



KIBBLES CRAFTING

This is a crafting system for D&D 5e. 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?

D&D 5e does have a crafting system presented in the DMG and XGE, but both of these forms of crafting are based on the simple assumption that crafting is a downtime activity that doesn't directly overlap with adventuring. Unfortunately, the world will not always wait for you to take a few weeks off for potion crafting, so many adventurers have to leave their hopes and dreams of brewing vintage potions behind. No longer!

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 is 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 Artificer); 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 DM 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 D&D 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 in a PHB like style to the player. The DM still adjudicates many instances of them, but the ideal is to have a system in which the DM does not have to handcraft every instance of gathering materials and crafting.

HOOKING YOUR PLAYERS IN

On the other hand, if the DM 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. However, it always allows a degree of customization and specificity for those that look further. Whipping up a potion of healing is fairly easy, but you can also delve into the custom potions and brew something entirely unique.

How much of the detail you want to engage with as a DM 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 with special effects, those are there for you to pull from.

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 DMG or XGE 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.

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 is up to your DM.

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: 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.

Gathered: 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.

Purchased: 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 DM 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.

One may notice that these three sources of materials rather closely match the three pillars of gameplay - Purchasing falling into Social interactions, Gathering falling into Exploration, and Loot falling into Combat. This means that wherever you go and whatever you do, you can take your crafting system with you.

ESSENCES

In addition to the crafting profession specific types of materials (such as *reagents*), there are Magical Essences. 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 Enchanters, and their pricing can be found in that section.

ITEM GOLD COSTS: DMG STANDARD

The gold costs for ingredients and materials here are listed at DMG converted prices (which is what the PHB and XGE roughly use as well). I don't personally use that pricing model, to convert from DMG prices to KSP (Kibbles-Standard-Pricing), you can use the following tables for conversion.

DMG 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.

KIBBLES PRICING

Rarity	Consumable Price	Price
Common	1-10 gp.	1-10 gp.
Uncommon	10-20 gp.	100-200 gp.
Rare	50-100 gp.	400-800 gp.
Very Rare	100-200 gp.	1,000+ gp.
Legendary	1000+ gp.	1,000+ gp.

SPELL SCROLLS

Frequently (particularly with magic items) you will see one of the component materials be a spell scroll. These are great for the flexibility of the crafting system as they allow a great deal of extensibility, and are something that can be reasonable attained (or made with the system). The reason these are often required is that imbued with the systematic and consistent magic that magic items need; they form a template and basis for the power within the item in a way that is very difficult for even a caster of that spell to replicate - they would often have to go through process of first transcribe the method to the scroll before making it a magic item, and that should be considered part of the process of making the magic item during a typical effort to craft, though the process can be "skipped" by attaining the scroll directly.

CRAFTING TIME

All items have a crafting time measured in hours. Some items can be completed in multiple sessions (Blacksmithing, Enchanting) while some must be completed in one session (Alchemy, Poisoncraft). A crafting roll is made every 2 hours. In the case of professions that can be completed over time, you can stop after a roll is made; in the case of single craft items, you can abort after a roll is made, but doing so counts as a failure.

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 cannot 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

The crafting roll is a d20 + your related ability score + your related tool proficiency. Each profession lists the related ability score, tool, and what the variants thereof might be. If you attempt to craft without tools, you do not add your proficiency to the roll, and at your DMs discretion, the craft may be impossible or made with disadvantage.

You cannot add temporary bonuses to your roll (such as Bardic Inspiration or Guidance) as the crafting roll represents the entire time you spend working the item. You can gain an advantage if another player *with proficiency* in the related tool helps for the whole crafting time.

TAKING 10

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

PUTTING IT TOGETHER

While I have used a lot of words to explain the why and how of the system, it is very simple actually.

- **Materials:** Acquire the materials (through gathering, harvesting, looting, or purchasing).
- **Crafting:** (a) Take the crafting action during a long rest to put 2 hours toward your project and make a crafting roll. or (b) spend hours equal to the crafting time of the item making a crafting check every 2 hours, or (c) spend 4 hours to make 2 hours of consistent progress taking 10 on your crafting roll.
- **Shiny New Item:** If your crafting rolls average higher than the difficulty of the item, you have your new item.

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 DM 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.

NOTATION

Some things within the document are marked with a ^K. This symbolizes that I've directly changed something and this document refers to my version, or denotes things from my content (such as my classes), either replaced an item, or straight out changed the rarity of an item to be more compatible with templates.

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 Healing Potions, 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 adventure to consider if they can get away with simmering a healing potion 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.

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 "**Standard Potions Crafting Table**".
- Acquire the items listed in the **materials** column for that potion.
- Use your **Alchemy Supplies** tool to craft the potion using the number hours listed in the **Crafting Time** column, or during a long rest using the crafting camp action if the crafting times is 2 hours or less. **Alchemy items must be crafted in a single session.**
- For **every 2 hours**, make a **crafting roll** of 1d20 + your Intelligence or Wisdom modifier (your choice) + your proficiency bonus with Alchemy Supplies. You can abort the craft after a bad crafting roll if you wish, this counts as a failure.
- If the **average** of these checks is **equal to or higher** than the value listed in the **Difficulty column** for that potion, you **succeed**. If it is lower, you **fail** and lose all materials.

RELATED TOOL & ABILITY SCORE

Alchemy works using **Alchemy 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.

MATERIALS: REAGENTS

The materials for Alchemy is reagents. As there are many different ways to make a potion. Consequently, the materials are sorted into categories. These categories include **curative**, **reactive**, **poisonous**, and **exotic**. These each come in the standard material rarities: **common**, **uncommon**, **rare**, **very rare**, and **legendary**.

A potion may require "3 uncommon curative ingredients", in which case any three ingredients can be used so long as they are uncommon and curative.

Reagents can be rendered into Primal Essence. Three of any reagent can be rendered into one Primal Essence of the same rarity with a crafting action during a long rest (4 hours if done during downtime).

INTERCHANGEABLE MATERIALS

Note that with the exception of exotic ingredients, 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.

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; it's duration will be halved if it had a duration, and damage or healing it dealt with by 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 Alchemy Supplies tool proficiency bonus + your Intelligence or Wisdom modifier (your choice).

SUCCESS AND FAILURE

For alchemy, after you make the crafting rolls and succeed (by average), you have a completed potion. If you fail (by average), all materials are lost and the result is unusable.

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) does not 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.

ACQUIRING REAGENTS

FORAGING MATERIALS

Many of the magical ingredients to alchemy 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 with disadvantage. If you dedicate 8 hours to gathering without traveling, you can make two checks (without disadvantage).

If you have a **Herbalism Kit** and proficiency with it, you can add your proficiency modifier to the roll.

Roll	Gathered Ingredients
1-5	1 common
5-10	2 common
10-15	1 common, 1 uncommon
15-20	2 uncommon
20-25	1 uncommon, 1 rare
25+	1 rare, 1 very rare

If more than one ingredient is available for the terrain type you are traveling, roll a d4 for each ingredient found. Each 1 is a curative ingredient found, each 2 is a reactive ingredient found, each 3 is a poisonous ingredient found, and each 4 is an exotic ingredient found.

VARIANT: LOCALE BASED GATHERING

On the material lists, each locale has specifically named ingredients. Rather than randomly roll for the type, the DM can opt to use the ingredients from that table.

MONSTER HARVESTING

Another somewhat more gruesome source of the essential catalysts needed for magical ingredients can be harvested from magical monsters. Typically a magical monster will be from the categories **dragon**, **monstrosity**, **elemental**, or **plant**. Aberrations are too twisted, while beasts are too typically mundane.

For harvesting ingredients from monsters, the monster must be freshly slain (within the last 8 hours) to make a check. Depending on how the monster was slain, the check may be made with disadvantage or even be impossible at the DMs discretion (for example a CR 1 creature slain by a fireball may be too charred for any useful remains to be solved).

In order to harvest, you make a harvesting check (one per qualifying monster corpse), make a Wisdom (Medicine) check. If you meet the DC needed to harvest from that creature, you gain the ingredients listed in the Gathered Ingredient column. On a failed check, nothing alchemically useful can be harvested from the monster. You can optionally refer to Appendix C for specific results based on the monster type.

Monster CR	Check DC	Gathered Ingredients
1/2	15	1 common
1	16	1 common
2-4	17	2 common
5-8	18	1 uncommon
9-12	20	1 rare
13-16	22	2 rare
16-20	24	1 very rare
20+	30	1 legendary

If you roll 5 over the DC of a gathering check, you are additionally able to harvest *primal essence* of equal rarity.

GATHERING SEEMS HARD...

It is! While healing potions may grow on trees, the process of converting time to healing potions has to be considerably slower than the process of converting gold or looted materials into potions, as it's, well, free! That this is difficult is why Healing Potions tend to sell to adventurers so well.

PURCHASING

The easiest and quickest way to gather reagents is to simply buy them. The problem with this approach is that you are generally not going to be saving much money over simply buying the potions themselves, as most places that would have reagents to sell would have a competent Alchemist capable of making them. However, sometimes it can be cheaper or more flexible - for example, if you aren't sure what potions you'll need, you can buy reagents and make them later, or sometimes you will have all but one of the reagents to a potion and just need to complete the recipe.

The standard pricing is following, but modifiers may apply based on locale - generally speaking more remote locations will sell at a better price, as cities have lower supply and higher demand, but rare or rarer reagents are generally only found in cities.

Rarity	Price
Glass Vial	1 gp
Glass Flask	1 gp
Crystal Vial	10 gp
Common Reagent	15 gp
Uncommon Reagent	40 gp
Rare Reagent	200 gp
Very Rare Reagent	2,000 gp
Legendary Reagent	5,000 gp

Reagents with the special property have a pricing multiplier based on their rarity as defined in the special property. Exotic ingredients have individual pricing listed on the ingredient.

STANDARD POTIONS 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>	1 hour	1	DC 13	Common	50 gp
Alchemical Fire ^K	3 <i>common reactive reagent</i> 1 <i>glass flask</i>	1 hour	1	DC 13	Common	50 gp
Alchemical Napalm ^K	3 <i>common reactive reagent</i> 1 <i>common curative</i> 1 <i>glass flask</i>	2 hours	1	DC 14	Common	70 gp
Antitoxin	2 <i>common curative reagent</i> 1 <i>common poisonous reagent</i> 1 <i>glass vial</i>	1 hour	1	DC 13	Common	50 gp
Bottled Wind ^K	2 <i>common reactive reagents</i> 1 <i>glass flask</i>	1 hour	1	DC 14	Common	35 gp
Burning Oil ^K	2 <i>common reactive reagents</i> 1 <i>glass vial</i>	1 hour	1	DC 13	Common	35 gp
Healing Potion	3 <i>common curative reagent</i> 1 <i>glass vial</i>	1 hour	1	DC 13	Common	50 gp
Potion of Climbing	1 <i>common reactive</i> 1 <i>common poisonous</i> 1 <i>uncommon reactive</i> 1 <i>glass vial</i>	1 hour	1	DC 14	Common	75 gp
Potent Alchemical Acid ^K	2 <i>uncommon reactive reagent</i> 1 <i>uncommon poisonous reagent</i> 1 <i>glass flask</i>	1 hour	1	DC 15	Uncommon	135 gp
Flametongue Oil ^K	2 <i>uncommon reactive reagents</i> 1 <i>uncommon arcane essence</i> 1 <i>glass vial</i>	1 hour	1	DC 16	uncommon	180 gp
Dust of Dryness	1 <i>uncommon poisonous reagent</i> 3 <i>uncommon reactive reagents</i>	4 hours	2	DC 16	Uncommon	200 gp
Sticky Goo Potion ^K	1 <i>finely shredded scroll of web</i> or 2 <i>uncommon poisonous reagents</i> 1 <i>uncommon reactive reagent</i> 1 <i>glass flask</i>	2 hours	1	DC 14	Uncommon	120 gp
Potent Alchemical Fire ^K	3 <i>uncommon reactive reagent</i> 1 <i>glass flask</i>	1 hour	1	DC 15	Uncommon	135 gp
Potion of Animal Friendship	2 <i>common reactive</i> 1 <i>common poisonous</i> 1 <i>uncommon curative</i> 1 <i>primal common essence</i> 1 <i>glass vial</i>	1 hour	1	DC 13	Uncommon	100 gp
Potion of Firebreath	1 <i>common reactive</i> 1 <i>uncommon reactive</i> 1 <i>glass vial</i>	2 hours	1	DC 15	Uncommon	60 gp
Potion of Growth	1 <i>common reactive reagent</i> 1 <i>uncommon curative reagent</i> 1 <i>uncommon reactive reagent</i> <i>glass vial</i>	2 hours	1	DC 14	Uncommon	100 gp
Greater Healing Potion	1 <i>common curative reagent</i> 2 <i>uncommon curative reagent</i> 1 <i>glass vial</i>	2 hours	1	DC 16	Uncommon	100 gp
Potion of Poison	1 <i>common poisonous</i> 1 <i>uncommon poisonous</i> 1 <i>glass vial</i>	1 hour	1	DC 14	Uncommon	65 gold

STANDARD POTIONS CRAFTING TABLE (CONT)

