3 times 10%) of its actual value.

Appraising a rare or very rare item requires a successful check against DC 15, 20, or higher. If the check is successful, you estimate the value correctly; failure means you cannot estimate the item's value.

A magnifying glass, merchant's scale, information, etc. where suitable will make you roll with advantage.

SPEAK LANGUAGE

You can try and imitate a word or two you've heard a skilled speaker of a language speak. To do so, you must hear the words without any obstruction and have the required physical features.

You make a Wisdom (Speak Language) skill check depending on the word count or the language's foreignity.

INFLUENCE

You'll need the Flat (Influence) skill to acquire and run a business or purchase a property. Sometimes this influence helps you hold your ground in arguments as your renown can be influential towards certain individuals, guards, temple or market workers. Influence carries over to anyone you are affiliated. However, you'll need to validate associates simultaneously. Therefore, if you were to enter an auction which requires a DC10 influence check, including a friend might make the difficulty increase by 5.

The DM might also call for a Charisma (Influence) check to see if you are as reputable as you demonstrate, or can exert renowned authority.

You also have access to the Influencer feat option. You can read it in the Feats section.

ARTIFICE

You need some research to process or craft commodities using luxury materials represented on the map. Artifice skill and its usage can be an off-time activity and can be trained by studying materials, reading books, and conducting experiments. Each point costs some time and resources. Artificers are proficient in this skill.

Your Intelligence (Artifice) check covers your attempt to research and learn technological or procedural advancements, such as when you're trying to learn how a bicycle can be constructed, or how a battery works. The DM might also call for an Intelligence (Artifice) check to see if you can understand technological marvels or mechanical constructs.

ARTIFICE PROGRESSION TABLE

Progress	Time & Cost
Observation	1 cycle of what is being observed
Experimentation	10 cycles of what was observed
Hypothesis	1 day, 5GP - 500GP
Testing	5 cycles of what was observed
Implementation	10 cycles of what was observed, 5GP - 50000GP



A single cycle is determined by the DM and will represent the time for a full cycle to be complete. Let's say mining iron takes a day, another day to transport, and a day to process. This makes 1 cycle 3 days long. So, for an Artifice skill to gain a point from this, you'll need to spend $3+30+1+15+30=79$ days and some of your wealth. This time can drastically decrease based on your studying materials and available information. It is represented in the Complication Table below.

ARTIFICE COMPLEXITY TABLE

Availability	Complication Severity
Simple with a lot of material	25%
Complicated with a lot of material	40%
Simple and lacking material	50%
Complicated and lacking material	80%
Technologic Invention	120%

Complications are determined by your DM and your character's other skills if applicable. You'll gain a point in Artifice as you complete your research. Acquiring points and then trying to make a profit off of simpler topics accumulate harder but will become rewarding faster.

Based on these tables, a simple task like mining (also enhanced by your Athletics skill) in a mine full of resources and provided material with years of mining documentation can be graded Simple with a lot of material, therefore decreasing the 79 days count down to 20, rounded up (19.75).

Technologic Invention dates should be compared to their real primitive versions of the inventions, therefore simple research by the player is required.

Making a hand-made battery in real life takes about 8 days with all the resources ready, so implementing it in the game would take about 251 days if all the resources are presented.

Things that can automate tasks, electronics, robots, and machinery count as Technologic Inventions. With the right research and a powerful team, above mentioned things can be integrated into the game world. Your DM can always discard these inventions.

FEATS

EDUCATED APPRAISER

Prerequisite: Intelligence 10 or higher.

You've developed the skills necessary to help you judge an item's usefulness. You can make an Appraise (Intelligence) check to determine the school of magic of the aura surrounding a magic item (as if you've cast detect magic), you can then spend 1 minute concentrating to also learn the properties of the item as if you had cast identify. You can use this feat once per day.

When you pick this Feat, increase one ability score by one.



INFLUENCER

Prerequisite: Charisma 14 or higher.

