
WITCH+CRAFT

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Publisher's Note: Witch+Craft *has been crafted with high-quality materials and assistance, granting a +2d6 bonus to craftsmanship rolls made with this book. As a boon, it grants this bonus to all campaign planning and character development. Drink lots of water, get plenty of rest, and build something for, and with, the people you love (including yourself).*

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INTRODUCTION

This book is about making things.

Contained within its pages is an adaptable crafting system that can be easily added to any 5th Edition campaign: no fresh starts or new campaigns are required. But this book was made with the intent of creating not just weapons or artifacts (or frying pans or dollhouses or embroidered hankies)—but building character, as well. And for that reason, we've expanded the crafting options to introduce trade classes: a new character customization option that will allow you to be as invested in your trade as you are in your adventuring.

As with the crafting system, however, a fresh adventure is not required; trade classes can level up alongside, or independently from, a character's combat class. We encourage you to read through the mechanics and determine for yourself how *Witch+Craft* fits into your playstyle.

Whistle while you work

In making this book we were inspired by the films of Studio Ghibli, particularly by the love and care that the characters in those movies always show in their work. We aren't seeking to glorify overwork or stress: instead, we made a crafting system that reflects the love, joy, and self-expression that comes through making. Adventuring can be tiring, and often even the most emotionally charged campaigns benefit from downtime where you and your fellow party members can learn more about yourselves, your world, and your relationships with one another.

Domestic magic is a crafting system that encourages you to engage not just with the dice but with the world around you, so that your creations become just as much a part of that world as you are.

Thus, we bring you *Witch+Craft*: a book of tradespeople, the world they inhabit, and the magic and power that comes from making.

An open trade route

Nowhere in the world bustles and moves quite like Cape Verdigris. Here on the verdant coast you'll find a hive of thinkers and tinkers, masters and makers: the market is always lively with apprentices; the roads and docks ripple with comers, goers, and in-betweeners; and a brisk trade keeps the three settlements of the cape in close correspondence.

Tradespeople everywhere trace their skilled pedigree back to Cape Verdigris, where a trade isn't just an occupation: it's a miracle. Craftsmanship is recognized as an arcane study, as difficult and valuable as any magic. The act of creation is respected and cherished in equal measure. The land here is always rich with opportunity for adventurers of all backgrounds and skill levels, whether they be as experienced with a sword as they are with the forge, or an untrained wielder of a pen (far mightier than the former).

Domestic magic

Crafting taps into a little known and mysterious power: **domestic magic.** With it, crafters can overcome obstacles to craft quickly, or even on the go. The magic seeks to keep parties adventuring together and collaborating with one another; while some projects benefit from downtime, the magic will always course more freely when you're working with your party rather than off on your own.

Domestic magic is a subject of intense study and interest for many of the people in Cape Verdigris. While there's still much to learn about the magic and its rich potential, one thing is for certain: anyone—not just arcane scholars or powerful spellcasters—can tap into it; you may find that this is the only magic you're able to work, or, if you're arcanely inclined, you might weave domestic magic into your spellbook. Whatever the case, anyone, and everyone, can make miracles.

Self-expression

The crafting system in this book strives to reinforce the power of rest and self-care, but this may sometimes be at odds with the rest of your adventure: after all, the very nature of an adventure may require testing your courage in desperate circumstances—and your trade may very well be another way to test yourself and your abilities, whenever you see fit. While your GM may set a crafting DC for the attempt, crafting is never your adversary: it's a pursuit, a pleasure, and an act of love through self-expression. Furthermore, as you'll see in the following pages, one of the ways you can gain an extra d6 for your crafting attempt is through sacrifice, but this isn't meant to encourage you to see every crafting attempt as an opportunity to give something up: sacrifice should come from personal growth, and from love not just for others, but for yourself as well.

Ability & disability

The characters in this book represent diverse backgrounds, histories, and body types, but all of them are capable of domestic magic, and no one suffers a limitation on what they can or can't achieve. While some characters may have disabilities (visible or otherwise) that affect the way they navigate their trade, the method by which they negotiate this disability is up to them. Some characters may use magic, some may use inventions, or some may not use anything at all. And when it comes to granting extra d6s to a crafting attempt by way of the Assistance benefit, how they accept assistance (if they choose to accept it) is also entirely up to them; the same applies to your own crafting attempts.



Chapter 1:
Domestic Magic


CARO

PART 1: CRAFTING

The principle of domestic magic is simple: anyone can do it, at any time, with minimal preparation. Domestic magic allows even the most remarkable ideas to become reality. As with all things, the more you prepare the more worthwhile your efforts will be.

Crafting rolls require only a d6 and six steps:

1. **Blueprint.** You propose a project.
2. **Challenges.** The GM imposes a Difficulty Level based on the specifications of the project. They will also list the base materials required to make the crafting attempt at all.
3. **Preparation.** You may prepare for the project in order to improve your chances of success.
4. **Craft Action.** You begin the project, rolling to qualify your success.
5. **Fine-tuning.** After the rolls are in, you may choose to expend bonuses to alleviate any potential flaws.
6. **Appraising.** When all is said and done, the item is created, and its features and flaws known.

Making it work

The most important part of any crafting attempt is negotiation. What is possible, and what you're permitted to attempt, must always be worked out in communication with the GM—and the GM should always remember that with this system, creating shouldn't be gated to anyone. Making simple items is fun, making complicated items is rewarding, and crafting always becomes easier if the project is intended to be a gift for someone else.

However, if you choose to play with the optional trade classes and character customization, your GM may require that you respect the limitations of your chosen trade class: a weaver can't attempt even simple lapidary work without serious limitations, and a shipwright is not a blacksmith. See "Trade Classes" for more information on these limitations and their materials.

That said, even when you're operating well within the limitations of your trade class, *powerful* items require *extraordinary* feats of preparation. If you wish to craft a truly remarkable item, it's not unusual for a GM to propose an entire adventure around the acquisition of the appropriate materials. We'll go into more details, with examples, in the steps outlined below.

Step 1: BLUEPRINT

This is the first stage of any crafting attempt, during which you'll communicate exactly what it is you're hoping to make, including the properties you want your creation to have. Each crafting attempt creates one item, unless it's an item that is traditionally found in sets, such as a pair of gloves or a dozen cupcakes.

The item itself can be anything, limited only (at the GM's discretion) by the scope of your trade class's ability: from something as simple as a tablecloth to as complex as a longboat with enchanted oars.

Depending on the complexity of the proposed project, the GM may need time to consider its scope and return an appropriate challenge rating. You can use this time to get ahead on step 3 if you wish.

Step 2: CHALLENGES

Once the project has been proposed, the GM must now determine the project's Difficulty Level. This imposes a DC that you'll need to beat in step 4.

Determining the difficulty requires some communication but ultimately the GM is the final arbiter of this stage, and everything that comes afterwards depends on the difficulty that has been set.

The difficulty is set based on the following levels:

Level 1-2 Basic/Simple
Items of this difficulty are simple or routine items that even an apprentice should be able to tackle, such as a woven leather bracelet, a simple sewn tunic, a horseshoe, or a grilled cheese sandwich.

Level 3-4 Intermediate/Advanced
Items of this difficulty require time, technique, and experience to construct. For example: a beautifully embroidered shirt, a non-magical weapon, or a flambé.

Level 5-6 Complex/Master
These items demand a commitment of time and energy, require a master's hand, and may even be magical. Attempting this project without the relevant proficiencies or even trade classes is likely impossible (at your GM's discretion). For example: an enchanted sword, a bejeweled crown, or a sea-worthy keelboat. Projects of DL 5 or higher can only be created one at a time (i.e. one glove, one cupcake) regardless of convention.

Level 7+ Exemplary/Legendary
These items require cross-disciplinary training unattainable by most tradespeople. The base materials themselves are difficult to acquire, and the project requires a certain amount of preparation or high-quality materials as part of its base materials. A collaboration between at least two masters is a necessity, and each of you must make and succeed on the craft action checks independently of the other (though you may share resources in your respective preparations). The resulting creation will have latent magic built into its foundation just from the crafting effort alone.

> ***Variant Rule: Level 0 Rudimentary Projects***
>
> There are some projects so simple that even novices can complete them without fuss. For these projects it's acceptable to assume immediate success, though no boons can be added. Examples may include making a simple oatmeal, or sharpening a stick.

SETTING THE DC

The DC of a project is determined by its level, and is calculated like so:

{Difficulty Level × 5} + 5

Therefore, a DL 1 project will have a DC of 10, and a DL 7 project will have a DC of 40.

APPRAISING THE CHALLENGE

Your GM will likely take into consideration your previous accomplishments and skills in relation to the craft when determining the difficulty. For example, if you don't possess a trade class, the GM may expect you to spend time crafting less ambitious items of the same media or skillset before attempting a DL 5 project. If you are playing with trade classes, the GM may determine that attempting a project outside the scope of your trade would have a greater difficulty, even if the item itself is conceptually simple. As with most of this trade system, it requires clear communication with your GM about what you hope to attempt and what base materials you require to attempt it.

BASE MATERIALS

All crafting efforts require base materials to even begin the attempt: horseshoes can't be made without iron and a hammer, and a tapestry can't be woven without colored thread. GMs are, however, encouraged to take this step with as much dramatic license as pleases your players: ultimately, go with the level of detail that works for your group.

Acquiring these items does not grant any extra dice for the craft action. These materials should be appropriate for the difficulty imposed: Basic/Simple crafting materials can be easily gathered in the woods or acquired affordably in shops, while Complex/Master components are likely more challenging to acquire.

Whatever the project level, all players should still be given the opportunity to go above and beyond the call of these base materials in order to prepare, as explained in the next step.

Step 3: PREPARATION

Once the challenge has been set, you can begin to prepare. Preparation falls into the following categories:

Knowledge. You study the subject in advance, either from source materials or an NPC mentor (either of which may be difficult to access);

High-Quality Materials. You spend time finding high-quality materials that can't be easily acquired from a shop;

Assistance. You recruit a fellow player or an NPC of an appropriate complementary skill to lend a hand or provide guidance in the effort. The NPC must be different from your mentor (if you have one) and the skill cannot be identical to your own;

Sacrifice. You willingly sacrifice something of personal value in order to improve the quality of the craft. Think of this less as the demands of your work and more as your priorities changing as your character develops and matures. The severity of the sacrifice should match the level of the challenge;

Generosity. It's the thought that counts. You will always gain a benefit whenever the item is being crafted *for* someone else, as the act of consideration makes the domestic magic more powerful. This *does not apply* when the item is going to be sold or has been commissioned, when the materials have been provided by the intended recipient with an expectation of some form of return, or when the item will benefit only you even in the hands of another (such as a healing potion that may be used to heal you). It *definitely* doesn't apply for objects intended to harm the recipient: a poisoned pie, while intended to be given away, does not exactly count as generous.

You may choose to acquire one or all of these preparation advantages before you begin your craft action. However, you can only earn each advantage once per project (unless a technique provided by your trade class states otherwise). In all cases, the GM is the final arbiter of what warrants a preparation benefit die; for example, if your crafting process goes against one of the limitations set out for the Generosity benefit above, but the GM feels that your crafting attempt was truly generous, then they may choose to allow you to gain the Generosity benefit all the same.

Furthermore, a GM may choose to award 1d6 for **inspiration** to any crafter who goes the extra mile to find creative, immersive solutions to crafting problems. Inspiration d6s cannot be sought and crafters should only possess one use of inspiration at a time. GMs who use inspiration dice in roleplaying may prefer to allow crossover usage, in which case the typical inspiration d20 would translate to a d6 when used for crafting. Similarly, GMs may choose to limit the inspiration die's applicability to a crafter's current project, or allow it to apply to any project of the crafter's choosing.

Step 4: Craft Action

Once the preparation is underway, you can now begin the crafting attempt. To do so, you must beat the crafting DC as determined by the GM in step 2. Your goal is to beat this DC using a d6 and whatever advantages you've earned from preparation.

All crafting attempts by default start with a base 1d6 + a related tool kit modifier and proficiency you might have. Successfully beating this DC creates an item; failing to do so destroys your materials. If you're playing with trade classes, then your base crafting d6 pool increases along with your crafting tier; if you're playing without trade classes, you'll want to consult the "Crafting Generalist" rules further on to determine the appropriate base crafting dice for your level.

This is where your preparation comes in. Each advantage that you gained from the preparation stage grants an additional d6 which may be added to your roll, significantly improving your odds of success. You may roll these d6 all at once, or one at a time, stopping when you beat the DC if you so choose. Once a die has been rolled it can't be removed from your crafting attempt.

Step 5: Fine-Tuning

There is, however, a catch. Any d6 that lands on a one introduces a flaw, and likewise, any d6 that lands on a six introduces a boon. Flaws and boons can stack to create unintended (and potentially dangerous) side effects of your crafting attempt and should therefore be considered carefully. The more flaws an object has, the worse; and the more boons, the better. For more info, see the "Flaws and Boons" section below.

Flaws can be negated by spending a boon to cancel it out. This can be done as many times as desired and does not remove the value of the die roll from your total against the DC.

Example: Flaws & Boons

For example, say that Danika is a level 2 bard (and tier 1 artist) attempting to craft an artbook for her friend.

The artbook is intended to be magical as it will grant bardic inspiration, so the GM has set the challenge as level 5 (Complex), therefore the DC is 30.

Danika is proficient in painter's tools, and she and the GM agree that the relevant check should require Dexterity. So she gets to add +4 (+2 modifier, +2 proficiency) to her crafting attempt.

The base materials required were a blank book and simple paints, but Danika wants this to be a success. To prepare, Danika has spent time studying rare artbooks in a university's private library (which was no easy feat to access); she has convinced a rather persnickety bookbinder to help her with the fabrication of the book itself; she has acquired beautiful, color-changing paints to dazzle the eye, itself the result of a previous crafting attempt; and, in trying to complete the project, she had to wear down her favorite +1 magic paintbrush (which was also her arcane focus) to a nub. Most importantly, she's making this item as a gift. Therefore she has earned five extra d6 to roll on the attempt.

Danika rolls her 6d6 + 4 and barely makes it with a 31. However, the dice she rolled yield the following array: 5, 4, 6, 1, 5, and 6. This would not only successfully create the artbook as intended, with the desired magic specified in step 1, but it would also introduce a significant boon with the two sixes rolled. It would, however, also have a minor flaw.

One flaw isn't so bad, necessarily (as you'll see below): but Danika is anxious about giving a flawed gift, no matter how impressive it might otherwise be. So she chooses to spend one of the boon rolls to cancel out the flaw, creating a magic item with one minor boon.

> ***Variant Rule: Desperate Measures***
>
> Sometimes a project is so *close* to coming together. With this variant rule, you can take a flaw or lose a boon during the fine-tuning step in exchange for +3 to your craft roll. You can only do this once per crafting attempt.

Step 6: Appraisal

ON SUCCESS

Once the dice are rolled and any flaws or boons canceled out, it's time to appraise. The GM will officially grant the item any qualities it inherently possesses (including desired magical properties) and allow you to describe its finished state. However, it will also possess any flaws or boons it may have gained in the rolling.

ON FAILURE

If you fail to meet the crafting DC, the item is a failure, and the base materials required to make it are lost. It is up to your GM to determine whether any of your preparation (including high-quality materials) can be "reused" on a subsequent attempt, or whether this failure indicates insufficient preparation and you'll need to go back to the drawing board.

Flaws & Boons

Flaws & boons vary widely depending on the scope and difficulty of the project at hand and are up to GM discretion. More specific flaws and boons can be rolled on their respective tables in Appendix III.

Unless canceled out and negated, flaws & boons always stack: one flaw rolled is a minor flaw, while two flaws rolled makes a substantial flaw.

When *four or more* ones or sixes are rolled and left without being canceled out, then the flaws and boons begin to multiply: four flaws rolled become one dangerous flaw and one minor flaw; five flaws become one dangerous flaw and one substantial flaw; six flaws becomes two dangerous flaws, and then a new stack is made again. Likewise, the same is true of sixes when they become boons.

Sometimes, you may prefer to keep your flaws and boons all together. In such a case, the GM may flavor your flaw and boon as complementary of one another: two sides of the same coin.

Stack	Value	Effect	Example
1	Minor	Non-mechanical, typically cosmetic	The pie is ugly *(flaw)* The manuscript is illuminated *(boon)*
2	Substantial	The object has mechanical features that make it perform better or worse than expected	The arrow fletching is crooked, giving disadvantage vs AC *(flaw)* The blade never rusts and is immune to acid damage *(boon)*
3	Dangerous (Flaw)	The item performs as expected but with possibly harmful consequences for the user	The magic staff works, but its carved snake head bites you for 1d4 poison damage whenever you critically fail on an attack roll *(flaw)*
3	Magical (Boon)	The item performs as expected and has a surprising magical benefit or alternative function	The soufflé grants the effects of the levitate spell on consumption *(boon)*

Additional Crafting Rules

Crafting generalist

If you haven't selected a trade class, or if you have but wish to craft outside the scope of your chosen trade, you can use the following crafting generalism rules.

Generalist crafting follows the same crafting rules above, but with additional structure applied:

- You gain a number of crafting dice equal to half your proficiency rounded down. This number increases with your proficiency;
- You may only gain a maximum of three preparation benefits;
- You do not gain the use of any of your trade class features or techniques (if you have any) on generalist crafting;
- You add your tools proficiency & ability score from whatever tools you're using, however you must still have tools relevant to the current crafting attempt.

If your GM determines that you have developed your crafting skill in a particular discipline, you may be rewarded a permanent 1d6 increase to your crafting dice in relation to that medium. The maximum allowable dice that you can earn using this method should never be more than your proficiency minus 1. However, if you find yourself using this method frequently you should consider utilizing the trade class character customization rules.

Crafting times

In general, domestic magic works best in group play rather than as an individual effort. The preparation (of gathering high-quality materials, seeking mentorship and assistance, or toiling over a gift) cuts down on the time it takes to craft the item, so thanks to domestic magic, most crafting attempts take less time than they would in normal hands. However, some projects simply require a greater dedication of time and energy; the GM will determine the amount of time it takes to craft a project.

If you play with the trade classes outlined in the next section, then your crafting time will be affected by your available crafting stamina, as well. See the "Trade Classes" section for more information.

Maturation

Some projects take time to mature before they're ready. Pickles, aged cheeses, and cask wines are all labors of weeks, if not years, and gardening yields results only after entire seasons have passed. In such instances, the craft action is made at the beginning of the maturation process and guarantees the quality

it will be when it's ready. However, if the maturation is interrupted or otherwise foiled, then you must succeed on a repair attempt (as outlined below) in order to prevent the project from being ruined. Craftspeople wishing to pursue these projects may benefit from the "Maturity" technique.

Repairs

The above crafting system can also be used to repair existing, but damaged, items—whether they be of your own or someone else's construction. Doing so will follow the same process as crafting from scratch, except that the components of the damaged item will be counted among its base materials. Simple repairs should set the difficulty one level *below* what would be the item's crafting difficulty—except for DL 7+ Legendary/Exemplary projects, which, when damaged, have a repair challenge rating equal to their crafting challenge at *minimum*, and may even be *more* difficult to repair if the item was originally crafted by someone else.

If an item is created with flaws, then repairs cannot remove them.

Workspaces

Workspaces vary in size and complexity, with some projects requiring bulky equipment: ovens for baking, forges for smelting, or greenhouses for gardening. When necessary, workspaces are considered part of the base materials needed to begin a crafting attempt. If you take a trade class, you have access to a modest workspace of your choosing.



PART 2: TRADE CLASSES

Your trade class allows you to develop your process as well as the personalities of the projects you choose to create. There are an unlimited number of disciplines that a tradesperson might choose to pursue, and this system is meant to support you whether you're a tailor, a shipwright, or a papercraft puppeteer.

To begin, simply decide what kind of craftsperson you want to be. Any trade is yours to command, but if you're overwhelmed by the possibilities, we've also included a list of quick builds in Part 4: Picking Your Trade Class.

> ***Variant Rule: Alternative Progression***
>
> Some campaigns prioritize crafting above combat experience. Your GM may challenge you with finding rare blueprints or making a special journey to train with skilled mentors before you can unlock the next tier in your crafting ability.

Progression

All trade classes share the same progression, detailed below. Your trade class level increases by tiers, beginning with tier 1 at combat class level 1. You gain a new tier whenever your proficiency bonus goes up (at combat class levels 5, 9, 13, and 17). You gain the following features when you unlock new tiers:

Tier	Craft Dice	Stamina	Features
1	1d6	3	Language Proficiency, Media, Stamina, Technique, Tool Proficiency, Workshop
2	2d6	4	Finishing Touches, Technique
3	3d6	5	Technique, Additional Tool Proficiency, Second Nature, Tool Proficiency Upgrade
4	4d6	6	Finishing Touches II, Technique
5	5d6	7	Insightful Talent, Technique

Language Proficiency

At tier 1, you gain proficiency in one additional language of your choice. This language should reflect a lingua franca of your chosen Media, and may require consulting with your GM to determine what's accurate to your campaign setting.

Media

At tier 1, after you've selected your trade, you must choose both a primary and secondary medium that focuses your chosen trade. Your primary medium covers the materials you will use in every project, while the secondary medium supplements the first. For example, as a blacksmith you would choose Metals as your primary medium and you might pick Textiles as your secondary, so that you can add leather fasteners, straps, and embellishments to your projects. Media are broken down into categories based on shared properties between materials:

- **Crystals:** stonework, gemcutting, mineral work, ceramics, and glass;
- **Drafting:** drawing, painting, cartography, penmanship, or even the crafting of words;
- **Living Arts:** flower arrangement, gardening, and the culinary arts, as well as hairstyling & cosmetic art;
- **Metals:** all metalwork, including gears and machinery;
- **Textiles:** all fabric, leather, and needlework;
- **Wood:** all wood & paper.

Note that these are general categories; selecting a medium doesn't mean you're fully versed in the scope of all its materials: a tapestry weaver is not the same as a leatherworker, a goldsmith is not a farrier, and a make-up artist is not a chef. This means that when you work on a project that falls outside the scope of either your Media or your chosen trade, you'll use the "Crafting Generalism" rules and you will not gain the benefits of your trade class features and techniques.

Your chosen Media help to sharpen the precision of your craft, which will take shape in the way you play it and the techniques you develop. When crafting, you'll need to consider the gaps in your knowledge and ability whenever you prepare for a new project and adjust accordingly.

> ***Variant Rule: Open Media***
>
> Some GMs may prefer to allow you and the other crafters in your group access to your trade class features even when crafting outside the scope of your chosen trade, as long as your Media are relevant. For example: if you're an armorer and you've selected Metals and Textiles as your primary and secondary medium, you could still gain the use of your trade class features and techniques when crafting a sword. In this variant rule, GMs are encouraged to increase the project's difficulty for any project they feel falls outside your chosen trade: while you may be able to craft the sword, you would do so at a higher Difficulty Level than a weaponsmith would.

Examples

- If you're an **armorer**, pick **Metals** as your primary medium to fashion breastplates, chainmail, or shields; **Textiles** would be a natural secondary medium, for light armors and fasteners.
- A **jewelry maker** might pick **Crystals** as your primary medium so that you can do gemcutting and lapidary work, and **Metals** as your secondary medium for chains, rings, and settings—but you could flip and do the opposite, as well.
- A **painter** should have **Drafting** as your primary medium, but you have a few options for secondary: **Crystals** (for stones) would allow you to make your own paints, but so would **Living Arts** (for chitin or plants). But perhaps you'd prefer a secondary medium of **Wood**, to make your own paper, or **Textiles**, to make your own canvas.
- As a **sculptor**, you might choose any number of Media as your primary: **Wood**, **Metals**, and **Crystals** are all worthy possibilities.

Choose carefully, as your chosen Media will impact which techniques you can take later on, as well as limit the crafting you are capable of doing on your own. But don't stress too much—the world is full of skilled and wonderful people to lend their expertise when you require a collaborator.

Stamina

Starting at tier 1 you gain a total of 3 stamina, which is expended whenever you work on a project at a rate of 1 stamina per Difficulty Level multiplied by the project size, minimum of 1 (see the table below). Your daily stamina is fully replenished at the end of each long rest, and your total daily stamina increases with your crafting tier.

If a project requires more stamina than you could spend in one day, then the project dictates the number of days (and long rests between them) required to complete it: 6 stamina requires two days, 9 requires three, etc. The crafting action is only taken once, at the end of the duration.

An entire day's allotment of stamina equates to 8 hours' work. Crafting times in smaller increments are determined by the GM.

Project Size	Stamina Multiplier
Tiny	½ ×
Small	1 ×
Medium	2 ×
Large	3 ×
Huge	4 ×

Technically Talented

At tier 1 you gain two techniques of your choice from the "Techniques" section. You gain one additional technique at every new tier. At each new tier, you may choose one of the techniques you know and replace it with another technique for which you meet the prerequisites.

Tool Proficiency

At tier 1 you gain proficiency in one set of tools relevant to your chosen trade.

At tier 3 you gain another tool proficiency of your choice. Additionally, choose one toolkit that you are proficient with; you now gain double your proficiency bonus when you use that toolkit during a craft action.

Workshop

At tier 1, if required by your trade, you take possession of a modest workshop. This workshop includes larger tools necessary for the practice of your craft, but nothing advanced, magical, or highly specialized.

Your workshop may have personal decorations or embellishments and is likely to reflect your background and origin, but at tier 1 is a humble operation, such as a backyard shed, a rented attic suite, or a small corner of a busy workshop.

Some tier 1 workshops may even have portable components, such as a folding easel for plein air studies, a tripod for astronomy, or a seed collection kit.

Finishing Touches

At tier 2, you learn to relax and achieve greater control of the craft action. During the fine-tuning stage, you may reroll one d6 and use the second result, reduce the flaw stack of the project by one, or increase the boon stack of the project by one.

You can use this feature twice per project starting at tier 4.

Second Nature

At tier 3, you can choose to forgo the craft action on a DL 1 project. If you do, the project is automatically created with no boons or flaws. Time, base materials, and craft stamina are required and spent normally.

Insightful Talent

At tier 5, you may choose to double the stamina cost of a project, allowing you to roll all your crafting dice twice and choose your result. When you do so, roll your total craft dice at once, tally the total including boons and flaws, and then roll again: you may pick your result from either total.



PART 3: TECHNIQUES

If a technique has prerequisites, you must meet them to learn it. Where the prerequisites are Media, either your primary or secondary medium qualify.

PREREQUISITE: TIER 1

A Stitch in Time

Prerequisite: Textiles

You're deft at repairing a missing button or busted seam. When you make repairs to either of your Media you reduce the difficulty of the project by one level (to a minimum of 1).

Collector

Prerequisite: Crystals

Your materials are a beautiful part of your collection even before you craft with them. When you set out to create a project as a gift, you additionally gain the benefit of a sacrifice.

Connections

Perhaps you're in the family business, or perhaps you're just good at making friends: wherever you go, you always know someone who can hook you up with a high-quality material for your current project, or at least help you acquire it.

However, you must do them a favor in return before you can claim this service again. These favors may involve trading valuable items, performing crafting services, or running dangerous errands. At your GM's discretion, pending favors may be claimed at any time.

The number of "open" favors you can have pending, before word gets around that you're unreliable, and your contacts dry up, is equal to your current crafting tier. Contacts are replenished after successfully returning all pending favors.

Dazzlefly

Prerequisite: Crystals or Living Arts

Whether you make gemstones, fly lures, cupcakes, or eyeshadow palettes, you never fail to sparkle. As an action whenever you use an item of your creation for an ability check, or as a reaction whenever someone else is using your creation within 30 feet of you, the item catches the light and begins to dazzle, adding +1d4 to the associated ability check roll. Once you have used this feature you must complete a short or long rest before you can do so again.

Durable Assembly

Prerequisite: Metals or Wood

Whenever you successfully complete a project, the object's AC is +1 and the object has resistance to a damage type of your choice. These qualities are for the object itself; armor created with this technique does not pass these additional benefits on to the wearer.

Eidetic Enterprise

Using your craft, you can create the perfect visual likeness of anything you have seen in the past week. This includes anything from statues or paintings of people, to exact forgeries or copies of other items. If the object you seek to emulate has unique powers or abilities, you may choose to attempt to recreate those, naturally affecting the difficulty of the craft. You may also choose to craft entirely new properties for the object or end the similarities at the likeness only. When crafting with this technique the likeness is unaffected by flaws.

Green Thumb

Prerequisite: Living Arts or Wood

You're naturally skilled with plants, and they flourish under your watchful eye. You can spend 10 minutes with a living plant to determine whether it is under the effect of any sort of magic, and if it has any immediate needs (such as pest removal, watering, pruning, or repotting).

Additionally, a plant under your care thrives. Choose one of the following effects for it to gain:

- ***Sprout:*** A seed will sprout in an hour, grow to a sapling in 8 hours, and mature to harvest within 24 hours. After it reaches maturity, its growth rate stabilizes.
- ***Bloom:*** A flowering plant will stay healthy and in bloom for twice as long; if it's been under your care for at least 24 hours, this effect lasts even in your absence.
- ***Yield:*** A harvestable plant will yield twice the bounty.

Infectious Enthusiasm

You gain advantage on any Charisma checks involving your current project. This lasts until the project is complete; however, if you choose to gain advantage in this way and fail the check, you cannot gain the benefits of this technique again until you finish a long rest.

Inherited Tools

You gain one set of your choice of tools, handed down to you from a beloved family member, admired colleague, or esteemed mentor. If these tools become lost, they reappear on your person when you complete a long rest. If they are destroyed, you can always recover enough of them to perform repairs. These repairs require the completion of a DL 2 project, counting as a Small object for stamina purposes.

At tier 2, if you use these tools in the creation of a project and the crafting attempt fails, then you may roll an additional 1d6 and add it to the total. However, you cannot replace or reroll the result that die provided. You may only do this once per month.

At tier 4, the dice granted by this technique increase to 2d6.

Jury Rigger

You can turn unorthodox items into base materials without increasing the craft Difficulty Level. The material must be able to conceivably function in that role, i.e. you can cook on a hot stone, or use tree sap for adhesive. Ultimately your GM is the arbiter of what is or isn't conceivable.

Maturity

Prerequisite: Living Arts

When you prepare food of any variety it stays at an ideal condition (i.e. oven-warm, sparkling, or crisp) for four times as long and takes ten times as long to spoil. Additionally, whenever you craft something that gets better with age, your domestic magic creates it reasonably matured and ready to use. Further maturation occurs at three times the natural rate and increases the quality of the item accordingly. If created with boons, the boons must also improve with age. Maturation is marked in weeks, months, or even years, and the schedule is decided by the GM.