Name	Materials	Crafting Time	Checks	Difficulty	Rarity	Value
Potion of Resistance	1 <i>uncommon primal essence</i> 1 <i>uncommon reactive reagent</i> 1 <i>common curative reagent</i> 1 <i>glass vial</i>	2 hours	1	DC 15	Uncommon	200 gp
Potion of Water Breathing	1 <i>common reactive</i> 1 <i>uncommon poisonous</i> 1 <i>uncommon reactive</i> 1 <i>glass vial</i>	2 hours	1	DC 15	Uncommon	100 gp
Potion of Clairvoyance	1 <i>uncommon reactive</i> 1 <i>uncommon poisonous</i> 1 <i>rare curative</i> 1 <i>rare reactive</i> 1 <i>arcane common essence</i> 1 <i>glass vial</i>	2 hours	1	DC 16	Rare	550 gp
Potion of Hill Giant Strength	1 <i>uncommon primal essence</i> 1 <i>uncommon reactive reagent</i> 1 <i>uncommon curative reagent</i>	4 hours	2	DC 15	Uncommon	320 gp
Potion of Gaseous Form	1 <i>uncommon curative</i> 1 <i>uncommon reactive</i> 1 <i>rare curative</i> 1 <i>rare reactive</i> 1 <i>glass vial</i>	2 hours	1	DC 16	Rare	500 gp
Potion of Diminution	1 <i>uncommon curative</i> 1 <i>rare curative</i> 1 <i>rare poisonous</i> 1 <i>glass vial</i>	2 hours	1	DC 16	Rare	450 gp
Potion of Heroism	1 <i>uncommon curative</i> 1 <i>uncommon reactive</i> 1 <i>rare curative</i> 1 <i>rare reactive</i> 1 <i>common divine essence</i> 1 <i>glass vial</i>	2 hours	1	DC 16	Rare	540 gp.
Potion of Mind Reading	1 <i>uncommon poisonous</i> 1 <i>uncommon reactive</i> 1 <i>rare poisonous</i> 1 <i>rare reactive</i> 1 <i>glass vial</i>	2 hours	1	DC 16	Rare	500 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	650 gp
Powerful Alchemical Fire ^K	3 <i>rare reactive reagent</i> 1 <i>glass flask</i>	2 hours	1	DC 17	Rare	650 gp
Superior Healing Potion	2 <i>uncommon curative</i> 2 <i>rare curative</i> 1 <i>glass vial</i>	4 hours	2	DC 15	Rare	500 gp
Supreme Healing Potion	2 <i>uncommon curative</i> 2 <i>rare curative</i> 2 <i>very rare curative</i> 1 <i>rare divine essence</i> 1 <i>crystal vial</i>	4 hours	2	DC 20	Very Rare	5000 gp
Oil of Sharpness	1 <i>rare poisonous</i> 2 <i>very rare reactive</i> 400 gold of precious metal flakes. 1 <i>crystal vial</i>	4 hours	2	DC 20	Very Rare	5,200 gp

STANDARD POTIONS CRAFTING TABLE (CONT)

Name	Ingredients	Crafting Time	Checks	Difficulty	Rarity	Value
Potion of Flying	2 <i>uncommon reactive</i> 2 <i>rare curative</i> 2 <i>very rare reactive</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	5,000 gp
Potion of Invisibility	2 <i>uncommon reactive</i> 2 <i>rare curative</i> 1 <i>very rare reactive</i> 1 <i>very rare curative</i> 1 <i>crystal vial</i>	4 hours	2	DC 19	Very Rare	5,100 gp
Potion of Speed	2 <i>uncommon reactive</i> 2 <i>rare reactive</i> 1 <i>very rare reactive</i> 1 <i>very rare curative</i> 1 <i>rare arcane essence</i> 1 <i>crystal vial</i>	4 hours	2	DC 20	Very Rare	5,500 gp
Potion of Storm Giant Strength	1 <i>legendary reactive reagent</i> 1 <i>legendary curative reagent</i> 1 <i>legendary primal essence</i> 1 <i>crystal vial</i>	8 hours	4	DC 28	Legendary	25,000 gp

EXPLOSIVES

Name	Ingredients	Crafting Time	Checks	Difficulty	Rarity	Value
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> 2 <i>common reactive reagent</i>	2 hours	1	DC 15	Common	100 gp
Potent Explosive	4 <i>packets blasting powder</i> 2 <i>uncommon reactive reagent</i>	2 hours	1	DC 17	Uncommon	250 gp
Powerful Explosive	8 <i>packets blasting powder</i> 2 <i>rare reactive reagent</i>	4 hours	2	DC 19	Rare	750 gp
Nail Bomb	1 <i>packet of nails</i> 2 <i>uncommon reactive reagent</i>	2 hours	1	DC 17	Uncommon	300 gp
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.

MAGICAL INK

Name	Ingredients	Crafting Time	Checks	Difficulty	Rarity	Value
Common Magical Ink	2 <i>common alchemical reagent</i> 1 <i>glass vial</i>	2 hours	1	DC 10	Common	30 gp
Uncommon Magical Ink	2 <i>uncommon alchemical reagent</i> 1 <i>glass vial</i>	2 hours	1	DC 12	Uncommon	80 gp
Rare Magical Ink	2 <i>rare alchemical reagent</i> 1 <i>glass vial</i>	2 hours	1	DC 14	Rare	400 gp
Very Rare Magical Ink	2 <i>very rare alchemical reagent</i> 1 <i>glass vial</i>	4 hours	2	DC 16	Very Rare	4,000 gp
Legendary Magical Ink	2 <i>legendary alchemical reagent</i> 1 <i>glass vial</i>	8 hours	4	DC 18	Legendary	10,000 gp

POTIONS

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

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 image 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.

STICKY GOO POTION^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 additional 1d4 fire to attacks made with it, and providing bright light in a 20-foot radius and dim light for an additional 20 feet.

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 additional 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.

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.

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 (for common) of the target point must make a Dexterity saving throw with a DC 8 + the crafter's proficiency modifier. 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).

DWARVEN ALCOHOL

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 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.

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 after that.

Additionally uses of the smoke powder extend the duration of heavy obscurement for an additional 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 8 + the crafter's proficiency modifier. On failure, they take 1d8 + 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).

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.

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.

CUSTOM POTIONS

While there are many known formulas for potions, you can always craft something a little more boutique by mixing and matching the ingredients into a **Custom Potion**. These are far more challenging to make, and have a DC calculated as follows. A potion can have up to four reagents in (including any reagents in a base potion) when using a glass vial, and up to 5 when using a crystal vial. The crafting time is 2 hours, increasing to 4 if a rare reagent is used, and 8 if a very rare or rarer reagent is used.

Ingredient	Custom Potion DC
Base	10
Common Reagent	+1 per
Uncommon	+2 per
Rare	+3 per
Very Rare	+4 per
Legendary	+5 per
"Special"	+1 per
Exotic	+as listed

As noted, any reagent with a "Special" tag adds +1 to the value otherwise shown on the table. Each exotic reagent has a specific DC that it adds to the potion.

You *can* modify a standard potion, in which case you replace the "Base" DC of 10 with the potion's DC.

EXAMPLE CUSTOM POTIONS

Potion Go Boom. A potion as explosive as you can make it.

- crystal vial
- 5 x *common reactive reagents*.

This potion has only common ingredients, so its crafting time is **2 hours**. This has a blank base, so we take the default of 10 for the base difficulty of a custom potion. We have 5 common ingredients, so it becomes +5. Our DC is consequently 15. It's difficult to pack that much explosives into one vial.

If we succeed on making this, it would deal 5d4 fire damage to creatures within 5 feet of where it is shattered.

Potent! As long as we ignore that we've just thrown 85 gold of materials and some hard work at the enemy!

INGREDIENT EFFECTS

Each ingredient has an effect on its own. If used as part of a standard recipe, these effects are ignored, but these effects determine what an ingredient does when being added to a Custom Potion.

For Curative, Reactive, and Poisonous effects, these are standard effects. For exotic effects, each ingredient has its own effect. Almost anything can be an exotic ingredient at the discretion of your DM, though many things may not have much effect, or the effect you hoped for.

BASIC EFFECTS

Curative

When brewed into a potion, a Curative reagent restores 1d4 hit points per rarity (1d4 at common to 5d4 at legendary) to someone that consumes the potion.

Reactive

When brewed into a potion, a Reactive reagent will cause the potion to deal 1d4 fire per rarity damage (1d4 at common to 5d4 at legendary) anything within 5 feet of the potion vial breaking that fails a Dexterity saving throw of a DC equal to 8 + the alchemy supplies proficiency.

When mixed with a Poisonous ingredient, the damage becomes acid damage.

Poisonous

When brewed into a potion, a Poisonous reagent will cause the potion to deal 1d4 poisonous damage (1d4 at common to 5d4 at legendary) per rarity to someone that consumes the potion.

When mixed with a Reactive ingredient, the damage becomes acid damage.

MORE EFFECTIVE POISONS?

An astute reader may note that it is difficult to make a good poison. Note that while an Alchemist can make something that *is* poisonous, effective poisons are the domain of the sub-discipline for poisoners, requiring proficiency with a Poisoner's Kit.

SPECIAL EFFECTS

Divine

Curative

A special modifier for curative ingredients that carry special divine energy within them. When added to a potion, it cures additional effects based on rarity as per the table below. A rarity additionally cures all conditions of lower rarities.

Rarity	Effects
Common	Removes Poisoned
Uncommon	Removes Blinded, Deafened, and cures Disease
Rare	Has the effect of <i>remove curse</i>
Very Rare	Removes Poisoned, Stunned, Frightened
Legendary	Removes Exhaustion (all levels)

Icy

Reactive

A special modifier for reactive ingredients that turns the reaction endothermic, converting it to cold damage. This converts both custom potions and standard potions that would otherwise deal fire damage (for example, potion of fire breathing).

Insidious

Poisonous

A special modifier for poisonous reagents that make the undetectable in a potion. They cannot be detected by magic (such as *indentify*), and can only be determined by an Alchemy Tool's check with a DC of the 25.

Tempestuous

Reactive

A special modifier for reactive reagents. When added to a potion with an area of effect, makes the radius of the area of effect increase by 5 feet per radius.

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 of *death ward* until they complete 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 movement 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.

Basilik 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 a 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).

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 **Self 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 hours listed in the **Crafting Time** column, or during a long rest using the crafting camp action if the crafting times is 2 hours or less. **Poisoncraft items must be crafted in a single session.**
- For **every 2 hours**, make a **crafting roll** of 1d20 + your Intelligence or Wisdom modifier (your choice) + 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.
- If the **average** of these checks is **equal to or higher** than the value listed in the **Difficulty** column for that potion, you **succeed**. If it is **lower**, you **fail** and lose all materials.

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.

MATERIALS: REAGENTS

The material for Poisoncraft is reagents (like Alchemy). Reagents come in the categories include **curative**, **reactive**, **poisonous**, and **exotic**, though poisoncraft mainly uses the poisonous variety. These each come in the standard material rarities: **common**, **uncommon**, **rare**, **very rare**, and **legendary**.

A poison may require "3 uncommon poisonous ingredients", in which case any three ingredients can be used so long as the are uncommon and poisonous.

Reagents can be rendered into Primal Essence. Three of any reagent can be rendered into one Primal Essence of the same rarity with a crafting action during a long rest (2 hours if done during downtime).

APPLYING THE POISON

To apply an Injury to a weapon or a Contact poison to an object, you must have a poisoner's kit and proficiency with it to apply poison to a weapon. To do so without requiring a DC 15 dexterity check, on failure the poison is lost, and if you fail by 5 or more you suffer the effect of the poison. No check is required when using a poisoner's kit with proficiency.

CRAFTING ROLL

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

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

SUCCESS AND FAILURE

For poisoncrafting, after you make the crafting rolls and succeed (by average), you have a completed potion. If you fail, all materials are lost and the result is unusable.

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
Crawler Mucus	1 <i>rare poisonous reagents</i>	2 hours	1	15	Rare	250 gp
Essence of Ether	1 <i>rare poisonous reagent</i>	2 hours	1	15	Rare	300 gp
Malice	1 <i>rare poisonous reagent</i>	2 hours	1	14	Rare	250 gp
Midnight Tears	1 <i>very rare poisonous reagent</i>	4 hours	2	16	Very Rare	1,500 gp
Simple Injury Poison	2 <i>common poisonous</i>	1 hour	1	14	Common	40 gp
Simple Inhaled Poison	2 <i>common poisonous</i> 1 <i>common reactive</i>	1 hour	1	14	Common	60 gp
Simple Contact Poison	2 <i>common poisonous</i>	1 hour	1	15	Common	40 gp
Simple Ingested Poison	2 <i>common poisonous</i>	1 hour	1	12	Common	30 gp
Potent Injury Poison	2 <i>uncommon poisonous</i>	2 hours	1	5+	Uncommon	100 gp
Potent Inhaled Poison	2 <i>uncommon poisonous</i> 1 <i>uncommon reactive</i> 1 <i>glass vial</i>	2 hours	1	16	Uncommon	125 gp
Potent Contact Poison	2 <i>uncommon poisonous</i>	2 hours	1	15	Uncommon	100 gp
Potent Ingested Poison	2 <i>uncommon poisonous</i>	2 hour	1	14	Uncommon	80 gp
Dark Elf Poison	3 <i>rare poisonous</i> 1 <i>glass vial</i>	2 hour	1	16	Rare	2,000 gp
Grievous Injury Poison	1 <i>very rare poisonous reagent</i> 1 <i>glass vial</i>	4 hours	2	18	Very Rare	2,500 gp

CRAWLER MUCUS (CONTACT)

Poison, uncommon

Applied to an object. The first creature that touches must make a Constitution saving throw a DC equal to 8 + the crafting proficiency bonus of creator 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.

DROW POISON (INJURY)

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 8 + the crafting proficiency bonus of the creator.

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.

ESSENCE OF ETHER (INHALED)

Poison, rare

When released (be throwing powder or breaking a vial of it), this poison affects a 5 radius from where it was released. A creature subjected to this poison must make a Constitution saving throw a DC equal to 8 + the crafting proficiency bonus of the creator.

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 20 feet.

GRIEVOUS POISON (INJURY)

Poison, very rare, harvested

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 8 + the crafting proficiency bonus of creator, 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.

MALICE (INHALED)

Poison, rare

When released (be throwing powder or breaking a vial of it), this poison affects a 5 radius from where it was released. A creature subjected to this poison must make a Constitution saving throw a DC equal to 8 + the crafting proficiency bonus of the creator.