You've developed the skills necessary to run your own business or own property. Influence is required to do so and with this feat, you gain the following benefits:

- You make your Influence (Charisma) rolls with advantage.
- You gain proficiency in Influence.
- You can use your Influence to try to halt a trade or stop a caravan. To do so, make an Influence check against the caravaneers' DCs.

When you pick this Feat, increase one ability score by one.

SUPPLEMENT FRIENDLY ITEMS

SMEARS (1 DAY)

Adventuring Gear

Smears are a food source suitable for extended travel. They look both gooey and crunchy.

Smears feature a unique blend of softness and slight chewiness. Their gel-like consistency makes them pliable and yielding to the bite. Smears offer a delicate and subtly briny taste and they often enhance the overall flavour profile of a dish. The taste of Smears is often influenced by the ingredients and seasonings they are paired with, allowing them to harmonize with various flavours and add depth. Smears are versatile in various culinary applications, suitable for both hot and cold dishes. They can be grilled, fried, or added to stews, salads, stir-fries...

BAG OF COLDING

Wondrous item, uncommon



A bag made of ice-blue colored pieces of cloth sewn together with fine thread and with a leather strap.

This bag has an interior space considerably larger and colder than its outside dimensions, roughly 2 feet in diameter at the mouth and 4 feet deep. The bag can hold up to 500 pounds, not exceeding a volume of 64 cubic feet. The bag weighs 15 pounds, regardless of its contents. Retrieving an item from the bag requires an action.

If the bag is overloaded, pierced, or torn, it ruptures and is destroyed, and its contents are scattered in the Astral Plane. If the bag is turned

inside out, its contents spill forth, unharmed, but the bag must be put right before it can be used again. Breathing creatures inside the bag can survive up to a number of minutes equal to 10 divided by the number of creatures (minimum 1 minute), after which time they begin to suffocate.

Placing a bag of colding inside an extra dimensional space created by a Heward's handy haversack, portable hole, or similar item instantly destroys both items and opens a gate to the Astral Plane. The gate originates where the one item was placed inside the other. Any creature within 10 feet of the gate is sucked through it to a random location on the Astral Plane. The gate then closes. The gate is one-way only and can't be reopened.

BAG OF GRUBBING

Wondrous item, uncommon

A bag made of leather pieces sewn together with fine colored-thread.

This bag has an interior space considerably larger than its outside dimensions. It has roughly 1 acre of natural field inside it, ready to be tiled and worked. The bag weighs 15 pounds, regardless of its contents. Going in and out of the bag requires an action.

Rest is similar to the bag of folding, see above.

STERAM'S RETREAT

It is said that the last half-ancient Steram, retreated into a bag of grubbing, often during its adventures.

RING OF ASSERTION

Ring, uncommon

This ring is made of rustic-looking silver with veins of crystal running through it.

The ring has been psionically empowered in such a way that it makes it harder for others to resist persuasion. You roll at an advantage.

MYKTHYR'S STONE

Adventuring Gear, rare

A turquoise stone with a deer icon embedded on it.

Mykthyr's Stone is a magical stone, containing a piece from Mykthyr and a spirit of the forest. This stone grants Mykthyr Protection upon those Mykthyr deems worthy.

Mykthyr. Goddess of rangers and trees. Also known as Mielikki. Mykthyr calls to Rangers on a good dream. Often resembles a deer on grassy hills, away from settlements.

Mykthyr Protection. If you fail a saving throw, you can reroll it, and you must use the new roll. Once you use this trait, you can't do so again until you finish a long rest.

GITH'S SILVER CHAIN (10 FEET)

Adventuring Gear, rare

This chain will magically tie or untie itself when both ends of it are met. It has 40 hit points which can only be damaged by magical means. It can be burst with a successful DC 25 Strength check.

VIOLETCRAFT BEER

Adventuring Gear, uncommon

This fizzy drink smells like strong alcohol or gone-off beer.

Violetcraft is a type of dwarven beer.

Somewhat thick and bitter, it is favoured by the stout. Mostly enjoyed by the locals of Haytie-Teothe, Violetcraft beer is a fine purple beverage.