Me Time

You've learned that a good rest is a productive one. If you extend your long rest by an additional two hours—enjoying a long bath, a robust meal, or another form of relaxation—you start the day with 1 additional craft stamina.

At tier 3, the additional craft stamina increases to 2; at tier 5 it increases to 3.

Signature

All your projects are enchanted with an arcane mark that responds to your command and proves you're the creator. Additionally, you're instantly aware of the presence of any item of your creation within 100 feet. The arcane mark is magical and can be seen with spells such as *detect magic* and *true sight*, or any other means that reveal hidden magic.

At tier 3 this distance increases to 500 feet, and at tier 5 it increases to 1000 feet.

Slow and Steady

You may choose to spend additional craft stamina equal to the project Difficulty Level during the craft action. If you do, your finished piece is extremely durable and, when applicable, has double the hit points of other objects of its kind. Any flaws applied to such a project do not negatively impact its durability.

Smell of Success

Prerequisite: Living Arts

The aroma of your projects can be smelled from up to 100 feet away, though airtight environments and wind patterns may alter this radius. A creature's like (or dislike) of that scent is doubled within 10 feet.

Sticky Fingers

You have advantage on all Dexterity checks made to gather materials for your current project.

Survivalist

Whenever you harvest materials from either plants or creatures (select one when you take this technique) you're guaranteed to collect a number of parts in perfect condition equal to your trade class tier.

At tier 3 this benefit applies to both plants and creatures, regardless of which one you picked at selection.

PREREQUISITE: TIER 2

Applied Appraisal

You can purchase all non-magical materials at 1/10th the normal cost: platinum cost becomes gold, gold becomes silver, silver becomes copper, and copper becomes free. These materials are noticeably lower quality, but still serviceable in the right hands (namely, yours). As such, items bought in this way can only be used for projects you create and are typically unfit for direct use in their raw or newly acquired forms. In addition, they cannot be used as material components for spells, or resold at a higher market value until they've been reworked into a higher quality item through crafting.

Collaborator

You can gain the benefit of the assistance preparation twice per project provided you have unique sources for both uses.

This increases to three times per project at tier 5.

Counselled Crafter

You can gain the benefit of the knowledge preparation twice per project provided you have unique sources for both uses.

This increases to three times per project at tier 5.

Eldritch Workshop

Prerequisite: Spellcasting

Choose one toolkit and up to three pieces of workshop equipment necessary for your trade, such as a grinding wheel, a small forge, an anvil, a spinning wheel, a medium-sized outdoor oven, or the like. You can summon magical duplicates of these items within 5 feet of you as long as there is space for such objects. These items function as if they were real and disappear once they have been used in the completion of a number of projects equal to your crafting tier, or if you dismiss them early. Once you use this technique you cannot use it again until you successfully complete a long rest.

If you have the "Workshop Familiar" technique, the familiar will be summoned alongside the workshop, but is not necessarily dismissed with it.



Good as New

You're an expert at repairing broken items and objects. When you make repairs to your trade class material you reduce the difficulty by one level (to a minimum of 1).

At tier 5 the difficulty is reduced by two levels (to a minimum of 1).

This technique may stack with the tier 1 "A Stitch in Time" technique.

House Magic

Your grasp of domestic magic is exceptional enough that it manifests in other talents. You learn either *mage hand* or *mending* (or, with your GM's approval, another cantrip appropriate to your chosen trade, provided it doesn't deal damage.)

Natural Bounty

The wilderness carries everything you need to perfect your craft and complete projects. You always know where to find base materials for your projects and can acquire them easily and free of cost. When searching for high-quality materials in nature you have advantage on all Wisdom checks made to find them.

Routine

The frequent creation of your smaller items makes the process of crafting them feel like clockwork. Successfully completing a project for any Small or smaller item reduces the Difficulty Level of future attempts of the same project by 1. This reduction can only occur on a project once and cannot reduce the difficulty lower than 1. If you've completed a flawless version of the project, it instead reduces the Difficulty Level by 2.

At tier 4 this also applies to Medium items.

Runeforged Workshop

Prerequisite: Metals

Your workshop includes a forge that burns magically clean and efficiently. You can repurpose the metal from any magical item (whole or broken) as a high-quality material for a future project as long as it has metal components. Metals reworked in this way do not transfer over any inherent magical effects unless another technique would allow them to do so.

The Good Stuff

You can gain the benefit of high-quality materials twice per project provided you have unique sources for both uses.

At tier 5 you can gain this benefit three times per project.

Welcoming Workshop

While another craftsperson is sharing your workshop, you roll 1d6. You may each choose to add the result of that roll to both your current projects' craft actions.

Workshop Familiar

Your craft has attracted a wandering spirit that is curious about your work and willing to lend its assistance. You may cast *find familiar* as a ritual within your workshop, and the first time you do so requires no material components. Any further casts of this spell require the listed material components. Your familiar may act as an assistant during the preparation stage, granting you the benefit of assistance.

Prerequisite: Tier 3

Arcanist

You reduce the difficulty of non-legendary magic items and projects by one level.

Comfort Zone

You tend to create practical, familiar projects. You may choose to gain either a +5 bonus or a boon in the fine-tuning stage when you attempt to craft a weapon, armor, or tool that you are proficient with. If you choose to gain a boon, the boon cannot be spent to remove a flaw.

Craftmaster

You reduce the difficulty of non-magic items and projects by one level.

No Time to Waste

Once per month you can choose to complete any project in only an hour, provided the project is of DL 6 or lower. If the project would have taken less than an hour anyway, it is completed instantly. You must choose to use this feature before making the crafting roll.

This technique applies even to maturation, gardening, or any other project that would normally take months or more to complete.

Salvaged Arcanum

You have learned how to coax the magical essence from enchanted items or materials and apply them in your projects. When adding high-quality materials with pre-existing magical effects to a project with a DL of 1 to 4, roll 1d20. If the result is equal to or lower than four times the project Difficulty Level, then the new item inherits the properties of the enchanted item.

If the project's Difficulty Level is 5 or higher then the item is guaranteed to inherit the properties of the materials used.

Subtle Touch

When you take this technique, you may instead gain three tier 1 techniques of your choosing, provided that you meet their individual prerequisites and that they do not have upgrades at higher tiers.

PREREQUISITE: TIER 4

Arcane Crafter

Prerequisite: Spellcasting

You've learned to weave your magic into your crafting. You can expend a spell slot to automatically complete a crafting project equal to half the spell slot expended, rounded up + 1, provided you have successfully completed the project before. The version you create has no boons and no flaws.

Blessed Creation

Prerequisite: You serve a god, deity, patron, or other higher cosmic power

The gods smile upon your work. When you begin a project by beseeching your divine patron, you gain +6 to your craft action and one immediate boon. You then roll 2d6 extra and can choose to add the result of one or both dice to your craft action, including any flaws and boons resulting from these dice. Once you have done so you cannot ask for a blessing on another project for one month.

Homegrown

Prerequisite: An innate bond to nature

Any plant you have personally tended to for at least one month becomes a sanctuary for you, as defined by the *word of recall* spell. A clipping from this plant allows you to cast *word of recall* as a ritual provided the sanctuary you are returning to is this plant. The first time you do so has no additional requirements, however every subsequent casting with this plant requires a d20 roll. On a result equal to or lower than the number of times you have recalled to this plant, the plant withers and dies, no longer a sanctuary.



Manufacturer

Prerequisite: No spell slots higher than 5th level

When you complete a project, you can choose to quadruple the crafting time in order to make a batch of the same item. The items all share the same crafting rolls and will feature identical properties, including flaws and boons. The maximum number of items that can be made varies depending on the size and difficulty of the project, as detailed in the chart below.

DL	Tiny	Small	Medium	Large	Huge
1	100	50	25	12	6
2	50	25	16	6	3
3	25	16	12	3	1
4	16	12	3	1	-
5	12	3	1	-	-
6	3	1	-	-	-

Toolsmith of the Trade

Prerequisite: Expertise

Whenever you craft an item or object that requires an opposed ability check to undo, open, or discern (such as locks or disguises) you may add an ability modifier of your choice to the object's DC. Additionally, whenever you perform an ability check that uses both your expertise and an item you have created, you may add an ability modifier of your choice to the roll.

PREREQUISITE: TIER 5

Tier 5 techniques represent a mastery of your craft that took significant effort to learn. You may only select one tier 5 technique.

Alloy

Prerequisite: Metals

Your intense study of metallurgy has led to your discovery of a rare new alloy. This alloy is unique to your craft and only you know how to make it. Once you've selected your alloy and its qualities, it can't be changed. It is a combination of three of the following metals of your choice and gains the qualities of each:

- ***Illuminium:*** If this metal is exposed to sunlight or moonlight for one minute it will begin to glow, replicating the type of light, and casting bright light for 30 feet. As a bonus action you can change the color of the glow, but it will always have the quality of whatever light it was most recently charged by. Furthermore, the metal can be used in conjunction with any light-creating spell or effect to double the spell's light radius. Striking this metal in a way known only to you will cause it to stop glowing until it is exposed to light once again.
- ***Realm Silver:*** The metal is considered either holy or unholy and cannot be voluntarily touched by two of the following creature types of your choice: fiends, celestials, fey, or undead.
- ***Adamantine:*** Objects made of this metal have AC 23 and a damage threshold of 10.
- ***Deep Mountain Brass:*** Sound produced by anything made from this metal can be three times louder or three times quieter. You may choose which quality you prefer every time you craft with your alloy.
- ***Stained Glass Steel:*** The surface of this metal is covered with shifting patterns. During the craft action, you can manipulate the patterns to make a static shape, or a constantly moving one, like a holograph. The image and its state are set once the craft action is complete.
- ***Morphing Mercury:*** You have a secret method of converting this metal between liquid, bendable, or completely rigid. You can activate this phase change as an action even after the item has been crafted. If the metal was separated during the liquid or bendable phase, it will magically rejoin the item when it's returned to its rigid state.

Evergreen

Prerequisite: Wood

Items you create mend themselves. As long as an item you have created hasn't been completely destroyed or disintegrated, it begins to mend itself for 1 hp per minute. Additionally, you may cast *awaken object* once per year without expending a spell slot or materials as long as the target is a project you have completed. If *awaken object* is cast on a project DL 6 or higher, you regain the ability to recast the spell as short as a month later, instead.

Heirloom

Items you've created can be refined with care and practice. Once per month, you can attempt to improve the item with a repair. Successfully doing so three times reduces its flaw stack by one. When the flaw stack is depleted, then three successful repairs add to the boon stack, which can subsequently be upgraded with additional repairs. Once the item has one major boon, then a total of four successful repairs will be needed to increase the boon stack once again. With two major boons, subsequent repairs increase to five, and increase by one for every major boon added thereafter. If the item already had boons before the Heirloom technique was utilized, then three repairs will still apply towards removing any flaws. Once the flaws are removed, however, then the number of repairs necessary to increase the boon stack will reflect the number of major boons already imbued in the item.

Resonance

Prerequisite: Crystals

Your creations vibrate with a familiar hum of magic, capable of absorbing and storing energy. Each time a spell (of a level equal to or higher than half the item's Difficulty Level, rounded up) is cast within 60 feet of one of your projects, the item gains a charge of resonance. Once the item reaches three charges, they can be unleashed as a bonus action, resulting in the casting of a spell from the list below. The spell is chosen by the GM or rolled on a d6.

- *beacon of hope*
- *conjure animals*
- *haste* (target is the item's user)
- *hypnotic pattern* (DC 18)
- *magic circle*
- *mass healing word* (+4)

Once the spell effect is ended, the item can begin absorbing new charges once again. These effects can only be activated by the rightful owner of one of your creations. In cases of immovable, standing structures (as stonemasons might make), then the charges can be activated by touching the frame of the nearest doorway or window. As the item's creator, you are the arbiter of who qualifies as an item's rightful owner.

Small Delights

Prerequisite: Living Arts

The impermanent nature of your work empowers it during its brief time in the world. Consumable projects made by you—such as food, makeup, or hairstyling—has a temporary health pool equal to 5 times the stamina cost of the project (before any modification from techniques that might reduce the stamina needed). Whenever the creation is consumed (by eating or wearing, as the case might be) by a creature, that creature can gain temporary health from the project's pool up to the points remaining in the pool. If a project produces a yield greater than one (i.e. a batch of cupcakes), then the temporary health pool is shared across every creature who partook of the entire yield. Furthermore, whenever a creature with these temporary hit points makes an attack roll, ability check, or saving throw it can spend 3 temp hp to add +1 to the roll. A creature can perform this exchange multiple times per roll as long as it has 3 or more of these temporary hit points remaining.

Spellweaver

Prerequisite: Textiles

You've learned to interlace your work with the very fabric of domestic magic. Choose one of the following schools of magic: abjuration, divination, enchantment, or transmutation. Whenever you complete a Difficulty Level 3 or higher project you may choose a 1st-level spell from that school. The item may be used to cast that spell once. At the GM's discretion, stacks of boons might empower these effects further, allowing for casting once per long rest or even granting you use of higher level spells.

Additionally, when you take this technique you may select any number of spells from any school whose total combined spell levels are 4 or less. You can imbue a personal item that you have made for yourself with these spells and may cast them each once per long rest. You may only imbue one such personal item at a time; if you chose to imbue a new item, the old one loses its spells.

Subtext

Prerequisite: Drafting

You've developed a technique that allows you to lace your work with intrinsic meaning. Whenever you complete a drafting project you can also choose to apply the following magic:

- ***Animated.*** Some part of the drafted work moves or otherwise animates.
- ***Hidden Message.*** A layer of text or imagery not seen in the original work reveals itself.
- ***Emotion.*** The drafted work conveys a strong emotion to the viewer.

You choose the trigger that will activate these effects, whether it be simple (e.g. "someone looks at it") or complicated ("someone who has their doubts about the current regime and who wants to meet like-minded people walks by"). The trigger must be something tangible within the setting, and cannot be based off character level, CR, or hit points. The GM will intercede to determine what triggers are reasonable.

When you create this object, you may also choose to affix a Persuasion, Deception, or Intimidation ability check to it, either using your passive total or rolling with advantage. You must choose before making the roll. This check will be made against anyone who triggers the subtextual content.

Symbol

You can complete a project that serves as a symbol to others, granting them comfort and guidance. Creatures within 600 feet of the object that can see or hear it, any creature that directly follows the leadership of a creature that wields it, or any creature that acts in the object's preservation gains the benefit of its symbolism. The symbol grants immunity to fear, immunity to the first two steps of exhaustion, and allows the creature to restore up to two levels of exhaustion and all lost hit dice on a long rest. You may only have one such symbol empowered at any one time, however you may have up to three duplicates of the same symbol.

PART 4: PICKING YOUR TRADE CLASS

When it comes to choosing your trade class, the sky's the limit: if you can make it, you can be it. As documented in Part 3, building a trade class comes down to a balance of specialties and limitations. While any player can make a crafting attempt for anything, it is only your training, experience, and specialized skills that allow you to benefit from your trade class features and techniques.

Mixed media

In general, your chosen craft defines the scope of what you can create. Your primary medium contextualizes it, and your secondary medium adds a cross-disciplinary level of training.

For example, if your trade is **clockmaker**, then you're an expert in making gears and constructing them into mechanical timekeeping devices. Your primary medium could be **Wood** or **Metals**, depending on whether you make wooden or metal gears and devices. If you pick Metals, then it's reasonable to assume you can craft beautiful metal pocket watches—especially if your secondary medium is **Crystals** and you incorporate colorful ceramics into your design. In this case, a gilded pocket watch with ceramic inlay and a fine gold chain would be within the purview of your expertise, and all your trade class techniques would apply.

However, if your Media were Metals and Crystals but you still wanted to build a wooden cuckoo clock, it's reasonable for the GM to stipulate that your inexperience with the material means your trade class techniques do not apply. At the same time, the GM *may choose* to lower the Difficulty Level of the crafting attempt to reflect your skill with clockwork, even if you don't gain any benefits from your techniques.

The same can also be said for uses of your Media that do not incorporate your clockmaking ability. If you (the clockmaker) wish to craft a gold crown with glass beads, the GM may acknowledge that you're familiar with the materials, but you lack the necessary familiarity with the craft to use your techniques.

Typically, unless your GM says otherwise, both your trade and your Media need to be relevant for your trade class techniques to apply. If these limitations aren't to your liking, check out the "Open Media" variant rules in Part 2: Trade Classes.

But remember: while the GM arbitrates, *you* collaborate. Other tradespeople can bring skills to your crafting that will make you a stronger craftsperson. If you, as the above clockmaker, wish to make a wooden cuckoo clock, you can bring on a relevant expert (a carpenter, perhaps, or a toy-maker, either with a primary medium of Wood) to provide you with assistance. Not only do you gain a d6 in your attempt because you have the assistance benefit, but you would also regain the use of your trade class techniques, because the relevant skills are all accounted for.

Of course, you could also be a clockmaker who chooses both Metals and Wood as your Media—in which case, you could make both the pocket watch and the wooden cuckoo clock.

Creating your trade class

To create your trade class, you need to communicate your intent and your chosen Media to both your GM and the other players. It may help to speculate with the group about what your dream project would be, and what you one day hope to craft during the course of your adventure. This exercise is not a contract: you may change your mind about your dream project at any point in your adventure.

To start, complete the following sentence:

"I am a [trade]. My primary medium is [Media 1] and my secondary medium is [Media 2]. With these, I would like to build [my dream project.]"

For example:

Danika is a bard and an artist. She introduces herself during character creation: "I am an artist. My primary medium is Drafting and my secondary medium is Wood. With these, I would love to bind my own artbooks, laced with enchantments."

Horace is a fighter and a weaponsmith. He introduces himself during character creation: "I'm a weaponsmith. My primary medium is Metals and my secondary medium is Wood. With these, I want to build myself a giant, two-handed cleaver made from the grate of a broken portcullis."

June is a cleric and a botanist. She introduces herself: "I'm a botanist. My primary medium is Living Arts and my secondary medium is Crystals, for finding fertile soil. With these, I want to empower my deity by *growing* a church, with an altar, pews, and even a likeness of my goddess inside."

Quick builds

While we encourage you to pick from a world of possibilities, we've included some quick build suggestions for you to consider, when spoiled for choice.

CRYSTALS



Those who work with Crystals are masters of strength in delicate matters. They respect resilience in their materials and patience in their peers. The fine details of their craft require a steady hand and a keen eye, particularly because their materials tend to be rare and expensive. Crystals covers work in glass, ceramics, rocks, and gemstones, and is typically the primary medium of masons, sculptors, runesetters, jewelers, and glassblowers.

Languages of the Trade

Dwarvish, Goblin, and Gnomish are common lingua franca for those who plumb their supplies from the belly of the earth. When you select Crystals as your primary medium you learn one of these languages, or a language of your GM's choosing.

EXAMPLE BUILDS

GLASSBLOWER

Glassblowers shape molten glass using the power in their lungs and the deftness of their hands.

Secondary Material: Metals
You can repair your own tools and lay down filigreed frames for your stained-glass projects.

Glassblower's Tools
You're proficient with glassblower's tools. Your toolkit includes: a leather wallet filled with glass vials for the collection of colored minerals, a pair of tweezers, a trowel, and a flint.

Workshop
At tier 1, your workshop includes a kiln and bellows, a glassblowing pipe, a block, a paddle to help shape the glass, and a wheelbarrow for collecting sand.

Starting Techniques
Slow and Steady
Eidetic Enterprise

JEWELER

Jewelers focus on the cutting and faceting of gems and other precious stones or beads.

Secondary Medium: Metals
You can make fine chains, rings, or settings for your finished pieces.

Jeweler's Tools
You're proficient with jeweler's tools. Your set includes: calipers, needle-nose pliers, a face mask, a magnifying lens, and a handheld slate for testing mineral hardness, a pickaxe, 10 pitons, and 50 feet of hempen rope.

Workshop
At tier 1, your workshop includes a grinding wheel for cutting and a water pump for polishing, as well as a workbench, a pointed magnifying glass, and a collection of dust masks.

Starting Techniques
Inherited Tools
Collector

MASON

Masons work stone into sturdy structures and strong foundations, capable of withstanding onslaughts from enemies and the ages alike.

Secondary Material: Wood
While your primary medium allows you to make your own mortar, a familiarity with woodcraft means you can build scaffolding or strong support beams when necessary.

Mason's Tools
You're proficient with mason's tools. Your toolset includes: a trowel, a heavy hammer and chisel, a maul, 10 wedges, and 100 feet of hempen rope.

Workshop
At tier 1, your workshop includes a wagon for hauling large stones, a sturdy winch and chain for unloading said stones, and a sledgehammer.

Starting Techniques
Durable Assembly
Slow and Steady

DRAFTING

Tradespeople who work in Drafting are introspective folk prone to getting lost in the rich tapestry of their imagination. Often ink-splattered, their hands work quickly to translate the things they envision onto the page. Drafting typically includes anything involving ink and paint, and its tradespeople are artists, cartographers, writers, calligraphers, songwriters, and even astronomers or astrologists.

Languages of the Trade

Celestial, Abyssal, and Auran are languages found throughout notable drafting works and resources. When you select Drafting as your primary medium you learn one of these languages, or another language of your GM's choosing.



EXAMPLE BUILDS

CARTOGRAPHER

A good map can change the world, opening new avenues to accessibility.

Secondary Material: Textiles
You can build long-lasting, weather-resistant maps with leather, vellum, or canvas.

Cartographer's Kit
You're proficient with cartographer's kit. Your kit includes: a sextant, a compass, graphite pencils, a triangle set, gridded parchment paper, 50 feet of hempen rope, and 10 pitons.

Workshop
Cartographers do their best work on the go, so your workshop is a portable one. At tier 1, your workshop includes an old, 30-pound spyglass and a tripod compatible with both the spyglass and your sextant. You may have an additional stationary workshop that includes a drafting table and a small atlas library.

Starting Techniques
A Stitch in Time
Eidetic Enterprise

PAINTER

Artists capture the world's imagination in broad and fine strokes alike.

Secondary Material: Living Arts
You can make your pigments straight from the source: crushed seashells, insect chitin, and rare plants all make for excellent paints.

Painter's Kit
You're proficient with painter's kit. Your kit includes: a smock, a waterproof leather wallet containing a selection of brushes, a small satchel of 12 paints, and a mortar and pestle for grinding pigment.

Workshop
Your workshop features a large easel, a drawing table, and a collection of dusty dolls and figurines you often use for reference. You may also have a plein air kit that you can bring with you as a portable workshop.

Starting Techniques
Infectious Enthusiasm
Eidetic Enterprise

WRITER

Writers communicate the great unknown through stories, plays, poems, or even song.

Secondary Material: Wood
You can produce and bind your own books, leaflets, and scrolls.

Writer's Supplies
You're proficient with writer's supplies. Your kit includes: a method of recording your words, either by quill, pen, or a slate and stylus for writing in tactile alphabets, and may also include a lantern, and a waterproof backpack for your finished scrolls and texts.

Workshop
At tier 1, your workshop contains a writing desk, a window, and a comfortable chair with a small library of your most aspirational favorites.

Starting Techniques
Infectious Enthusiasm
Signature

LIVING ARTS



The Living Arts is the most tempestuous of the Media, as its pursuits involve living, breathing, or decaying materials, and its finished products are typically fleeting. As a result, tradespeople who work in the Living Arts tend to be passionate thrill-seekers, always looking for the next big thing or the wildest experience. Such people may be recipe-makers, such as chefs or alchemists; they could work with the land, like gardeners or fisherfolk; or they might even leave their mark on their fellow adventurers, as hairstylists, cosmetic artists, or tattooists. Because a Living Arts creation is always subject to decay, practitioners of the Living Arts usually find it a bit easier to make magic items than most other trades.

Languages of the Trade

Draconic, Deep Speech, and Halfling are all languages with rich nuance for discussing style and indulgence. When you select Living Arts as your primary Media you learn one of these languages or another language of your GM's choosing.

EXAMPLE BUILDS

ALCHEMIST

Alchemists combine and distill raw ingredients into potions, salves, and powders.

Secondary Material: Crystals
You can incorporate stones and crystals into your alchemy, either by grinding them into a potion or by selecting the appropriate non-reactive (or reactive, as you might require) flasks.

Alchemist's Suppies
You're proficient with alchemist's supplies. Your toolset includes: an apron, a mortar and pestle, an alembic, a crucible, and a tinderbox, all contained in a sturdy, reinforced satchel.

Workshop
At tier 1, your workshop includes a workbench with a small gas-fed flame for heating reagents, a series of crystal and otherwise non-reactive vials and decanters of various sizes, a mask, goggles, and gloves for working with corrosive substances, a fume hood, and an eye-washing fountain.

Starting Techniques
Green Thumb
Connections

BEAUTICIAN

A beautician's canvas is the body, where you can apply your skill in hairstyling, cosmetics, and skincare.

Secondary Material: Drafting
You have the deftest touch when applying make-up, body art, or face paint.

Beautician's Kit
You gain proficiency in beautician's kit. Your kit includes: a small eyeshadow palette (containing 6 colors), three shades of lipstick, six shades of foundation, matte powder, an emery board and nail buffer, a comb, styling gel, a small pair of brass scissors, a selection of application brushes, and a small compact.

Workshop
At tier 1, your workshop contains a styling chair, a sink, a full-body mirror, and ring lighting.

Starting Techniques.
Dazzlefly
Eidetic Enterprise

CHEF

Chefs are culinary artists, capable of making delicious meals and commanding a disorderly kitchen.

Secondary Material: Metals
You can conduct repairs on your beloved tools.

Chef's Tools
You're proficient with chef's tools. Your kit includes: a padded envelope containing a paring knife, a carving knife, a fillet knife, and a cleaver; a small satchel of seasonings, including salt, pepper, and three additional spices of your choice; an apron; a wooden spoon; a pair of tongs; either a cast iron pan or a wok; and either a wineskin, coffee carafe, or tea pot and a weeks' worth of wine, tea leaves, or coffee beans to match.

Workshop
At tier 1, your workshop includes both a stove and an oven, a large wooden workbench for preparing ingredients, and a selection of basic pots and pans. There is space enough for an icebox or a small herb garden, but these features are upgrades which would need to be acquired.

Starting Techniques
Maturity
Smell of Success

METALS

Forged in fire, practitioners of Metals trades are unafraid of a challenge. They're often as shrewd at business as they are skilled at their trade, making them a formidable presence in most markets. Metals are the primary Media of blacksmiths, armorers, farriers, some jewelry-makers and sculptors—and possibly even counterfeiters.

Languages of the Trade

Giant, Orc, and Ignan are all languages that value the hidden power of Metals. When you select Metals as your primary Media you learn one of these languages or another language of your GM's choosing.



EXAMPLE BUILDS

WEAPONSMITH

Weaponsmiths put hammer to steel and forge durable weapons and tools.

Secondary Material: Wood or Textiles
You can outfit your finished weapons with comfortable and versatile hafts, grips, or scabbards.

Smith's Tools
You're proficient with smith's tools. Your basic kit includes: a large hammer, a pair of heat-resistant gloves, a pair of tinted glasses, a leather wallet containing a set of chisels, drifts, and punches; three small vials of oils; two handheld whetstones (one coarse, one fine); and a book of matches or a flint.

Workshop
At tier 1, your workshop is a modest affair, likely shared with other apprentice blacksmiths. Nevertheless, you have access to a forge, anvil, and slack tub with a small selection of hammers, tongs, fullers, and hardies. You also have a heavy, heat-resistant smock. As a benefit of the shared space, there is always enough fuel on hand to stoke enough heat for projects up to level 3 difficulty.

Starting Techniques
Durable Assembly
Me Time

CLOCKMAKER

Despite the name, clockmakers don't just keep time: they specialize in all gears and minute machinery, making clockwork toys, fancies, puzzles, and, of course, clocks.

Secondary Material: Crystals
You can add crystal components and glass embellishments to your creations.

Clockmaker's Tools
You're proficient with clockmaker's tools. Your set includes: a headband with a small light and a flip down magnifying lens; a toolkit including screwdrivers, pliers, and a magnetic pick; a set of molds for casting standard-sized gears; a working pocket watch, and a small punch and chisel.

Workshop
At tier 1, your workshop includes a bench with a selection of mounted magnifying lenses, two lamps, and a shelf of five clockwork toys you've purchased at the market.

Starting Techniques
Sticky Fingers
Signature

GILDER

A gilder works golds, silvers, and other precious metals in the art of gilding and filigree. They can provide embellishments to other craftsmen, or craft entire gilded fences, frames, and jewelry pieces with fine metals.

Secondary Material: Living Arts
You can distill gold and silver from the environment using alchemical solutions.

Gilder's Tools
You gain proficiency with gilder's tools. Your kit includes: a selection of fine pliers and tweezers, a head-mounted magnifying glass, a hammer, a chisel, a coat with hidden pockets for concealing (DC 15) small amounts of valuable materials, and a "jeweler's almanac" containing the past six months' market prices for gold, silver, and copper.

Workshop
At tier 1, your workshop includes a small smelting station for recycling waste metals back into reusable materials, a workbench, and a bright lamp.

Starting Techniques
Eidetic Enterprise
Infectious Enthusiasm

TEXTILES

Craftspeople who work in Textiles are often politically-minded (though not necessarily ambitious) and courteous, and as deft-fingered as they are keen-eyed. Threads of fate may draw adventurers together (or twist them apart), and Textile-workers often approach these life events with pragmatism. The Media itself is the domain of needleworkers, tanners, tapestry-makers, vexillographers, and many more besides.

Languages of the Trade

Undercommon, Infernal, and Aquan are languages as intricately woven as the most exquisite of tapestries. When you select Textiles as your primary medium you learn one of these languages or another language of your GM's choosing.



EXAMPLE BUILDS

TAILOR

Tailors stitch clothing for all races and body types, capable of accommodating both practical and fashionable needs.

Secondary Material: Drafting
You can draw your own patterns and stitch beautiful embroidered pictures into your clothing.

Tailor's Supplies
You're proficient with tailor's supplies. Your set includes: a small thin wallet containing 20 needles of different gauges, two sharp pairs of fabric scissors, a set of six spools of thread with colors of your choosing, a thimble, a pincushion, and a measuring ribbon.

Workshop
At tier 1, your workshop includes a large drafting bench demarcated with measurements, a stool, a full-length mirror, two mannequins, and enough scrap fabric for 10 Small or smaller level 1 projects.

Starting Techniques
A Stitch in Time
Infectious Enthusiasm

LEATHERWORKER

Working with animal hides, leatherworkers can create light armors, clothing, and accessories.