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 DC 17 Constitution saving throw, taking 31 (9d6) poison damage on a failed save, or half as much damage on a successful one.

SIMPLE INJURY POISON (INJURY)

Poison, common

Applied to a melee weapon or up to 5 pieces of ammunition that deals piercing or slashing damage. If a creature deals piercing or slashing damage from that weapon, they must make a Constitution saving throw a DC equal to 8 + the crafting proficiency bonus of creator 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)

Poison, common

When released (be it throwing powder or breaking a vial of it), this poison affects a 5 foot cube from where it was released. A creature subjected to this poison must make a Constitution saving throw a DC equal to 8 + the crafting proficiency bonus of the creator. On failure, they take 2d4 Poison damage. If stored as powder, you can throw this powder 5 feet. If stored in a vial, you can throw 20 feet.

SIMPLE CONTACT POISON (CONTACT)

Poison, common

Applied to an object. The first creature that touches must make a Constitution saving throw a DC equal to 8 + the crafting proficiency bonus of creator or take 2d4 Poison damage, after which the poison is rubbed off.

SIMPLE INGESTED POISON (INGESTED)

Poison, common

Applied to food or beverage. A creature that consumes this poison must make a Constitution saving throw a DC equal to 8 + the crafting proficiency bonus of the creator. On failure, they take 2d6 Poison damage and suffer the *poisoned* condition for 1 hour.

POTENT INJURY POISON (INJURY)

Poison, uncommon

Applied to a melee weapon or up to 5 pieces of ammunition that deals piercing or slashing damage.

If a creature deals piercing or slashing damage from that weapon it must make a Constitution saving throw with a DC equal to 8 + the crafting proficiency bonus of the creator.

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)

Poison, uncommon

When released (be throwing powder or breaking a vial of it), this poison affects a 5 radius from where it was released. A creature subjected to this poison must make a Constitution saving throw a DC equal to 8 + the crafting proficiency bonus of the creator.

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)

Poison, uncommon

Applied to an object. The first creature that touches that object after it is applied must make a Constitution saving throw DC equal to + the crafting proficiency bonus of the creator.

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)

Poison, uncommon

A creature subjected to this poison must make a Constitution saving throw a DC equal to + the crafting proficiency bonus of creator. On failure, they take 3d6 Poison damage and suffer the *poisoned* condition for 1 hour.

OPTIONAL SPECIFIC GATHERING RESULTS

ARTIC LOCALE

Name	Rarity	Description	Properties	Purchase Price
Cold Snaps	Common	Frozen berries that burst violently when broken.	Reactive (lcy)	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
Waterdrop Cactus	Common	A tiny cactus containing a single drop of water.	Curative	15 gp
Lighting Sand	Common	Glassy sand struck by lightning.	Reactive	15 gp
Dry Cough	Common	A gnarled point that looks inedible.	Poisonous	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 find grains with an odd smell	Reactive	40 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
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	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
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
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 gold
Rotweed	Common	Seaweed like weeds that give off an unpleasant smell.	Poisonous	15 gold.
Oyster Flowers	Uncommon	Oyster shaped white and blue flowers with an odd smell.	Curative	15 gold.

EXOTIC LOCALE

Name	Rarity	Description	Properties	Gathering Locale	Purchase Price
Elemental Earth	Rare	Loose soil	Poisonous	Plane of Earth	200 gold
Elemental Fire	Rare	Ever burning fire	Reactive	Plane of Fire	200 gold
Elemental Water	Rare	Water	Curative	Plane of Water	200 gold
Apple of Arborea	Legendary	A golden apple.	Curative, Exotic	Arborea	5,000 gold
Spider Queen's Steps	Legendary	Dark purple flowers.	Poisonous	Underdark	5,000 gold

OPTIONAL SPECIFIC HARVESTING RESULTS

MONSTROSITY

Monster	Rarity	Organ	Description	Properties	Purchase Price
Ankheg	Common	Ankheg Acid Gland	Squishy brown organ prone to leaking green stuff	Poisonous, Reactive	15 gp
Basilisk	Uncommon	Basilisk Eye	Beedy 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 Poison	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 it's 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 singer.	Poisonous	40 gp
Young Dragon	Rare	Dragon Heart	A large heart flaring with elemental power	Reactive, Primal Essence	300 gp
Shadow Dragon Heart	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



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.

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 **Blacksmithing Tools** tool to craft the option using the number hours listed in the **Crafting Time** column, or during a long rest using the crafting camp action if the crafting times is 2 hours or less.
- For **every 2 hours**, make a **crafting roll** of 1d20 + your Strength modifier + your proficiency bonus with a Blacksmithing 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

Blacksmithing works using **Blacksmithing Tools**.

Attempting to craft an blacksmithing item without these will almost always be made with disadvantage, and proficiency with these allows you to add your proficiency to any Blacksmithing crafting roll.

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.

MAGICAL FORGES

The world of D&D is 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 - a forge at the heart of volcano or atop an ever frozen glacial, which might imbue items crafted there with special properties.

CRAFTING ROLL

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

Blacksmithing Modifier = your Blacksmiths' Tools proficiency bonus + your Strength modifier

SUCCESS AND FAILURE

For Blacksmithing, after you make the crafting roll and succeed marks your progress on a crafting project. If you succeed, you make 2 hours of progress toward the total crafting item (and have completed one of the required checks for making an item). Checks for Blacksmithing 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.

MATERIALS: INGOTS & COMPONENTS

Blacksmithing uses various metals that typically come in **Ingots**. 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 cannot 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. See the Material Modifiers section for more details. Ingots are assumed to weigh 2 pounds, but may vary based on type of metal.

In addition to ingots, various components may appear that form the non-metal parts of the craft. For example, an axe requires a haft in addition to form the handle.

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 gold 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:

SHARPEN WEAPON

Blacksmithing Improvement

You spend some time maintaining a weapon - this includes sharpening edged weapons, adjusting and maintaining balance of hammers and polearms, etc, taking care of the wear and tear put on it by adventuring and putting it in peak condition.

This peak condition is represented by giving the wielder of that weapon the ability to reroll damage dice equal the Blacksmith's proficiency bonus. You can reroll one or more dice at a time, but once each reroll is expended, you cannot do so again until the weapon is maintained again. You must use the new result after rerolling the die.

You can maintain a number of weapons in 2 hours equal to your proficiency bonus divided by 2 (rounded down), and can have a total number of items benefiting from your Blacksmithing Improvements equal to your proficiency bonus.

MAINTAIN ARMOR

Blacksmithing Improvement

You buff and repair a set of metal armor, bringing it to peak condition. This peak condition is represented giving the armor special durability hit points; while wearing this armor whenever you take bludgeoning, piercing or slashing damage, these hit points are consumed first (functioning like an Abjuration Wizard's Arcane Ward). If this damage reduces the durability hit points to zero, you take any remaining damage as normal. These hit points are equal to your proficiency bonus.

You can maintain a number of sets of armor in 2 hours equal to your proficiency bonus divided by 2 (rounded down), and can have a total number of items benefiting from your Blacksmithing Improvements equal to your proficiency bonus.

MODIFY ARMOR

While the field crafting of armor is often not possible, you can make smaller adjustments on. Over the course of two hours, 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 15 blacksmithing tool's check (on failure, the weapon is damaged and has -1 to it's attack rolls until fixed). You can perform on of the following modifications:

- You can weight a weapon, giving the heavy property to a weapon without the light 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.

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 it's attack rolls or AC. Over the course of two hours you can repair this damage, though at the discretion of the DM 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.

BLACKSMITHING CRAFTING TABLE

SIMPLE WEAPONS

Name	Materials	Crafting Time	Checks	Difficulty	Rarity	Value
2x Daggers	1 <i>ingot</i>	2 hours	1	DC 12	Common	2 gp
Handaxe	2 <i>ingots</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 11	Common	3 gp
Light Hammer	1 <i>ingots</i> 1 <i>short haft</i>	2 hours	1	DC 10	Common	3 gp
Mace	2 <i>ingots</i> 1 <i>short haft</i>	2 hours	1	DC 10	Common	5 gp
Sickle	1 <i>ingot</i> 1 <i>short haft</i>	2 hours	1	DC 12	Common	3 gp
Spear	1 <i>ingot</i> 1 <i>long haft</i>	2 hours	1	DC 10	Common	3 gp

MARTIAL WEAPONS

Name	Materials	Crafting Time	Checks	Difficulty	Rarity	Value
Battleaxe	4 <i>ingot</i> 1 <i>short haft</i>	4 hours	2	DC 13	Common	10 gp
Flail	3 <i>ingots</i> 1 <i>short haft</i> 1 <i>short chain</i>	4 hours	2	DC 13	Common	10 gp
Glaive	8 <i>ingot</i> 1 <i>long haft</i>	4 hours	2	DC 14	Common	20 gp
Greataxe	9 <i>ingots</i> 1 <i>short haft</i>	4 hours	2	DC 13	Common	25 gp
Greatsword	10 <i>ingots</i>	4 hours	2	DC 15	Common	35 gp
Halberd	8 <i>ingot</i> 1 <i>long haft</i>	4 hours	2	DC 14	Common	20 gp
Longsword	4 <i>ingot</i>	4 hours	2	DC 14	Common	15 gp
Maul	9 <i>ingots</i> 1 <i>short haft</i>	4 hours	2	DC 13	Common	25 gp
Morning Star	4 <i>ingot</i> 1 <i>short haft</i>	4 hours	2	DC 14	Common	15 gp
Pike	6 <i>ingot</i> 1 <i>long haft</i>	4 hours	2	DC 14	Common	15 gp
Rapier	2 <i>ingot</i>	4 hours	2	DC 15	Common	15 gp
Scimitar	2 <i>ingot</i>	4 hours	2	DC 15	Common	15 gp
Shortsword	2 <i>ingot</i>	4 hours	2	DC 15	Common	15 gp
War Pick	4 <i>ingot</i> 1 <i>short haft</i>	4 hours	2	DC 13	Common	10 gp
War Hammer	4 <i>ingot</i> 1 <i>short haft</i>	4 hours	2	DC 13	Common	10 gp

BLACKSMITHING CRAFTING TABLE

ARMOR

Name	Materials	Crafting Time	Checks	Difficulty	Rarity	Value
Chain Shirt	5 <i>ingots</i>	12 hours (1.5 days)	6	DC 13	Common	50 gp
Scale Mail	6 <i>ingots</i> <i>armor padding</i>	12 hours (1.5 days)	6	DC 12	Common	50 gp
Breastplate	8 <i>ingots</i>	16 hours (2 days)	8	DC 14	Common	400 gp
Half Plate	12 <i>ingots</i> <i>armor padding</i>	24 hours (3 days)	12	DC 15	Common	750 gp
Ring mail	6 <i>ingots</i> <i>armor padding</i>	12 hours (1.5 days)	6	DC 13	Common	30 gp
Chain mail	7 <i>ingots</i> <i>armor padding</i>	12 hours (1.5 days)	6	DC 13	Common	75 gp
Splint	10 <i>ingots</i> <i>armor padding</i>	16 hours (2 days)	8	DC 14	Common	200 gp
Plate	20 <i>ingots</i> <i>armor padding</i>	40 hours (5 days)	16	DC 15	Common	1,500 gp
Shield	5 <i>ingots</i>	4 hours	2	DC 12	Common	10 gp
Tower Shield	10 <i>ingots</i>	8 hours	4	DC 14	Common	35 gp
Bracers	2 <i>ingots</i>	4 hours	2	DC 14	Common	10 gp

MISC GEAR

Name	Materials	Crafting Time	Checks	Difficulty	Rarity	Value
Ring	1 <i>ingot</i>	2 hours	1	DC 12	Common	2 gp
Horseshoe (4)	2 <i>ingots</i>	4 hours	2	DC 10	Common	4 gp
Chain(5 feet)	1 <i>ingot</i>	4 hours	2	DC 12	Common	2 gp
Caltrops	1 <i>ingot</i>	4 hours	2	DC 12	Common	2 gp
Ball Bearings	1 <i>ingot</i>	4 hours	2	DC 12	Common	2 gp
Iron Pot	1 <i>iron ingot</i>	2 hours	1	DC 12	Common	2 gp
10 x Pitons	1 <i>iron ingot</i>	2 hours	1	DC 11	Common	5 sp
10 x Iron Spike	2 <i>iron ingot</i>	2 hours	1	DC 10	Common	1 gp
Manacles	2 <i>ingots</i> 1 <i>lock</i> 1 <i>chain (5 feet)</i>	4 hours	2	DC 12	Common	20 gp
20 x Metal Scraps	1 <i>ingot</i>	2 hours	1	DC 5	Common	2 gp
Ingot	20 <i>metal scraps</i>	2 hours	1	DC 5	Common	2 gp
Miscellaneous parts	5 <i>metal scraps</i>	4 hours	2	DC 12	Common	2 gp
5 x Buckle	5 <i>metal scrap</i>	2 hours	1	DC 10	Common	1 sp

COMPONENTS AND MATERIALS

Name	Materials	Crafting Time	Checks	Difficulty	Rarity	Value
Adamantine Ingot	1 <i>steel ingot</i> 1 <i>adamant ingot</i> <i>requires magical forge</i>	4 hours	2	DC 18	Uncommon	50 gp

TOOLS

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

FIREARMS*

Name	Materials	Crafting Time	Checks	Difficulty	Rarity	Value
10 x Firearm ammunition	2 <i>lead ingots</i> 1 <i>packet of blasting powder</i>	4 hours	2	DC 14	Uncommon	50 gp
Pistol	3 <i>ingots</i>	24 hours (3 days)	12	DC 16	Uncommon	250 gp
Musket	6 <i>ingots</i>	40 hours (5 days)	20	DC 18	Uncommon	400 gp
10 x Thunder Cannon Ammo	2 <i>ingots</i>	2 hours	1	DC 16	Common	20 gp.
Thunder Cannon	6 <i>ingots</i> 2 <i>uncommon primal essence</i> 2 <i>uncommon arcane essence</i>	48 hours (6 days)	24	DC 17	Uncommon	400 gp

*Firearms & Thunder Cannons are not found in all settings. Consult your DM

CUSTOM WEAPON GUIDE

At first glance, it seems that the weapon selection in 5e D&D 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 an 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 (i.e 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.