DOUKHTAR'S RECIPE

For the brave, the beer is also served with cloves and distilled spirit that is made using the same ingredients: Turnip and Sapphire Blushrose.

Due to the Blushrose, ones that don't share the Dwarven blood or have a Wisdom score of 13+ do not enjoy this beer.

TORTLE LANTERN

Adventuring Gear, uncommon

This grotesque-looking lantern seems to shine bright like a torch.

A fueled lantern burns for 1 hour, providing bright light in a 20-foot radius and dim light for an additional 20 feet. It needs to be soaked in water to be refueled. This lantern's claws appear to protect the light inside, making the light inside the lantern very difficult to extinguish. If you make a melee attack with a burning lantern and hit, it deals 1 fire damage.

GAMBLER'S WORDS

Hold on a minute, this lantern works underwater? That's so good, son.

SENDING BOOK

Adventuring Gear, uncommon



A small, square Sending Book with 100 papers in it. You write your maximum-20-word message in and fold that paper into a paper plane. These paper planes when thrown must be done while thinking about the destination.

SUPPLEMENT FRIENDLY SPELLS

TOWNWISE

divination cantrip

Casting Time: 1 reaction

Range: Self

Components: V, S

Duration: Concentration, up to 1 minute

You tap into your knowledge of towns and urban culture, enhancing your ability to gather information within a town or city. Once before the spell ends, you can roll a d6 and add the number rolled to an ability check that was triggered by a town information related question. Questions that triggered the check should be related to the current location or immediate area, so you can't ask questions regarding a lair 2 miles away, such as:

- *"Where is the nearest reputable guild?"
- *"Which districts are known for trade goods?"
- *"Is there a known danger or threat in this part of the town?"

You can attempt to gain information again, but repeated attempts might draw attention or exhaust local resources. You can choose to use townwise with guidance before or after you make the guidance roll.

Artificer, Bard, Cleric, Druid, Arcane Trickster, Wizard

EVOKE RESTORATION

1st-level restoration

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Instantaneous

A creature you touch regains a number of hit points equal to $1d6 +$ your spellcasting ability modifier. This spell has no effect on undead or constructs. Even though not as potent, this is groundbreaking for Wizards.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the healing increases by $1d6$ for each slot level above 1st.

Bard, Ranger, Wizard

NA'ESTTE'S PEANUTS

1st-level transmutation

Casting Time: 1 action

Range: Self

Components: V, S, M (a peanut simmered in spicy alcohol)

Duration: 8 hours

You touch your chest. You then have advantage on the next intelligence, Wisdom, or Charisma save you would make due to environmental effects. The spell ends if you dismiss the spell as an action.

The spell doesn't explain the desired effect of the save cause, nor it decodes telepathic information.

Wizard, Artificer, Bard

ABDO'S BLASTING BOLTS

2nd-level evocation

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Instantaneous

You unleash a spread of fiery projectiles in front of you. Each creature in the area must make a Dexterity saving throw. On a failed save, the target takes $8d4$ piercing damage, or half as much damage on a successful save. Creatures within 5 feet of you automatically fail their Dexterity saving throw.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the number of projectiles increases by 2 for each slot level above 2nd, up to a maximum of 16 projectiles when using a 6th-level spell slot.

Artificer, Bard, Wizard

FIREFLY BUCKLER

4th-level evocation

Casting Time: 1 action

Range: Self

Components: V, S, M (a bit of phosphorus or a firefly)

Duration: 10 minutes

Wispy fireflies surround your body for the duration, shedding bright light in a 10-foot radius and dim light for an additional 10 feet. You can end the spell early by using an action to dismiss it.

The flames provide you with a warm shield, granting you resistance to cold damage.

In addition, whenever a creature within 5 feet of you hits you with a melee attack, the shield erupts with flame. The attacker takes $2d8$ fire damage from a warm shield.

Sorcerer, Warlock (Fiend), Wizard, Arcane Trickster