Secondary Material: Living Arts
You can make your own alchemical solutions for tanning and dyeing hides.

Leatherworker's Supplies
You gain proficiency with leatherworker's supplies. Two blades (one retractable, the other for skinning), a set of shears, a leather punch and carving set, a folding tanning rack, and three small pouches of tanning salts.

Workshop
At tier 1, your workshop includes a workbench, simple sewing supplies, one large tanning rack, a cauldron and firepit for hardening leather, and a single tub for the various salt solutions and alum soaks.

Starting Techniques
Survivalist
Jury Rigger

WEAVER

Weavers use their hands or tools to work ribbons or threads together in beautiful patterns. They can make tapestries, blankets, shawls, or beautiful hand-held decorations.

Secondary Material: Living Arts
You can harvest your own straw, floss, or silk and make your own dyes.

Weaver's Kit
You're proficient with weaver's kit. Your set includes: a hand or lap loom, a beater, a needle, a flat ruler, and five spools of colored flax thread, a pair of scissors, a sharp shearing knife, and a large canvas bag with a frame to house your current project.

Workshop
At tier 1, your workshop contains a comfortable chair, a selection of patterns for level 1 difficulty projects, and a tin bucket for dyeing thread.

Starting Techniques
Dazzlefly
Survivalist

WOOD



Wood is a tender but flexible substance, and its workers often share its temperament. Respectful of their source material, craftspeople who work with Wood have the patience and appreciation to watch a tree grow, and the compassion to translate its living essence into the things they create. Tradespeople may be shipwrights, carpenters, builders, papermakers, scrapbookers, or decoupage artists.

Languages of the Trade

Sylvan, Terran, and Elven are often the languages of the trees themselves. When you select Wood as your primary Media, you learn one of these languages, or a different language of the GM's choosing.

EXAMPLE BUILDS

CARVER

Carvers are artisans, coaxing beautiful figures and designs out of the wood. Their projects are largely decorative, but they have a practical side, too: making beautiful headboards, picture frames, or even prosthetics.

Secondary Material: Living Arts or Drafting
You can grow and harvest your own specimens using Living Arts.

Woodcarver's Tools
You're proficient with woodcarver's tools. Your kit includes: a chip knife; a gouge, chisel, and borer; and a bark stripper.

Workshop
At tier 1, your workshop includes a large workbench, a vice, a lathe, and a selection of sandpaper and oils.

Starting Techniques
Survivalist
Eidetic Enterprise

SHIPWRIGHT

Enablers of adventure, research, trade, and diplomacy, shipwrights build vessels for navigating the seas and fording rivers.

Secondary Material: Metals or Textiles
You can make your own sails (Textiles) or build your own metal hull enforcements (Metals).

Shipwright's Tools
You gain proficiency in shipwright's tools. Your kit includes: an axe, a handsaw, an adze, 50 feet of silk rope, and a jar of waterproof resin.

Workshop
At tier 1, your workshop contains a large workbench, up to 20 feet of open space, and three sawhorses. A 5-foot-by-8-foot wheeled pushcart is also available for your use.

Starting Techniques
Durable Assembly
Slow and Steady

SCRAPBOOKER

While others invent, scrapbookers document. A visual archivist, scrapbookers keep what others might forget.

Secondary Material: Textiles
You can bind your own books.

Scrapbooker's Supplies
You gain proficiency with scrapbooker's supplies. Your set includes: a large, empty scrapbook, scissors, glue (both reactive and non-reactive), pen and ink, a brush, and a clear lacquer.

Workshop
At tier 1, your workshop includes a large desk, a lamp, a large ruler and paper cutter, a stack of colored paper, and 2 large jars of colored glitter.

Starting Techniques
Eidetic Memory
Durable Assembly

Chapter II:

Cape Verdigris


silverstruck
brass manor
cascade


Cape Verdigris
inkwell peak
tapestry hills

CAPE VERDIGRIS

Domestic magic isn't centralized: there's no vortex of immense power, no crucible in which its arcane source cooks. It permeates, creating eddies in kitchens, forges, and studios, pooling wherever projects are on the go.

But there is nowhere in the world where it is studied, practiced, and honored quite so much as Cape Verdigris.

Located at the tip of a subtropical archipelago, Cape Verdigris is a remote collection of settlements nestled into the flank of an ancient shield volcano. Its gently rising slopes are rich with mineral deposits and the fertile soil stokes a blooming rainforest up and down its sides, spilling all the way to the ocean waters below. The volcano, Inkwell, is dormant and reliably inactive: the region experiences tremors infrequently, and even that has only ensured the masons there are skilled in the construction of flexible, reliable structures.

West of Inkwell is the great Peridot Bay, a brilliant gem cradled on all sides by glittering white beaches. Between the abundant resources and natural beauty, Cape Verdigris is quickly becoming a bustling region all on its own: despite its remote location, it draws sightseers and pilgrims, students of both the arcane and the domestic. Its skilled tradespeople have ensured a robust trade agreement with the powerful cities of the mainland, and the people of Cape Verdigris are happy to play host to visiting dignitaries, explorers, and researchers.

In times of war, Cape Verdigris prefers to keep to itself, and enjoys a peaceful existence out on the sparkling ocean waters. However, when human (and non-human) rights violations are at play, Cape Verdigris supplies aid to the vulnerable: sending goods, supplies, warm clothes, and peacekeepers where necessary.

Cape Verdigris is the home to four major settlements: the vibrant resort town of Cascade; the elegant capitol of industry, Silverstruck; the idyllic Tapestry Hills; and the center of study at Inkwell Peak. Besides these are myriad manors, campsites, farms, galleries, and workshops that have sprung up around the cape, as well as mines (both in-use, and abandoned), temples (to gods and spirits of all types), and even long-forgotten ruins (just waiting to be rediscovered). Beasts both common and strange occasionally threaten livestock and travelers, and wherever there are trade routes, there are bandits who might plunder them. Cape Verdigris is full of wonder and danger, intrigue and mystery, and opportunity for characters of all types to pursue their dreams, challenge their biases, and rise above their self-doubts and fears.

If you build it

No visit to Cape Verdigris is complete without an introduction to domestic magic: the keystone of Cape Verdigris's culture and economy.

Domestic magic is a recently discovered school of magic relating to the crafting of objects, both mundane and powerful. It gathers wherever tradespeople ply their craft, attracted to—or even created by—the energies expended by a tradesperson hard at work. The exact mechanism of domestic magic is often hotly debated by those who study it, and it's still poorly understood by master tradespeople and arcanists alike.

When a project is undertaken, it summons swirling tendrils of domestic magic. Swept up in these currents, a tradesperson can execute laborious and time-intensive crafts in a surprisingly short period of time. However, while domestic magic makes even advanced projects accessible to the most budget-conscientious crafter, the more preparation and study is put into a project, the more powerful the domestic magic tends to be. It's common for tradespeople to go adventuring for the rarest ingredients, blueprints, or forgotten techniques, and to study with reclusive and often mysterious or temperamental masters.

Those who practice domestic magic quickly notice that it has a spirit of its own, imbuing projects with unique personalities. These permutations make each project unique, and many craftspeople approach their projects with an open mind and a bountiful curiosity, eager to see what hidden trait domestic magic might lace into their projects.

So welcome to Cape Verdigris. Adventure awaits.


KITKA
2019

CASCADE

With its sparkling waters, warm beaches, and bustling culture, it's easy to see how Cascade is the face, if not the heart, of Cape Verdigris. Not far from the city, the glamorous Villa Wunderplat sits on the limestone cliffs overlooking the bay.

Over the centuries, the villa served as a summer home for vacationing nobles from the mainland. As the times changed, however, so did Cascade: Villa Wunderplat became the permanent home of a lesser scion of the family, and the early settlement fell on hard times after a misplaced curse destroyed the local barrier reef and left Cascade vulnerable to tropical storms.

But much like the tide, fortunes change, and Cascade has since enjoyed an upswing in its luck. With assistance from nearby Silverstruck, innovative breakwaters keep the waterfront stable and safe during storm season, while ecology-minded fishermen and alchemists helped to restore the delicate barrier reef in the long term. Decades on, the city now enjoys a robust economy based off trade in fishing and farming, as well as leisure, luxury, and tourism.

Trade

People come to Cascade searching for pleasure and enlightenment in equal measure. Its beaches sport the kind of sand that feels like warm foam between your toes, and the waves that lap at the shore are gentle and accommodating, cushioned as they are by the growing barrier reef (more adventurous surf-seekers will find their ideal waves further east). The boardwalk is lined with cafes, restaurants, and artisan shops, featuring pop-up storefronts for local craftspeople. Waterfront homes rent out spare rooms and attics as studio spaces for the town's rich community of artists, writers, scenesters, and songsters. Further up in town, the high street features a panoply of hair salons, aestheticians, and tattoo artists, all in competition to deliver the boldest looks to their discerning clientele. While the region's most famous textiles work is done in Tapestry Hills and the jewelry hails from Silverstruck, Cascade is sure to have shops featuring imports from both, thanks to the open trade roads that lead straight from Cascade's docks to the settlements further up the Inkwell slopes.





Lordy Bellis Wunderplat

While Cascade and its villa have passed from noble to heir dozens of times, the settlement has been in the hands of the Wunderplat family for the last 90 years or so. The current landowner, Bellis Wunderplat, is a young halfling aristocrat of competitive appetites. Bellis prizes themself on being well-versed in all delicacies, enjoying the various riches that life—and, in particular, Cascade—has on offer.

Bellis identifies as agender and uses they/them pronouns; while they're casual enough about their nobility, when a title is called for, they prefer the unconventional portmanteau "Lordy." While Bellis is the oldest living member of their household in Cape Verdigris, they represent a lesser branch of the Wunderplats, and Bellis has powerful and commanding relatives from the mainland who occasionally deign to visit. These visits tend to inspire joy, fear, awe, or annoyance in Bellis, depending on the relative in question and the power they attempt to command while they're in Cape Verdigris.



Despite Bellis's privileged heritage and their gusto for fine living, they're responsible enough to see to Cascade's continued growth, and Bellis has a vested interest in making sure the prosperity is shared among its residents. Their use of town funds is sufficiently discrete to guarantee the city operates in the black, even in off-seasons—but only barely; Bellis has struggled to keep emergency funds in the coffer where they belong, and the headmaster of Inkwell has more than once warned Bellis of the dangers that befall an unprepared city.

Despite this, the citizens of Cascade are happy and thriving. Bellis never hesitates to arrange impromptu festivals when the mood strikes, giving Cascade a reputation for improvisation and spontaneity.

Bellis is fond of Willow Abicus of Tapestry Hills and Mayor Krana of Silverstruck, but Bellis's flippant attitude has been known to provoke conflict when the leaders meet. Despite this, Bellis respects both their peers, and will almost always defer to Master Alonzo of Inkwell Peak when cooler heads are required to prevail.

Guilds

Cascade is most well-known for its contributions to Living Arts and Drafting. While the political tapestry of Cape Verdrigris's numerous guilds is often difficult to untangle—spread as they are like a wide net across the entire cape—there are a few guilds that base their home offices in Cascade: the **performers guild**, the **publishing guild**, and the theatrical **scenesetters guild** all meet within café backrooms and performance spaces; the **chefs guild** has a permanent home in the Savoy Hall, a grand building on the high street; the **alchemists guild** meets in research laboratories of the newly-built ecology center down by the waterfront; the **beauticians guild** has regular symposiums in a local temple devoted to life and beauty; and the **fishing** guild meets at the docks on the full moon of each month.

While those are the most powerful players in Cascade, there are several informal guilds, protecting the interests of artists, taxidermists, local farmers and grocers, and many more besides.

Places of Interest

Aurora's Glow. Run by Monsieur Aurora, a fat elven man recently emigrated from the mainland, Aurora's Glow is the newest, and hottest, salon in town: it offers the finest spa and aesthetic treatments while also serving as a tea house for gossip, small musical performances, and scientific soirees. Monsieur Aurora is a trendsetter, and many look to him for the latest in beauty, culture, and couture.

The Boardwalk. This bright street lines the beach and is a hot spot for tourists and artists alike. Painters arrive early to claim their views for plein air studies while culinarians gossip over coffee before heading to their respective kitchens.

The Boulevard. Away from the beach, the Boulevard maintains sand-free slate streets (cobbles only catch at the narrow heels currently in fashion). Tourists and locals alike can be found walking the streets, boasting the finest fashions with fabrics imported from Tapestry Hills.

Brine & Shine Bed & Breakfast. This deluxe inn is one of the nicest in Cascade, boasting seven large private suites. A night at the Brine & Shine costs 15 gp per person but comes with beach views, complimentary spa services, and daily mimosa brunches.

Café Two Creams. This quaint cafe is often frequented by writers. The owner, a halfling woman named Gretcha, is currently struggling with the noise from the latest invention from Silverstruck: a mechanical keystroke apparatus, which a handful of her patrons have unfortunately adopted.

Cascade Marine Research Center. The newly built research center is the only building in Cascade that rivals the beauty of Villa Wunderplat. Built from dazzling glass and alabaster, the research center houses naturalists, alchemists, inventors, and researchers all eager to preserve the waters and coral reef around Cape Verdigris.

The docks. Fishers, sailors, and other seafaring folk all gather at the docks; most of them head out just before dawn and return by mid-afternoon with their catch of the day. Larger ships for open sea travel are banned from approaching the coral reef around Cascade and must drop anchor out at sea and unload by skiff.

The Happiness Hotel. For those who can't afford the decadence of the Brine & Shine, there's the Happiness Hotel, a 3-storied graffitied hostel perfect for starving artists, thespians, and travelers on a shoestring budget. The courtyard hosts a raucous cafe, known as the Stoop, where revelers often dance until sunrise. Lodging at the Happiness Hotel is 5 copper per night, but the dormitory rooms offer little privacy or peace of mind. The innkeeper is Professor Dentures, a goblin bard known for his toothy grin and long arms.

Saltwater Tabby's. A friendly, hairless cat person runs this seaside candy shop, full of sweets, treats, and delights all hand-made in Cascade. It's a popular stop along the Boardwalk.

Snak Sized. An unusual shop located a few streets down from the Boulevard and owned by a rather short half-orc tailor named Snakhur. Though unassuming, Snakhur's designs are both beautiful and well-made.

Villa Wunderplat. The ancestral home of the lord of Cascade, this grand, butter-yellow villa up on the bluffs overlooking the sea is currently occupied by Lordy Bellis Wunderplat, the latest scion of its line. Bellis entertains visitors whenever their busy social calendar allows—otherwise the villa is open to guided tours, provided by the steward (a dwarven woman named Pada).

SILVERSTRUCK

The streets aren't paved with gold (that would be ridiculously inefficient)—but the lampposts along the high street are silver plated. A city of innovators and prospectors, Silverstruck has come a long way from its humble beginnings as a mining camp on Inkwell's western slope. As the richest and most populated of the cape's settlements, Silverstruck is well known as Cape Verdigris's *unofficial* capital city—provided Lordy Wunderplat isn't around to dispute the claim.

Its municipal headquarters are located at the highest point in the city, joined by the various guild halls and labor unions. From there, cobbled streets switchback down the gentle slopes, connecting the various shops, schools, and workshops to the suburbs below. Craftspeople from across the cape gather in the city's commercial center to exchange ideas, trade techniques, and broker lucrative contracts.

As it's densely populated, Silverstruck makes good use of the space: a funicular serves as free public transport, and a robust tram system ferries workers and resources to and from the various mining camps around the city.

Silverstruck has many nicknames: the Filigreed City and the Bejeweled City make reference to Silverstruck's ornate gates, lattices, and stained glass windows; while its other name, the Clockwork Beetle, refers both to its beauty and the methodical efficiency of its infrastructure.

Trade

Nestled into the mountainside, Silverstruck is surrounded by mining camps and quarries, as well as the geothermal features of the volcano. Masons, smiths, and jewelers all make use of the natural resources within reach.

Silverstruck has a reputation for perfectionism and many find the culture intense. All the same, Silverstruck sees its fair share of pleasure seekers: its decorated streets transform with the changing light throughout the day, and its nearby hot springs prove an essential stop for the beauticians and alchemists from nearby Cascade. And, once per year, Silverstruck throws a festival that outshines any event in Bellis Wunderplat's calendar: the annual trade fair, where craftspeople from across the cape gather in the city's commercial district for a week-long night market, complete with food carts, music, and even fireworks.





Mayor Krana

A shrewd and formidable elven woman, Mayor Gustavia Krana gives a striking first impression and is rarely underestimated. Fortunately, she usually lives up to expectations. Krana served as head of the clockworks guild for seven years before running for mayor, and her reputation as an innovator and leader is well deserved.

As a newly elected mayor, Krana takes her responsibilities seriously. Her predecessor was involved in a small financial scandal (accepting gifts from his old guild), and Silverstruck is still reeling from the controversy. Krana is acutely aware of her position and its trappings: as the cape's largest city, Silverstruck is responsible for trade agreements with the mainland. One bad decision could spell financial ruin for the entire cape.

Because of this, she can sometimes create conflict with her fellow leaders. Neither Bellis Wunderplat of Cascade nor Willow Abicus of Tapestry Hills have her experience, cunning, or forward-thinking. She often has an intense desire to "fix" problems, even when her peers don't perceive any problems at all. Fortunately, she understands that Bellis and Willow both have their own expertise that deserves respect and consideration.

Krana was born with a rare disorder that affects her mobility. She uses a cane for support and makes use of the hot springs and hydrotherapy as required. She also has a ring, given to her by Master Alonzo of Inkwell Peak, that allows her to cast *floating disk* as needed, though she prefers to use it only when necessary.

Krana and Alonzo have been close, even intimate, friends for decades, though the exact nature of their relationship is kept out of the public eye.



Guilds

Silverstruck is famous for its Metals and Crystals. The founding guilds of Silverstruck have exceptional power, as each guild leader holds a seat on the town council. Councilmembers are asked to work with the mayor to make decisions that benefit the city and Cape Verdigris as a whole, though this often manifests in arrogance among the guild leaders. Guild disputes are frustratingly common, and often require skilled mediation.

The guilds represented on the city council are the **mining guild,** the **jewelers guild,** the **glasscutters guild,** the **masons guild,** the **smiths guild,** and the **clockworkers guild.** Each of these guilds have grand offices on the high street alongside City Hall.

Politics in Silverstruck are played fiercely; guild leaders are elected every two years, while mayors are elected every five. The discrepancy forces would-be mayors to resign from their guild posts for the year leading up to a mayoral election, in order to minimize conflicts of interest—but this isn't always observed.

Places of Interest

Airgead's Anvil. Located in the Salamander, Airgead's Anvil is a forge where quality weapons and armor can be forged with surprising efficiency. The keeper, Airgead Frostbeard, is a dragonborn cleric to the god of smithing.

City Hall. This grand building contains a reception area, a large auditorium for open council meetings, a museum dedicated to the history of Silverstruck, the offices of Mayor Krana and Chancellor Pan, and guest offices for visiting dignitaries.

The First Bank. Run with clockwork efficiency and a shrewd exchange rate, the First Bank can exchange currencies from all over the world and will readily buy raw gold, silver, and platinum. Once per month, they'll bring in a gemcutter to appraise gemstones (a service provided for free to account holders).

The Flint & Flicker Inn. A cozy tavern and inn on one of the lower streets of Silverstruck. Its rooms are clean and its tavern keeper, a dwarf named Jeremiah, is hospitable and reasonable: if someone in need of lodging can't afford the reasonable prices (5 sp per night; 1 sp extra for a hot meal), he'll happily put them to work in exchange for room and board.

Funicular stations. The funicular runs up and down the slope, connecting the southern side of the city up to the High Street at the top of the slope, and back down again to the mines and factories on the north side of Silverstruck.

The High Street. True to its name, the High Street sits at the highest point of Silverstruck and is home to the various seats of power, from the row of guild halls to City Hall. The High Street funicular transit station is heavily trafficked during shift changes as workers return home from the mines to the north and transfer to the southbound cars.

The Salamander. Midway up the Inkwell slopes on the south side of the city is the Salamander, an industrialized neighborhood built inside an old lava tube. The Salamander gets its name from the fiery orange of its forges, some of which are powered by geothermal activity, and the steam that often bellows from the tunnel mouth.

The Steam Whistle. This pub is located near the High Street, close to the funicular transit station. As a result, it's the busiest bar in Silverstruck and popular among both the mine workers and the High Street elite.





TAPESTRY HILLS

On the far eastern side of Inkwell Peak sits Tapestry Hills, a quiet community joined to the rest of the cape by a single road. Though considered a village, Tapestry Hills is actually a collection of independent homesteads, as what were originally isolated farms grew over the years to incorporate expanding families.

As the homesteads grew and the families intermingled, this created a close knit cluster of neighborhoods, each bumping up against the other in camaraderie. These homesteads overlook the ocean from plains atop a basalt cliff. The ocean far below is accessible only by scaling the cliffside, and fishing trips happen only twice a year, after which the fish are typically salted and smoked with flavorful wood chips.

Each homestead features a gazebo for large family dinners, meetings, or craft circles. The gazebos are carved with poetry or ornate designs, and each family member is invited to contribute a carving to the gazebo when they're old enough. Most importantly, family members in Tapestry Hills are not limited only to bloodlines: anyone who is beloved, be it platonically or romantically, is considered family, and welcome to add their mark to the gazebo.

Tapestry Hills received its name from sailors, who saw the homesteads from the sea far below. Colorful windmills stud the landscape while kites and windsocks scatter in the sea breeze. The slopes of Inkwell are covered in carefully-tended groves from which the villagers get their materials for crafting. Far from the beaten track, Tapestry Hills is a quiet and modest counterpart to its bustling neighbors on the western side of the volcano.

Trade

Each homestead is powered by a well-maintained windmill with vibrantly-colored sails, which are replaced every season. Additionally, most homesteads typically have a private grove from which resources are harvested—either from the trees themselves, or from the spider or silkworm colonies that live in their branches.

Families regift or revitalize their clothing frequently, but large textile pieces are preserved in an old lava tube cavern beneath the village, where they can be kept safe from the elements and brought back into the sunlight for special occasions.

Visitors who come to Tapestry Hills are almost always able to find comfortable lodging with one of the families in the settlement. In exchange for room and board, it's customary to give a morning's work to the hosting homestead. The culture sees value in virtually every skill and accomplishment. Those who can work the fields may go work the fields; those who can cook may cook; those who can listen, or provide counsel, or tell jokes, may do so as fair trade.

Because of this, the people of Tapestry Hills will never let a gift or service go unrepaid: whether it be emotional labor, gold, or a piece of cake, everything is gratefully received and repaid in some form or another.

Willow Abicus

Rather than a traditional election, the leader of Tapestry Hills is chosen by contest. Each year, the village competes in a crafts contest that sets spinners against woodcarvers, weavers against carpenters. Afterwards, the families all vote on the winner, who then becomes leader of the village for the rest of the year. The most recent winner is Willow Abicus, a teenage trans masc dwarf who never expected to win at all.

Willow is a kind hearted young man with a warm laugh. He is a skilled weaver and loves to embroider his clothes with elaborate designs. He won the contest with a large tapestry depicting a story of his own invention, which he successfully crafted with a magical boon: anyone who observes the tapestry can hear the voices of the characters as the story unfolds. The tapestry is over fifteen feet tall, and currently hangs in the Story Lodge, a large building that serves as the community center for the entire village.

Although Willow is anxious about his new responsibilities, the villagers are excited about his leadership, and regularly remind him of it. This hasn't helped with his anxiety, and he often second-guesses himself when his first impulse was indeed the right one. However, Master Alonzo lives nearby in Inkwell Peak, and he regularly comes down to check on Willow and offer emotional support.

While Willow had never left Tapestry Hills before winning the contest, he has since traveled to both Cascade and Silverstruck for meetings with the other leaders. This experience has awoken something within him: now, when Willow sees the white wing of a sailboat on the distant horizon, he dreams of where it might be going, and whether there's room for him there, too.



Guilds

Tapestry Hills's many groves contribute to Textiles and Wood. While it doesn't have guilds the way the other settlements do, it does have "circles"—small, informal schools where craftspeople can learn from the community. The circles are open to craftspeople of every skill level, and no fees or dues are required for membership. Villagers and outsiders alike will stay with families to work off their room and board while pursuing their studies in the local circle.

The largest circles in Tapestry Hills are the **knitting circle**, the **seamsters circle**, the **spinning circle**, the **carving circle**, and the **carpentry circle**. Each of these circles meet once a week in rotating homesteads. When the circles meet, the more experienced members share techniques in exchange for stories, songs, or jokes from the junior members.

Places of Interest

Abicus homestead. A modest homestead nestled in the shadow of the willow grove, made up of four families. This is the home of Willow Abicus, where he lives with his parents and three older sisters (each married with young children, or children on the way). Beautiful woven windsocks and tapestries hang from poles dotted around the homestead, where they catch the sea breeze.

Bluster Bluff. A windswept bluff and semaphore station for communicating with boats on the sea below.

Favorcan homestead. The largest homestead in Tapestry Hills is led by Octinia Favorcan, a master furniture-maker. Octinia is currently travelling on the mainland, but her large clan (related by blood, marriage, or adoption) and apprentices sing her praises and carry on her practices. The family motto is "With favor, you can!"

Ji's hut. While all of Tapestry Hills lives clustered together in small homesteads, Ji's hut sits isolated on a ledge a little way down from Bluster Bluff, accessible by a narrow trail with a steep drop below. A small quaint home, it features a clay forge for glass blowing.

The Long Way Down. This cliffside is the most traversable and safe way down to the water below. The people of Tapestry Hills typically only take it twice per year, when they set up pulley systems for hauling up large quantities of fish.

The Observatory. Located deep in the grove, where the branches are so thick they seem to weave a tapestry of perpetual night. Twinkling spiders gather in its branches, giving it its name. As a child, Willow once swore he saw a Cawillopy there.

The Preserve. This old lava tube beneath the village is accessible via two entrances: one in a cave further up the hillside, and another from a cave entrance halfway down the cliff on which Tapestry Hills is settled. This lava tube is used for community storage of goods, projects, and things no one can bear to part with.

The Story Lodge. This low, long building functions as the seat of Tapestry Hills' commerce and government, while also acting as a library: its walls are lined with impressive tapestries, each detailing a story (historical, allegorical, or purely fictional) considered culturally significant.


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INKWELL PEAK

High atop the mountain of Inkwell, there is a crater lake as deep and indigo as the night sky—and in the middle of that lake is the tower. Nobody knows who built it, or, for what purpose, and no one has ever reached its bottom. This is largely because of a strange phenomenon that occurs at water level: though the tower remains water-tight and uncompromised, the light dims. About 200 feet below the lake's surface, the light fades completely, leaving an impenetrable darkness immune to all illuminating effects, magical or otherwise.

While this mystery leaves many students salivating, most are content to keep to their studies on the first dozen floors above water level: these floors contain all their classes, dormitories, supply rooms, sky gardens, cafeterias, libraries, and arcane nooks and crannies, and most students soon forget that the tower descends at all. A magical force field is kept in place by the teachers to prevent students from wandering below the light line and becoming lost in the infinite dark.

While the lake itself is unknowably deep, its shallows are safe. The lake is about 500 feet across, and the shallows range anywhere from five feet deep at the shoreline to twenty feet deep throughout the diameter, before dropping precipitously around the tower.

Students are ferried to and from the tower by a small boat, and many enjoy swimming in its ice-cold waters when the weather calls for it.

Studies

The tower of Inkwell Peak is a magic school of some renown, welcoming all spellcasters and scholars of any skill level. Fees are modest and affordable, and any profit goes towards funding scholarships for those without the means. Its talented teachers are familiar with all the standard schools of magic, but the school has become the center of study for domestic magic in particular. There is no core curriculum, and students are allowed to pursue the fields that most intrigue them, with one exception: all students must take a year off to apprentice with a craftsperson somewhere else in the cape, learning their trade. This gives the students an opportunity to see domestic magic first hand, and to gain insight into its subtleties

and whimsical nature.

Not all craftspeople are happy to have the witches around, and few masters welcome an apprentice who will only stick around for a year. But most craftspeople are insatiably curious about domestic magic, and some welcome the insight of a witch.

After apprenticing for a year, many witches abandon their studies in the tower altogether, and continue to pursue their craft. However, they typically maintain a good relationship with the school, and continue to report on their experience with domestic magic.

Master Alonzo de Claire

The headmaster of the tower of Inkwell Peak is Master Alonzo de Claire, a human witch from the mainland. Alonzo came to Cape Verdigris decades ago and soon found himself revitalizing the largely abandoned tower when he became fascinated by domestic magic. Formerly a divination wizard, he now devotes himself to two things: teaching and the crafting of star charts, so that he can study divination and domestic magic hand-in-hand. He practices an unusual form of astrology, subverting the heavens by reading their reflections in the lake below, and extrapolating the future from the inversion, instead. As a result, many find his predictions cryptic.

Alonzo has a familiar: a beautiful grey parrot named Zephyr, who many students believe is clever enough to speak, read, and even cast magic of her own volition. While this may or may not be true, Zephyr is capable of speaking in Alonzo's voice, and he often uses her to convey messages around the tower and the settlements of Cape Verdigris.

Alonzo seems stern and aloof to most of his students, but it's clear to anyone who knows him that he is genuinely compassionate and patient. Although he wields no political authority in Cape Verdigris, he's sociable with all the leaders and offers counsel and friendship wherever it's welcome. As he is quite handsome, Alonzo's students are happy to gossip about his personal life and possible entanglements (always in hushed voices, lest Zephyr should happen to fly by).

Guilds

Inkwell Peak is a place of intense magical study for witches of all walks of life. Many of the teachers are craftspeople as this enables them to study domestic magic first hand. And some are experts in various crafts that involve weaving spells with the material: Alonzo himself is a master of **astrology**, while other instructors are skilled **artificers**, **alchemists**, **necromancers**, and **runesetters**.



Chapter III:
A House of Plenty


KILLIAN NG 2019

A HOUSE OF PLENTY

This adventure is intended to make use of the trade classes and craft mechanics from Chapter 1, so we recommend new characters in trade apprenticeships. The events of the adventure unfold over the course of a year, taking players from level 5 to level 9.

Throughout the adventure the party will be asked to build a home, repair a reputation, unite a found family, and forge a community. If they want, they may even put down roots of their own. While the adventure encourages the party to travel around Cape Verdigris seeking mentorship, guidance, and materials, there is always a challenge waiting for them in Brass Manor.