STEP 5: SELECT DAMAGE TYPE

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

BONUS STEP 6: MODIFIERS AND MATERIALS

You can additionally add Material Modifiers and Crafting Modifiers to template weapons.

NOTES:

- Thrown can be ranged weapons instead of melee weapons (example: Dart)
- The DM can waive the restriction on Heavy property requiring Two-Handed property but should be aware it opens the door to GWM + Shield builds.
- 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	3 gp	1d4 piercing	2 lbs.	Finesse, Versatile (1d6).
Sturdy 10-Foot Pole	1 sp	1d6 bludgeoning	5 lbs.	Reach, Two-handed.
Chain	5 gp	1d4 bludgeoning	10lbs.	Reach.
Heavy Greatclub	3 gp	1d10 bludgeoning	15 lbs.	Two-handed, Heavy.
Brass Knuckles	2 sp	1d4 bludgeoning	2 lbs.	Light

MARTIAL WEAPONS

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

EXAMPLE TEMPLATE WEAPON CRAFTING:

SIMPLE WEAPONS

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

MARTIAL WEAPONS

Name	Materials	Crafting Time	Checks	Difficulty	Rarity	Value
War Spear	4 <i>ingots</i> <i>long haft</i>	4 hours	2	DC 17	Common	12 gp
Long Chain Flail	2 <i>ingots</i> <i>short haft</i> <i>chain</i>	4 hours	2	DC 17	Common	15 gp
Finesse Glaive	1 <i>ingot</i> 1 <i>long haft</i>	4 hours	2	DC 20	Common	25 gp
Saber	2 <i>ingot</i>	4 hours	2	DC 158	Common	15 gp
Broadsword	3 <i>ingots</i>	4 hours	2	DC 15	Common	8 gp
Katana	3 <i>ingots</i>	4 hours	2	DC 19	Common	15 gp
Cestus	2 <i>ingots</i>	4 hours	2	DC 16	Common	5 gp.



MATERIAL MODIFIERS

Metal	Difficulty Modifier	Weapon Effect	Armor Effect
Adamantine	+8	A weapon forged from Adamantine is naturally a +1 weapon and 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	+6	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 6, 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 Enchanters to Enchant.
Bronze	-4	Weapons forged from Bronze are inferior, having -2 to attack and damage rolls. Gains the Fragile property.	Armor forged from Bronze is inferior, having -2 to its AC. Gains the Fragile property.
Cold Iron (Meteoric Iron)	-2	Weapons forged from Cold Iron are inferior, having -1 to attack and damage rolls. Gains the Fragile property.	Armor forged from Cold Iron is inferior, having -1 to its AC. Gains the Fragile property.
Dlarun (Icesteel)	+6	A weapon forged from Dlarun deals an additional 1d4 cold damage on hit.	Wearing armor forged from Dlarun grants resistance to Fire Damage.
Adamant	+8	"Special: Critical Strikes with this weapon damage nonmagical weapons, shields or armor the defending creature that are not forged from Adamantine (reducing the attack roll of a weapon or the AC of armor by 4)". Due to its brittle nature, it gains the Fragile property.	Armor forged from this grants +1 AC. Due to its brittle nature, it gains the Fragile property.
Darksteel	+6	You have advantage on attack rolls while in darkness wielding Darksteel weapons.	You have advantage on Dexterity (Stealth) checks when wearing Darksteel armor.

CRAFTING MODIFIERS

Modifier	Difficulty Modifier	Weapon Effect	Armor Effect
Aerodynamic	+5	The weapon gains the Thrown (10/30) property if it does not 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.
Masterwork	+8*	A Masterwork weapon gains +1 to attack rolls.	A set of Masterwork armor gains a Damage Reduction value of 2.
Chained	+4	You add a long chain to a weapon. As a bonus action after throwing it 15 feet or less, you can pull it back to your hand.	N/A
Elven	+8	N/A	You are considered proficient with this armor even if you lack proficiency
Weighted (Dwarven)	+5	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%
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 does not 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.
Spiked	+2	If a weapon deals bludgeoning damage, it now deals piercing damage.	Armor is less defensively effective, and has -1 AC. 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.
Slotted	+2	This weapon can hold 1 magical gem crafted by an Enchanter	This armor can hold 1 magical gem crafted by Enchanter.
Runeforged	+2	This weapon can Runecraft by an Enchanter	This armor can be Runecraft by an Enchanter

- ***Masterwork:** Failing a crafting roll for Masterwork does not cause a failure, but the resulting weapon is only a Masterwork if all crafting roll successes pass the DC of Masterwork. An item is automatically masterwork if every roll qualified for a Masterwork version.
- ***Damage Reduction:** While you are wearing heavy 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.

ACQUIRING MATERIALS

FORAGING MATERIALS

Mining is generally out of the scope of something that can be accomplished during an adventure - the process is labor intensive and requires quite a few steps to process ore into usable metal. That said, on rare occasions you may find a vein of some rare ore during your travels. Fortunately, you can often find preworked metals that can be subsequently salvaged.

SALVAGING

Metal is one of the more recyclable materials out there, but the process of trying to salvage worked metal into something usable is fraught with some difficulty. You can salvage complete metal items, incomplete crafts, or damaged metal goods. When salvaging things, you need access to a forge to smelt it back down to ingots.

Salvaging an item takes 2 hours, and returns a number of ingots equal to half the number it would take to craft the item. Magical materials can only be salvaged at the discretion of the DM, and may require skill checks.

MONSTER HARVESTING

Typically speaking, metal ingots cannot be harvested from monsters. That said, there are cases where monster parts can be substituted for metal components - most often scales, but occasionally scales or claws. This is only rarely possible, but consult your DM if you believe something might be harvested from a monster and you can consult the list of exotic ingredients or argue that case for a new one, though the DM would determine the effectiveness it might have.

Harvesting requires a Survival check with a DC equal to 15 + half the monster's CR (rounded up); you can make this check multiple times, but each time you fail a harvesting check, the amount that can be harvested is halved (rounded down).

PURCHASING

The easiest and quickest way to gather materials is to simply buy them. The problem with this approach is that you are generally not going to be saving much money over simply buying the gear itself, as most places that would have materials to sell would have a competent Blacksmith capable of making them. However, sometimes it can be cheaper or more flexible - for example, if you are interested in making something unusual or customized, you can buy materials and make them later, or sometimes you will have the materials you need, and can just buy the rest cheaper than making the gear.

The standard pricing is following, but modifiers may apply based on locale - generally speaking more remote locations will sell at a better price, as cities have lower supply and higher demand, but rare or rarer reagents are generally only found in cities.

Rarity	Price
Short Haft	1 sp
Long Haft	2 sp
Short Chain	1 gp
Steel Ingot	2 gp
Armor Padding	5 gp
Mithril Ingot	20 gp
Adamant Ingot	40 gp
Adamantine Ingot	50 gp

Reagents with the special property have a pricing multiplier based on their rarity as defined in the special property. Exotic ingredients have individual pricing listed on the ingredient.

ADDITIONAL ITEMS

TOWER SHIELD

This is a massive unwieldy shield. While carrying it, your movement speed is reduced by 10 feet. At the end of each of your turns, pick a direction. You have half cover in that direction.

RING

This has no default statistical modifier, but can be enchanted or slotted for additional benefits. May look pretty.

BRACERS

While wearing bracers, as a reaction to being hit by an attack, you can attempt to parry the attack with your bracer, adding gaining +1 AC bonus AC against the triggering attack.

- **Adamantite Bracers:** Adds +2 AC against the triggering attack. Successfully parrying an attack (turning a hit into a miss) with adamantite bracers destroys the attacking weapon if it is made of a common metal (Steel, Iron, Bronze).

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 additional 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.



COOKING

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:

- 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 **Cooking Utensils** tool to craft the option using the number hours listed in the **Crafting Time** column, or during a long rest using the crafting camp action if the crafting times 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 + your Wisdom modifier (your choice) + your proficiency bonus with Cooking Utensils. You can abort the craft after a bad crafting roll if you wish, this counts as a failure.
- If the **average** of these checks is **equal to or higher** than the value listed in the **Difficulty column** for that potion, you **succeed**. If it is lower, you **fail** and lose all materials.

RELATED TOOL & ABILITY SCORE

Cooking works using **Cooking 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 **ration** lasts 1 month.

INGREDIENTS

The material 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 seasoning and spices, but also things like flour and turnips - food that lasts awhile and can cooked into perfectly fine meals, but have no benefits you wouldn't expect from 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 its freshness; even will 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 more magical foods cannot be gained again until 24 hours have passed 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 intentionally; you can harvest more if you wish, but cooking by its natural is a profession of fleeting achievement and fickle opportunity.

CRAFTING ROLL

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

Cooking Modifier = your Cooking Utensils tool proficiency bonus + your Wisdom modifier.

SUCCESS AND FAILURE

For cooking, after you make the crafting rolls and succeed (by average), you have a completed meal. If you fail (by average), all materials are lost and the result is unusable.

EXOTIC INGREDIENTS

While standard meals are made from 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) does not need a recipe and has a crafting time of 1 hour, and the difficulty is 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 meal by adding the DC of the standard meal to the combined difficulty of the exotic ingredients added. This can result in very unusual meals, but will frequently result in 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 on 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 meals. You can do so by expending 1 fresh ingredient of any type and 1 common supplies for up to 5 people, or by spending common supplies per person being cooked for. These materials must have been purchased within the last week.

Any creature, even one not proficient with Cooking 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 Cooking Utensils, creatures regain additional hit dice equal to your Proficiency bonus

PURCHASING MATERIALS

Due the rules on ingredient freshness, typically speaking 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 luxury goods)	100 gp

HARVESTING INGREDIENTS

Unlike other things you can harvest from monsters, there's little chance of failure in harvesting - there's generally more to harvest than be meaningfully used.

You can consume Monstrosity, Dragon, Beast and Plant Type creatures for magical benefits; your DM may allow other creature types as special delicacies at their discretion.

Monster CR	Gathered Ingredients
1/4 to 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)	1 <i>common fresh ingredient</i> 1 <i>common supplies</i>	1 hour	1	DC 8	common	3 gp
Enhancing Feast ^K	1 <i>uncommon fresh ingredient</i> 1 <i>uncommon supplies</i> 2 <i>common supplies</i>	2 hours	1	DC 14	uncommon	15 gp
Meat Feast ^K	1 <i>uncommon meat</i> 1 <i>uncommon supplies</i> 2 <i>common supplies</i>	2 hours	1	DC 14	uncommon	15 gp
Wondrous Feast ^K	1 <i>rare fresh ingredient</i> 1 <i>uncommon reagent (any)</i> 1 <i>rare supplies</i> 1 <i>uncommon supplies</i> 2 <i>common supplies</i>	2 hours	1	DC 16	rare	150 gp
Hearty Meat Feast ^K	1 <i>rare meat</i> 1 <i>uncommon reagent (any)</i> 1 <i>rare supplies</i> 1 <i>uncommon supplies</i> 2 <i>common supplies</i>	2 hours	1	DC 16	rare	150 gp
Superb Feast ^K	1 <i>very rare fresh ingredient</i> 1 <i>rare reagent (any)</i> 2 <i>rare supplies</i> 2 <i>uncommon supplies</i> 2 <i>common supplies</i>	4 hours	2	DC 18	very rare	300 gp
Superb Meat Feast ^K	1 <i>very rare meat</i> 1 <i>rare reagent (any)</i> 2 <i>rare supplies</i> 2 <i>uncommon supplies</i> 2 <i>common supplies</i>	4 hours	2	DC 18	very rare	300 gp
Legendary Feast ^K	1 <i>legendary fresh ingredient</i> 1 <i>very rare reagent (any)</i> 3 <i>rare supplies</i> 3 <i>uncommon supplies</i> 1 <i>common supplies</i>	6 hours	3	DC 20	legendary	3000 gp
Legendary Meat Feast ^K	1 <i>legendary meat</i> 1 <i>very rare reagent (any)</i> 3 <i>rare supplies</i> 3 <i>uncommon supplies</i> 1 <i>common supplies</i>	6 hours	3	DC 20	legendary	3000 gp
Elementally Fortifying Feast ^K	1 <i>rare meat from a creature with an elemental resistance or immunity</i> 2 <i>uncommon reactive reagent</i> 1 <i>common primal essence</i> 2 <i>rare supplies</i> 2 <i>uncommon supplies</i> 2 <i>common supplies</i>	2 hours	1	DC 16	rare	325 gp
What Doesn't Kill You... Feast ^K	1 <i>uncommon meat from a creature that deals poison damage</i> 2 <i>uncommon poisonous reagents</i> 1 <i>uncommon supplies</i> 2 <i>common supplies</i>	2 hours	1	DC 16	uncommon	110 gp
Seaworthy Bouillabaisse	1 <i>uncommon meat from a creature with a swim speed greater than its walking speed.</i> 2 <i>uncommon supplies</i> 2 <i>common supplies</i>	2 hours	1	DC 12	uncommon	25 gp
Heroes' Feast	4 <i>rare curative reagent</i> 2 <i>uncommon divine essence</i> 4 <i>rare supplies</i> 4 <i>supplies</i>	4 hours	2	DC 18	rare	1,500

SNACK CRAFTING TABLE

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

RATION CRAFTING TABLE

Name	Materials	Crafting Time	Checks	Difficulty	Rarity	Value
Elvish Bread ^K x 10	1 <i>uncommon curative reagent</i> 1 <i>uncommon supplies</i> 1 <i>common supplies</i>	6 hours	3	DC 15	uncommon	60 gp
Iron Rations x 10	2 <i>common supplies</i>	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 Cooking 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 hit dice 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 of the feast.

