

# Crafting Rules

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Herbalism Kit proficiency lets you:

- Add your proficiency bonus to identify plants. (Survival or Nature)
- Collect components in the wild.
- Create Potion of Healing and Antitoxin.

Alchemist's Supplies proficiency lets you:

- Add your proficiency bonus to identify potions. (Investigation)
- Create potions & other consumables.

Poisoner's Kit proficiency lets you:

- Add your proficiency bonus to identify poisons. (Medicine)
- Apply poisons. (Medicine)
- Create poisons.

Notes:

- Being proficient with both the tool and the skill allows you to add your bonus twice.
- For item creation, characters can work together - each one contributing to the daily requirements.
- While creating an item, a character can maintain a 'modest' lifestyle without paying the 1gp/day cost, or a 'comfortable' lifestyle at half the normal cost.

## Herbalism

<u>Rarity</u>	<u>Creation Cost</u>	<u>Days</u>	<u>Min Level</u>
Common	25 gp	5	3rd
Uncommon	125 gp	25	3rd
Rare	1,000 gp	200	6th
Very Rare	5,000 gp	1,000	11th

## Spell Scrolls

<u>Spell Level</u>	<u>Rarity</u>	<u>Save DC</u>	<u>Atk Bonus</u>	<u>Cost</u>	<u>Days</u>
Cantrip	Common	13	+5	25 gp	1
1st	Common	13	+5	25 gp	1
2nd	Uncommon	13	+5	125 gp	5
3rd	Uncommon	15	+7	125 gp	5
4th	Rare	15	+7	1,000 gp	40
5th	Rare	17	+9	1,000 gp	40
6th	Very Rare	17	+9	5,000 gp	200
7th	Very Rare	18	+10	5,000 gp	200
8th	Very Rare	18	+10	5,000 gp	200
9th	Legendary	19	+11	50,000 gp	2,000

## Alchemy & Enchantment

<u>Item Rarity</u>	<u>Value</u>	<u>Creation Cost</u>	<u>Consumables Cost</u>	<u>Days</u>	<u>Min Level</u>
Common	50-100 gp	100 gp	50 gp	4/2	3rd
Uncommon	100-500 gp	500 gp	250 gp	20/10	3rd
Rare	500-5,000 gp	5,000 gp	2,000 gp	200/80	6th
Very Rare	5,000 -50,000 gp	35,000 gp	10,000 gp	4 years/400	11th
Legendary	50,000 + gp	300,000 gp	100,000 gp	33 years/11 years	17th

## Crafting

- Must have proficiency with the tools required to create the item
- Spend half the market price in materials
- Produce in 5gp per day increments

## Herbalism

- Requires proficiency with Herbalism Kit
- Create only Healing Potions and Antitoxin
- Produce in 5gp per day increments
- On final day, DC18 Nature check to make Healing Potions 20% more potent. Failure has no effect

## Spell Scrolls

- Must be a spell on your class list
- Must have spell slots for that level
- Spend the cost of the scroll plus any component costs for casting the spell once
- Produce in 25gp per day increments
- On final day, DC 18 Arcana or Religion check to increase Save DC & Attack Bonus by +1. Failure has no effect.

## Alchemy

- Requires proficiency with Alchemist Supplies
- Can create any potions or other consumables
- Requires formula or other instructions on how to create
- Produce in 25gp per day increments
- May require specific component collection or creation methods
- On final day, DC 18 Arcana check to increase potency or duration by 20%. Failure by 1 to 5 has no effect. Failure by 6-10 results in potency or duration decreased by 20%. Failure by more than 10 results in a mishap.

## Enchantment

- Must be able to cast the spell (or similar benefit) that the item provides
- Must cast the spell once for each day of construction plus spend any component costs each day
- Requires formula or other instructions on how to create
- Produce in 25gp per day increments

## Poisons

- Requires proficiency with Poisoner's Kit
- Create only Poisons and Antitoxin
- Produce in 25gp per day increments
- May require specific component collection (DC18 Nature check to harvest) or other creation methods

## Poisons

<u>Poison</u>	<u>Type</u>	<u>Price per Dose</u>	<u>Days</u>
Assassin's blood	Ingested	150 gp	6
Burnt othur fumes	Inhaled	500 gp	20
Carrion crawler mucus	Contact	200 gp	8
Drow poison	Injury	200 gp	8
Essence of ether	Inhaled	300 gp	12
Malice	Inhaled	250 gp	10
Midnight tears	Ingested	1,500 gp	60
Oil of taggit	Contact	400 gp	16
Pale tincture	Ingested	250 gp	10
Purple worm poison	Injury	2,000 gp	80
Serpent venom	Injury	200 gp	8
Torpor	Ingested	600 gp	24
Truth serum	Ingested	150 gp	6
Wyvern poison	Injury	1,200 gp	48