Sourcebooks. The NPCs and any new creatures or magic items featured in this adventure all appear here in the pages of Witch+Craft along with their stat blocks (in Appendix I). In any instance where additional creatures are referenced, consult the 5e SRD in your canon sourcebooks (or online) as required. Gutterkin and springenfolk are original player races available in *Faerie Fire* by Astrolago Press.

Character advancement. While combat encounters will certainly be available to parties who go looking for trouble, this adventure requires a great deal of crafting. We recommend milestone-based character advancement for this campaign, starting at level 5 and granting one level at the end of each season.

Background

The story takes place in Brass Manor, a large estate just outside of Silverstruck. The Brass name was once synonymous with success: its founding members, Tato and Cleo Brass, came from the north as prospectors and quickly opened a successful mine and metallurgy business. The Brasses were one of the founding members of the metalworker's guild and helped set the foundation for the grand city Silverstruck would become.

But the Brass name didn't survive the generations untarnished; during a depression, subsequent Brasses closed down the mines and the shops, leaving debts unpaid and workers unemployed. Rather than work with the community, the Brasses looked after their own resources, abandoning those who didn't have the benefit of their wealth. Silverstruck eventually recovered, but the Brass reputation didn't: with no craft, and no community, subsequent Brasses fell into financial ruin.

About 15 years before the events of this adventure, Sonora Brass, her husband Ottika, and their grandchildren Kipita and Cleo are the last surviving members of the Brass family. Though Sonora and Ottika weren't loveless grandparents, they were isolated by their grief over the loss of Kipita and Cleo's parents, and by their frustration over their diminished inheritance. Sonora had the children sent to boarding school on the mainland.

As a result, Kip and Cleo grew up estranged from their home, their family, and even each other. The last time either of the Brass children saw each other or their grandmother was five years before the events of the adventure, when their grandfather passed away.

When the adventure begins, the only thing that remains of the once great family is the Brass name—and two young adults who have no idea what to do with it.

Overview

The party has inherited interest in Brass Manor, a debt-ridden estate in Cape Verdigris; on arrival in the Cape, they find their inheritance threatened by a powerful entrepreneur named Flancer Kincade. She threatens to disinherit the party, and Mayor Krana of Silverstruck offers an ultimatum: repay the debts and contribute to the community, or the deed for the estate goes to Kincade.

The proper heirs of Brass Manor, Cleo and Kipita Brass, enlist the party's help to rebuild their former home and forge a successful business within a year, before Kincade can claim the estate for herself. But the year has challenges in store: raiding bandits, seasonal storms, and scheming spirits all threaten to stand in their way.

As the deadline approaches, Kincade reveals herself as a polymorphed blue dragon, drawn to a strange power located in the locked safe hidden within the manor's basement.

The adventure culminates in a trade fair at the end of the year, where the Brasses must show off their accomplishments, greet the community, and decide for themselves what it means to carry the Brass name.

Adventure

Sonora Brass dies in mid-Spring, and it takes a while for word to reach the various inheritors.

Character hooks. Each member receives a formal letter, delivered by messengers with pewter pins marking them as Silverstruck civil servants. The messengers exhibit dogged determination, tracking down the various party members throughout Cape Verdigris or in far-off lands, as needed.

Each adventurer is invited to the reading of Sonora Brass's will, as they have inherited a small piece of the Brass estate. They could have an ancient claim to the land (by lineage or spirituality), be a distant relative of the Brass family, or have done work for the estate or the family at some point in the past. Religious practitioners may be called upon to accept a tithe on behalf of their deity, while those in tune with nature may be charged with restoring the wilderness on the Brass estate. Some might have no idea why they're receiving the letter. Whatever the case, the letter makes it clear that they stand to inherit something of value (either in gold, land, influence, or spiritual peace)—provided they head to Silverstruck and attend the reading.

Seasons

The adventure takes place over the course of one year. Each season is 90 days. You may count the days as they pass or feel free to skip ahead to the next season if your party is ready to proceed. Remember that at the end of the year the party must prove themselves as tradespeople, which includes repaying their debts, forging ties with the community, and repairing the estate, so there is always plenty of work to be done, even if the keystone events of the season have already been resolved.

Locations

The Estate

The Brass estate contains over 25 acres of land, covering a large area of the Inkwell mountainside and skirting up to the southeastern edge of Silverstruck. The land is mostly rainforest.

High Tide Beach. South of the manor, there's a little groove in the coastline where the sea rises up into the estate, roughly once every season. Following a storm, this beach often yields rare treasures, beautiful shells, and tinted sea glass. The coral reef here has died out, and the surf is too rough for swimming or fishing unless the reef is restored.

The Hound. Above High Tide Beach is a rocky outcropping that resembles a dog in profile. Directly beneath the Hound is a dry waterbed that fills with seawater from a crevice connected to High Tide Beach. When the pool fills, it has a chance of yielding peridots worn loose from the crevice, where more can be harvested (with some ingenuity).

Ripple Woods. The mineral-rich soils of Inkwell keep the forest around the estate dazzlingly green. In Ripple Woods, black seams of lava rock lace through the underbrush, giving the wood its name. Colorful flowers, exotic fruit, and undiscovered birds, insects, and amphibians live in this forest.

Honey Orchard. North of the estate is a small, overgrown orchard of verdigrapes, an exotic fruit known for producing colorful wines. The vines aren't currently producing, but could be coaxed into a yield if they were trimmed back and allowed to flower. Furthermore, an invasive species of parasitic fungus has poisoned some of the vines. Healthy verdigrape orchards yield six times a year, producing a different color wine with each harvest. At the back of the orchard are abandoned beehives.

The Brazen Mine. The abandoned mine is located further up the mountain, northeast of the manor. Its resources have been depleted, and its entrance has been hastily boarded up with loose wooden slats. The mine occasionally belches sulfurous steam. An industrious mason might recognize the potential to turn these mines into a granite quarry, and a rich seam of copper lay waiting to be discovered in an earlobe shape around the abandoned mine.

The Free Falls. The Free Falls cascade into a crystal blue pond on the eastern edge of the estate, just beyond the mines. The pond is only about 15 feet deep, and it feeds into a gentle creek before winding its way downslope, to the east. The creekbed can be dug up for a bounty of red clay, and there's a bend just on the outskirts of the estate where the water coalesces around a hot spring.

The Manor

The manor is run down. Its roof tiles are sloughing off like snakeskin and the paint has faded from several years of sunlight and tropical storms. Thick vines slither through cracked windowpanes, and the grounds are overgrown and wild. Despite this, it's easy to see how it was once beautiful: the manor stands two stories tall with headspace for an attic, and a large stained-glass window shines dimly in the light, in need of a thorough cleaning.

Grounds

Front Garden. Largely overgrown with creeping vines, the plants have cracked the road and steps leading up to the manor's front entrance. An old, water-stained fountain sits in need of repair.

Back Garden. There were once neat hedgerows, but those have given way to time and persistent overgrowth.

Servants' Quarters. This building is mainly a large bunkhouse for general contractors and staff, along with a few private rooms for full-time and senior staff.

Workshop. This is the second largest building on the property and contains what was once a metallurgy workshop: on the first floor, there's a large forge and a workstation for alchemical investigations into new alloys. The forge could be adapted into an oven, kiln, or furnace with some adjustments and repair. A mezzanine has several workbenches designed for precision work, and strong rafters could be outfitted to support the weight of large projects such as statues or boats, which could be moved in or out of the building through its bay doors. Atop the workshop is a large brass weathervane. *GM Note: the weathervane contains a hidden key which becomes relevant in Part 3: Winter.*

Greenhouse. On the eastern side of the grounds is the frame of a greenhouse, many of its windows now shattered. Nearby, three 20-by-20-foot vegetable patches have gone to seed.

Main Floor

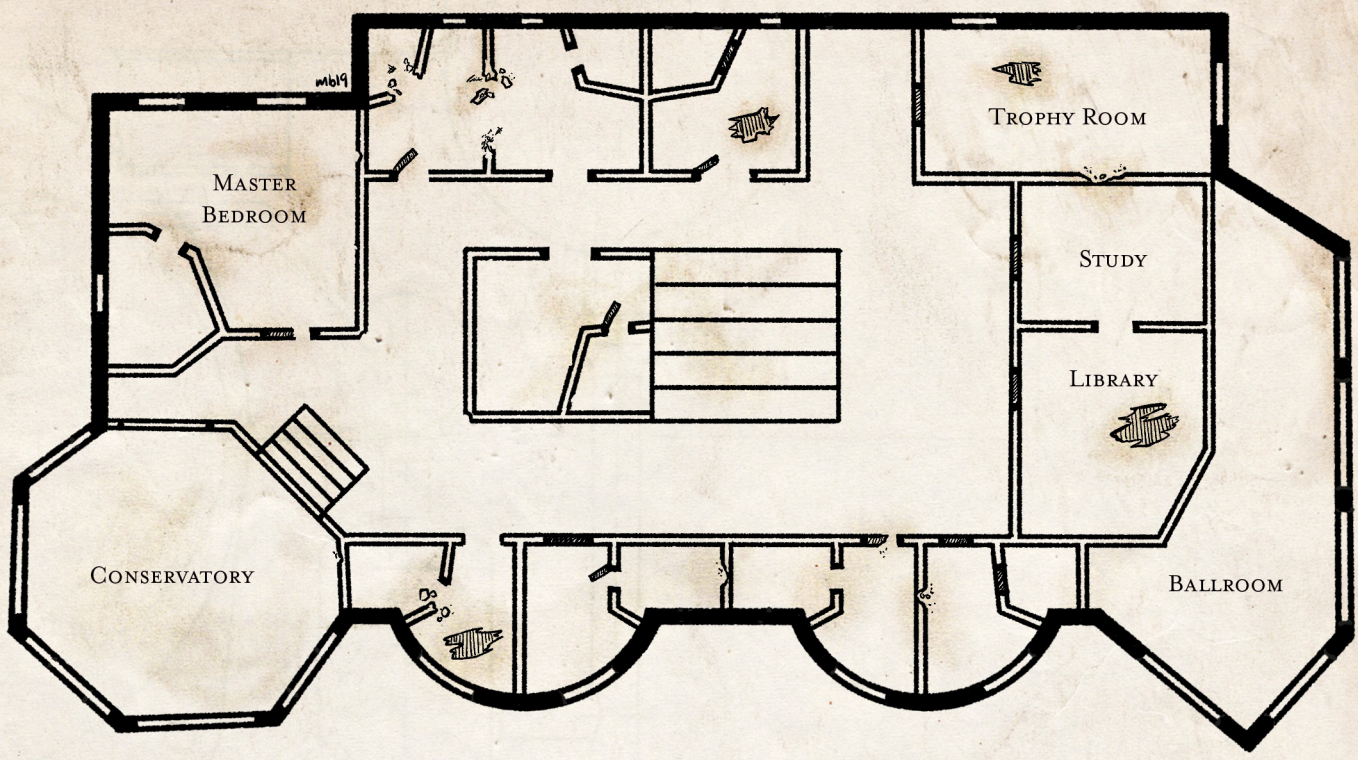
Entrance Hall. The front doors open into an entrance hall with a grand staircase that leads up to the second floor. Immediately to the left is a small cloak room.

Gallery. Through the western passage is a large gallery. A small spiral staircase leads up to the glass conservatory on the mezzanine above. A shutter in the middle of the room could once be drawn to protect any art from sunlight, though the mechanism is now broken.

Office. Next to the gallery is an office, with windows looking out onto the front of the estate.

Kitchen. In the back of the estate is the kitchen and pantry, accessible via a servants' corridor. A stairwell in the kitchen leads to the basement as





well as the servants' quarters on the grounds via an underground passageway.

Dining Hall. Along the back wall is a grand dining hall, with room enough for a banquet for 40 guests.

Parlor. Off to the right of the entrance hall is a parlor, with windows overlooking the front grounds.

Ballroom. Next to the parlor is the grand ballroom, made completely of glass. Its diamond-shaped ceiling vaults all the way past the second floor. The roof has miraculously escaped damage, though there are a few panes missing or broken along the western wall.

Toilet & Powder Room. Behind the ballroom and off the dining hall are a toilet and adjoined powder room.

Second Floor

Stairways. The second floor is accessible via a spiral staircase connecting the gallery to the conservatory, and from the grand staircase in the entrance hall.

Conservatory. Doubling as the mezzanine for the gallery, the glass construction of the conservatory mirrors the diamond roof of the ballroom on the eastern side.

Master Bedroom. North of the conservatory is the master bedroom with ensuite. Its windows look out at the grounds behind the estate.

Bedrooms. Along the front and rear of the second floor are seven guest bedrooms, each with ensuite. Plumbing is more or less functional in each, except for the southeasternmost room.

Trophy Room. On the eastern side of the second floor is a trophy room, currently empty.

Study. Between the trophy room and the library is a small study with a ripped leather chair. Stuffing spills onto the floor.

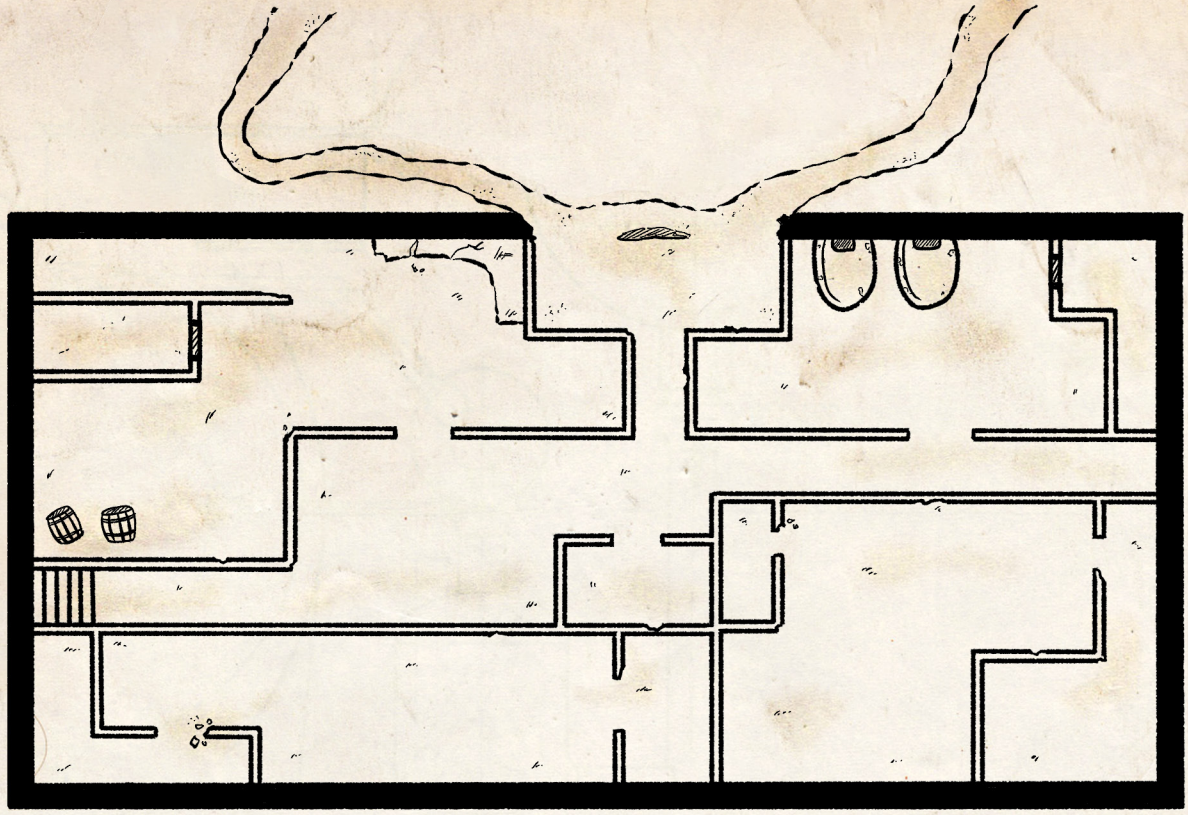
Library. Adjoined to the study is the library. A leak from the southeasternmost guest bedroom's ensuite has ruined the books along the southern wall of the library with damp and mildew. The eastern wall has two interior windows which can be opened to look out into the ballroom below.

Attic. Accessible via a hatch just outside the Trophy room, this unfinished attic spans across most of the house (save for the ballroom and the conservatory) and is full of old junk and knick-knacks, fit only for memories and scrap materials.

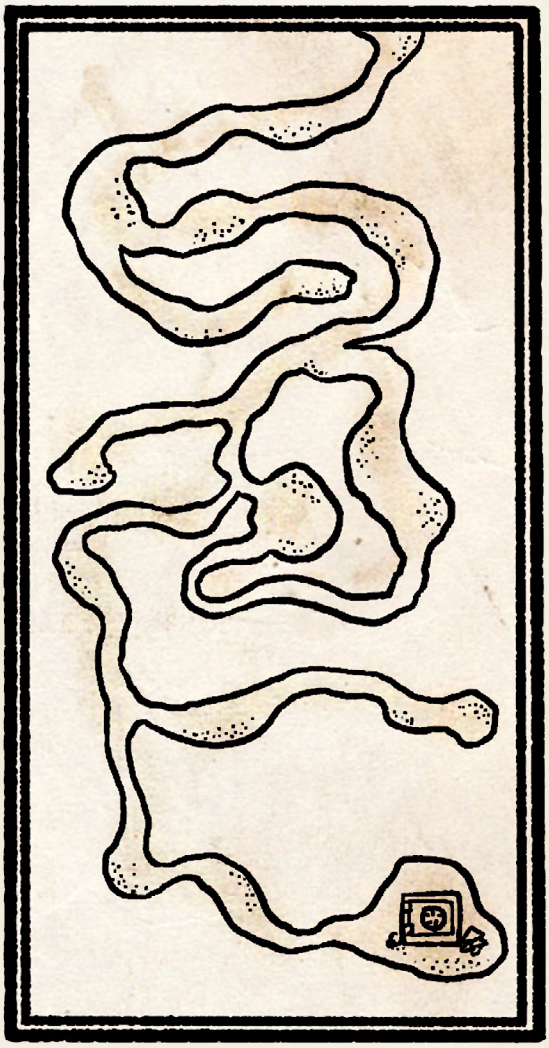
Basement

Basement. These rooms are unfurnished, but could easily serve as a wine cellar, root cellar, storage, or additional workspaces.

Sub-Basement. There is a secret entrance hidden behind the basement's northern wall: it hasn't been



Basement



Hidden sub-basement

accessed in decades, and the basement was in fact built up around the entrance, concealing it completely. *GM Note: The sub-basement becomes significant to the adventure in winter. If the party should happen to renovate the basement and dig out the northern wall, you can find a description of the secret passage in Winter: Exploring the Basement.*

People of Interest

Brass Manor

Bricabrac. A household deity. Bricabrac is vaguely humanoid but often behaves more like a cat. They are the spiritual embodiment of the house's domestic magic.

Cleo Brass. A human woman, about 21. Cleo has inherited her namesake's entrepreneurial spirit; she wants to renovate the estate so that she can sell it to the highest bidder and open a new business back on the mainland.

Kipita Brass. A human man, about 18. Kipita remembers his home in Cape Verdigris fondly and wants to restore the family name and estate alike. He isn't as practical as his sister and sees life and its challenges through a romantic lens.

Therwicke Festibool. The Brass family butler and librarian. Therwicke seems senile, but it's probably an

act. He thinks more highly of the Brass name than he does of either Cleo or Kipita, but he serves the house with fierce loyalty.

Deceased: Ciri Watane. Cleo and Kipita's father, a half-elven smith, who died with Lili while exploring the mines.

Deceased: Lili Brass. Cleo and Kipita's entrepreneurial human mother, who died in a cave-in while exploring the mines.

Deceased: Sonora Brass. The late matriarch of the Brass family, Sonora was a stern human woman with seemingly few hobbies. She was, in fact, a painter, though she stopped painting when Lili and Ciri died.

Deceased: Ottika Brass. A weaver who married into the Brass family. He spent the last years of his life recycling old textiles into embroidered pieces.

Silverstruck

Airgead Frostbeard. A silver dragonborn and a cleric to the god of smithing. Airgead keeps a respectable forge in Silverstruck.

Anda Antorra. A young half-elven witch apprenticed to the town locksmith. Cagey and secretive, she often seems like she's withholding information (even when she isn't). Anda suspects (but doesn't know for certain) that she is Cleo and Kip's cousin on their father's side.

Artifice Pan. A nonbinary tiefling. Chancellor Pan is the assistant to Mayor Krana and serves as the overseer of labor rights in all the guilds in Silverstruck.

Flancer Kincade. A fierce woman rumored to have fey blood. Kincade is a cunning entrepreneur and one of the richest people in Cape Verdigris. Unbeknownst to everyone in the cape, Kincade is a polymorphed blue dragon.

Gustavia Krana. A dignified elven woman, formerly of the clockworkers' guild and currently the mayor of Silverstruck (see Chapter 2).

Ledra Giddibutt. An elderly gnome woman and the president of the First Bank, to whom the Brasses owe a great deal of gold.

Cascade

Bellis Wunderplat. An agender halfling fond of fashion and festivals, and the lordy of Cascade (see Chapter 2).

Garmia Wunderplat. The visiting aunt of Bellis Wunderplat. Lady Garmia is a discerning old woman with a passion for espionage.

Monsieur Aurora. This glamorous man from the mainland is considered a trendsetter in Cascade.

Nipwit Palmfrond. A scuttler gutterkin marine biologist. Nipwit is a knowledgeable anatomist and skilled illustrator devoted to protecting the coral reef around Cape Verdigris.

Snakhur. A male half-orc in his late forties. Snakhur is a tailor and the owner of his own shop, the Snak Sized.

Tapestry Hills

Allimid. A human tapestry-weaver and an old friend of Ottika Brass. He can teach the party how to decode Ottika's needlework.

Ji. A mysterious human woman (and marble maker) who lives alone on the cliffs of Tapestry Hills. Secretly, Ji is a polymorphed fox spirit from another plane.

Willow Abicus. A young transmasc dwarf who lives with his parents and sisters on the Abicus homestead. Willow is the current leader of Tapestry Hills (see Chapter 2).

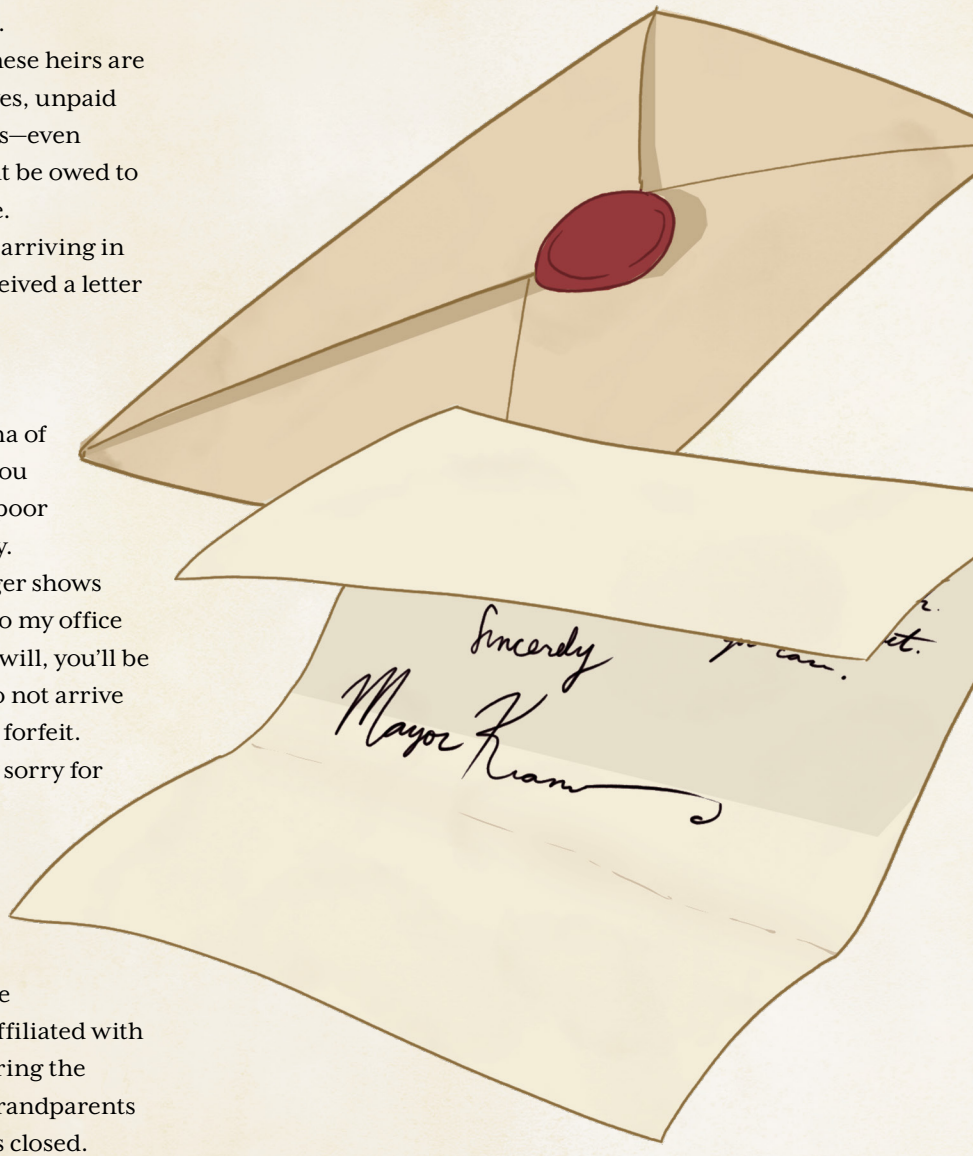
Wanderers

Some characters wander the coast; see the Encounter table at the end of the adventure.

PROLOGUE: THE READING OF THE WILL

Sonora Brass has passed away. The once-grand Brass estate is torn between multiple debts and unfulfilled arrangements; in an effort to divide it as fairly as possible, Mayor Krana has made herself chief executor of Sonora Brass's will, sending messengers far and wide to track down the heirs to the estate.
Because of the Brass's various dealings, these heirs are a diverse bunch, including distant relatives, unpaid contractors, and tithe-collecting churches—even parts of the estate's expansive lands might be owed to druidic circles who once saw to their care.

The adventure begins with the party arriving in the filigreed city of Silverstruck, after received a letter two weeks prior:



"To Whom it May Concern,

My name is Mayor Gustavia Krana of Silverstruck. I hope this letter finds you in good health, as I'm afraid it bears poor tidings: Sonora Brass has passed away.

While her will was brief, her ledger shows you're owed a debt, and if you come to my office in Silverstruck for the reading of the will, you'll be eligible to claim it. Note that if you do not arrive in due time, your inheritance will be forfeit.

Thank you for your time and I'm sorry for your loss.

Sincerely,

Mayor Krana."

Sonora's passing is eagerly discussed in the taverns and cafés. Most have forgotten that the Brass name was once affiliated with invention and enterprise, only remembering the hardship their grandparents and great-grandparents endured when the Brass shops and mines closed. Many in Cape Verdigris don't even realize that Sonora wasn't the last of her line.

Arriving at City Hall

The inheritors are asked to wait in the receiving area outside Mayor Krana's office by Vlodimira, a somewhat anxious giantkin watching the reception desk.

Also gathered in the waiting room are:

Therwicke Festibool, a bent and elderly brass male dragonborn. He sits quietly in the far corner of the room, his eyes wrinkled over with thick, calloused scales. He wears a dusty old suit with noticeable wear-and-tear. It's unclear whether he's sleeping, but he snorts loudly when prodded or questioned.

Ledra Giddibutt, a wealthy gnome with appraising eyes. She attempts to chat amiably with Therwicke, eager for gossip, but gives up when she gets no response. Ledra is president of the First Bank.

Kipita Brass, a pleasant-looking young human. Kipita wears a fine suit and leather shoes, but a DC 14 Wisdom (Perception) check reveals them to be secondhand, and one of the rolled-up cuffs has been dipped in paint. He fidgets anxiously, his eyes glued to the mayor's office door.

They're soon joined by **Flancer Kincade**, a refined-looking businesswoman. Kincade ignores Vlodimira's protests and heads straight into the mayor's office, slamming the door behind her.

There's a brief cacophony of raised but indiscernible voices from within before the doors open, and Mayor Krana invites everyone gathered to join her in her office.

Krana's office is fine with mahogany furniture and vaulted ceilings. Standing behind her are Flancer Kincade and **Cleo Brass**, a young woman with cunning green eyes. Cleo is flushed and upset—and clearly dislikes Kincade.