Benefit [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/5th] level

Gain a point 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

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 DM may adjust the property in cases where it would not work for players or be too powerful as written. At the DMs discretion, any of 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 cold damage.
Fire	Advantage on saves against hot climates and fire damage.
Lightning	Advantage on saves against being stunned and lightning damage

These benefits fade after 24 hours. You cannot gain the benefits of another feasts until these benefits fade and you are no longer satiated.

SEAWORTHY BOUILLABAISSÉ

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 *heroe's feast*, expect it's made of real food and not poofed by into existence strange magics.

SNACKS

FLAME BREATHING JERKY

Food, snack, uncommon

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

- You cannot be put to sleep by magical means.
- You have disadvantage on Wisdom ability 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), are energized and can ignore the effects of up to 3 levels Exhaustion for the duration, and cannot 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 complete a long rest.

MORPH COOKIES

Food, snack, uncommon

Consuming one of these has the effects of casting *alter self*, however you cannot change the adaption unless you consume another cookie. This effect does not require concentration to maintain, and can be extended by consuming an additional morph cookie.

APPENDIX A

SPECIFIC EXAMPLE TABLE

Creature	Example	Meal Type
Ape	Should We Eat This? Sliced Roast	Meat Feast
Beholder	Eyestock Unagi Shushi	Risky Aberration Snack
Crocodile	Spicy Croc Gumbo	Common Feast
Kraken	Sea Aged Unagi	Legendary Meat Feast
Kraken	Titan Tri tip	Legendary Meat Feast
Roc	Roc Drumstick Gyros	Superb Meat Dish
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

If the ingredient came from a mimic, you can additional 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 a 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, giving concentration checks to keep from spitting them out advantage; this increases the DC of the recipe by 1.

RATIONS

ELVISH BREAD

Food, ration, uncommon

A creature can use its action to eat one bite of this bite (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

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 Jewellery 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 component of nearly all magical items forming the basis for the powerful enchantments that imbue them with their magic - templates of sort, and thus the ability to craft scrolls with Scroll Scribing 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 hours listed in the **Crafting Time** column, or during a long rest using the crafting camp action if the crafting times is 2 hours or less.
- For **every 2 hours**, make a **crafting roll** of 1d20 + your Intelligence modifier + 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 TOOL & ABILITY SCORE

Rather than any one tool, Enchanting primarily off the **Arcana**. Due to the subdomains of scrolls (Scroll Scribing) and runes (Runecraft) being part of enchanting 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.

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 typically 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 that 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

For Enchanting, after you make the crafting roll and succeed marks your progress on a crafting project. If you succeed, you make 2 hours of progress toward the total crafting item (and have completed one of the required checks for making an item). Checks for Enchanting 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.

TEMPORARY ENCHANTMENTS

While the primary purpose of Enchanting is to create wondrous items, for an adventurer such events are important milestones that generally will not occur everyday. The following are some tasks that require proficiency with Arcana that provide a more day-to-day utility.

These minor crafts can be completed in 2 hours (or as one camp action when using the [Kibbles' Camp Actions](#) rules) with the expenditure of 10 gold worth of materials. They can be done as part of a long rest, but have limitations the normally enchanted items do not (such as a maximum stockpile of minor crafts).

The following are "minor crafting options" for Enchanters:

COMING SOON

WONDROUS ITEM CRAFTING TABLE

Name	Materials	Crafting Time	Crafting Checks	Difficulty	Rarity	Value
Bag of Holding	1 <i>bag</i> 1 <i>scroll of secret chest</i> 2 <i>uncommon arcane essence</i>	16 hours (2 days)	8	DC 15	uncommon	1,000 gp
Broom of Flying	1 <i>broom</i> 1 <i>scroll of levitate</i> 1 <i>scroll of fly</i> 1 <i>scroll of animate object</i> 2 <i>uncommon primal essence</i>	16 hours (2 days)	8	DC 16	uncommon	1,000 gp
Belt of Hill Giant Strength	1 <i>belt</i> 1 <i>scroll of enhance ability</i> 1 <i>scroll of enlarge/reduce</i> 3 <i>rare primal essence</i>	16 hours (2 days)	8	DC 18	rare	3,500 gp
Belt of Stone Giant Strength	1 <i>belt</i> 1 <i>scroll of enhance ability</i> 1 <i>scroll of enlarge/reduce</i> 1 <i>scroll of stonewood</i> 3 <i>very rare primal essence</i>	24 hours (3 days)	12	DC 20	very rare	27,000 gp
Belt of Fire Giant Strength	1 <i>belt</i> 1 <i>scroll of enhance ability</i> 1 <i>scroll of transformation</i> 1 <i>scroll of investiture of fire</i> 1 <i>very rare arcane essence</i> 3 <i>very rare primal essence</i>	32 hours (4 days)	16	DC 22	very rare	35,000 gp
Belt of Cloud Giant Strength	1 <i>belt</i> 1 <i>scroll of enhance ability</i> 1 <i>scroll of transformation</i> 1 <i>scroll of investiture of wind</i> 1 <i>very rare arcane essence</i> 3 <i>very rare primal essence</i> 1 <i>legendary primal essence</i>	40 hours (5 days)	20	DC 26	legendary	60,000 gp
Belt of Storm Giant Strength	1 <i>belt</i> 1 <i>scroll of enhance ability</i> 1 <i>scroll of transformation</i> 1 <i>scroll of invulnerability</i> 1 <i>very rare arcane essence</i> 3 <i>very rare primal essence</i> 3 <i>legendary primal essence</i>	48 hours (6 days)	24	DC 28	legendary	120,000 gp
Cap of Water Breathing	1 <i>leather cap</i> 1 <i>scroll of water breathing</i> 1 <i>common arcane essence</i> 1 <i>common primal essence</i>	8 hours	4	DC 12	uncommon	200 gp
Circle of Blasting	1 <i>circlet worth at least 50 gp</i> 1 <i>scroll of scorching ray</i> 1 <i>common arcane essence</i> 1 <i>common primal essence</i>	8 hours	4	DC 12	uncommon	250 gp
Goggles of Night	1 <i>pair of goggles</i> 1 <i>scroll of darkvision</i> 1 <i>common primal essence</i> 1 <i>uncommon arcane essence</i>	8 hours	4	DC 13	uncommon	300 gp
Pearl of Power	1 <i>pearl worth at least 100 gp</i> 5 <i>common arcane essence</i>	8 hours	4	DC 12	uncommon	350 gp
Periapt of Health	1 <i>necklace worth 50 gold</i> 1 <i>scroll of purify food and drink</i> 1 <i>scroll of lesser restoration</i> 2 <i>common divine essence</i>	12 hours (1.5 days)	6	DC 12	uncommon	300 gp

WONDROUS ITEM CRAFTING TABLE (CONT)

Name	Materials	Crafting Time	Crafting Checks	Difficulty	Rarity	Value
Portable Hole	<ul style="list-style-type: none"> 1 <i>large black cloth worth 500 gp</i> 1 <i>scroll of rope trick</i> 1 <i>scroll of passwall</i> 1 <i>scroll of dimension door</i> 2 <i>rare arcane essence</i> 1 <i>rare primal essence</i> 	24 hours (3 days)	8	DC 17	Rare	5,000 gp
Sending Stones	<ul style="list-style-type: none"> 1 <i>set of the same kind of stones</i> 1 <i>scroll of sending</i> 2 <i>common arcane essence</i> 	4 hours	2	DC 14	uncommon	350 gp
Cloak of Protection	<ul style="list-style-type: none"> 1 <i>cloak</i> 1 <i>scroll of shield of faith</i> 1 <i>scroll of mage armor</i> 1 <i>scroll of protection from energy</i> 1 <i>scroll of shield</i> 1 <i>scroll of absorb elements</i> 1 <i>rare arcane essence</i> 1 <i>rare divine essence</i> 	16 hours (2 days)	12	DC 15	rare	2,500 gp

WEAPON ENCHANTING TABLE

Name	Materials	Crafting Time	Crafting Checks	Difficulty	Rarity	Value
+1 Weapon	1 <i>weapon</i> 1 <i>scroll of magic weapon</i> 2 <i>common arcane essence</i> 2 <i>uncommon arcane essence</i>	8 hours	4	DC 15	uncommon	500 gp
+2 Weapon	1 <i>weapon weapon</i> 1 <i>scroll of magic weapon</i> 2 <i>uncommon arcane essence</i> 2 <i>rare arcane essence</i> 2 <i>rare divine essence</i> 2 <i>rare primal essence</i>	16 hours (2 days)	8	DC 18	rare	5,000 gp
+3 Weapon	1 <i>weapon worth at least 1,000 gp</i> 1 <i>scroll of magic weapon</i> 1 <i>scroll of elemental weapon</i> 1 <i>scroll of vorpal weapon</i> ^K 1 <i>very rare arcane essence</i> 1 <i>very rare divine essence</i> 1 <i>very rare primal essence</i>	32 hours (4 days)	20	DC 20	very rare	25,000 gp
Berserker Axe	1 <i>axe</i> 1 <i>scroll of crown of madness</i> 1 <i>scroll of magic weapon</i> 1 <i>scroll of aid</i> 2 <i>uncommon primal essence</i>	8 hours	4	DC 14	uncommon ^K	500 gp
Bow of Magic Missiles ^{T&G}	1 <i>bow (short or long)</i> 1 <i>scroll of magic missile</i> 1 <i>scroll of magic weapon</i> 3 <i>rare arcane essence</i> 1 <i>very rare arcane essence</i>	24 hours (3 days)	12	DC 18	very rare	10,000 gp
Dagger of Venom	1 <i>+1 weapon</i> 1 <i>potent injury poison</i> 1 <i>scroll of nauseating poison</i> ^K 1 <i>rare primal essence</i> 1 <i>rare arcane essence</i>	12 hours (1.5 days)	6	DC 16	Rare	2,200 gp
Flametongue Weapon	1 <i>weapon</i> 1 <i>scroll of elemental weapon</i> 1 <i>flametongue oil</i> 3 <i>rare primal essence</i> 1 <i>rare arcane essence</i>	16 hours (2 days)	8	DC 19	rare	5,200 gp
Javelin of Lightning	1 <i>javelin</i> 1 <i>scroll of lightning bolt</i> 1 <i>uncommon primal essence</i>	8 hours	4	DC 15	uncommon	400 gp

WEAPON ENCHANTING TABLE

Name	Materials	Crafting Time	Crafting Checks	Difficulty	Rarity	Value
Trident of Fish Command	1 <i>trident</i> 1 <i>scroll of dominate beast</i> 1 <i>common primal essence</i> 1 <i>uncommon primal essence</i>	8 hours	4	DC 15	uncommon	500 gp
Giant Slayer	1 <i>weapon worth at least 100 gp</i> 1 <i>scroll of magic weapon</i> 1 <i>rare primal essence from a giant</i> 2 <i>uncommon arcane essence</i> 2 <i>uncommon primal essence</i>	16 hours (2 days)	8	DC 18	rare	1,700 gp
Mace of Disruption	1 <i>mace</i> 1 <i>scroll of banishment</i> 2 <i>rare divine essence</i> 1 <i>uncommon divine essence</i> 1 <i>uncommon arcane essence</i>	16 hours (2 days)	8	DC 18	rare	2,200 gp
Mace of Smiting	1 <i>mace</i> 1 <i>scroll of dispel construct</i> 1 <i>rare arcane essence</i> 1 <i>uncommon arcane essence</i> 1 <i>uncommon divine essence</i>	12 hours (1.5 days)	6	DC 17	rare	1,300 gp
Dragon Slayer	1 <i>weapon worth at least 100 gp</i> 1 <i>scroll of magic weapon</i> 2 <i>rare primal essence</i> 1 <i>rare divine essence</i> 2 <i>uncommon arcane essence</i>	16 hours (2 days)	8	DC 19	rare	3,000 gp
Mace of Terror	1 <i>mace</i> 1 <i>scroll of fear</i> 1 <i>rare arcane essence</i> 2 <i>uncommon arcane essence</i>	12 hours (1.5 days)	6	DC 17	rare	1,400 gp
Sun Blade	1 <i>sword hilt worth 200 gp</i> 1 <i>scroll of holy weapon</i> 1 <i>scroll of shadowblade</i> 1 <i>scroll of daylight</i> 3 <i>rare divine essence</i> 2 <i>uncommon arcane essence</i> 2 <i>uncommon primal essence</i>	24 hours (3 days)	12	DC 19	rare	4,800 gp
Sword of Life Stealing	1 <i>sword</i> 1 <i>scroll of vampiric touch</i> 1 <i>rare arcane essence</i> 2 <i>uncommon arcane essence</i>	12 hours (1.5 days)	6	DC 17	rare	1,300 gp
Sword of Wounding	1 <i>sword</i> 1 <i>scroll of rotting curse</i> ^K 1 <i>scroll of inflict wound</i> 1 <i>rare arcane essence</i> 3 <i>uncommon arcane essences from an evil source</i>	12 hours (1.5 days)	6	DC 18	rare	1,350 gp
Vicious Weapon	1 <i>weapon</i> 1 <i>scroll of vorpal weapon</i> 3 <i>uncommon arcane essence</i>	12 hours (1.5 days)	6	DC 17	rare	1,700 gp
Dancing Sword	1 <i>sword worth 100 gp</i> 1 <i>scroll of animate objects</i> 2 <i>very rare arcane essence</i> 4 <i>uncommon arcane essence</i>	24 hours (3 days)	12	DC 19	very rare	16,500 gp
Dwarven Thrower	1 <i>+3 warhammer</i> 1 <i>scroll of weapon of throwing</i> 1 <i>very rare primal essence</i>	16 hours (2 days)	9	DC 20	very rare	35,000 gp

ARMOR ENCHANTING TABLE

Name	Materials	Crafting Time	Crafting Checks	Difficulty	Rarity	Value
+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 18	rare	2,500* gp
+2 Armor	1 set of armor worth at least 2,000 gp 1 scroll of globe of invulnerability 1 scroll of steelskin 1 scroll of mage armor 1 scroll of shield 1 scroll of shield of faith 1 rare very arcane essence 1 rare divine essence 1 rare primal essence	32 hours (4 days)	16	DC 21	very rare	26,000* gp
+3 Armor	1 set of armor worth at least 4,000gp scroll of invulnerability 1 legendary arcane essence 1 very rare primal essence 1 very rare divine essence	48 hours (6 days)	24	DC 25	legendary	80,000 gp
Shield +1	1 shield 1 scroll of shield 1 scroll of shield of faith 2 uncommon arcane essence 2 uncommon divine essence	8 hours	4	DC 15	uncommon	500 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 2 rare divine essence	16 hours (2 days)	8	DC 17	rare	3,200 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 2 rare arcane essence 1 very rare divine essence 2 rare divine essence	24 hours (3 days)	12	DC 20	very rare	21,000 gp

- *Armor Prices do not include the base set of base armor type, as the cost of those varies considerably.

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	550 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	3,500 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) 4 rare arcane essence	16 hours (2 days)	8	DC 17	Rare	3,500 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	1500 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	5,000 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	5,500 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	25,000 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	33,000 gp
Rod of Lordly Might	1 rod worth at least 10,000 gp 1 scroll of magic weapon 1 scroll of elemental weapon 1 scroll of fear 1 scroll of hold monster 1 scroll of vampiric touch 1 very rare primal essence 1 very rare arcane essence 1 very rare arcane essence 1 +3 weapon mace or battleaxe	40 hours (5 days)	20	DC 22	Legendary	60,000 gp
Rod of Resurrection	1 rod worth at least 10,000 gp 1 scroll of revivify 1 scroll of raise dead 1 scroll of resurrection 1 scroll of true resurrection 1 very rare divine essence 1 legendary divine essence	80 hours (10 days)	40	DC 24	Legendary	95,000 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 14	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	300 gp
Ring of Swimming	1 ring 1 scroll of alter self 1 common primal essence	4 hours	2	DC 14	uncommon	140 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 15	uncommon	550 gp
Ring of Waterwalking	1 ring worth at least 10 gp 1 scroll of water walking 2 common primal essence	8 hours	4	DC 15	uncommon	350 gp
Ring of Animal Influence	1 ring worth at least 50 gp 1 scroll of animal friendship 1 scroll of fear 1 scroll of speak with animals 1 uncommon primal essence 1 rare primal essence	16 hours (2 days)	8	DC 16	rare	1,300 gp
Ring of Evasion	1 ring worth at least 500 gp 1 scroll of haste 1 rare primal essence 1 rare arcane essence	16 hours (2 days)	8	DC 17	rare	2,500 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 16	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	4000 gp
Ring of Protection	1 ring worth at least 300 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 absorb elements 1 rare arcane essence 1 rare divine essence	16 hours (2 days)	8	DC 17	rare	3,500 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	1,200 gp

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. 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 created by TAG (The Arena Guy) of Spectre Creations!

ESSENCES

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, and enchanting substituted a dragon heart as their primal essences may make a Belt of Dragon Strength that just has the same statistical effect.

HARVESTING ESSENCES

Harvesting Essences can be found under "Acquiring Reagents" under the **Monster Harvesting** session. An essence is harvested when you roll 5+ over the DC of harvesting an Reagent. As such, they are very difficult to harvest in such a manner, as even successful checks generally result in Reagents.

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 does not work if the item is currently attuned to any creature. An essence cannot be salvaged from items that do not recharge, or for items that currently do not have full charges or uses of the item.

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 essences of the same rarity to gain one essence of that rarity. You can combine essences in the following ways:

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

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 cannot 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 requiring 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
Artificer ^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. An Occultist can produce any type, but takes 1.5x as long to produce an Essence in this manner. A DM can rule based on the special circumstances of a character their power source may be different than normal.

A 1/2 or 1/3 caster would generate essences at 1/3 or 1/2 their character level.

PURCHASING ESSENCES

Like with many materials, one popular method of acquisition is to simply spend gold. Remember that when dealing with purchasing essences, essences

Rarity	Essence Price
Common	45 gp
Uncommon	150 gp
Rare	700 gp
Very Rare	7000 gp
Legendary	25,000 gp

SCROLL SCRIBING

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 the **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 hours listed in the **Crafting Time** column, or during a long rest using the crafting camp action if the crafting times is 2 hours or less.
- For **every 2 hours**, make a **crafting roll** of 1d20 + your Intelligence modifier + your proficiency with Calligraphy Tools.
- **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

Scrollcrafting 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 it's skin Wand Whittling and Enchanting, proficiency in Arcana is required; without proficiency in arcana, you cannot add your Tool proficiency to the crafting rule.

SCRIPTURES

A DM 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 Scrollcrafting are **Ink** and **Parchment**. Ink and Parchment used in scrolls is typically purchased, and below are the table prices. 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 alchemist, 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	41 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

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

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

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 Artificer.
- Have it 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 CRAFTING TABLE

Name	Materials	Crafting Time	Crafting Checks	Difficulty	Rarity	Value
Cantrip	1 <i>common magical ink</i> 1 <i>common parchment</i>	2 hours	1	DC 12	Common	20 gp
1st Level Spell	1 <i>common essence</i> 1 <i>common magical ink</i> 1 <i>common parchment</i>	2 hours	1	DC 14	Uncommon	65 gp
2nd Level Spell	1 <i>common essence</i> 2 <i>common magical ink</i> 1 <i>common parchment</i>	2 hours	1	DC 15	Uncommon	90 gp
3rd Level Spell	1 <i>uncommon essence</i> 1 <i>uncommon magical ink</i> 1 <i>uncommon parchment</i>	2 hours	2	DC 16	Rare	250 gp
4th Level Spell	1 <i>uncommon essence</i> 2 <i>uncommon magical ink</i> 1 <i>uncommon parchment</i>	4 hours	2	DC 17	Rare	300 gp
5th Level Spell	1 <i>rare essence</i> 1 <i>rare magical ink</i> 1 <i>rare parchment</i>	4 hours	2	DC 18	Rare	1200 gp
6th Level Spell	1 <i>rare essence</i> 2 <i>rare magical ink</i> 1 <i>rare parchment</i>	4 hours	2	DC 19	Rare	1500 gp
7th Level Spell	1 <i>very rare essence</i> 1 <i>very rare magical ink</i> 1 <i>very rare parchment</i>	8 hours	4	DC 20	Very Rare	12,000 gp
8th Level Spell	1 <i>very rare essence</i> 2 <i>very rare magical ink</i> 1 <i>very rare parchment</i>	8 hours	4	DC 22	Very Rare	14,000 gp
9th Level Spell	1 <i>legendary essence</i> 1 <i>legendary magical ink</i> 1 <i>legendary parchment</i>	24 hours (three days)	12	DC 24	Legendary	36,000 gp.

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	Artificer, Bard, Occultist, Sorcerer, Warlock, Wizard
Divine	Cleric, Occultist, Paladin
Primal	Druid, Occultist, Ranger
Psionic	Monk, Psion

WAND WHITTLING

Unlike many magic items that are crafted and then enchanted with magic, a wand is purpose built for to store the magic it will continue, 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 the 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 less wands which 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 to at a glance 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 hours listed in the **Crafting Time** column, or during a long rest using the crafting camp action if the crafting times is 2 hours or less.
- For **every 2 hours**, make a **crafting roll** of 1d20 + your Intelligence 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 **Intelligence**. While spellcasters of any stripe can make wands of the spells they know, the process is one of systematic application of magical theory to integrated 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 cannot add your Tool proficiency to the crafting rule.

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 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	Essence Price
Common Branch	1 cp
Uncommon Branch	25 gp
Rare Branch	80 gp
Very Rare Branch	800 gp
Legendary Branch	2,000 gp

CRAFTING ROLL

Wand Whittling Crafting Modifier = your Woodcarver's tools 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 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 Artificer.
- Have it 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 week of study per level of the spell, as well as access to a book or teacher 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	Artificer, 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 <i>scroll of the spell</i> 1 <i>common branch</i>	4 hours	1	DC 14	Common	30 gp
Lesser Wand of 1st Level Spell	1 <i>common essence</i> 1 <i>scroll of the spell</i> 1 <i>common branch</i>	4 hours	1	DC 16	Uncommon	120 gp
Lesser Wand of 2nd Level Spell	1 <i>common essence</i> 1 <i>scroll of the spell</i> 1 <i>common branch</i>	4 hours	1	DC 17	Uncommon	160 gp
Lesser Wand of 3rd Level Spell	1 <i>uncommon essence</i> 1 <i>scroll of the spell</i> 1 <i>uncommon branch</i>	8 hours	2	DC 18	Rare	450 gp
Lesser Wand of 4th Level Spell	1 <i>uncommon essence</i> 1 <i>scroll of the spell</i> 1 <i>uncommon branch</i>	8 hours	2	DC 19	Rare	500 gp
Lesser Wand of 5th Level Spell	1 <i>rare essence</i> 1 <i>scroll of the spell</i> 1 <i>rare branch</i>	16 hours (2 days)	2	DC 20	Rare	2100 gp
Lesser Wand of 6th Level Spell	1 <i>rare essence</i> 1 <i>scroll of the spell</i> 1 <i>rare branch</i>	16 hours (2 days)	2	DC 21	Rare	2300 gp
Lesser Wand of 7th Level Spell	1 <i>very rare essence</i> 1 <i>scroll of the spell</i> 1 <i>very rare branch</i>	16 hours (2 days)	4	DC 22	Very Rare	21,000 gp
Lesser Wand of 8th Level Spell	1 <i>very rare essence</i> 1 <i>scroll of the spell</i> 1 <i>very rare branch</i>	16 hours (2 days)	4	DC 23	Very Rare	32,000 gp
Lesser Wand of 9th Level Spell	1 <i>legendary essence</i> 1 <i>scroll of the spell</i> 1 <i>legendary branch</i>	32 hours (4 days)	12	DC 25	Legendary	60,000 gp.

LESSER WAND

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 spell is 8 + the crafter's proficiency bonus + their intelligence modifier.

The wand does not 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.

GREATER WAND CRAFTING TABLE

Name	Materials	Crafting Time	Crafting Checks	Difficulty	Rarity	Value
Wand of Chores ^K	1 scroll of prestidigitation 2 common arcane essence 1 common branch	8 hours	4	DC 15	common	125 gp
Magician's Wand ^K	1 scroll of minor illusion 1 hat worth at least 5 gold 2 common arcane essence 1 common branch	8 hours	4	DC 16	common	135 gp
Goodberry Dispenser ^K	1 scroll of goodberry 3 common primal essence 1 common branch	8 hours	4	DC 16	common	200 gp
Whisperstick ^K	1 scroll of message 1 common arcane essence 1 common psionic essence 1 common branch	8 hours	4	DC 15	common	130 gp
Wand of Magic Detection	1 scroll of detect magic 1 uncommon arcane essence 1 uncommon branch	8 hours	4	DC 17	uncommon	250 gp
Wand of Magic Missiles	1 scroll of magic missile 3 uncommon arcane essence 1 gem worth 50 gp 1 uncommon branch	16 hours (2 days)	8	DC 18	uncommon	650 gp
Wand of Secrets	1 scroll of find traps 1 common arcane essence 1 common primal essence 1 uncommon branch	8 hours	4	DC 16	uncommon	210 gp
Wand of Web	1 scroll of web 2 uncommon arcane essence 1 uncommon primal essence 1 uncommon branch	16 hours (2 days)	8	DC 17	uncommon	600 gp
Wand of the War Mage +1	1 uncommon arcane essence 1 uncommon primal essence 1 uncommon divine essence 1 jewel worth 300 gp 1 uncommon branch	8 hours	4	DC 16	uncommon	800 gp
Wand of Biding	1 scroll of hold monster 1 scroll of hold person 4 rare arcane essence 1 rare branch	24 hours (3 days)	12	DC 19	rare	4,600 gp
Wand of Enemy Detection	1 scroll of see invisibility 1 scroll of true seeing 1 rare arcane essence 1 rare branch	12 hours (1.5 days)	6	DC 18	rare	4,200 gp
Wand of Fear	1 scroll of fear 2 rare arcane essence 1 uncommon divine essence 1 rare branch	16 hours (2 days)	8	DC 19	rare	2,000 gp
Wand of Fireballs	1 scroll of fireball 3 rare arcane essence 2 rare primal essence 1 ruby worth 500 gp 1 rare branch	24 hours (3 days)	12	DC 20	rare	5,000 gp
Wand of Lightning Bolts	1 scroll of lightning bolt 2 rare arcane essence 3 rare primal essence 1 topaz worth 500 gp 1 rare branch	24 hours (3 days)	12	DC 20	rare	5,000 gp

GREATER WAND CRAFTING TABLE

Name	Materials	Crafting Time	Crafting Checks	Difficulty	Rarity	Value
Wand of Paralysis	1 <i>wand of binding</i> 4 <i>rare arcane essence</i> 1 <i>rare branch</i>	24 hours (3 days)	12	DC 20	rare	8,000 gp
Wand of Wonder	1 <i>scroll of prestidigitation</i> 1 <i>scroll of faerie fire</i> 1 <i>scroll of stinking cloud</i> 1 <i>scroll of darkness</i> 1 <i>scroll of enlarge/reduce</i> 1 <i>scroll of invisibility</i> 1 <i>scroll of lightning bolt</i> A <i>handful of colorful gems worth 250 gp</i> 1 <i>uncommon primal essence</i> 1 <i>uncommon divine essence</i> 1 <i>uncommon arcane essence</i> 1 <i>rare branch</i>	16 hours (2 days)	8	DC 18	rare	2,000 gp
Wand of the Warmage +2	2 <i>rare arcane essence</i> 2 <i>rare primal essence</i> 2 <i>rare divine essence</i> 1 <i>jewel worth 300 gp</i> 1 <i>rare branch</i>	24 hours (3 days)	12	DC 19	rare	5,000 gp
Wand of Polymorph	1 <i>scroll of polymorph</i> 2 <i>very rare arcane essence</i> 1 <i>very rare primal essence</i> 1 <i>very rare branch</i>	40 hours (5 days)	20	DC 21	very rare	24,000 gp
Wand of the Warmage +3	1 <i>legendary arcane essence</i> 1 <i>very rare primal essence</i> 1 <i>very rare divine essence</i> 1 <i>jewel worth 500 gp</i> 1 <i>very rare branch</i>	48 hours (6 days)	24	DC 21	very rare	40,000 gp

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 cast 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, producing a splattering burst of sticky and sour juice.