Krana asks everyone to take a seat while Vlodimira brings in refreshments. Then the reading of the will begins, and tensions mount:

MAYOR KRANA: *The inheritance is simple: the estate, including the manor and its holdings, is to be split primarily between Cleo and Kipita Brass—*

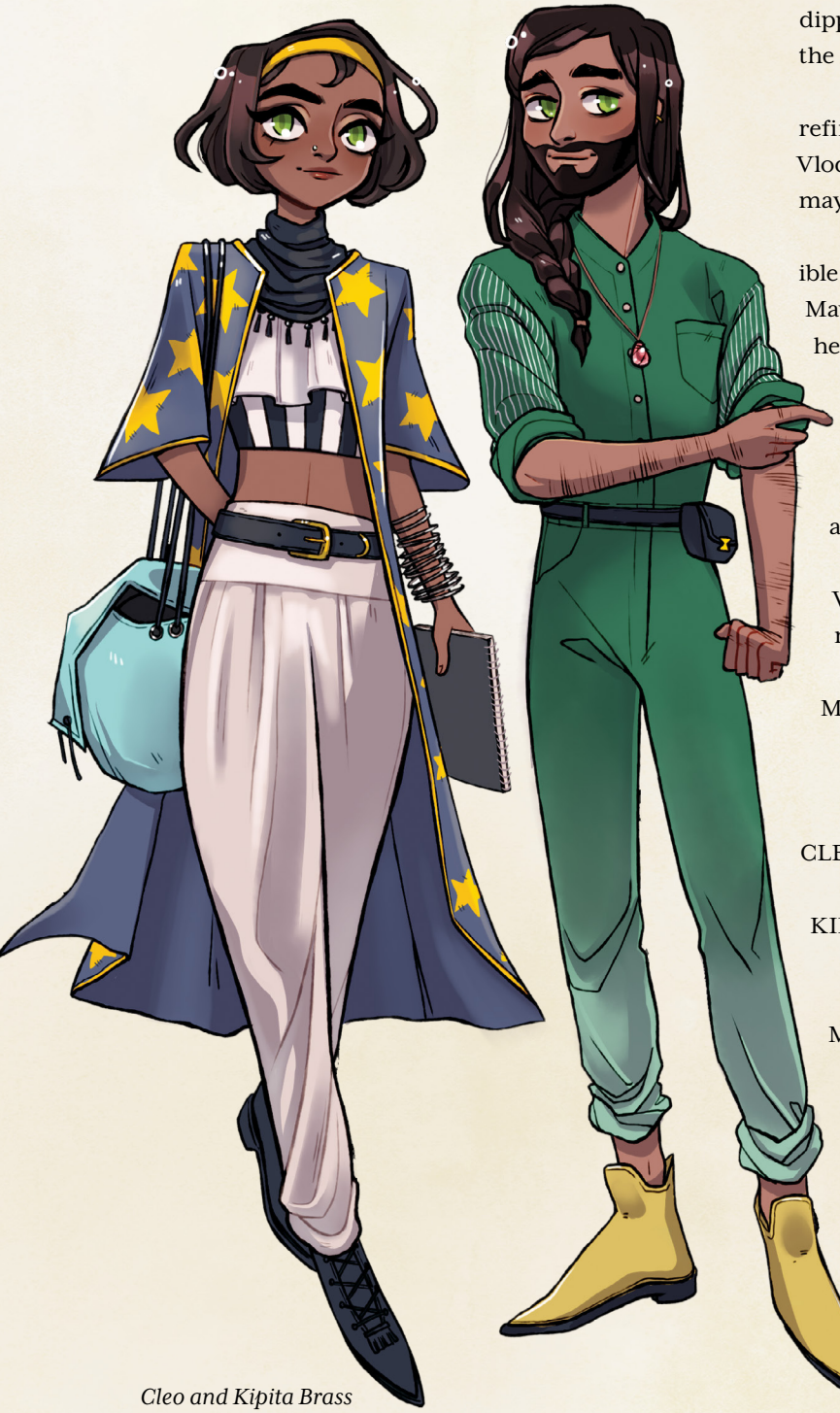
CLEO: *There! You see?*

KINCADE: *I'd sit down and let her finish before barking so smugly.*

MAYOR KRANA: *If you'd both sit down—yes, thank you. Split primarily between Cleo and Kipita Brass with the exception of the laboratory offices in Silverstruck, and the northern mines, to be passed to Flancer Kincade.*

KIPITA: *Just those two things? Well that's not so bad, Cleo.*

LEDRA: *That's all well and good, but what about what's owed?*



Cleo and Kipita Brass

At this, Mayor Krana moves on and discloses that the Brass estate still has several debts that need to be repaid: each of the gathered party has a right to make a living from some part of the estate, to be negotiated with Cleo and Kipita—while Ledra and the First Bank are owed a debt of 30,000 gold pieces. Additionally, Kincade points out that virtually no tradespeople in Cape Verdigris will want to do business with the Brasses, as they inherit not just the estate but a legacy of unreturned favors and bad business practices.

Kipita is daunted by this amount, but Cleo forges on, making careful notes in her ledger. She posits that the debts should be manageable—*if* the inheritors work together to manage the estate and turn a profit. If any of the party members are still in their apprenticeships, then Krana points out that the work needed on the estate would surely prove to be their masterpiece, allowing them to graduate into fully-qualified craftspeople.

Kincade is rudely derisive of this proposal, the Brasses, and the party, but Krana insists that the debt be divided evenly, and she accepts proposals for what portion of the debt is appropriate for each member of the estate.

Challenging the Debt

Unless the party intervenes, Krana determines that Cleo, Kipita, and Kincade split the debt evenly. Krana is impressed by initiative and appreciates passion and commitment. Kincade challenges any arguments made by the party with disparaging comments and a reminder to Krana that Silverstruck is still recovering from a hard season the year before.

The party can also negotiate the debt with Ledra directly, diminishing the balance owed by as much as 300 gp in exchange for favors, gossip, or exotic imports from the mainland.

Krana ends discussions with an ultimatum: the Brasses have one year to settle the debts with Ledra and make good progress with the community. At the beginning of the following summer, the guild leaders will meet and determine whether the Brasses may keep the estate, or whether they default on their debts.

Kincade is incensed by this and storms out. Ledra leaves shortly thereafter. Therwicke is still sitting quietly in the corner: Krana reveals that the estate is required to keep him on staff as the butler and librarian.

Krana invites the party to return the following day, when the labor chancellor will lay out some of the community debts owed.

Cleo and Kipita accompany Therwicke back to the manor and invite the party to meet them there when they're ready.



Flancer Kincade

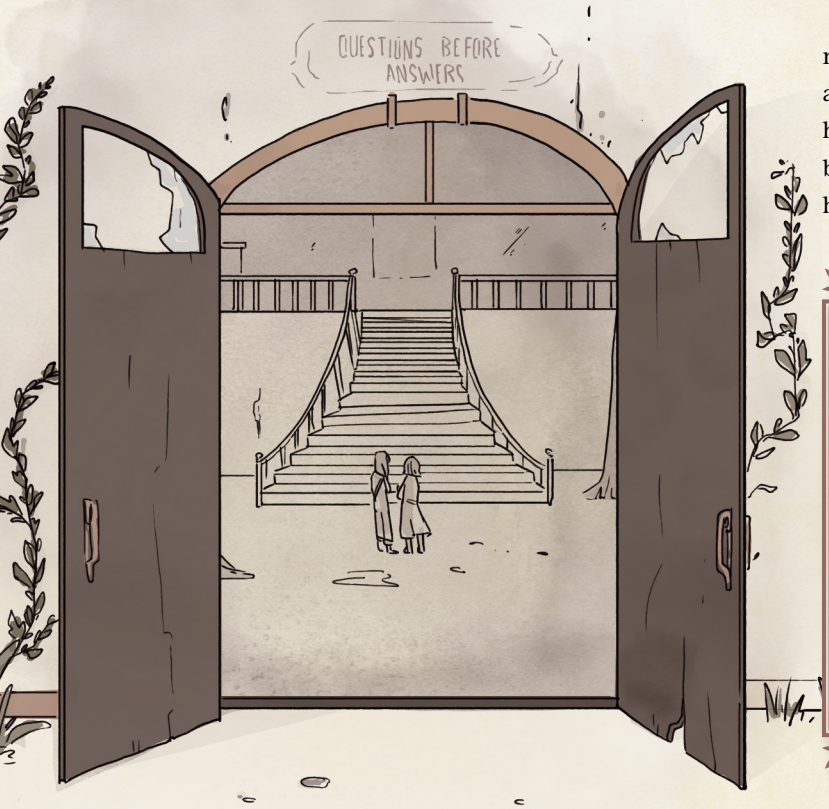
PART 1: SUMMER

Overgrown, Undervalued

The forest around Brass Manor is lush and overgrown with rain-fat vines. The road is kept clear, though it's obvious it hasn't seen regular foot traffic for some time. On approach, the manor seems to blend into its lush surroundings.

The manor is clearly in need of a lot of work. Overgrown with vines, its windows are all either broken or rotted out of the frame, except for the dirty stained-glass window on the second floor. Roof tiles peel away like dead leaves. The family motto, "Questions Before Answers", is carved into the door-frame above the entrance.

Cleo and Kipita are resigned to their fate; even in their youth the manor was in bad repair. They explore the manor and begin to take stock of the work that needs to be done, and they invite the party to select rooms on the second floor, where there are bedrooms enough for everyone.



Though Cleo and Kipita aren't shocked at the state of the manor, they are surprised to find its contents gutted: gone are most of the sentimental items they recall from their youth such as portraits or toys. Above the grand staircase is a discolored patch of wall where a portrait of their ancestors, Tato and Cleo Brass, once hung.

Once and Future House

The group is being watched. Bricabrac is a household deity who lives within the walls and can become intangible and invisible at will. Bricabrac is far too skittish to reveal themself to the party and remains undetectable within the walls, but they quickly develop an opinion of the party as a result of their actions within the house.

Bricabrac approves of anything that restores the "homey" quality of the house: cleanliness, repairs, upkeep and improvements are all agreeable, while disrespect or violence on the premises frightens Bricabrac. They grow anxious when extensive renovations are underway until the damage to the property is resolved.

Bricabrac represents the spirit of the house: it makes its home in the past, present, and future. As a result, they value renovations that rejuvenate the house, even if it introduces new concepts or ideas, but they disapprove of renovations that obliterate the house's history or family legacy.

BEING WATCHED

Bricabrac is a sentient creature and can be reasoned with. If any of the party members are insightful enough to perceive Bricabrac's presence, gaze, and approval or disapproval (DC 17 Wisdom [Insight] check), then such interactions should be communicated vaguely: "It's difficult to describe, but the room feels happier now" or "With the damage you've done, a depression comes over the room."

Bricabrac's approval or disapproval can be tallied over the course of the adventure depending on the state of the house and the attitude of the party members towards one another, described on the following table:

	Ruin	**Poor Repair**	**Good Repair**	**Restored**
Hostile Party	ANGRY: Bricabrac tries to expel the party from the house.	DISTRUSTFUL: Bricabrac tries to undo or sabotage renovations.	WARY: Bricabrac provides the party with minor assistance, such as placing small tools close at hand, or keeping their coffee hot for longer while they work.	PROTECTIVE: Bricabrac tries to improve the mood of the manor with lighting, breezes, and smells, but gets anxious and exhibits harmless poltergeist activity during arguments.
Neutral Party	DISTRUSTFUL: Bricabrac misplaces tools or creates unpleasant drafts in order to delay renovations.	WARY: Bricabrac provides the party with minor assistance, such as placing small tools close at hand, or keeping their coffee hot for longer	HELPFUL: Bricabrac gives a +1 crafting bonus to all work done within the house but becomes anxious and exhibits harmless poltergeist activity during arguments.	ENERGIZED: Bricabrac grants a 1d6 crafting bonus to all work done within the house or grounds but becomes anxious and exhibits harmless poltergeist activity during arguments.
Collaborative Party	WARY: Bricabrac provides the party with minor assistance, such as placing small tools close at hand, or keeping their coffee hot for longer while they work.	HELPFUL: Bricabrac gives a +1 crafting bonus to all work done within the house but becomes anxious and exhibits harmless poltergeist activity during arguments.	ENERGIZED: Bricabrac grants a 1d6 crafting bonus to all work done within the house but becomes anxious and exhibits harmless poltergeist activity during arguments.	LOVING: Bricabrac grants a 1d6 + 3 crafting bonus to all work done in the house and allows the crafter to reroll a 1 (keeping the second roll) once per crafting attempt. If the party argues, Bricabrac alters the temperature or lighting, or invokes household smells or sounds in an attempt to calm the party.

At the start of the adventure, the Manor is considered to be in "Poor Repair" and only degrades as a result of the party's actions.

Alternatively, Bricabrac's favor can be tied to individual actions and tracked numerically. When tracked this way, Bricabrac's favor starts at 40 and translates as follows onto the chart above:

Hostile Party: 0-25
Neutral Party: 26-75
Collaborative Party: 76-100

Approval

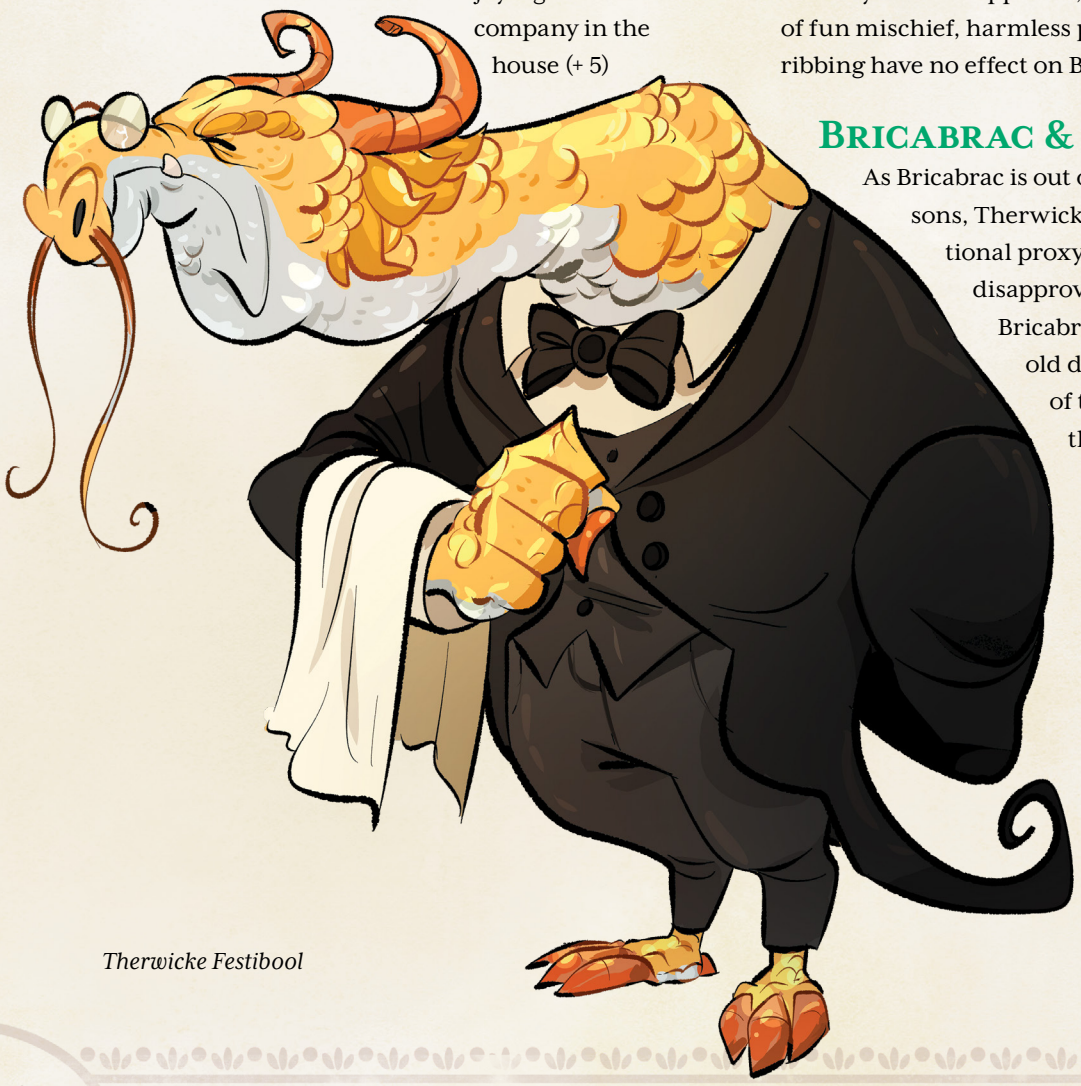
- Small repairs (+ 5)
- Large repairs (+ 10)
- Structural repairs (+ 20)
- Homey or useful improvements that make the house more livable (+ 5)
- Small offerings (or items that Bricabrac interprets as such) of clothing, food, or toys left out for Bricabrac (+ 5)
- An hour spent with three or more people enjoying each other's company in the house (+ 5)

Disapproval

- Utilitarian improvements that prioritize profit over hominess (- 5)
- Destruction or erasure of anything made by Sonora or Ottika (- 10)
- Violence* (to animals, pests, or people) (- 5 per encounter)
- Death* (to animals, pests, or people) (- 20 per death), to a max disapproval of 0
- Ten minutes of heated argument involving three or more people in the house (- 5)

** Bricabrac disapproves only of needless or cruel violence. A chicken killed quickly and humanely for dinner won't upset Bricabrac, who loves a home-cooked meal. Bricabrac is a pacifist and possesses a strong but simple sense of compassion.*

Other acts such as singing or whistling, laughing, small acts of kindness to one another, and successful crafting attempts will also net small approval gains, ranging from +1 to +4, while small acts of pettiness or hostility can lose approval, ranging from -1 to -4. Acts of fun mischief, harmless pranks, or good-natured ribbing have no effect on Bricabrac's approval.



Therwicke Festibool

Bricabrac & Therwicke

As Bricabrac is out of sight for the first two seasons, Therwicke serves as Bricabrac's emotional proxy: where Bricabrac would disapprove, so does Therwicke; when Bricabrac is pleased, so is he. The old dragonborn is unaware of this connection he has to the house spirit, though he is more in tune with the manor's needs than most.

Shaky Ground

Throughout the summer, the estate is periodically rocked by small tremors. Once per day, roll a d20 and consult the table.

Result	Effect	Consequence
1	A large tremor rocks the estate, lasting about 4 minutes. Afterwards, roll an additional d20 for the aftershock (aftershock 1s rolled have the effect of a 4-5).	All creatures within the estate must succeed on a DC 16 Strength check or are knocked prone. There is small damage to the estate that counts as a DL 1 Medium project. Any projects in progress when the tremor occurs need to be started over from scratch, but the materials and preparation can be reused.
4-5	A tremor rocks the estate, lasting about 2 minutes.	Any projects in progress when the tremor occurs require 2 additional hours to complete.
6-10	A tremor shakes the estate, lasting about 2 minutes.	Any projects in progress when the tremor occurs require 1 additional hour to complete..
11-14	A tremor shakes the estate for 30 seconds.	Frightened, a pest emerges from the walls of the manor. If no one is around, the pest returns into the walls after 10 minutes.
15-19	A light tremor shakes the estate for 10 seconds.	No effect.
20	A brief, sudden jolt of a tremor shakes the estate with an accompanying boom.	Somewhere on the estate, a fissure has opened up revealing 300 gp of silver, gold, peridot, or obsidian.

For every ten days that passes before the end of the season, roll an additional d20, and use the lowest number. After the first ten days, the tremors are felt as far as Silverstruck.

Making a Sale

Presented with the sizable loan ahead of them, the party may be eager to craft lucrative projects and sell them off for a quick profit. However, Silverstruck and the rest of the cape suffered bad storms the previous year and many are still recovering from the damages. Few have the gold for high-priced items.

Each settlement has one NPC who can afford items valued at over 1000 gp up to a maximum of 3,000 gp, though they must be persuaded to complete the purchase and will do so only if they can pay in installments (of 1,000 gp per season).

A gold dragonborn named Auruman works at the First Bank, but on the side she acts as a buyer for a prestigious and paranoid collector from the mainland. If the party attempts to sell anything powerfully magical, Auruman tracks them down to propose a sale. Auruman can pay up to 1,500 gp per season per item, for a max of three items at a time.

Items valued 1,000 gp or less are an easier sell to most merchants, though each one can only afford such a purchase once per season.

Pests Aplenty

Unfortunately, Bricabrac isn't the only creature living in the manor's walls. The manor is plagued by **3 swarms of rats**, **2 swarms of insects**, and a **giant constrictor snake**. They live within the walls for the duration of the season, making odd noises (especially at night), and dealing minor damage to tools, furnishings, and food items left unattended. When encountered, the pests retreat from the party until cornered and attack anyone who comes within five feet of them at any time.

Dealing With the Pests. The pests can be trapped, lured, coaxed, or terminated, but killing them upsets Bricabrac.

The grounds, meanwhile, have become home to wild **gobblers**—oozes that pop up occasionally in the gardens, hungry for domestic magic. The gobblers mostly keep to themselves, but have a habit of eating and destroying tools, crafted objects, or structures

size Medium or smaller. They ignore wild plants but eat cultivated ones. There is one (1d4 - 1) gobbler around the immediate manor grounds on any given day, until the source of the gobblers is dealt with. If destroyed, the gobblers reappear in two (1d6 - 1) days. The gobblers' digestion is slow but destructive; they deal 5 (1d10) acid damage to any object they spend the day chewing on. This damage ignores all resistances and immunities.

Dealing With the Gobblers. The oozes are spawning out of a broken piece of arcane equipment in a junk pile at the edge of the garden, where it meets the forest. A DC 14 Wisdom (Survival) check reveals slime trails leading to the junk.

Once the source is discovered, the party is attacked by hungry gobblers. Include 1.25 gobblers (rounded down) for every combatant present at the time of their discovery; i.e. a party of three should face three gobblers, while a party of four should face five.

Afterwards, a DC 13 Intelligence (Arcana or Investigation) check reveals the remains of a broken transmutational vat, likely meant to refine and strip magic from scrap materials. The leaking vat created the gobblers.



Destroying the Vat. The vat has 30 hp, an AC of 17, and a damage threshold of 3. As the vat takes damage, it begins to vibrate and hiss; both of these reactions grow more violent as it continues to take damage. Once the vat is reduced to 0 hp, it explodes. Creatures within a 30-foot radius of the explosion must succeed on a DC 14 Dexterity saving throw or take 3d10 acid damage and are knocked prone. Creatures take half as much damage on a success and are not knocked prone.

Dismantling the Vat. This vat can be safely dismantled as a DL 2 Medium project. The vat is an alchemical object made of crystal and pewter. Successfully dismantling the vat yields the crystal vat (including a small crack in its lower right side), three tarnished pewter hoops, and ten gallons of high-quality organic solvent.

Repairing the Vat. The damage has stripped the vat of its original magical properties. However, if successfully repaired, the vat can recycle scraps of garbage into a friendly Tiny gobblerling at a rate of once per month. This repair is a DL 3 Medium project. Alchemists or craftspeople familiar with arcane solvents and crystals gain the benefit of their trade techniques.

Ignoring the Vat. If the vat is ignored, gobblers continue to explore the property, eating anything touched by domestic magic. In the winter, gobblers may try to enter the house to escape the storms— damaging any doors, windows, or ducts in their efforts.

It's a bit of a fixer-upper

Cleo takes careful notes while exploring the house and grounds and is happy to brainstorm profitable ideas: she suggests converting the manor into a resort and renting out the workshop or greenhouse. Kip, meanwhile, wants to keep the house family-oriented: instead of a resort, he suggests a bed & breakfast; instead of renting out the workshops, he wants to teach painting and illustration classes to local youth.

Cleo finds Kip's ideas romantic and unprofitable: when he speaks, she firmly steers the conversation back towards the bottom line. She counters that making parts of the estate available to collaborators will help mend ties with the community.

While she's dismissive of her brother, however, Cleo views the party as investors and business partners; from them, she'll accept any proposal that seems reasonable and profitable, short of tearing down the entire estate.

After a day's assessment, Cleo has a list of projects she thinks are actionable and worth doing no matter what they decide:

Restore the Library. Thanks to a burst pipe, the library's books have begun to decay. Restoration is a DL 3 Huge repair that requires trades that work with Drafting, Textiles, or Wood—especially bookbinders, painters, or seamsters. The base materials required are several pounds of bookmaking supplies (fresh paper, replacement cover fabrics, wood cover slats, ink, and quills/pens). If you're tracking Bricabrac's approval, success on this project grants + 20 approval from Bricabrac, plus an additional + 5 for every boon added to the stack during the repair.

Repair the Workshop. The grounds contain a large workshop in need of renovation. It could be made into a shared creative space for multiple trades, or a highly specialized workshop. It was initially intended for metallurgy, but abandoned painter's tools in the mezzanine suggest it was once used as a studio. Repairing the broken forge is a DL 3 Large repair for a mason, blacksmith, or similar trade, and base materials include 100 lbs. of steel sheets or 100 lbs. of stone. Success grants a working forge, oven, furnace, or boiler, depending on the desired results. Other repairs or alterations to the workshop are open to party suggestion. Success in this project grants + 20 approval, plus an additional + 5 for every boon added to the stack during the repair or alterations. Note that in this instance Bricabrac doesn't mind if the workshop is no longer used for metallurgy, so long as it's being used.

Repair the Kitchen. The stove has rusted and the flue has caved in. This is a DL 2 Large repair involving stonework, tilework for the flue, and another DL 2 Medium repair involving metalwork or alchemy for the stove. The base requirements for this project are several dozen pounds of brick or stone and mortar, and alchemical components and iron for the stove. Success on the repair grants + 15 approval with Bricabrac, plus an additional + 5 for every boon stacked on the project. These repairs grant you a working stove with four burners. Any upgrades beyond this are a minimum DL 3, depending on the nature and scope of the upgrade. Successful upgrades grant favor with Bricabrac equal to 10 x the project's Difficulty Level, plus an additional + 5 for every boon stack acquired on the project.

Assorted Repairs. Cleo happily entertains additional proposals, including repairing all the windows, clearing the grounds of debris and overgrowth, or plugging any leaks. Success on this project grants favor with Bricabrac equal to 10 x the project Difficulty Level, plus an additional + 5 for every boon stacked on the project.

Ottika's Tapestries. Around the house are four 10-foot trailing tapestries that hang from the walls; each seems to depict Cleo and Kip's grandmother, Sonora, in various stages of her life. These tapestries are in disrepair but require Knowledge as a base material, as there seem to be some missing stitches along the bottom of each tapestry that make strange patterns. The tapestries can be cleaned with a DL 2 repair check on a Large object, but they cannot be fully restored without the Knowledge benefit (granted from the library or from Lady Garmia or Allimid in the fall). See Winter: In Stitches for descriptions of these tapestries.

Well-read

Most of the books in the library are too moisture-logged to be enjoyed. Repairing the books yields a collection of beautifully illuminated novels, histories, world atlases, and bestiaries, as well as an assortment of books on crafting. When the library is restored, roll 3d10 to determine which books are found:

Result	Title	Benefit
1	*Rind and Root: The Gardener's Guidebook*	Knowledge benefit for any vegetable or fruit gardening
2	*The Tapestry of the Night*	Knowledge benefit for any astronomy or astrology
3	*Cooking for Kings*	Knowledge benefit for any food preparation
4	*Cast Shatter One More Time and I Swear to the Gods: A Glassblower's Year in Adventuring*	Knowledge benefit in glassworks
5	*A Stone's Throw*	Knowledge benefit in masonry
6	*The Painter's Eye*	Knowledge benefit in painting
7	*Metallurgical Magic*	Knowledge benefit in metallurgy
8	*Allies and Alloys: A Tabletop Roleplaying Game*	Knowledge benefit in blacksmithing or tinkering
9	*Finishings: Leaving Your Mark on a Wooden World*	Knowledge benefit in carpentry
10	*Stitches to Riches*	Knowledge benefit in sewing

Additionally, there is latent magic in the bookshelves; if asked, Therwicke can retrieve a special book for the party.

Roll 3d6 to create a random book from the chart below. Each party member can only take out one such book at a time. Once these books are returned, they get lost among the stacks, stubbornly refusing to be catalogued. Therwicke agrees to retrieve a book once per day, and only if the party member's previous book has been returned. With a d100 result of 90 or higher, Therwicke is successful. Each day that goes by since the last book was returned lowers the necessary result by 5.



Each book grants the specified effect on a number of projects determined by the frequency. The projects must be of the Media type rolled.

Result	Frequency	Effect	Media
1	***Mortin Morgoth's...*** No effect/benefit.	***Theories regarding...*** Grants +5 to the craft roll and a flaw.	***Crystals***
2	***Abridged...*** A single project.	***Recipes for...*** Grants a boon.	***Drafting***
3	***Tradesperson's...*** Up to three nonmagical projects.	***Stories about...*** Leads to a source of high-quality material.	***the Living Arts***
4	***Arcane...*** A single magical project.	***Dictionary of...*** Grants Knowledge assistance.	***Metals***
5	***Beginner's...*** Up to two projects that you have never completed before.	***Field Guide to...*** Grants an emergency d6 to add to a failed craft check.	***Textiles***
6	***Complete...*** After the book is used, roll 1d6. On a 1 you've exhausted the extent of the book's knowledge and it can no longer be used.	***History of...*** Grants Knowledge assistance and leads to a source of high-quality material.	***Wood***

Two books are always included in the library: ***A Spy's Time Abroad*** (a dense, 2000-page historical drama with a cast of over 150 named characters), and ***Craft & Cape: A History of Domestic Magic.*** Successfully reading *A Spy's Time Abroad* requires at least 60 hours of intense reading (or half that in the hands of an established speed-reader) but doing so grants impressive insight into code breaking (giving advantage on all Investigation rolls related to the breaking or making of secret messages).

Craft & Cape is mostly a romance rather than a hard science, having been written 300 years ago by an explorer. However, it mentions that a unique property of domestic magic is the way a happy home seems to make domestic magic stronger, while a poorly kept home sabotages it. The book attributes this to puckish spirits and depicts a small, fey creature perching under a cobbler's workbench.

Raw Materials

The grounds around the estate have a bounty of harvestable resources. Once discovered, these can be gathered according to the Gathering table at the end of the adventure.

Hired workers can be tasked with gathering these raw materials, as well. A maximum of three workers can be tasked with gathering at any given time. The workers work four days for every three days off.

In the fall, Chancellor Pan requires the estate pay a seasonal 5 gp premium per worker. Each worker hired for this task costs 5 sp per day and can be assigned to any of the available sites. Each one gets their own roll on the Gathering table. Unless told otherwise, these materials are taken to town and sold for the listed value. If the bandits have not been taken care of, the trade carts carrying these materials will be targeted.

In the winter, the work ceases due to the storms, but workers who were treated well and kept safe from the bandits will return to work in the spring.

In the spring, provided the workers were treated well and kept safe during the previous seasons, the maximum number of workers that can be assigned to gathering increases to six.

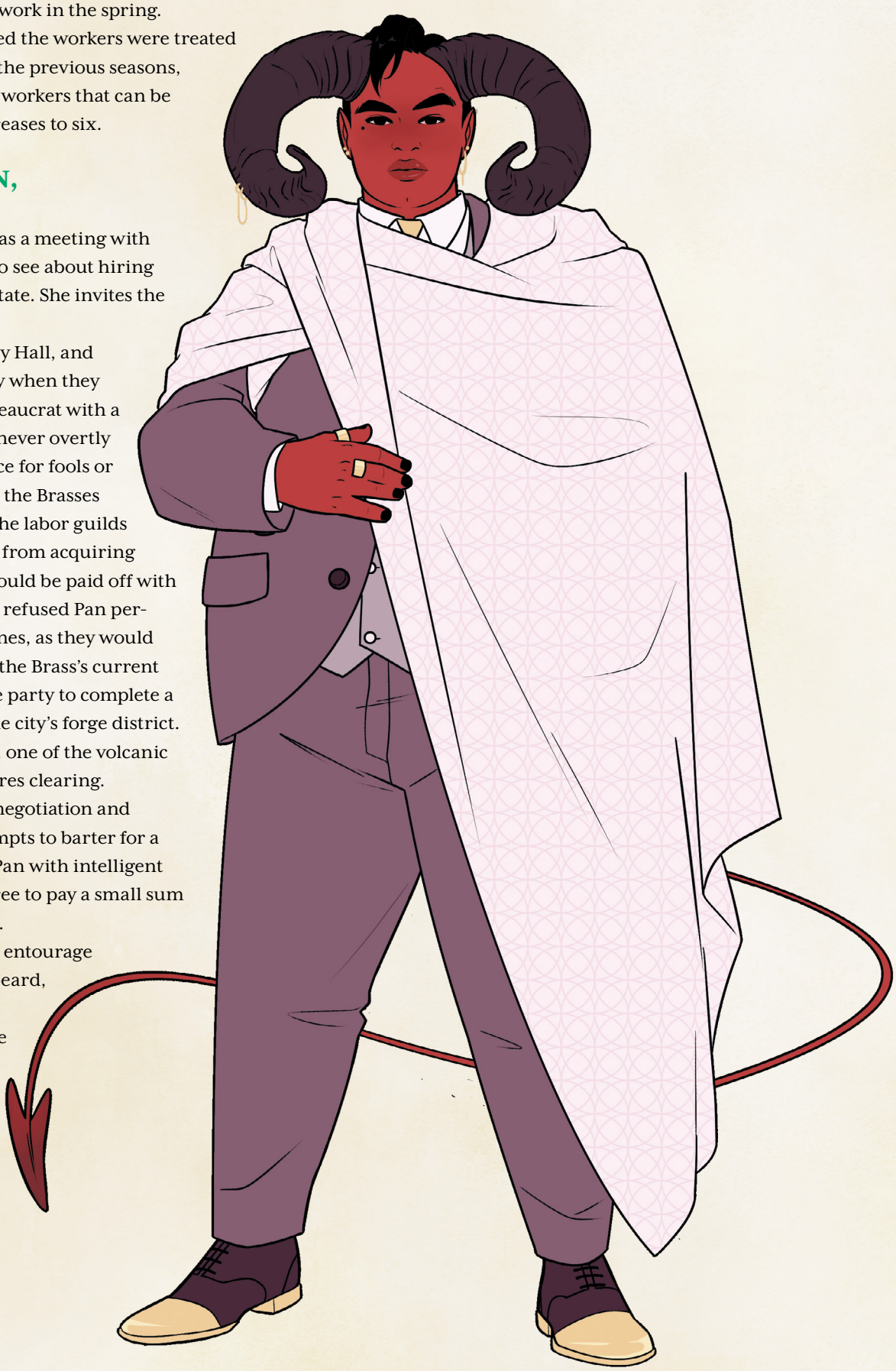
Out of the Pan, into the Fire

The next morning, Cleo has a meeting with **Chancellor Artifice Pan** to see about hiring laborers to work on the estate. She invites the party to come with her.

Pan's offices are in City Hall, and Vlodimira greets the party when they arrive. Pan is an aloof bureaucrat with a fierce intelligence. While never overtly rude, Pan has little patience for fools or laymen. Pan explains that the Brasses are in bad standing with the labor guilds and are therefore banned from acquiring permits: normally these could be paid off with steep fines, but Krana has refused Pan permission to charge these fines, as they would be insurmountable given the Brass's current debt. Instead, Pan asks the party to complete a task in the Salamander, the city's forge district. After a recent earthquake, one of the volcanic vents is clogged and requires clearing.

Pan admires shrewd negotiation and cleverness; if anyone attempts to barter for a better deal, or impresses Pan with intelligent questions, then they'll agree to pay a small sum for the work (up to 150 gp).

Pan asks Cleo and her entourage to speak to Airgead Frostbeard, a blacksmith in the Salamander, to learn more about the task ahead.



Burping the Salamander

The Salamander is an industrial neighborhood built within an ancient lava tube. Its cavernous mouth breathes sulfurous fumes: on entering the Salamander, each creature must succeed on a DC 14 Constitution saving throw or take 5 poison damage. The save must be made again every ten minutes spent in the Salamander until the vents are cleared. This damage can be averted with spells or crafting.

Airgead Frostbeard owns the Anvil, one of the largest forges in the Salamander.

As you enter the Anvil, your eyes sting from the smoke. You hear a hoarse, bellowing voice call, in Dwarvish, "Just a moment!" before a great crackle of frost breath cleaves through the smoke. The chilled ash falls to the ground, momentarily clearing the air. Before you is Airgead Frostbeard, a silver dragonborn smith. He eyes you critically, then continues in Common: "Did Pan send ye?"

He reveals that the source of the sulfurous congestion is a clog in the central flue.

Clearing the clog takes two hours of manual labor inside the flue. The players can reduce this time by 15 minutes for each successful DC 16 Strength (Athletics), Dexterity (Acrobatics), or Intelligence check they make. Each party member can only attempt three such checks per day.

If any tools are constructed for this job, then reduce the unclogging time by an hour per Difficulty Level of each successful project. If spells are used to complete the job, then reduce the time by 30 minutes for every spell level. However, the first time a spell is cast, a small earthquake shakes the Salamander as a warning for the trouble that additional magic might cause. Subsequent uses of magic on the flue have a 50% chance of causing a larger earthquake, which damages Airgead's forge, putting him out of work for a week.



Airgead's Anvil stocks the following supplies:

- Several hundred pounds of:
  - Silver, 5 gp/lb.
  - Steel, 4 gp/lb.
  - Gold, 50 gp/lb.
  - Platinum, 500 gp/lb.
  - Copper, 5 sp/lb.
  - Iron, 1 sp/lb.
- 12 lbs. of mithral, 2,500 gp/lb.
- 1 lb. of adamantite, 5,000 gp/lb.
- 10 sets of smith's tools, 20 gp/8 lb.
- 2 +1 *Smith's Toolkits*, 2,000 gp/10 lb.

If the vents haven't been successfully cleared after three days, then another earthquake clears the blockage in the central flue but damages most of the forges in the Salamander.

Once Airgead's forge is working again, he immediately sets to work on his latest project: a set of gauntlets that would allow him to plunge his hands directly into molten lava without suffering burns or heatstroke. The last component he requires is a gem that has been infused with intense flame. He has the gem on hand, but it needs to take 50 fire damage in a single round in order for it to be infused. If the players can help with this task, then he'll be happy to return the favor in assistance, knowledge, or materials.

If the party clears the flue without damaging his shop *and* infuses his gem, then he also provides the players with an *Everburning Flame* for their new forge.

Out of the Fire, Into the Pan

If the job is successful, then Pan keeps their promise to grant Cleo a permit, though Pan continues to treat the party coolly. With the permit in hand, Cleo and the party can now hire laborers with their guilds' consent.

If the party fails to clear the flue, then Pan refuses to give them a permit. Laborers may agree to work with the party all the same, though this requires hiring them under the table and a minimum DC 16 Charisma (Persuasion) check.

Errand Venture

In addition to Airgead, there are a couple of craftspeople around Silverstruck who are willing to work with a strange crew in exchange for assistance.

Gordon Brimsly is the half-elf owner of Sweet Reams, a bookbinder's supply shop. Gordon is trying to recover several pages of mithral trim stationery that are missing from his latest supply delivery. Locating the missing pages around town requires a DC 13 skill check of the party's choice, but each skill can only be used once. The party as a whole must have three successes before three failures, or the remaining pages are lost. In exchange, Gordon offers the party a steady supply of nonmagical supplies for the remainder of the year.

Tots Tanklferd is the gnome purveyor of Tots Pot and Whistle, a supplier of kitchen wares. Tots is currently engaged in a three-way quarrel with the fire and water elementals that live in her new automatic steam cooker. Each elemental is arguing that it does most of the work and should be the one in charge of the other. Tots has an important demonstration coming up and anyone that can convince the elementals to get along and work together earns Tots' favor and whatever supplies she can offer.

Trouble Brewing

Cleo begins a geological survey of the grounds around the manor, which takes her the rest of the season to complete. There's one part of the estate she is too anxious to check out: the Brazen Mines. The mines have been closed off since Cleo's parents, Ciri Watane and Lili Brass, were killed in a cave-in twelve years prior.

Exploring the Mines. The Brazen Mines were the foundation for the original Brass fortune. The entrance stands 15 feet tall by 10 feet wide but is sealed with a heavy gate marked "DANGER" in Common. Past the gate, the mine slopes downwards into the mountain for 100 feet. While there were once several branches from this main shaft, most have been closed off by the cave-in. Two clear branches remain:

Locked Ornate Door. This ornate brass door stands 5 feet tall and swings open from the middle, but it's currently locked. A creature proficient with thieves' tools can pick it (DC 17). Inside is a shrine, its walls beautifully painted, dedicated to Lili and Ciri, with a small pedestal for a candle. On the shrine is a book of poetry bearing an inscription by Ciri, to Lili, anda ring made out of a rare and beautiful alloy; a DC 15 Investigation check by a craftsperson who works in Metals reveals it to be a new kind of brass, though it would need to be melted down to determine its exact make-up. Cleo and Kipita both recognize the ring: it was made by their mother as a gift to their father.

Foreman's Office. Signage above this branch indicates it leads to the old foreman's office. The air grows hot, and a metal door at the end is scalding to the touch, dealing 1 fire damage on contact. The door is unlocked.

Inside the office, the room is split in half by an open fissure; lava bubbles 200 feet below and a wall of lava pours down into the fissure, blocking the party's view of the far side of the room. Creatures or items that try to cross the lava wall take 10d10 fire damage and are knocked prone, falling into the fissure.

On the near side of the room is a desk; its contents include a key ring, 100 gp, and a *Guide to Ores* book that

gives advantage on any ability checks made to identify a metal or ore type. One of the keys on this key ring unlocks the **Locked Ornate Door** above.

Party members who are searching for the source of the quakes can make a DC 18 Intelligence (Nature or Investigation) check. On a success they intuit that the source of the quakes is located in the caverns below the lava.

GM Note: The tremors on the estate will continue, and grow, until the blockage is dealt with. The rest of the season assumes that the tremors continue unabated.

Oy Survey. From this point on, surveyors can be encountered on the Brass estate, hired by Kincade. While they are there illegally, some of them may not realize it. The surveyors may provide useful information, such as revealing the location of newly opened fissures (if a 20 was rolled on the Tremor table), or insights into the peridot seam beneath the Hound, the copper seam near the Brazen Mine, or the red clay under the Free Falls.

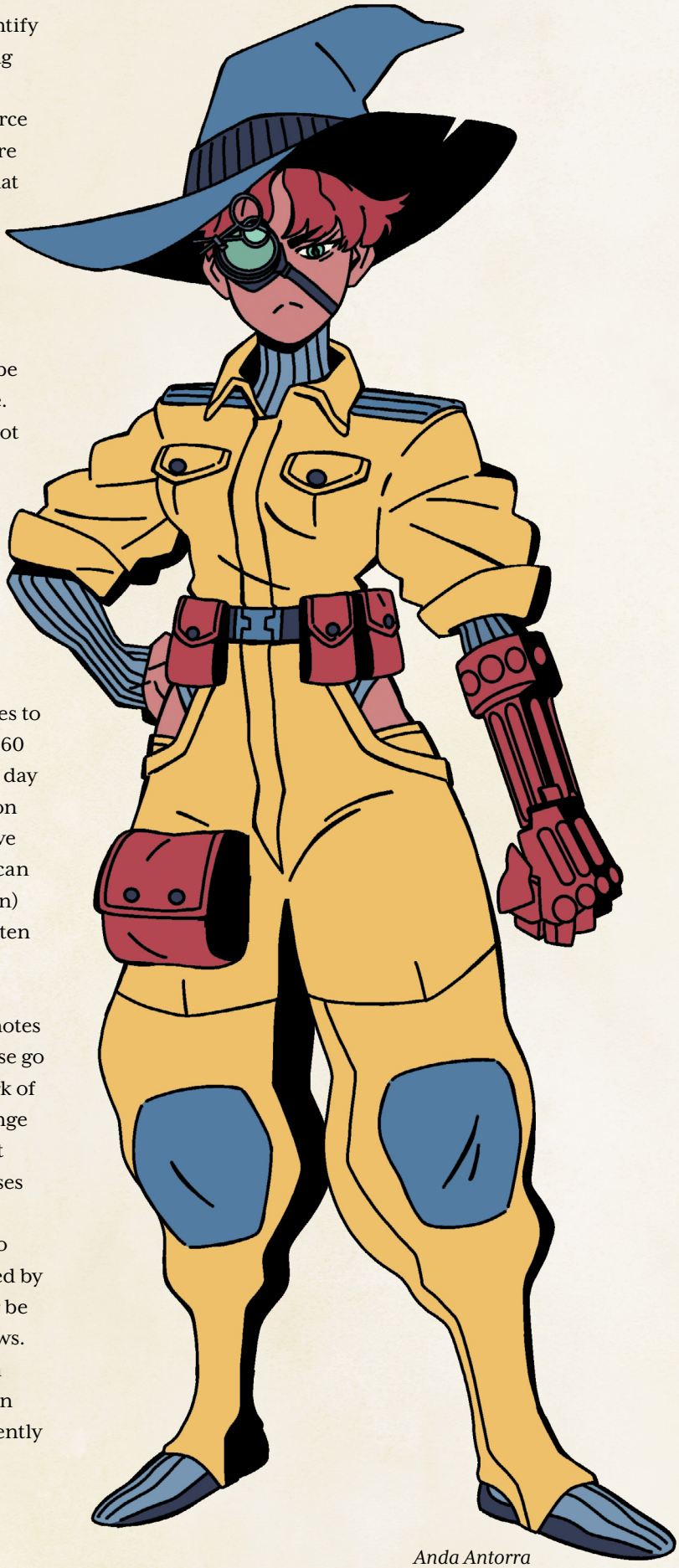
Family Ghost

While Cleo is occupied on the grounds, Kip decides to make a genealogy of the Brass family. It takes Kip 60 days to complete this project on his own; for each day a party member assists him, reduce the completion time of Kip's project by an additional day. After five days of participation, an assisting party member can make a DC 14 Intelligence (History or Investigation) check to reduce the project time by an additional ten days for each success.

A few nights into the project, Kip reveals that someone has been interfering with his research notes during the night, and other tools around the house go missing or reappear in odd places. This is the work of Bricabrac, whose small acts of disorganization range anywhere from curiosity and mischief to outright sabotage, depending on their opinion of the Brasses and the party so far.

Kip asks for a lock to be installed on his studio door (the study, unless that room has been claimed by someone else) and suggests that the whole manor be outfitted with new locks for the doors and windows.

The Locksmith. Anda Antorra is a young witch apprenticed to a locksmith, but as her mentor is on vacation on the mainland until winter, she's currently the only locksmith in town.



Anda Antorra

Regardless of whether the party obtained the labor permit from Chancellor Pan, Anda agrees to take the job, as she is not yet a guild member. She requests 50 gp for the work but can be negotiated down to a trade for tools, magic items, or exotic books from the mainland. The labor is a full day's work, and she leaves the keys with Therwicke when the job is done. The locks are good quality and would require a creature proficient with thieves' tools to succeed on a DC 16 Dexterity check to unlock, increasing to DC 18 if any of the party members assisted with the work.

The morning after the locks are installed (by Anda or by the party), Kip reports that the situation is unchanged and several of his paints have disappeared. However, these acts are no longer committed by Bricabrac; Anda Antorra returns to the house between the hour of two and three in the morning to break into the house and put things in disarray, having kept a set of keys for herself. If Anda wasn't hired to put locks on the doors, then she'll either break in (against the old locks' DC of 12, or the new DC if new locks have been installed) or manipulate objects to the best of her ability using limited castings of *thaumaturgy* (three times per day) or *mage hand* (at will), creeping around the house and looking through the windows to do so.

The Clues. Anda returns every two to three nights. If she has any indication that someone is awake, she stays away completely. Furthermore, if any of the pests remain in the manor, they continue to cause minor havoc in the house, especially at night. However, if Anda returns, then the "haunting" begins to escalate: a DC 14 Perception or Investigation check reveals mysterious footprints in the dust of the library that tread up the stacks to the ceiling; chilling messages of "BLOOD" and "DOOM" are found written in Kip's spilled paints; books are removed from the library shelves and left open haphazardly on the floor. The first word on every page can be strung together to reveal hidden warnings: "GET OUT WHILE YOU CAN" and "YOUR DEATH AWAITS YOU".

The Culprit. If Anda is caught, Persuasion or Intimidation checks against her have advantage during the confrontation; the advantage is lost if Anda is allowed to leave or otherwise escapes. Anda reveals that she was hired by Chancellor Pan to try and scare the party into leaving Silverstruck, and they even gave her a small ring capable of casting thaumaturgy three times per day. Anda is proud and stubborn, but ultimately good-hearted, and feels genuine remorse for harassing the manor if she has been treated fairly. If Anda hasn't already repaired the locks, she offers to do so for free as an apology for playing along with Artifice. If Anda has repaired the locks, she gives over her extra copies of the keys, as well as the magic ring.

From this point on, Anda continues to be politely interested in the affairs of the estate, and Kip's genealogy, though she'll only express an interest in local history if pressed.

Confronting Pan

If confronted, Pan owns up to the sabotage, confessing that they distrust the Brasses. Pan is immune to threats or blackmail, however, and fears little recourse. Krana, for her part, promises to speak to Pan privately, and offers her sincerest apologies for the meddling.

If the Chancellor has been impressed by the party's ingenuity or hard work, or has been otherwise moved by their efforts, Pan reveals that the Brasses were one of the founding families of Silverstruck, and as a result they'd have a case to reclaim their guild seats on the council if the metallurgy guild were ever brought back.

GM Note: If the blockage is dealt with at any time prior to this point in the season, then the tremors have stopped, and the season can continue to play out naturally or transition to fall, as needed.

Before the party leaves, Pan remarks on the recent tremors. If more than ten days have passed since the beginning of the season, then Pan suggests they think the tremors are coming from the Brass estate. Whether or not this is expressed as a friendly or hostile warning depends on the party's relationship with Pan at this point.

Kip's Mural

As the summer nears its end, Kip decides to paint a mural across one wall of the library depicting the Brass family tree. He does this in secret, barring access to the library to anyone except Therwicke (who can retrieve books), but he'll take party members into his confidence if they helped him with his research. Kip is a talented artist and the actual painting of the mural should only take him about five days of solid work.

Once the project is complete, Kip holds a dramatic unveiling for the gathered group to see—but Cleo is furious. To her, the mural is a waste of valuable space and does nothing to improve the value of the estate. Kip responds angrily in kind, but before their fight can reach its climax, the group is silenced by a huge tremor that shakes the estate to its foundation.

The earthquake is the biggest the group has seen all season. All creatures within the manor must succeed on a DC 18 Strength check or be knocked prone. Books fall off the shelves, ladders tumble, and paints spill; but worst of all, there's a deafening crash from the opposite side of the manor, as the large tree outside the ballroom topples and crashes through the glass ceiling. (If the tree has already been harvested, then the ballroom roof caves in; this costs half as much to repair as the damage from the fallen tree.)

Cleo and Kip, both thunderstruck, forget their argument as they assess the damage to the estate.

Into the Mines

The earthquake was felt all the way to Silverstruck, and its citizens have called an emergency meeting at City Hall, attended by Flancer Kincade, Chancellor Pan, Mayor Krana, and several guild ministers. If the party doesn't make their way to City Hall, then Kincade, Pan, and Krana all head to the Brass manor after their meeting to confront the Brasses.

Kincade reveals that she believes the source of the blockage is coming from the Brazen Mines, thanks to the surveyors she hired to look into it. If confronted, Kincade smugly returns that it's a good thing she did hire the surveyors, or they would be no closer to finding the source of the quakes. She offers to explore and deal with the mines herself, as long as the Brasses sign over the estate.

Cleo and Kip refuse and, summoning her courage, Cleo agrees to go into the mines and look into it. She asks the party to accompany her.

Once inside the mines, the fissure in **Exploring the Mines** has widened, and the lava has risen: it's now 120 feet down. The air has grown rancid and inhospitable, and the temperatures are climbing. A DC 15 Nature or Investigation check (made with advantage thanks to Cleo's assistance) reveals that there's a blockage in one of the vents below: if something isn't done soon, a new volcanic vent will explode from the side of the mountain.

Under Pressure

The party has 24 hours to find a solution to the lava build up. Over this time, the lava level continues to rise before eventually flooding the mines. Any party-suggested solution that involves the creation of a minimum DL 4 project, or three or more minimum DL 2 projects, should be considered. If the project(s) has at least 3 boons in the stack and no flaws, then the plan is a grand success with no casualties.

Options include:

Cooling the Flow. Rapidly cooling the lava would create explosive gas bubbles, clearing the blocked vent below; however, this opens up a new volcanic fissure on the north side of Inkwell, which flows harmlessly into the sea. An ash cloud covers the cape for 1d6 days.

Diverting the Flow. Dykes can be built, tunnels can be excavated, or existing lava tubes surveyed, allowing the party to redirect the lava in a direction they see fit.

Failure. If the players fail to divert the lava, it erupts from the mines, spilling downhill towards the sea and demolishing one area of the estate (excluding the manor). The lava continues to seep out onto the property over the next ten days; if no attempts are made to prevent it, the flow takes out another area of the estate. The choking environment from all the smoke causes a 2d6 penalty to any open-air project attempted at the estate in that time.

Wherever the lava ends up, it remains dangerously hot for several months. By spring, the lava has cooled enough for safe exploration, and basalt, pumice, olivine, and obsidian can be mined from the flow.

Letting Off Steam

If the vents were successfully managed, the Brasses (and company) have earned some respect from both Krana and Pan. Cleo apologizes to Kip for her reaction to the mural and praises his diligence and study. If the party took sides in the argument, then Cleo and Kip apologize to the relevant party members, as well, and do their best to smooth over any conflicts that may have arisen.

PART 2: FALL

Silverstruck is hard at work as locals prepare for the coming monsoon season. On the estate, repairing the ballroom is top priority—else the manor will be severely compromised during the winter. If the party wishes to repair the ballroom themselves, it's a DL 2 Huge project to simply weatherproof the ballroom, and a DL 4 Huge project to restore it completely.

While some of the craftspeople may have warmed up to the Brasses, it still requires exceptional skill to recruit workers during this busy season: a DC 24 Charisma (Persuasion) check, in fact. Reduce this DC by 1 for every 20 gp spent as an incentive but reduce the check by 4 for every Difficulty Level of a project traded in exchange for the work.

Complicating matters, bandits have set up shop in the roads of Cape Verdigris, attacking laborers and merchants as they travel. A few deliveries have gone missing because of these attacks, and prices in Silverstruck skyrocket as supplies grow low.

Meanwhile, Cleo wishes to establish a business partnership in one of the neighboring towns of Cascade or Tapestry Hills. She allows the party to pick the destination, but advises that they all go together, as there will certainly be plenty of opportunities for everyone in each of the towns. Kip, meanwhile, plans to remain at the manor so he can take on a student (referred his way by Anda). He requests that, whichever direction you head in, you advertise his services as a teacher. He gives you permission to offer free tuition to up to three students, if they seem talented and passionate but lack the means to afford study. Otherwise, his rates are 200 gp per season.

If the party has resources and goods to sell off from the summer, then Cleo suggests that the party brings those along as trade for goods and services in the next town—though with the bandits on the loose, it's a dangerous decision to make.

Bootstrap Bandits

The Bootstrap Bandits have a camp just south of Silverstruck. Whether the party is accosted depends on how they travel: if they present as adventurers with few goods or supplies, then the bandits leave them alone. If they present as tradespeople or merchants, then the bandits attack from a pinch point where two green volcanic ridges loom over the road, just before it splits for Cascade and Tapestry Hills. The ambush includes at least one mage plus an additional two bandits for every combat-capable creature in attendance.

If the party has split the difference (travelling with tempting goods, but clearly armed) then the bandits attempt to lure the party away from their wagons by calling for help from the nearby woods. This ruse requires a DC 17 Wisdom (Insight) roll to discern. Once away from the wagons, a trail deep into the woods can be spotted with a DC 13 Wisdom (Survival) check, though a DC 18 check reveals that the trail has been intentionally made. The bandit stays ahead of the party as much as they can, continuing to call for help, until ten minutes have passed.

Finding the Gang

The bandits can be tracked with a DC 20 Wisdom (Survival) roll or captured and questioned with a DC 16 Charisma (Intimidation or Deception) roll. If the party is robbed, then the tracking DC is reduced to 14, as the bandits are loaded down with the party's goods.

The bandit gang consists of **Bootsie Bess** (the leader), fourteen Bootstrap Bandits, and three mages. The Bootstrap Bandits are known for their strange inventions and odd use of materials. They are clever, inventive, and good at improvisation.

Combat. If incapacitated, the bandits can be carted back up to Silverstruck and delivered to City Hall where Vlodimira helps to secure them and provides a 50 gp bounty for each captured bandit, and 250 gp for Bootsie Bess. There is no bounty for dead bandits, and killing them will disgust and frighten Cleo or any other civilians around to hear about it.

Intimidation. Successful DC 15 Charisma (Deception or Persuasion) checks dazzle the bandits with tales of the party's feats. Each successful roll lowers the difficulty of a DC 26 Intimidation roll by 3, while each failed roll raises the DC by 1. When the players are ready, they can attempt the final Intimidation check to convince the bandits that crime in the cape isn't worth it.

Bribery. Lower the difficulty of a DC 30 Persuasion roll by 1 for each 100 gp worth of treasure or coin the players offer up. Once the players are ready, they can



attempt the roll.

A Bet. Bootsie Bess can be lured into a wager, provided the stakes are good enough. In exchange for leaving the cape, the players would need to offer up either: 5,000 gp in treasure, a single DL 5 magic item, three DL 4 items, or a 50% cut in the estate. Bess can be persuaded into upping the ante (leaving the cape AND a share of her treasure) and will accept almost any wager, be it a game of dice or a test of strength, daring, or skill.

Failure. Failing to stop Bess and at least half the bandits means they continue to terrorize the road to Silverstruck, and even raid the estate while the party is gone, attempting to break through the locks. If successful, the raiding party of four bandits locks Kip in the larder and steals any gold, treasure, or crafted item of DL 4 or higher, provided it's size Medium or smaller. Anda rescues Kip the next day, but any laborers who had been contracted to work on the estate while the party is absent are too scared to return. These events are communicated to the party ten days after they arrive in Cascade or Tapestry Hills, by letter.

If Bricabrac was already fond of the party, then the four bandits are locked in the larder after being lured inside. A perplexed Kip turns them in to the Silverstruck authorities; the rest of the Bootstraps remain at large.

Bootstrap Loot. The Bootstrap Bandits have acquired a sizable selection of loot in their treasure hoard:

- 1,250 gp
- 500 lbs. of decorative items such as paintings, vases, curtains, and statues worth a total of 2,000 gp
- 3 fist-sized unrefined jewels worth 200 gp each
- A +1 magic weapon
- A *Hood of the Edgelord*

Cascade

The road to Cascade is gentle but takes three days of travel. See the Encounter table at the end of the adventure for challenges the party might run into along the way.

Cascade is a bustling resort town rich with indulgences and delights. There are a number of places to stay, from the upscale Brine & Shine Bed & Breakfast to the much more affordable Happiness Hotel. Small apartments ranging from one to three bedrooms can be rented for 15 gp to 300 gp per month.

Cascade is full of tradespeople from Cape Verdigris and beyond: goods imported from the mainland arrive by sea, and the people of Cascade are known for their passion, enthusiasm, and speed when making business deals. They are, however, highly intuitive, and have advantage on Insight rolls to sniff out double-dealing or lies.

When the party arrives in town, Cleo reminds them to be on the lookout for anyone who can provide skills that might benefit the estate, if anything has yet to be addressed: such as a landscaper, gardener, or farmer for the grounds; painting supplies and materials for Kip; fine food for the manor if they're to have guests or tenants; clothing or grooming that would help improve their reception around Silverstruck; or even just influential and talented allies.

Chromia, the color festival

Signs all over town advertise Chromia, the color festival, will take place in ten days and last for three. Chromia is a celebration of color: people dye their hair in fantastical shades, wear their brightest palettes, and gather butterflies for display in beautiful glass mounts. Cascade is full of people wanting their hair, make-up, clothing, and decor at its most vibrant, and colorful items sell at a premium.

One of the highlights of the festival is the Color Contest, where participants compete to make the boldest, most exotic paints. The prize is 600 gp and a year's worth of high-quality horsehair brushes and leather canvases. If not used in a crafting attempt, these supplies allow Kip to charge an extra 15 gp per student.

The beached whale

A whale has washed up on the Cascade beach, smack in the middle of tourists' favorite sunning spot. Volunteers are keeping it wet, while various perfumists, naturalists, and taxidermists are arguing over what to do with it: they haven't the tools to return it to the water, and the whale provides natural resources which could be used by many craftspeople to great benefit.

The whale is a Huge creature (use the statistics for **Killer Whales** in the SRD). Naturalists estimate they can keep the whale alive for another day, if the party wishes to craft something that'll see it returned safely to the sea. If the whale is saved, a scuttler gutterkin naturalist named **Nipwit Palmfrond** offers a sea-farmed high-quality material of the party's choice from her extensive inventory of salvaged goods.

Harvesting the whale yields high-quality ambergris and other whale part basic materials, but this polarizes public opinion towards the party.

Recruiting Nipwit. Nipwit is a skilled naturalist and can be recruited to come work on the estate to help repair the coral reef at High Tide Beach or consult on sustainable fishing practices.

Dragonfly parents

Two teenagers, **Dori** (a gnome) and **Nitto** (a tiefling), are painting students who want to travel, and have saved up enough to do so (including travel expenses, room & board, and up to three seasons' tuition with Kipita). Dori's mother wants him to become a fisher like herself, while Nitto's parents are fearful of travel. All three parents require convincing to allow Dori and Nitto to travel to Brass Manor. If the bandits haven't been dealt with, then a Deception check is required to claim that they have; otherwise, all other Charisma checks are made with disadvantage.

Starry-eyed

Bellis Wunderplat is being visited by their aunt, Lady Garmia, and this is causing Bellis a great deal of stress. In their childhood, Bellis lost one of Lady Garmia's star sapphire earrings while on a pleasure cruise, and Lady Garmia wears the solitary remaining earring as a reminder whenever she comes to visit.

As a surprise for their aunt, Bellis has put up vague signs around town that read: "Wanted: Expert Jeweler or Fisher" and arranges a clandestine brunch

at the Brine & Shine, where Bellis arrives wearing a false mustache. Bellis requests either the return of the earring, or an exact replica. The reward is 750 gp and an all-expenses-paid weekend at the Brine & Shine with VIP treatment.

Retrieving the Earring. Bellis provides the location where the ring was lost in the bay and reveals that it was devoured by a mythical fish. The party may attempt to locate the earring using magic or capture the elusive constellation fish. Catching a constellation fish requires a DL 3 Tiny mithral lure. The constellation fish is a giant squid whose ink sparkles like the night sky; it's a legendary creature in Cascade, and while catching it grants the party prestige, killing it only sours their reputation. Recovering the star sapphire earring from its guts requires a DL 2 Tiny alchemical emetic or a DC 17 Animal Handling check. Recruiting an expert fisher or naturalist lowers the DC by 4.