MAGICIAN'S WAND^K

Wand, Common

This wand has 6 charges. While holding, you can use an action to expend 1 of its characters 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, dumping the last 10 instances of filth it has cleaned up.

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.

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.

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 **Tinkering Tools** tool to craft the option using the number hours listed in the **Crafting Time** column, or during a long rest using the crafting camp action if the crafting times is 2 hours or less.
- For **every 2 hours**, make a **crafting roll** of 1d20 + your Intelligence + your proficiency bonus with a Tinkering 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 ***Tinkering 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 DM.

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 than be used for the creations of tinkers. 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 in the a minor cost, but, as always, the level of abstraction is up to the DM.

CRAFTING ROLL

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

Tinkering Modifier = your Tinkering 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 item (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.

PURCHASING COMPONENTS & MATERIALS

Like with many materials, one popular method of acquisition is to simply spend gold. The following table presents common prices for some materials used in tinkering.

Rarity	Essence Price
Metal Scraps	1 sp
Wooden Stock	5 sp
parts	2 gp
Fancy parts	10 gp
Esoteric parts	100 gp

SALVAGING PARTS

The other main way to acquire parts is to salvage it. This can be determined by your DM what can be salvaged, but in general common items provide parts, uncommon or expensive items may provide fancy parts, and esoteric parts is found only from esoteric sources at your DMs discretion. Tools, vehicles, and complex items generally return 1d4 metal scraps and 1d4 parts for a small or smaller item, 2d6 metal scraps for medium sized item, and 3d8 metal scraps for large sized item. and more for larger items, though may return less of rare types of parts.

ADVENTURING GEAR

Name	Materials	Crafting Time	Checks	Difficulty	Rarity	Value
Lantern (Bullseye)	3 metal scraps 3 parts 1 glass flask	4 hours	2	DC 12	Common	10 gp
Lantern (Hooded)	3 metal scraps 1 parts 1 glass flask	4 hours	2	DC 10	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 14	Common	4 gp
Climber's Kit	10 pitons 50 feet rope 3 parts 2 fancy parts	2 hours	1	DC 12	Common	25 gp
Merchant's Scale	1 metal scraps 2 parts	2 hours	1	DC 14	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 2 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 2 fancy parts 1 esoteric parts	12 hours (1.5 days)	6	DC 17	Common	150 gp
Underwater Breathing Apparatus	4 metal scraps 2 common primal essence 2 fancy parts	8 hours	4	DC 17	Uncommon	120 gp
Drill	2 metal scraps 2 parts	2 hours	1	DC 13	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 18	Uncommon	80 gp

TRAPS

Name	Materials	Crafting Time	Checks	Difficulty	Rarity	Value
Noise Trap	2 metal scraps 2 parts	2 hours	1	DC 12	Common	5 gp
Hunting Trap	4 metal scraps 2 parts	2 hours	1	DC 13	Common	5 gp
Trip Wire	2 metal scraps 1 parts	2 hours	1	DC 12	Common	3 gp

TOOLS & INSTRUMENTS

Name	Materials	Crafting Time	Checks	Difficulty	Rarity	Value
Alchemy Supplies	4 <i>metal scraps</i> 4 <i>fancy parts</i>	8 hours	4	DC 14	Common	50 gp
Brewery Supplies	4 <i>metal scraps</i> 2 <i>fancy parts</i>	6 hours	3	DC 13	Common	20 gp
Cartography Tools	2 <i>metal scraps</i> 1 <i>parts</i> 1 <i>fancy parts</i>	6 hours	3	DC 13	Common	15 gp
Cobbling Tools	3 <i>metal scraps</i> 1 <i>parts</i>	4 hours	2	DC 12	Common	5 gp
Cooking Utensils	5 <i>metal scraps</i>	4 hours	2	DC 12	Common	1 gp
Glassblowing Tools	3 <i>metal scraps</i> 2 <i>fancy parts</i>	8 hours	4	DC 13	Common	30 gp
Jewelry Tools	2 <i>metal scraps</i> 2 <i>fancy parts</i>	6 hours	3	DC 13	Common	25 gp
Leatherworking Tools	4 <i>metal scraps</i> 1 <i>parts</i>	4 hours	2	DC 12	Common	5 gp
Masonry Tools	5 <i>metal scraps</i> 1 <i>parts</i>	6 hours	3	DC 13		10 gp
Tinkering Tools	4 <i>metal scraps</i> 4 <i>fancy parts</i>	8 hours	4	DC 14	Common	50 gp
Weaving Tools	4 <i>metal scraps</i>	4 hours	2	DC 12	Common	1 gp
Woodcarvers Tools	4 <i>metal scraps</i>	4 hours	2	DC 12	Common	1 gp
Navigator's Tools	3 <i>metal scraps</i> 2 <i>fancy parts</i>	6 hours	3	DC 14	Common	25 gp
Thieves Tools	4 <i>metal scraps</i> 2 <i>parts</i> 1 <i>fancy parts</i>	6 hours	3	DC 14	Common	25 gp
Herbalism Kit	4 <i>metal scraps</i> 1 <i>parts</i>	4 hours	2	DC 12	Common	5 gp
Bagpipes	1 <i>large piece of leather</i> 2 <i>metal scraps</i> 1 <i>fancy parts</i>	6 hours	3	DC 15	Common	30 gp
Horn	4 <i>metal scraps</i> 1 <i>parts</i>	4 hours	2	DC 14	Common	4 gp

WEAPONS

Name	Materials	Crafting Time	Checks	Difficulty	Rarity	Value
Light Crossbow	1 <i>wooden stock</i> 4 <i>metal scraps</i> 6 <i>parts</i>	4 hours	2	DC 14	Common	25 gp
Hand Crossbow	1 <i>wooden stock</i> 4 <i>metal scraps</i> 2 <i>parts</i> 4 <i>fancy parts</i>	8 hours	4	DC 16	Common	75 gp
Heavy Crossbow	1 <i>wooden stock</i> 8 <i>metal scraps</i> 8 <i>parts</i> 2 <i>fancy parts</i>	6 hours	3	DC 15	Common	50 gp

ADVANCED AMMUNITION

Name	Materials	Crafting Time	Checks	Difficulty	Rarity	Value
Whistling Shot	1 piece of ammunition 2 parts	2 hours	1	DC 10	Common	3 gp
Bola Shot	1 piece of ammunition 1 net 2 parts	2 hours	1	DC 15	Common	6 gp
Payload Shot	1 piece of ammunition 1 item weighing less than 1 lb 1 parts	2 hours	1	DC 17	Common	3 gp
10 x Propelled Shot	10 pieces of ammunition 1 Packet of Blasting Powder 5 parts	2 hours	1	DC 15	Common	70 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 16	Uncommon	80 gp
Trick Shot	1 piece of ammunition 1 fancy parts	2 hours	1	DC 17	Common	15 gp

MECHANICAL PROSTHETICS

Name	Materials	Crafting Time	Checks	Difficulty	Rarity	Value
Basic Leg Prosthetics	8 metal scraps 2 parts	4 hours	2	DC 12	Common	5 gp
Mechanical Arm	6 metal scraps 4 parts 2 fancy parts 1 common arcane essence	8 hours	4	DC 14	Common	80 gp
Mechanical Leg	8 metal scraps 4 parts 2 fancy parts 1 common arcane essence	8 hours	4	DC 14	Common	80 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 16	Common	180 gp
Weaponized Arm	1 one handed melee weapon 8 metal scraps 4 parts 2 two fancy parts 1 esoteric parts	8 hours	4	DC 15	Common	130 gp
Spring Loaded Leg	8 metal scraps 4 parts 2 esoteric parts 1 common arcane essence	12 hours (1.5 days)	6	DC 15	Common	250 gp

VEHICLES

Name	Materials	Crafting Time	Checks	Difficulty	Rarity	Value
Folding Boat	1 boat 10 parts 3 esoteric parts 2 uncommon primal essence 1 rare arcane essence	16 hours (2 days)	8	DC 17	Rare	1,500 gp
Folding Cart	1 cart 10 parts 3 esoteric parts 2 uncommon arcane essence 1 rare arcane essence	16 hours (2 days)	8	DC 17	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 movement speed is reduced by 10 feet and you have disadvantage on Dexterity saving throws and Dexterity (Acrobatics) skill 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

Item, Ammunition, Common

This special piece of ammunition entangles a target it hits. On hit, the 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 does not require an attunement slot once attuned. While attuned it 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 does not require an attunement slot once attuned. While attuned it in this way, it functions the same as the limb it replaces.

PROPELLED SHOT

Item, Ammunition, Common

This is a special shot that contains a dangerous rocket like propellant accelerating to greater speed and distance. This shot can be fired at a weapons 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, Attunement

A functional mechanical leg that can replace a missing one. While attuned it 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 fell.

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 does not require an attunement slot once attuned. While attuned it 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, Common

The wearer can breathe underwater for up to 1 hour. You cannot (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 does not require an attunement slot once attuned. While attuned it 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 accurate 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 DM can determine if additional challenge is involved (such as a timer that lites a fuse upon completion).



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 adventurers best friend is a study leather backpack. Backpacks, belts, waterskins, quivers and more all fall to these talented 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 **Leatherworking Tools** tool to craft the option using the number hours listed in the **Crafting Time** column, or during a long rest using the crafting camp action if the crafting times is 2 hours or less.
- For **every 2 hours**, make a **crafting roll** of 1d20 + your Dexterity + your proficiency bonus with a Leatherworking 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 **Leatherworking 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 quited clothes, metal, carapaces, and sometimes even metal pieces.

CRAFTING ROLL

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

Leatherworking Modifier = your Leatherworking 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 item (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.

COBBLING

A specialized branch of Leatherworking is Cobbling. These are the folks that make shoes and boots. While it might not be obvious at first glance, these folks are what keeps an adventurer running... literally, you take their boots and most of them won't be going anywhere fast.

It shares all the rules and materials as leather working, but replaces any instance of Leatherworking Tools with Cobbling Tools, and may optionally use Wisdom in place of Dexterity, being a trade for the old practiced hands.

Any item found the "Cobbling Crafting Table" is part of the Cobbling subdomain of Leatherworking.

BUT WHAT IS THE POINT?

The rules the game typically assume your player is already wearing boots. Making boots is generally something that is more related to a character's back story than their adventuring needs, but such things come up occasionally.

However, in more immediately useful objectives, sometimes crafting things like boots makes sense as a prerequisite of enchanting them - some magic gear requires an expensive component item (for example, "boots worth 200 gp or more")... magic has expensive taste. So, occasionally, crafting branches like this can be useful for that, though it should generally be expected that Cobbling is not (nor intended to be) as useful as some of the more relevant branches of crafting for an adventurer.

ACQUIRING MATERIALS

FORAGING

While you cannot generally forage leather or hide (for obvious reasons), you may sometimes find scales or other pieces that can be used in leather working at your DMs discretion (metal scraps), hardened wooden plates that could count as scales, etc.

SALVAGING

Leather can be salvaged from any gear in which it was used to math, but it is not a lossless process. For each sheet of leather or hide that was used to make that item, you can recover 3d6 scraps of that material type. For gear forged out of scales, you recover half the scales used to make that gear.

MONSTER HARVESTING

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 DM 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 scraps* in place of any hides, carapaces of one size smaller, and half as many scales.

Creature Size	Difficulty	Harvest Result
Tiny	N/A	Nothing
Small	DC 12	1d4 x <i>hide scraps</i> or 1 x <i>small carapace</i> or 1d4 x <i>scales</i>
Medium	DC 10	1 x <i>hide</i> or 1 x <i>large carapace</i> or 2d6 x <i>scales</i>
Large	DC 12	2 x <i>hides</i> or 2 x <i>large carapaces</i> or 3d6 x <i>scales</i>
Huge	DC 14	3 x <i>hides</i> or 3 x <i>large carapaces</i> or 4d6 x <i>scales</i>
Gigantic	DC 14	4 x <i>hides</i> or 4 x <i>large carapaces</i> or 5d6 x <i>scales</i>

In addition to scale, rare and tougher creatures provide more valuable hides, carapaces, and scales. This depends on the CR and AC of the creature (counting only natural armor - harvesting the hide of a creature that was under the effect of *mage armor* provides no additional benefits).

Some monsters may provide additionally benefits. This are materials from more powerful and dangerous creatures, though harvesting these materials is harder. If you fail the check with the harvesting difficult modifier, you can still harvest the default materials of that creature size, but do gain any of the special modifiers to the materials harvested.

Further details can be found on the special materials tables.

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.

PURCHASING

The easiest and quickest way to gather materials is to simply buy them. The problem with this approach is that you are generally not going to be saving much money over simply buying the gear itself, as most places that would have materials to sell would have a competent Leathworker capable of making them. However, sometimes it can be cheaper or more flexible - for example, if you are interested in making something unusual or customized, you can buy materials and make them later, or sometimes you will have the materials you need, and can just buy the rest cheaper than making the gear.

The standard pricing is following, but modifiers may apply based on locale - generally speaking more remote locations will sell at a better price, as cities have lower supply and higher demand, but rare or rarer reagents are generally only found in cities.

Rarity	Price
Buckles	2 sp
Hide Scraps	1 sp
Hide	2 gp
Leather Scraps	1 sp
Rawhide Leather	2 gp
Boiled Leather	3 gp
Tanned Leather	3 gp
Scales	1 gp
Medium Carapace	4 gp
Large Carapace	30 gp
Tough Leather	600 gp

LEATHERWORKING TABLES

ARMOR

Name	Materials	Crafting Time	Checks	Difficulty	Rarity	Value
Leather Armor	3 rawhide leather 2 buckles	4 hours	2	DC 12	Common	10 gp
Studded Leather Armor	3 rawhide leather 6 metal scraps 2 buckles	6 hours	3	DC 16	Common	45 gp
Hide Armor	2 rawhide leather 1 hide 2 buckles	4 hours	2	DC 10	Common	10 gp
Scale Mail	25 scales 5 leather scraps 1 armor padding	12 hours (1.5 days)	6	DC 13	Common	50 gp
Carapace Breastplate (-1 breastplate)*	1 large carapace 2 leather (any) 2 buckles	8 hours	4	DC 13	Common	50 gp
Tough Carapace Breastplate	1 large tough carapace 2 leather (any) 2 buckles	12 hours (1.5 days)	6	DC 15	Common	400 gp
Carapace Shield	1 medium carapace 1 leather piece 4 leather scraps	6 hours	3	DC 12	Common	10 gp
Leather Buckler	2 boiled leather 2 leather scraps	4 hours	2	DC 13	Common	7 gp

WEAPONS

Name	Materials	Crafting Time	Checks	Difficulty	Rarity	Value
Whip	1 tanned leather	4 hours	2	DC 14	Common	4 gp
Scourge	1 tanned leather 3 metal scraps	6 hours	3	DC 18	Common	10 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 (halved for rawhide)	8	DC 6	Common	3 gp
Boiled Leather	1 <i>hide or rawhide</i>	16 hours (halved for rawhide)	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 12	Common	1 gp
Quiver	5 <i>leather scraps</i>	4 hours	2	DC 12	Common	1 gp
Sheath	4 <i>leather scraps</i>	2 hours	1	DC 10	Common	6 sp
Holster	2 <i>leather scraps</i>	2 hours	1	DC 10	Common	5 sp
Waterskin	2 <i>leather scraps</i>	2 hours	1	DC 12	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	4 gp
Bag	12 <i>leather scraps</i> 1 <i>buckles</i>	2 hours	1	DC 12	Common	2 gp
10 x Parchment	10 x <i>leather scraps</i>	2 hours	1	DC 10	Common	1 sp
Armor Padding	1 <i>tanned leather</i> 2 <i>buckles</i>	2 hours	1	DC 12	Common	5 gp
Dice Bag	1 <i>leather scraps</i>	2 hours	1	DC 13	Common	1 gp

- When making a sheet of leather in 8 hours, you can make up to 10 sheets of leather per crafter. If you would like the quicker creation of leather, you can make this take 2 hours without any balance consequence.

COBBLING

Name	Materials	Crafting Time	Checks	Difficulty	Rarity	Value
Shoes*	8 <i>scraps of leather</i> 1 <i>buckle</i>	4 hours	2	DC 12	Common	2 gp
Boots*	1 <i>sheet of leather</i>	4 hours	2	DC 12	Common	4 gp
Fancy Boots*	1 <i>sheet of leather</i> <i>valuable materials worth 100 gp</i>	8 hours	4	DC 16	Common	200 gp

- *Uses the Cobbling subtype rules of Leatherworking

SPECIAL MATERIALS

Minimum CR	Additional Requirements	Modifier	Harvesting Difficult
7	Harvested from a creature with AC 16 or higher	Tough	+4
7	Harvested from a creature with resistance to an elemental damage type	Resistant	+5

- If the difficult modifier is not meet, the material is harvested without the modifier, it's special property ruined during harvesting.

MODIFIERS

Modifier	Effect	Difficulty Modifier
Tough	If all materials for a piece of armor have this modifier, it gains +1 AC	+4
Resistant	If all materials have the same resistance property, the armor grants resistance to that damage type	+5
Forest Camouflage	If all Hide, Carapace, or Scales used to craft armor comes from a creature with natural forest camouflage, you count as lightly obscured while in that locale from creatures more than 30 feet from you	+1
Desert Camouflage	If all Hide, Carapace, or Scales used to craft armor comes from a creature with natural desert camouflage, you count as lightly obscured while in that locale from creatures more than 30 feet from you	+1
Winter Camouflage	If all Hide, Carapace, or Scales used to craft armor comes from a creature with natural winter camouflage, you count as lightly obscured while in that locale from creatures more than 30 feet from you	+1
Rare	The material has increased value if it comes from a rare creature; this rarity is applied at the DMs discretion, but typically is due to the coloration, rarity, or CR (10+). Items crafted from this material are worth ten times as much	+5
Tanned	Unsuited for armor. Increased the quality of other leather goods, required for some.	N/A
Boiled	Tougher than rawhide; can be used to make studded leather or hide armor without the non-leather components	

WOODCARVING

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 **Woodcarving Tools** tool to craft the option using the number hours listed in the **Crafting Time** column, or during a long rest using the crafting camp action if the crafting times is 2 hours or less.
- For **every 2 hours**, make a **crafting roll** of 1d20 + your Dexterity + your proficiency bonus with a Woodworking 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 Woodworking Tools. Attempting 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.

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 as a

CRAFTING ROLL

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

Woodworking Modifier = your Woodcarving 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 item (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.

ACQUIRING MATERIALS

FORAGING

Wood can be foraged, though it is not generally quite as simple as finding a tree and chopping it down. Generic wood is simply firewood that is generally not useful for the purposes of crafting - to get a wooden branch or a quality branch, you'll have to search around in a wooded area.

When in a wooded area, you can spend 2 hours searching for wood. Make a survival check and consult the following table:

Roll	Gathered Materials
1-5	5 x firewood or 2 x fletching
5-10	2 x wooden branch
10-15	1 x quality branch
15-20+	all of the lower results

SALVAGING

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

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

MONSTER HARVESTING

For the most part, monsters are not made of wood. There are exceptions - awakened trees, tree blights, woads, treants, etc. In general, you can harvest 5 x firewood from such a creature, and make a Wisdom (Survival) check to for rarer wood suitable for crafting.

CR	DC	Gathered Material
1-4	1	5 x firewood.
5-9	12	1 x Uncommon Quality Branch
10-14	14	2 x Uncommon Quality Branch
15-19	16	1 x Rare Quality Branch
20+	18	1 x Very Rare Quality Branch

PURCHASING

Rarity	Price
Wood Scraps	2 cp
Firewood	1 cp
Wooden Branch	1 sp
Quality Branch	2 gp
Length of String	1 sp
Fletching	5 cp

QUALITY BRANCH

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

WEAPONS

Name	Materials	Crafting Time	Checks	Difficulty	Rarity	Value
Shortbow	1 <i>quality branch</i> 1 <i>leather scraps</i> 1 <i>length of string</i>	8 hours (1 day)	6	DC 13	Common	25 gp
Longbow	1 <i>quality branch</i> 1 <i>leather scraps</i> 1 <i>length of string</i>	16 hours (2 days)	12	DC 15	Common	50 gp
Composite Bow	<i>quality branch</i> 4 <i>leather scraps</i> 1 <i>length of string</i>	24 hours (3 days)	DC 14	Common	50 gp	
Quarterstaff	<i>wooden branch</i>	2 hours	1	DC 10	Common	2 sp

ARMOR

Name	Materials	Crafting Time	Checks	Difficulty	Rarity	Value
Wooden Shield	4 <i>wooden branches</i> 1 <i>metal scraps</i> 1 <i>leather scraps</i>	8 hours	4	DC 12	Common	10 gp

MUSICAL INSTRUMENTS

Name	Materials	Crafting Time	Checks	Difficulty	Rarity	Value
Flute	1 <i>quality branch</i>	8 hours	4	DC 12	Common	4 gp
Harp	3 <i>quality branches</i> 4 <i>lengths of string</i>	16 hours (2 days)	8	DC 14	Common	35 gp
Lute	2 <i>quality branches</i> 2 <i>lengths of string</i> 1 <i>fancy parts</i>	16 (2 days)	8	DC 13	Common	35 gp
Drum	4 <i>wooden branches</i> 1 <i>rawhide leather</i> 1 <i>parts</i>	8 hours	4	DC 12	Common	6 gp
Dulcimer	2 <i>quality branches</i> 2 <i>lengths of string</i> 1 <i>fancy parts</i>	12 hours (1.5 days)	6	DC 13	Common	25 gp
Lyre	2 <i>quality branches</i> 2 <i>lengths of string</i> 1 <i>fancy parts</i>	16 hours (2 days)	8	DC 14	Common	35 gp
Pan Flute	1 <i>quality branch</i>	8 hours	4	DC 14	Common	12 gp
Shawm	1 <i>quality branch</i>	8 hours	4	DC 10	Common	2 gp
Viol	3 <i>quality branches</i> 2 <i>lengths of string</i> 1 <i>fancy parts</i>	16 hours (2 days)	DC 13	Common	30 gp	

AMMUNITION

Name	Materials	Crafting Time	Checks	Difficulty	Rarity	Value
10 x Arrow	1 <i>wooden branch</i> 1 <i>metal scraps</i> 1 <i>fletching</i>	2 hours	1	DC 10	Common	5 sp
10 x Bolt	1 <i>wooden branch</i> 1 <i>metal scraps</i> 1 <i>fletching</i>	2 hours	1	DC 10	Common	5 sp
10 x Dart	2 x <i>wooden scrap</i> 1 <i>metal scraps</i> 1 <i>fletching</i>	2 hours	1	DC 11	Common	5 sp
10 x Blowgun Needles	2 x <i>wooden scraps</i> 1 <i>fletching</i>	2 hours	1	DC 8	Common	1 sp

MISCELLANEOUS

Name	Materials	Crafting Time	Checks	Difficulty	Rarity	Value
Short Haft	1 <i>wooden branch</i>	2 hours	1	DC 10	Common	1 sp
Long Haft	1 <i>wooden branch</i>	2 hours	1	DC 10	Common	2 sp
Wooden Stock	1 <i>wooden branch</i>	2 hours	1	DC 11	Common	5 sp
10 Foot Pole	1 <i>wooden branch</i>	2 hours	1	DC 10	Common	3 sp
Fishing Pole	1 <i>quality wooden branch</i> 1 <i>parts</i> 3 <i>lengths of string</i>	4 hours	2	DC 12	Common	1 gp
Carved Figurine	1 <i>wood scraps</i>	2 hours	1	DC 14	Common	4 sp
5 x Wooden Scraps	1 <i>wood branch</i>	2 hours	1	DC 5	Common	1 sp

EXOTIC WOOD

Modifier	Effect	Difficulty Modifier
Resonant	Instruments made from these special types of wood provide +1 Spell Save DC when used as a casting 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 does not have disadvantage when attacking at long range	+4

RUNECRAFT

QUICK REFERENCE

RELATED TOOL & ABILITY SCORE

MATERIALS: INK & PARCHMENT

CRAFTING ROLL

JEWELER

QUICK REFERENCE

RELATED TOOL & ABILITY SCORE

MATERIALS: INK & PARCHMENT

CRAFTING ROLL

APPENDIX V: 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 DM), be replaced with experience, using the following ratios:

Material	Experience Cost
Common Reagent	30
Uncommon Reagent	90
Rare Reagent	650
Very Rare Reagent	8,500
Legendary Reagent	35,500
Common Essence	90
Uncommon Essence	270
Rare Essence	1,950
Very Rare Essence	25,500
Legendary Essence	106,500

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 & 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 does not 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).

APPENDIX K: KIBBLES PRICING

In my games I do not use the PHB Pricing, as I find the notion that a Potion of Invisibility costs *100 pounds of gold* to be unwieldy. The following is the pricing conversion to Kibbles Standard Pricing.

ALCHEMY PRICING

Item	Price
Glass Vial	1 gp.
Glass Flask	1 gp.
Common Reagent	2 gp.
Uncommon Reagent	8 gp.
Rare Reagent	16 gp.
Very Rare Reagent	40 gp.
Legendary Reagent	100 gp.
Alchemical Acid	5 gp.
Alchemical Fire	5 gp.
Antitoxin	3 gp.
Greater Healing Potion	20 gp.
Healing Potion	10 gp.
Oil of Sharpness	150 gp.
Potion of Animal Friendship	20 gp.
Potion of Clairvoyance	50 gp.
Potion of Climbing	25 gp.
Potion of Diminution	50 gp.
Potion of Flying	150 gp.
Potion of Firebreath	25 gp.
Potion of Gaseous Form	90 gp.
Potion of Growth	25 gp.
Potion of Heroism	50 gp.
Potion of Invisibility	100 gp.
Potion of Mind Reading	50 gp.
Potion of Poison	15 gp.
Potion of Speed	150 gp.
Potion of Water Breathing	20 gp.
Superior Healing Potion	40 gp.
Supreme Healing Potion	100 gp.
Potion of Vitality	120 gp.
Potion of Storm Giant Strength	250 gp.

BLACKSMITHING PRICING

Item	Price
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- Bow of Magic Missiles: TheArenaGuy of [SpectreCreations](#)

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