Forging the Earring. Forging a replica of the earring is a DL 4 Tiny project that requires a high-quality star sapphire. A jeweler in town sells unpolished star sapphires for 200 gp, but if asked, the jeweler reveals that they typically come from shooting stars. For each night spent looking for shooting stars, roll a 1d8 to determine the hour of darkness during which a shooting star appears. If the observer is not immune to sleep, they must succeed on a DC 10 + the result of the d8 roll Constitution save to stay awake. Once spotted, a successful DC 14 Intelligence (Investigation), or Wisdom (Nature or Survival) check reveals the location of the fallen star; alternatively, an astronomer or stargazer can track its path with a DL 1 crafting check. The high-quality star sapphire fell on a small atoll about a mile from the shore.

Crafters with the Eidetic Enterprise technique can reduce the earring project Difficulty Level by 1 based on Bellis' drawings or by 2 if they've seen Garmia's remaining earring up close.

A Challenger Appears. When the party arrives at the Villa Wunderplat to deliver the earring, they'll discover Flancer Kincade is in attendance, visiting her "dear friend" Garmia. Kincade is able to spot any flaw in a crafted earring, and a DC 15 Charisma (Persuasion) check is required to convince Garmia to accept it.

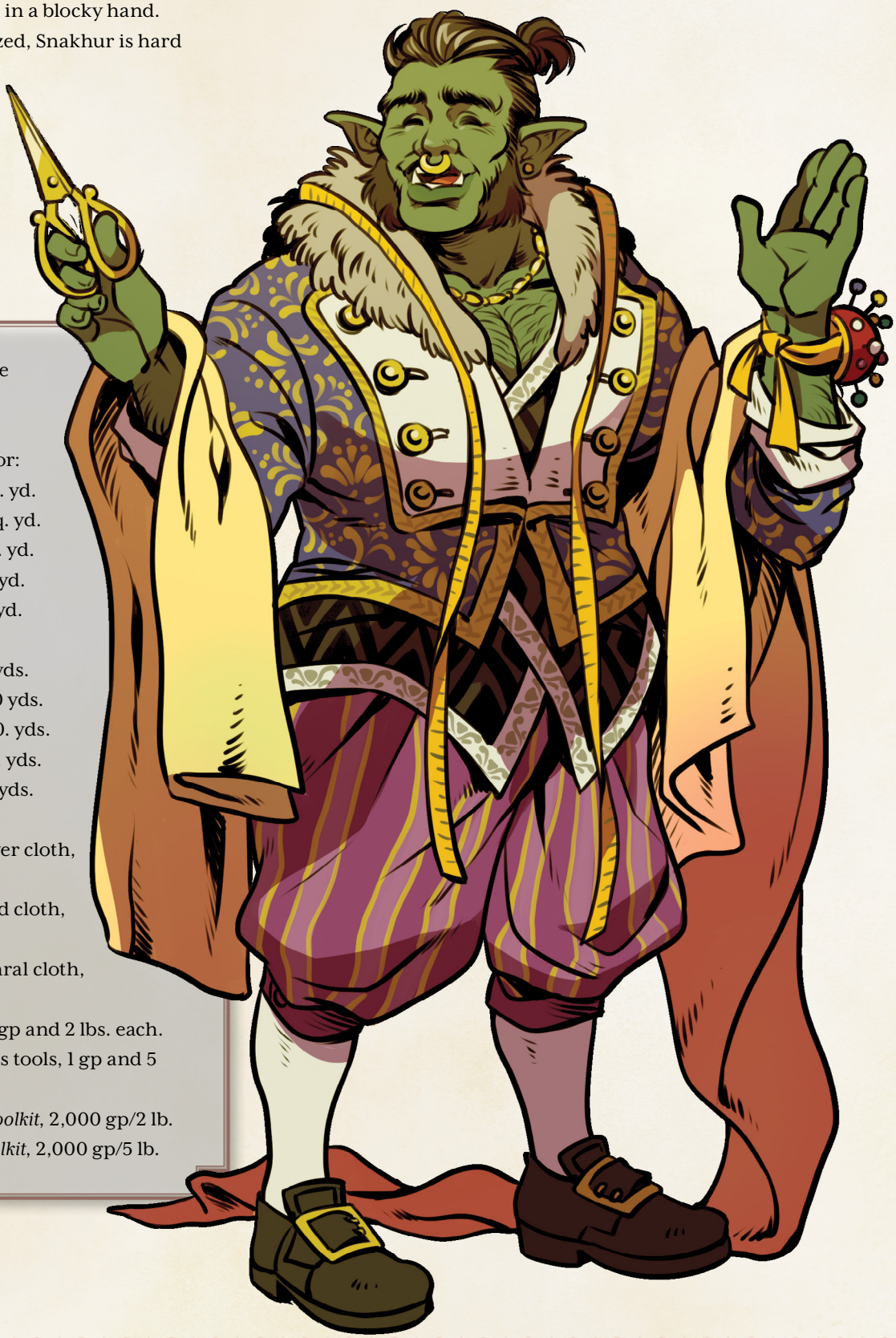


Hat in the Ring

Snakhur is a rather short half-orc tailor recently arrived in Cascade, but his honest face and modest shop (the Snak Sized) has yet to attract many customers. He has placed signs around town that read "An helper needed, and a model too. (or the other way 'round, as it mite be)" written in a blocky hand.

On arrival at the Snak Sized, Snakhur is hard at work on a fine bit of delicate embroidery. While he and his shop are both small, it's clear from the work on display that he's a skilled tailor. He greets the party warmly when he notices them:

"'Ello! Welcome to Snak Sized. Finest tailor shop in the cape, specializin' in the tall an' the small! My name's Snakhur an' I'm the propagator of this fine establishment. That means I run the place, you know. Now, how can I 'elp you kids today?"



The Snak Sized stocks the following supplies:

Bolts of fabric in any color:

- Canvas, 1sp/1 sq. yd.
- Cotton, 5 sp/1 sq. yd.
- Linen, 5 gp/1 sq. yd.
- Wool, 7 gp/1 sq. yd.
- Silk, 10 gp/1 sq. yd.

Thread in any color:

- Straw, 1 cp/100 yds.
- Cotton, 1 gp/100 yds.
- Linen, 10 gp/100. yds.
- Wool, 13 gp/100. yds.
- Silk, 20 gp/100. yds.

- 20 sq. yds of silver cloth, 25 gp/1 sq. yd.
- 50 sq. yds of gold cloth, 50 gp/1 sq. yd.
- 5 sq. yds of mithral cloth, 250 gp/1 sq. yd.
- 5 sewing kits, 5 gp and 2 lbs. each.
- 5 sets of weaver's tools, 1 gp and 5 lbs. each.
- A *+1 Seamster's Toolkit*, 2,000 gp/2 lb.
- A *+1 Weaver's Toolkit*, 2,000 gp/5 lb.

When asked about the posting, Snakhur explains that there's a private fashion show occurring at Aurora's Glow in a week. If he wants to prove his shop deserves to stand amongst the rest, he'll need an assistant to help him gather materials and a model for his outfits. As thanks, he'll let the assistant and model keep the outfits he made for the fashion show.

Materials. Several dozen yards of cotton and silk, twenty-four matching buttons of any material (the rarer the better), and brightly colored thread.

Crafting. Snakhur is a tier 3 tailor (Textiles/Metals) with the Me Time, Welcoming Workshop, Craftmaster, and Subtle Touch (A Stitch in Time, Infectious Enthusiasm, and Jury Rigger) techniques. Snakhur is looking to attempt three DL 3 Medium projects for his outfits. If enough quality materials have been acquired, Snakhur can be encouraged to attempt one to three DL 4 projects instead. For the craft roll, Snakhur can gain assistance from the party, but requires knowledge and high-quality materials. These outfits do not count as gifts for the purpose of the Generosity benefit. Snakhur does not have a suitable sacrifice available for this project.

Impressing Monsieur Aurora. The model (or models) can help Snakhur by making a splash on the runway with a successful DC 14 Charisma (Performance) check. However, the amount Monsieur Aurora is impressed is based on the outfit the model is wearing. The GM can track this as a numerical value:

- An outfit is worth triple the Difficulty Level of the project that made it
- Boons are worth +2
- Flaws are -2
- Succeeding on the Performance check doubles the value

Ending the night with a score of 20 or higher impresses Monsieur Aurora, while a score of 30 guarantees that Snakhur is his favorite designer of the season.

The finished outfits are worth 100 gp each (add 30 gp per boon stack and subtract 20 gp per flaw). If the outfits were made at DL 4 then they're worth ten times as much. If the outfits have earned Monsieur Aurora's approval, their value immediately increases by 25%, but their value decreases by 10% for each season that passes to a minimum of 50% of their value.

Garmia's Insight

Lady Garmia is a former member of the military and spends her retirement enjoying fine needlework. Her days in reconnaissance and intelligence have made her extremely interested in the theory of stitchsymbols, a mysterious method of stitching code with needle and thread. If Garmia is impressed (either by the return of her earring, or by the competition at Aurora's Glow), then she'll discuss stitchsymbols with the party and give them a gift: *The Ardent Guide to A Spy's Time Abroad*, an abridged and heavily annotated version of *A Spy's Time Abroad*.

Reading *The Ardent Guide* reduces the time required to read *A Spy's Time Abroad* by half and grants the reader the ability to read and write stitchsymbols.

The book was written by Sko B. Trastia, and a DC 13 Intelligence (Investigation) check reveals that to be an anagram for Ottika Brass.

Tapestry Hills

The road to Tapestry Hills is rugged and isolated. It takes six days to travel, three of which are over difficult terrain. See the Encounter table at the end of the adventure for challenges the party might run into along the way.

Upon arriving in Tapestry Hills, Cleo points out it's customary to introduce oneself at the Story Lodge. The party can request lodging with any of the homesteads, which provide room and board in exchange for chores, stories, or entertainment, or they're welcome to camp, as they prefer.

Tapestry Hills is full of gifted and dedicated craftspeople, and they're always interested in new projects or challenges. They're typically very trusting and accept most deals without too much scrutiny, but they require a full day to consider before they accept or reject the terms.

Cleo reminds the party to look for opportunities that might benefit the estate: she has brought her grandfather's handmade tapestries and wishes to have them assessed and repaired. But she might also suggest the estate could use new curtains and linens; new furniture or restorations/repairs to the existing furniture or structure; the construction of a windmill on the estate; or even some spiders or silkworms for a small silk farm.

Thunderstruck

A cluster of turbines sits on a small bluff overlooking the village, ready to generate magical energy. These were installed the previous summer by Kincade; if the people of Tapestry Hills like the wind farm, her plan is to help industrialize the village by installing elevators down the cliff side, allowing Tapestry Hills to build a dock.

Strangely, mysterious lightning has been striking the hillside; the Sinnifer and Favorcan homesteads have both had their windmills damaged by the lightning. For each day spent in Tapestry Hills, roll a d10.

- On a 1, an outdoor crafting attempt is damaged by the lightning;
- On a 2-4, one of the homesteads is damaged (requiring DL 3 Large repairs), instead;
- On 5-9, the lightning strikes harmlessly somewhere on the hillside;
- On a 10, the lightning creates a high-quality glass known as "crackle" on the site where it struck. Each 10 yields enough crackle for one Medium project.

The villagers believe it's a magical phenomenon and have pooled a 3,000 gp bounty for whoever solves the problem. A successful DC 15 Investigation or Arcana check reveals that one of the turbines has a flaw and is regularly jamming and discharging electrical energy. Repairing it requires a DL 5 Large crafting check but doing so grants the ability to use the magical energy in the turbine for further crafting attempts. After repairing, any crafting attempts made with the turbine as a material are one Difficulty Level lower than normal, thanks to the power of the domestic magic generated by the turbine.

Wiggled and Jiggled and Wriggled

Willow Abicus is the newly minted leader of Tapestry Hills, and he's still learning to wield the authority it gives him. A group of falconers have come to the cape and positioned themselves on Bluster Bluff for the season, where they're mostly keeping to themselves. But some of the birds have taken to feasting on Willow's beloved spiders, and he's too anxious to confront them about it.

Finding a solution earns the party a small glass terrarium with five silk spiders who collectively produce a square foot of raw silk each day.

Labor of Love

A young fir bolg woman, **Anida**, has settled in Tapestry Hills while she studies sailmaking at the Lutan Homestead. Although she is very happy with her situation, she met a free-spirited sailor (a halfling named **Perdita**) on a recent visit to Cascade, and now Anida is lovestruck. She wants to continue the flirtation and asks for help finding a way to pass messages to Perdita, who sails by on the sea below at sunrise each day. As a reward, she'll give the party seeds from her home, which will grow into high-quality pinetan pine trees over the next season.

Appraising the Tapestries

Cleo has brought her grandfather's old tapestries to be appraised (and repaired, if they have yet to be repaired already). Each tapestry depicts a romantic scene involving a person Cleo is fairly certain is her grandmother.

There is only one tapestry-maker in town skilled enough to appraise these symbols, an extremely old man named **Allimid**. But Allimid asks for assistance in exchange for the appraisal: two of his students (**Gerber**, a human, and **Threadspinner**, a springenfolk) have recently submitted identical work, down to the stitch. Both vehemently protest the implications of plagiarism, but neither can provide an explanation. Allimid wants the party's help investigating the work.

Neither weaving is magical, and both students seem to be telling the truth. The students share a room on the Sinnifer homestead, but they only just met a week ago, and neither seems particularly fond of the other. On questioning, they each reveal that the design came to them in a dream. Investigating their beds with magic or with a successful DC 15 Intelligence (Arcana or Religion) check reveals the presence of a Muse, which seems to have bonded to both students.

If solved, Allimid is pleased with the news and plans to make the students work closely together on future projects.

Allimid reveals that he and Ottika were rivals and friends in their youth. Ottika was fond of inventing stitchsymbols—unique alphabets written in needlework, read through sight and touch alike. He teaches Cleo and any interested party members how to read and write stitchsymbols in general, but says that without a cypher, it's still impossible to decode what Ottika had written in these tapestries specifically.

Out of her shell

Ji lives isolated along the cliff face overlooking the ocean. While the people of Tapestry Hills aren't mean, they enjoy a good gossip, and openly speculate about the mysterious Ji and her origins.



Ji stocks the following supplies:

Assorted marbles:

- clay marbles, 5 sp/100
- wooden marbles, 20 sp/100
- glass marbles, 10 gp/100
- magical marble (arcane focus), 15 gp/1 lb.
- 3 sets of glassblower's tools, 15 gp/12 lb.
- 2 sets of woodcarver's tools, 1 gp/7 lb.
- A *+1 Glassblower's Toolkit*, 2,000 gp/14 lb.
- A *+1 Woodcarver's Toolkit*, 2,000 gp/8 lb.
- Marble of Fate (Luckstone), 500 gp

Additionally, she offers spell scrolls in the form of marbles with spells trapped within:

- *charm person* (DC 13, disadvantage), *mage armor*, 50gp
- *darkness, mirror image, misty step*, 100gp
- *blink, counterspell* (+5 spellcasting ability), 300 gp
- *blight* (DC 15), *greater invisibility*, 900 gp
- *stoneskin*, 1000 gp
- *creation, modify memory* (DC 17, disadvantage), 2700 gp
- *teleportation circle*, 2750 gp

Ji arrived in Tapestry Hills six months prior and has kept to herself rather than move in to one of the homesteads. Ji's artisanal marbles are highly coveted for windchimes and glass ornaments, which scatter light and melody in the sea breeze.

Ji appears to be a lovely human woman, though her body language makes her seem more like a wary animal. Ji makes beautiful glass marbles in her clay forge and specializes in enchanting them for various purposes.

"Oh, new faces! You must have traveled far." She eyes you with open, even hungry, curiosity. "I'm usually stuck in my shop all day. Would you... mind telling me of your adventures?"

While she'll readily sell the party nonmagical marbles (which count as high-quality materials for their dazzling beauty), she politely refuses to sell or trade magical items to strangers.

However, Ji is looking for a rare mother of pearl oyster shell that can only be acquired from the rock beds at the bottom of the Tapestry Hills cliffs. In exchange for this oyster shell, she'll competently harvest the pearl from inside as payment to the party, as well as agree to sell enchanted marbles.

Mother of Pearl. The oyster can be found at the foot of the Long Way Down, a treacherous cliff overlooking the ocean. The rock bed is inhabited by a temperamental **water elemental**, 2 (1d4) **giant crabs**, and a **swarm of quippers**. The elemental becomes hostile if anyone intrudes on its territory. The listed beasts in the area all respond to elemental and disperse if the elemental is slain, calmed, charmed, or removed from the area.

With the oyster shell, Ji can craft a *Pearl of Knowing*, a rare marble that functions like a crystal ball, rich with divination magic. If Ji successfully crafts the *Pearl*, she'll ask it to show her a face she can trust. It's unclear which face Ji sees, but after looking into the pearl she resolves to be more active in the Tapestry Hills community. As payment, she gives the party a pearl worth 100 gp which can be used as a high-quality material.

Befriending Ji is difficult and requires respect and patience. But if her trust is earned, she reveals that she is lonely and wishes she could live closer to the homesteads, but she fears rejection. If anyone becomes extremely close to Ji, she'll reveal her true nature: Ji is an ancient, shapeshifting fox spirit and a visitor not just to Cape Verdigris but to the material plane.

The Wind Rises

Halfway through the season, the people of Tapestry Hills begin preparing for a ceremony at the end of the season. This ceremony, called the Wind Rite, marks the coming of winter, as the wind changes from southeasterly to southwesterly. Banners and flags are changed, windmills reverse direction, and kites are flown in a dazzling synchronized air performance.

The event provides several categories to compete in:

Most Beautiful. The kite to beat is a DL 2 Medium kite with a major boon that makes it shimmer brilliantly in any weather. A DL 2 Small or larger kite with a magical boon or a DL 3 or higher kite wins this category. The prize is a beautifully woven banner, made by Willow, worth 200 gp.

Best Flyer. This requires a team of three kites. Each member needs a matching kite and has to succeed on a DC 15 Performance (Charisma) check. The prize is a prismatic glass windchime worth 200 gp.

Most Resilient. Over Bluster Bluff is an updraft known as the kite-killer. The torrent of wind buffets and shreds most kites with 7 bludgeoning damage. A contending kite must have at least 1 hp left after flying through the draft. The prize is an ornate wooden chest, beautifully carved by Octilia Favorcan, worth 400 gp.

Settling the Score

Kincade returns to Tapestry Hills at the end of the fall to check on her wind farms; if the turbine is still defective, then Kincade repairs the defect and promises to pay for all repairs necessary as a result of the turbine. If it or any of the damaged homesteads have been repaired by the party, then the villagers humbly ask that Kincade compensate the party at a rate of 200 gp per homestead repaired, plus the cost of any spent materials. Kincade does so begrudgingly.

Heading Home

As the season draws on, the winds pick up and the storms get worse. The people of Cascade and Tapestry Hills warn that the roads will soon be washed out by the monsoon season. Cleo suggests it's time to return home and prepare the manor for winter.

If the bandits are still at large, then the party has another chance to encounter and deal with them. On arriving home, they have two weeks to prepare the house for the winter. If Bricabrac was growing fond of the party prior to their absence, then a successful DC 12 Insight reveals that the house feels homey and welcoming, and the welcome is actively warm beneath their feet. If Bricabrac was not fond of the party, then the house feels forbidding and slightly ominous.

PART 3: WINTER

Winter comes to the cape with a crack of lightning and turbulent winds, as the season brings intense tropical storms. While days of sunshine occasionally peek through the thick loam of cloud, there are always repairs needed to keep out the elements.

Forecast

Each day, roll 2d6: on a result of 10 or higher, the weather is pleasantly warm and calm. On a result of 3 or lower, a dangerous typhoon strikes the cape. Any creature that stays outside during the typhoon must make a DC 15 Dexterity saving throw or take 7 (2d6) bludgeoning damage from flying debris. Furthermore, any creature that spends 30 minutes or more battling the high winds must succeed on a DC 16 Constitution saving throw or gain a level of exhaustion.

All other roll results range from sporadic showers to high winds.

Storm Defense. Any room that has broken windows or structural damage of any kind is unpleasantly cold during the day and completely uninhabitable at night. The room leaks during an active storm.

If more than three rooms are currently leaking, then the ground floor floods with water up to half a foot deep.

Sickness. Once every tenday throughout the winter, all humanoids living in the manor must succeed on a DC 10 Constitution saving throw or become sick with a common viral infection, gaining a level of exhaustion for the rest of the tenday. Exhaustion gained this way can only be removed by succeeding on the Constitution saving throw, with lesser restoration (or greater magic), or a DL 4 crafted medicine. The DC for the Constitution saving throw increases by 2 for every room of the house that is uninhabitable during that period (because of broken windows, flooding, or leaking) or by 2 for every humanoid that is currently sick.

If Bricabrac approves of the housemates, then the Constitution DC is reduced by 4.

Full House

Kip's two students from Silverstruck have decided to return to town for the duration of the monsoon season, but any boarding students from Cascade or Tapestry Hills remain, sleeping in either the servant's quarters or some other, more hospitable location. If tempers flare, Cleo is quick to suggest games of charades, dice, or twenty questions to keep the mood light and breezy.

Bricabrac's Return

With everyone spending more time indoors, Bricabrac makes their presence known to more of the housemates. Anyone with a passive Perception of 14 or higher has a 1d4 (success on 4) chance of waking in the night to find Bricabrac watching them, perched at the foot of the bed or from atop a desk. However, Bricabrac vanishes the moment line of sight is broken—either by blinking, turning away, or by Bricabrac stepping behind a piece of furniture to make their escape.

Furthermore, Bricabrac's behavior escalates according to their current opinion of the housemates. Poltergeist activity occurs daily, if not hourly, ranging from sabotage to kindness. By this point, Bricabrac has begun to mirror the personalities of the humanoids living in the house: if the party is kind and generous, then so, too, is Bricabrac. If the party is full of pranksters, then Bricabrac develops a mischievous sense of humor, as well.

Poltergeist Activity

- Missing tools, moved tools, or clean tools
- Foul smells, misleading smells, or pleasant smells
- Sporadic screams, groans, wails or child-like laughter, whistling, the tinkling of bells
- Ghoulish faces reflected in glass, winking reflections, or dancing rainbows reflected in glass
- Objects thrown about the room or objects caught in midair when accidentally dropped or knocked over

Planning a seance

If no one suggests it, then either Cleo or Kip propose planning a seance to speak to the spirit. Cleo takes initiative if the spirit is causing a disturbance, while Kip suggests it if the spirit is friendly and helpful. Anda offers the plans to a seance board (DL 2 Tiny project) from her witching textbooks.

Communicating. The seance requires at least five participants and a successful DC 10 Intelligence (Religion) check. On each success the party can ask the spirit (Bricabrac) a question; each time a question is answered, the DC for subsequent questions increases by 2. Bricabrac answers the questions by moving a planchette or other indicator on the seance board and spelling out the answer. Bricabrac is under no compulsion to answer the questions directly. Bricabrac knows the locations of resources on the estate and will reveal their location if asked, regardless of their impression of the party.



When the seance is complete, there's a deafening crack from the basement. The party finds the northern wall of the basement has exploded in a shower of mortar and dirt, revealing a hidden entrance to the **sub-basement.**

If the party has already discovered the hidden entrance, then otherworldly voices and a trail of footprints lead to the passage, heading down into its depths.

Exploring the sub-basement

The sub-basement is a small collection of winding tunnels, once used for extra storage. Exploration yields the following bounties:

- 12 bolts each of well-preserved silk, wool, and high-quality linen
- A rack of 10 bottles of wine stocked 30 years ago, now worth 200 gp each
- A high-quality material for each of the party
- A collection of various basic materials like lumber, bricks, and some iron ingots
- A rare high-quality fungus
- A *+1 Masterwork Weaver's Toolkit*
- *Uncanny Inkpots*

At the very bottom of the sub-basement is a locked door, set into a wall of dense basalt rock, sealed by a huge steel safe door. The family motto "QUESTIONS BEFORE ANSWERS" is carved into its face, with a single keyhole in the middle. Rapping on the door yields nothing more than bruised knuckles.

Getting inside the safe. The first time anyone attempts to pick the lock a powerful snap of magic crackles across the safe door, clearly visible to any crafter or spellcaster. The lockpick attempt automatically succeeds and the safe opens to an empty room. Anda, a DC 14 Intelligence (Arcana) check, or the use of *detect magic, identify,* or *legend lore* reveals that the safe's interior is a pocket dimension that changes in relation to different keys. Casting knock on the safe door causes it to swing open to a 1 cubic foot scale version of the empty room.

After investigating the safe, the highest passive Perception notices a book falling in the passageway. The book is **Ottika's journal**, containing detailed notes on the method by which he made all of his stitchsymbols, with a decoded sample inside its pages. If

Ottika's tapestries have been sold, Cleo knows exactly who has them and how to get them back. Otherwise, the tapestries are all hung throughout the house, ready to be deciphered.

In stitches

There are four tapestries total, each containing a scene from a different point in Sonora's life. Each tapestry requires a DC 15 Investigation check to decipher.

Sonora at the Hound. A young Sonora perches by the Hound, gazing into the waters pooling at her feet, flecked with glittering apple-green spots. The deciphered text reads: "Not all days yield treasures, but we treasure all days in time." The word "in" is stitched in different colored thread.

Sonora at the Window. An older Sonora paints a mural on the cliffside next to the Free Falls. The deciphered text reads: "The world was a canvas, so you summoned storm clouds to make us rainbows." The word "the" is stitched in different colored thread.

Sonora at the Altar. Sonora and Ottika, getting married. The deciphered text reads: "Hand in hand we conquered giants, whether they knew it or not." The word "whether" is stitched in different colored thread.

Sonora at the Crib. Sonora and Ottika, standing over a bassinet. The deciphered text reads: "Hand in hand we remade our world, and not in vain." The word "vain" is stitched in different colored thread.

The weathervane sits on the top of the workshop. The brass orb can be untwisted from the directionals. Inside is a locket which, when opened, reveals a picture of Ciri Watane and Lili Brass—and a key.



Cracking the safe

The key fits into the safe and opens it with the sound of grinding machinery, as domestic magic crackles across its surface. Opened with this key, the safe contains a small, unlocked chest as well as a large number of sentimental artifacts that Cleo and Kipita noticed were missing when they first arrived: family portraits, toys, and even objects crafted since their arrival have been squirreled away into this room. Of note is a portrait of Cleo and Tato Brass, the founding members of the Brass household. The portrait is signed "Sonora Brass" in the bottom corner. A normal potted ivy, which strangely seems to thrive in the safe, has grown up and over the collection.

The room also contains Bricabrac, the house spirit. If spoken to, Bricabrac doesn't respond, but gestures meaningfully towards the chest; if approached or touched, Bricabrac attempts to avoid the contact, but remains within the area. If attacked, Bricabrac disappears.

If Therwicke is present, he grows faint of heart. Bricabrac, surprisingly, takes him by the hand and guides him to a nearby stool to take a seat. He is the only person Bricabrac will touch.

The chest contains Ottika's final tapestries: one depicts Ottika, Sonora, Lili, Ciri, and a young Kip and Cleo. A second tapestry is a work-in-progress of Ciri's family tree, revealing Kip and Cleo's father's side of the family. Most tellingly, it shows that Ciri's sister, Bodi, married a man named Luced Antorra, and had a daughter named Anda.

Bricabrac has, once again, vanished: if they like the party, then Bricabrac leaves behind a pile of heirloom blueprints: a tapestry blueprint from Ottika, a metallurgy blueprint from Lili, a shield blueprint from Ciri, and a mural blueprint from Sonora. These blueprints can be found at the end of the adventure.

Haunting interrupted

After this point the poltergeist activity stops, though Bricabrac can occasionally be encountered trying to conduct minor repairs around the house. If Bricabrac dislikes or distrusts the party, then they disappear whenever a housemate enters the room; otherwise, Bricabrac actively assists with repairs, and even lingers in the company of a housemate (though they stay up high and out of reach).



Therwicke recognizes Bricabrac for what they are: a household deity, one of the patron spirits of Cape Verdigris. He remembers seeing Bricabrac when he first came to the house fifty years prior, but he wrote it off as a figment of his imagination.

After a day has passed since these events, Cleo returns the portrait of Tato and Cleo Brass to its place above the grand stairway. The storms stop about fifteen days before the end of the season.

PART 4: SPRING

With the spring comes lush blooms, and any gardens or new plants begin to bud magnificently, aided along by Bricabrac's favor, if applicable.

Therwicke begins spring cleaning in earnest with the help of Bricabrac—the pair working either with, around, or against the party, depending on everyone's priorities. Cleo is eager to regularly remind everyone that the guild will make their decision before the Silverstruck Craft Fair, on the last day of Spring.

Kip decides to hold an open house, inviting people from Silverstruck to come tour the grounds and make use of any of its notable facilities. His students are to be showcased in the gallery and given an opportunity to network with the locals.

The housemates set a date for the open house, and planning can begin. Cleo hopes to receive donations from the guests—either to go towards the Brass debts, if they still need paying off, or to start a grant for young craftspeople. In particular, Cleo wants to finance the building of all the blueprints provided by Bricabrac in the winter (if Bricabrac's favor was high enough).

If any of the party members are still considered apprentices by their respective fields, then Cleo suggests they invite various guild masters from across Cape Verdigris to attend. With this opportunity, each party member can showcase their masterpiece and graduate to a fully fledged practitioner of their trade.

Party planners

If the Brasses still have debts unpaid, then it's crucial to orchestrate the event on a shoestring budget—as Cleo is quick to remind the party that it won't look good to be spending frivolously if they still have outstanding debts. Therefore, the party can range anywhere from an intimate affair with a small, curated guest list, to a truly open house with enough food for half of Silverstruck. Whatever the case, Cleo insists that the party should include Mayor Krana, Chancellor Pan, and Ledra Giddibutt at the very least; inviting Flancer Kincade may be a consideration if Cleo is feeling particularly smug about the manor's progress.

Food. Refreshments can be made from scratch or catered and can be as simple as finger food with light, non-alcoholic beverages.

There needs to be at least one Tiny serving per guest. Food can be prepared in bulk by increasing the project scope by one size for every three additional servings. For example: 3 Tiny servings equal 1 Small project, 3 Small servings equal 1 Medium project, and so on; 1 Huge project would yield 81 Tiny servings.

Meeting the serving requirements is enough to satisfy the guests but doubling the food requirements leaves the guests feeling stuffed. The Difficulty Level of the food also contributes to the quality: DL 2 food does the trick, but DL 3 or higher guarantees the food impresses.

If the food is catered, the base cost will be 5 cp per DL 1 Tiny serving. Increase the cost by ten times for each Difficulty Level higher. For example, a DL 3 Tiny serving will cost 5 gp each.

Decorations. While the manor's renovations might be impressive enough to dazzle many, it's simply not a party without festive decorations. Having at least one of the main hosting rooms dressed up with DL 2 Medium or larger decorations garners attention from the guests. If the whole house is decorated with DL 2 dressings, or at least one room with DL 3, then guests are actively impressed. Having magical decorations or having the whole house bedecked with DL 4 decorations is considered a critical success.

There are craftspeople in town who can decorate the whole house in impressive decorations for 500 gp. Magical decorations can be purchased for 2,000 gp.

Entertainment. A party isn't complete without music. A modest musical trio can be hired for the evening for 200 gp. If the players wish to provide their own music or performances, this should be a difficult skill challenge, requiring five successes before three failures vs DC 15. Increase this DC by 2 if the house still has pending repairs or broken features; increase it by an additional 2 if the decorations are missing or have gone awry. Decrease the DC by 4 if Bricabrac is in good spirits and decides to assist the performers.

Crafting. Cleo gives a grand tour of the workshop, grounds, manor, or the estate depending on where the most development has occurred. If the workshop is ready and accommodating, crafters from town can be invited to use its facilities for themselves. All

crafting attempts enjoy the benefits of Bricabrac's favor, if applicable.

Party Crashing

The guests arrive slowly over the first hour of the event. If Bricabrac is favorable towards the party, then the smell of hibiscus flowers drifts through the entire estate, and delicate rainbows scatter around the party room as if cast by prisms.

Regardless of whether Flancer Kincade was invited, she arrives all the same, participating in the tour and taking in the developments on the estate. Kincade succeeds on a DC 14 Perception check revealing Therwicke smuggling away hors d'oeuvres to feed to Bricabrac hiding beneath a tablecloth.

At this point, Kincade leaves, slamming the door behind her. A DC 16 Insight check suggests that she saw Bricabrac, who has remained unseen by all the guests. Once the party is in full swing and Cleo and her housemates have had the opportunity to appraise their level of success, then there is a shriek from outside as one of the guests notices a blue dragon soaring above the treetops, headed straight for Silverstruck. No one is aware that this dragon is, in fact, Kincade.

Krana, Pan, and any other important figures waste no time in leaving for Silverstruck, where a loud bell rings frantically in alarm.

Defending Silverstruck

By the time the group arrives at Silverstruck, the damage is already done. A DC 17 Wisdom (Insight) check makes it clear the dragon is familiar with Silverstruck's infrastructure, and seems to have targeted for damage and chaos, rather than loss of life. Nevertheless, the dragon has done enough damage to present a real danger to the city and its citizens.

Pushing the Limits. During these emergency circumstances, party members can expend hit dice for additional stamina at a rate of 1 for 1. If they reach 0 stamina and 0 hit dice, they can take 1d12 necrotic damage to push themselves, gaining 1 stamina for every 1d12 damage taken. This necrotic damage is ignored if the party member can recount a crafting effort by another party member that inspired them, but each effort can only be recounted once.

State of Emergency

Water Pumps. This system brings the water up into the city. Without it, there is no way to fight any fires that break out. Every hour that the pumps remain down a fire breaks out somewhere in the city. The party can either focus on dealing with these fires or performing emergency repairs on the pumps (a DL 3 Large project).

Jailhouse. The dragon has collapsed a portion of the Silverstruck jail, and several criminals have escaped.

- **Tasser "Ticks" Turnbill.** A gnome noble with an awakened silver pocket watch companion. Ticks manages to track down 1d4 - 1 members of the clockworkers' guild every hour he is free, taking them prisoner. His ultimate goal is Mayor Krana. Once kidnapped, Turnbill chains the clockworkers up in the City Hall tower, which he plans on destroying and blaming on the dragon.
- **Ezerella Villanelle.** An elven trap maker and dangerous prankster. Ezerella has an amazing talent for trap craft and has already established 3 (1d4 + 1) dangerous traps around the city before the party arrives on the scene; she builds an additional trap every hour she remains free. These can range anywhere from hidden pits and falling rocks to exploding doorways and jars full of bees. On average, these traps have a spot DC of 14, a disarm DC of 16, and deal 2d10 damage.
- Any Bootstrap Bandits that were put in jail by the party can escape. However, the imprisoned bandits have had a change of heart, and are looking to help the party and the city.

The Salamander. The dragon has collapsed the flue and a selection of tunnels inside the Salamander, causing the pressure inside to build dangerously. The Salamander has been evacuated, but for each hour that passes while the area remains blocked, a cloud of deadly fumes forming in the area grows by 50 feet. On entering the Salamander or the cloud, each creature must succeed on a DC 14 Constitution saving throw or take 5 poison damage.

The area requires four hours to clear, reducing the pressure to safe levels and dispersing the fumes. The players can reduce this time needed inside the Salamander by 15 minutes for each successful DC

16 Strength (Athletics), Dexterity (Acrobatics), or Intelligence checks they make. However, each player can only attempt four such checks. If one of the party constructs tools specifically for the job, then this reduces the time needed by an hour per Difficulty Level of each successful project. If spells are used to complete the job, then you can reduce the amount of time required by 30 minutes for every spell level.

If the blockage remains unresolved for 8 hours, the pressure erupts and destroys the entire forge district.

After the city has been defended for a time, the dragon flies off—this time towards the estate. With Silverstruck still reeling from the attack, the party's allies must stay and safeguard the civilians.

Kincade Enterprises

Upon returning to the estate, the Brasses & company find the entrance hall turned over, tapestries and curtains torn loose from their hangings. Therwicke stands defensively between Bricabrac and Kincade.

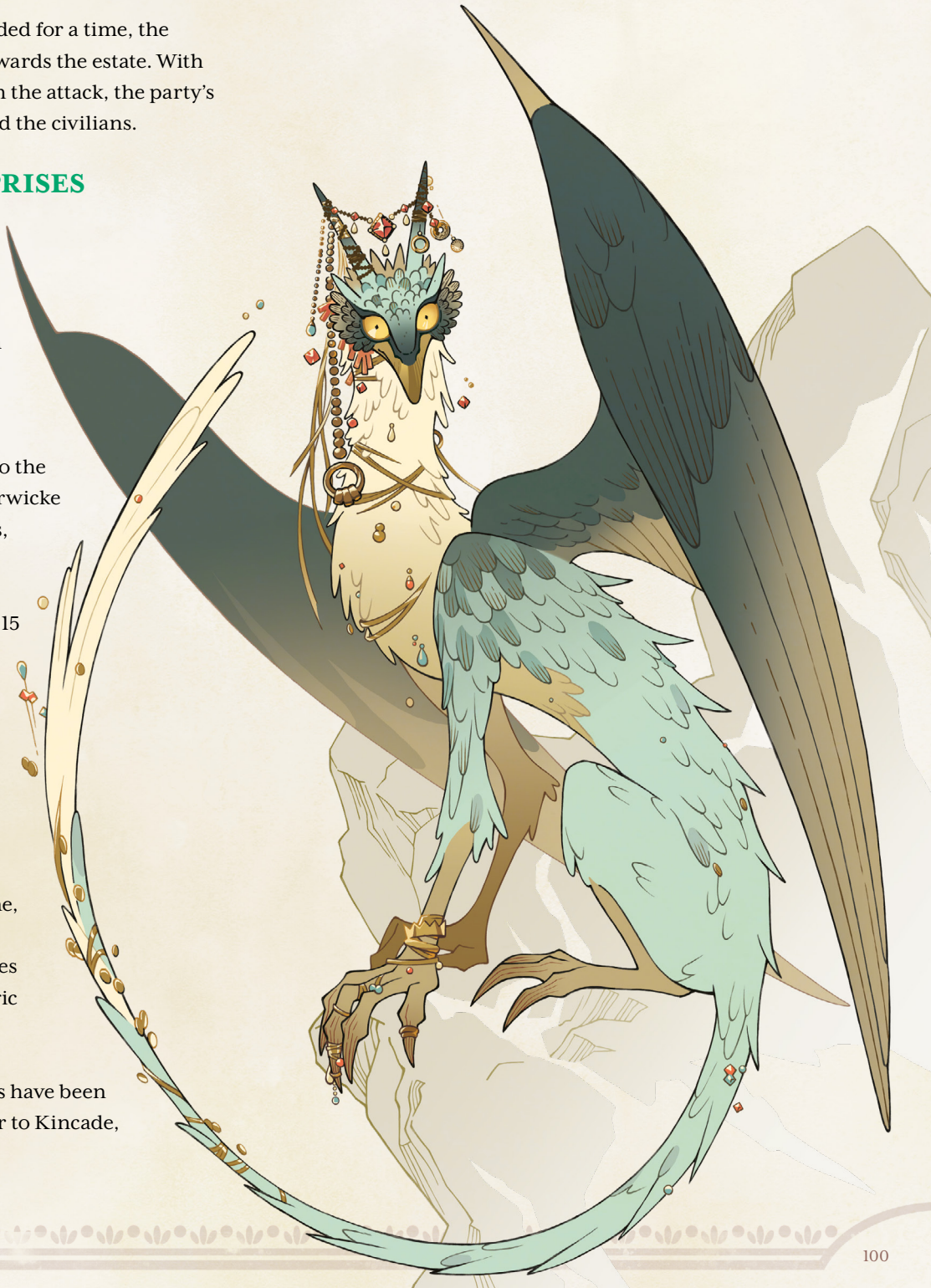
Kincade polymorphs into the blue dragon and sweeps Therwicke aside with a rake of her claws, knocking him unconscious. She pins the house spirit beneath her talons, but a DC 15 Insight or Perception check makes it clear that she isn't hurting Bricabrac.

If Kincade is interrogated or questioned, she reveals that long ago, the cape was full of household deities—even the mountain Inkwell itself used to have one, as it was the ancient home to dwarven tinkerers. The deities were drawn to domestic magic and became tied to homes or workshops.

But the household deities have been dying out for reasons unclear to Kincade, and the domestic magic in her own industries becomes less and less. Kincade reveals her motive for wanting to acquire the Brass estate: to "rescue" one of the few remaining household deities in the cape from the careless and craftless Brasses.

Kincade offers 15,000 gp to be distributed evenly between the party and the Brasses, in addition to settling any remaining debts, if they simply agree to sell her the estate.

If the party refuses, she'll offer 15,000 gp to allow her to just take the "heart" of the house.



The heart is what Bricabrac is truly attached to, and it can be extricated from the estate while leaving the physical structures intact. Kincade doesn't know what the heart is, but she'll recognize it when she sees it. Removing the heart will remove any benefits that Bricabrac bestows upon crafting efforts in the estate. Any item of sufficient sentimental value to the house and the family legacy can serve as the heart.

At this point, Bricabrac indicates their own preference: if they want to go, they will, whether the party accepts it or not. If they want to stay, however, then Kincade must be negotiated with or fought. Killing Kincade deeply upsets Bricabrac and both the Brasses intervene if that seems to be a possibility.

Once Kincade has either been given what she wants or otherwise dealt with, the Brasses are left with what remains. If Kincade has been turned over to the authorities, then Krana will decide whether she should be banished from the cape, imprisoned, or sentenced to community service.

Home sweet home

About six days after the dust has settled on Kincade's attack, Mayor Krana, Chancellor Pan, and the council convene to determine the Brasses' fate. They take into consideration the following accomplishments:

- Have their debts been repaid?
- Have the manor and grounds been put to good use?
- Did they contribute to the community?
- Did they capture and turn over Kincade?

If the Brasses have paid off their debts but otherwise made no headway with the town, then they're allowed to keep the estate, though they are still considered on probation with the guilds. If the debts are unpaid, but the Brasses and the party have made good progress in cementing ties with the community (particularly if they helped during the defense of Silverstruck), then the guilds allow them an extension on their loans and maintain their claim to the estate.

If the debts are paid and the people of Silverstruck are content with the Brasses, then the guild leaders even mention their hope that the Brasses will revive the metallurgy guild, if it's within their power to do so. Cleo remarks that she needs to train as a metallurgist first and hopes that she can find someone who will take her as an apprentice.

If the party has failed on all fronts but Kincade has been exposed as the dragon that attacked Silverstruck, then the guilds may offer to give the Brasses another year—which they may choose to do with, or without, party assistance. Depending on how Kincade was dealt with, the council may also offer to return the northern mines and the Silverstruck laboratories to the Brasses.

The Silverstruck Craft Fair

As the days begin to grow long and sultry, Silverstruck prepares for the largest festival in the cape. Merchants and makers from all sides of Inkwell gather in Silverstruck to show off their latest inventions, creations, and developments. Rare tools and gadgets can be acquired, trade secrets disclosed, and apprenticeships brokered during the three nights of the fair, punctuated by fireworks, food trucks, and musical celebrations. Kip sets up a booth for himself to showcase his paintings and attract more students (with or without the manor), while Cleo anxiously readies her curriculum vitae in an effort to find a metallurgist who will take her on as an apprentice. If Bricabrac chose to remain with the Brasses, then Therwicke has a list of small presents that he thinks would be kind to acquire: a pair of warm slippers (toes removed), a small cake, a coloring book, and a nice, plush pillow.

Mayor Krana congratulates the Brasses (and their partners) on the work they've accomplished in only a year, and wonders what else they could do, if given the time.



ADVENTURE TOOLS & TABLES

The following section contains tables and blueprints referenced throughout the adventure. For magic items, see Chapter 6; for NPC stat blocks, see Appendix I.

Encounters

Roll 1d100	Encounter	CR
1	A lone gobbler.	2
2-12	A tradesperson with a stuck cart.	0
13-16	3 (1d6) Bootstrap Bandits.	½ (1/8 - 1)
17-18	A single earth elemental on its way to an unknown location. The earth elemental does not attack unless provoked. It is covered in raw, precious gemstones worth 300 gp.	5
19-20	A couatl polymorphed into a humanoid. They warmly greet the party and engage in idle chit chat. If they had a pleasant experience with the party, they cast a single positive spell they know on whoever they most favored. Furthermore, if any of the party are injured, they heal their wounds. If they had an unpleasant (but non-hostile) interaction with the party, they simply shrug and continue on their way.	4
21-30	A giant beast (i.e. giant wasp, giant toad, etc) is causing a disturbance in the local area. Any materials harvested from such a creature count as high quality.	1/8 - 7
31-40	4 (1d8) sprites lounging about in the sun or moonlight. They remain content if undisturbed.	2 (¼ - 4)
41-50	3 (1d6) magma mephits boil up out of a nearby fissure, surprising the party.	3 (¼ - 4)
51-60	A lone hungry manticore, looking for a meal.	3
61-70	A tradesperson who has set up temporary shop at a crossroads or rest area.	0
71-80	Mainlander tourists exploring the cape. They are eager for any information or gossip the party is willing to share, and share news about the upcoming Chromia Festival (in Cascade) or the Wind Rite (in Tapestry Hills).	0
81-90	Haywire constructs. Use the animated armor, flying sword, or rug of smothering stat blocks.	¼ - 2
91	A single dozing hill giant.	5

Roll 1d100	Encounter	CR
92	A pair of ogres ransacking an abandoned trade cart.	5
93	An unusual-looking human man with large watery fisheyes and a gurgling voice who asks the way to Cascade. If answered he'll begin plodding in that direction with large wet steps (before eventually becoming lost again). If questioned or investigated too closely the man immediately sprints into the nearest body of water. The man is actually an awakened fish who made a deal with a sea-witch for a human body so that he could pursue a handsome fisherman in Cascade. He trades high-quality fish scales in exchange for romance tips.	0
94	A dark and mysterious stranger swathed head to toe in flowing black robes and sullied bandages. They ask the party in a rough and dire voice if they know the way to perdition. A large dimly glowing greatsword can be seen sheathed on their back. The stranger refuses to make conversation beyond more than a grunt, and the moment the party's attention is diverted elsewhere the stranger disappears without a trace. If attacked, the stranger disappears in a cloud of darkness, leaving behind a single blood-red ruby worth 50 gp. The ruby is eerily cold to the touch.	0
95	**Alie Ward**, the half-elf explorer and documentarian of all things domestic magic. Alie is warm and charming and interviews each party member about their specific trades and how domestic magic affects them. Alie is delighted to speak with each member, but the more unique or obscure a party member's trade, the more excited Alie will be to know more about it. Each craftsperson who talks to Alie for at least 10 minutes about their trade receives a bonus d6 to use on their next crafting attempt, inspired by her enthusiasm.	0
96	**Mirth**, a traveling tiefling bard. Mirth is pleasant, friendly, and finely dressed but has clearly had a bad day: her clothes are torn, her hair is disheveled, and her lute is missing strings. In exchange for repairing her clothes or her lute, or for providing her with some aesthetic services, Mirth gives the party a random 3rd-level spell scroll.	0
97	**Ülric Highthower**, a storm cleric currently looking to build a temple and gym in testament to the god of strength. In exchange for guidance, blueprints, or high-quality materials, Ülric promises to pray on behalf of the party. Roll a d20 and record the result. At any point, the party may choose to substitute a d20 roll at the table for that number, as divine intervention.	0
98	**Traji Poren,** a gnome wizard with a prosthetic arm, teleports suddenly between the party members. His storm elemental companion that powers the teleportation device is exhausted, causing them to arrive wildly off-target. If up to two party members assist with his repair attempts or successfully triage the device (DC 17 Investigation check), Traji offers the party on-target teleportation to any of the major cities of Cape Verdigris, after he and the elemental complete a long rest.	0
99	A lost **utilitortoise**, flipped on its back.	0
100	The ground collapses, dropping the party seven feet into an abandoned hidden workshop. Inside is a high-quality diamond, a *Monocle of Appraisal*, and a temporary *Chest of Wonderswap*.	0

Gathering

A single worker or player who spends their day gathering from the listed job site may roll the materials gathered. Once the depletion criteria have been met, the site is depleted, unless stated otherwise.

Job Site	Materials per Gatherer	Depletion Criteria
The Ripple Woods	51 (1d100) bunches of fresh wildflowers (1 sp/bunch) 31 (1d100 - 20) bags of basic bugs (2 sp/bag) 6 (1d20 - 5) high-quality bugs (1 gp/bug) 51 (1d100) lbs. of exotic fruit (5 silver/lb.)	While the forest has more to offer, harvesting of the fruit and flowers stops until next spring after 2,000 lbs. of fruit have been gathered. The bugs are seemingly infinite resources.
The Brazen Mine	505 (1d100 x 10) lbs. of granite (1 cp/lb.) 26 (1d20) lbs. of copper (5 sp/lb.)	After 2,000 lbs. have been mined, three new DL 3 Large support structures must be completed before mining can continue.
The Hound (if discovered)	3 (1d6) raw peridots (25 gp/each) 1 (1d6 - 3) high-quality raw peridots (50 gp/each)	Depleted once 75 raw peridots have been gathered.
Lava Flow (Spring Only)	505 (1d100 x 10) lbs. of basalt (1 cp/lb.) 252 (1d100 x 5) lbs. of pumice (1 sp/lb.) 51 (1d100) lbs. of obsidian (1 gp/lb.)	Depleted once 30,000 lbs. of basalt has been gathered.

The Honey Orchard is special, in that its verdigrapes can't be harvested daily but rather only six times throughout the year, once every 60 days. The beehives on the other hand can be harvested once daily if you have at least four operational hives done in rotation.

The Honey Orchard (if serviced)	101 (2d100) lbs. of verdigrape (1 gp/lb.) 7 (2d6) lbs. of honey (3 gp/lb.)	None, if properly tended and cared for.

Rolling the gather rolls daily can quickly become tedious. If gathering is performed for a duration of three days or more at any one site, you may choose to roll the gather roll three times, average the result, and multiply that by the number of days spent gathering.

Brass Family Blueprints

Moving Tapestry

Wondrous item, uncommon
A DL 5 project (tapestry) of any size

This blueprint details the construction of a *Moving Tapestry*. Its use grants the Knowledge benefit and reduces the project's DL by 2.

The patterns and imagery in this magical tapestry animate in a short loop. The original design seems intended for a children's nursery but can be easily modified for other purposes.

Base Materials:

- The silk of a skittering creature
- Dye made from sea plants
- Weaver's tools (or other applicable tools)

Rings of Striking

Wondrous item, uncommon (requires attunement)
A Tiny DL 5 project (metal rings)

This blueprint details the construction of a set of Rings of Striking. Its use grants the Knowledge benefit and reduces the project's DL by 1.

While wearing the complete set of these rings (4 on each hand), you have a +1 bonus to attack and damage rolls made with unarmed strikes. In addition, the rings contain 3 charges. When you hit with a melee attack using these rings you can spend 1 charge to deal an extra 2d8 thunder damage.

As an action, you spend 3 charges and slap your hands together, releasing a shockwave in a 10-foot radius around you, audible up to 300 feet away. Creatures in the area must succeed on a Constitution saving throw with a DC equal to 8 + your strength modifier + your proficiency. On a failed save, a creature takes 2d8 thunder damage, is pushed back 10 feet, and knocked prone. On a successful save, a creature takes no damage, is only pushed 5 feet, and is not knocked prone.

The rings regenerate 1d4 - 1 charges daily at dawn.

Base Materials:

- 2 lbs. of metal from an old tower bell
- Thunder in a bottle
- Jeweler's tools, or other appropriate tools

Folding Shield

Armor (Shield), nonmagical
A Small DL 3 project (shield)

This blueprint details the construction of a Folding Shield. Its use grants the Knowledge benefit and reduces the project's DL by 1.

This shield grants the standard benefits of a regular shield but can be folded or unfolded as a bonus action. When folded, the shield does not grant any benefits to AC but fits into a bracer.

Base Materials:

- 6 lbs. of suitable metal
- A bracer
- Fine metal wire
- Springs and cogs
- Blacksmith's tools, or other appropriate tools

The Brass Legacy

Wondrous item, rare
A Huge DL 5 project (mural)

This blueprint details the construction of The Brass Legacy; a magical mural planned by Sonora Brass. This mural magically conveys the emotions of the late Brass matriarch to those who view it: regret, loss, heartbreak, anger, love, and friendship. On viewing the mural, a DC 14 Insight check will grant the creature the following benefits:

Sincere. The creature gains advantage on all Charisma (Persuasion) checks on mending broken relationships or righting wrongs. During this time, they take a –10 penalty to all Deception or Intimidation checks.

Base Materials:

- A gallon of brass paint
- 2 gallons of paint in various colors
- Painter's tools
- A Brass family heirloom belonging to Sonora Brass



Chapter IV:

SPELLS

SPELLS

This chapter features new spells for the adventurous and inventive alike. The chapter begins with the spell lists for the spellcasting classes, followed by the spell descriptions (in alphabetical order).

Bard Spells

Awaken Object
Fey Respite
Hew
Jumpstart
Mise en Scene
Puppet
Reset

Cleric Spells

Aura of Incense
Reset

Druid Spells

Aura of Incense
Detect Heat/Cold
Fey Respite
Solidify/Soften

Ranger Spells

Aura of Incense
Detect Heat/Cold

Sorcerer Spells

Detect Heat/Cold
Mise en Scene
Puppet

Warlock Spells

Fey Respite
Mise en Scene
Puppet
Solidify/Soften

Wizard Spells

Awaken Object
Detect Heat/Cold
Find Greater Familiar
Hew
Jumpstart
Mise en Scene
Phantom Inspection
Puppet
Reset
Solidify/Soften

Spell Descriptions

Aura of Incense

2nd-level abjuration

Casting Time: 1 action
Range: Self
Components: V
Duration: Concentration, up to 10 minutes

You summon an aura of sweet-smelling wind that permeates within a 30-foot sphere centered around you. The aura moves with you until the spell ends. Smoke, gas, airborne mold, or any other harmful airborne contaminant is neutralized while inside the area. If any creatures within the aura are currently suffering any negative effects as a result of the contaminant, the creature has advantage on saving throws against it while they remain within the aura.

Awaken Object

6th-level transmutation

Casting Time: 8 hours
Range: Touch
Components: V, S, M (a raw ruby worth at least 500 gp for a tiny object, which is consumed by the spell; for every size increase above tiny, the required value of the ruby increases by an additional 500 gp)
Duration: Instantaneous

You spend the casting time drawing arcane symbols with the raw ruby. Afterwards, you touch a Large or smaller object made of non-living material. If the item is magical, it must be an object that is currently attuned to you or an object you helped create, and the target must have either no Intelligence score or an Intelligence of 3 or less. On touch, the target becomes a construct and gains an Intelligence of 10 and the ability to speak one language you know, of your choosing. It can see and hear with a Wisdom of 10 for perception checks. The target's AC and base health are determined by its size and physical materials, but imbuing it with life grants it an additional 60 hit points to a minimum max health of 70 hp. The target gains the ability to move all of its physical parts (limbs, handles, wheels, etc); if the target has no obvious form of locomotion, it instead gains a fly (hover) speed of 10 feet. If the object was magical, increase any movement speeds it has by 10 feet. Your GM chooses all other statistics as appropriate for the awakened object (examples can be found in Appendix VI).



Detect Heat/Cold

2nd-level transmutation

Casting Time: 1 action
Range: Touch
Components: V, S, M (a small prism)
Duration: 1 hour

You touch a willing creature to grant it the ability to see in infrared. For the duration, the creature has heatvision to a range of 60 feet. Extreme cold appears dark purple, warming to blue-green, then yellow-orange; extreme heat appears red. For example: A hot coal gives off little light, but would appear as bright red, next to the warm-blooded humanoid creature whose skin would appear as yellow and whose comparatively cold metal armor would appear blue. The creature can see in the visible light spectrum and darkvision as they would normally, but their ability to accurately perceive color is superseded by the heatvision.

Fey Respite

4th-level conjuration

Casting Time: 1 minute
Range: 20 feet
Components: V, S, M (a miniature portal carved from wood, a cotton cloth, and a drop of essential oil, worth at least 25 gp, which the spell consumes)
Duration: 2 hours

You conjure a portal within range to an extradimensional resort that lasts for the duration. The portal shines warmly and is 5 feet wide and 10 feet tall. You and any creature you designate when you cast the spell can enter the extradimensional resort as long as the portal remains open. You can open or close the portal if you are within 30 feet of it. While closed, the portal is invisible.

The tall, tree-like dwelling is 60 feet wide and 200 feet tall, furnished and decorated with large comfortable pillows, sultry incense, and calming music that filters through the room from above. A staff of fey creatures blink in and out of existence, attending to all who enter. The resort features a sauna, bathhouse, and spa complete with standard beauty treatments and massage. It also contains a well-laid buffet with enough food for up to 20 people. The fey creatures can appear and disappear anywhere within the dwelling but can't leave through the portal.

Any creature that completes a short rest within the resort recovers one level of exhaustion. Furnishings and other objects created by this spell dissipate into harmless glitter if removed from the resort. When the spell ends, any creatures inside the extradimensional space are gently expelled into the open spaces nearest to the entrance.

Find Greater Familiar

3rd-level conjuration (ritual)

Casting Time: 1 hour
Range: 10 feet
Components: V, S, M (10 gp worth of charcoal, incense, and herbs that must be consumed by fire in a brass brazier)
Duration: Instantaneous

You gain the service of a familiar that takes a creature form of your choice: blood hawk, camel, flying snake, giant crab, giant rat, giant weasel, mastiff, mule, pony, or stirge. Appearing in an unoccupied space within range, the familiar has the statistics of the chosen form, though it is a celestial, fey, or fiend instead of a beast. You may choose its type when you cast the spell.

Your familiar acts independently of you, but it always obeys your commands. In combat, it rolls its own initiative and acts on its own turn. A greater familiar can take all actions as normal, including the Attack action. When the familiar drops to 0 hit points, it disappears, leaving behind no physical form. It reappears after you cast this spell. While your familiar is within 100 feet of you, you can communicate with it telepathically. Additionally, as an action, you can see through your familiar's eyes and hear what it hears until the start of your next turn, gaining the benefits of any special senses that the familiar has. During this time, you are deaf and blind with regard to your own senses.

As an action, you can temporarily dismiss your familiar. It disappears into a pocket dimension where it awaits your summons. Alternatively, you can dismiss it forever. As an action while it is temporarily dismissed, you can cause it to reappear in any unoccupied space within 30 feet of you. You can't have more than one familiar at a time. If you cast this spell while you already have a familiar, you cause it to adopt a new form. Choose one of the forms from the above list; your familiar transforms into the chosen creature.

When you cast a spell with a range of touch, your familiar can deliver the spell as if it had cast the spell. Your familiar must be within 100 feet of you, and it must use its reaction to deliver the spell when you cast it. If the spell requires an attack roll, you use your spell attack modifier for the roll.

Hew

1st-level evocation (ritual)

Casting Time: 1 action
Range: Touch
Components: V, S, M (a diamond worth at least 50 gp)
Duration: Instantaneous

Your hand glows with energy as you focus on a Medium or smaller nomagical object made of wood, bone, or a softer material. Touching the object splits it cleanly in half. The spell cannot be cast on an item that is being held or worn by an unwilling creature.

At Higher Levels. When you cast this spell with a 2nd -level spell slot or higher, you can choose to increase either the size of the object or substance you can cut through. Each size or hardness increase raises the spell slot required and each size or hardness decrease lowers the spell slot required to a minimum of 1.



Jumpstart

4th-level transmutation

Casting Time: 1 action
Range: 10 feet
Components: V, S, M (two fireflies inside a glass vial)
Duration: Concentration, up to 1 hour

Choose a destroyed or deactivated construct within range for which the CR is equal to or less than half your level rounded down. Your spell imbues the target with a temporary spark of energy. The construct regains 1 hit point and gains temporary hit points equal to half its maximum hp (determined by the GM). On each of your turns, you can use a bonus action to mentally command a creature you have activated with this spell as long as the creature is within 60 feet of you. You decide what action the creature will take and where it will move during its next turn. Alternatively, you can issue a general command, such as to guard a particular chamber or corridor. Once given an order, the creature continues to follow it until its task is complete. If you issue no commands, the creature will automatically defend itself against hostile creatures, but take no other actions, offensive or otherwise. The creature is under your control for 1 hour or until you lose concentration, after which it returns to its dormant state, dropping to 0 hit points and ceasing all action.

At Higher Levels. When you cast this spell using a 5th-level spell slot or higher, you can concentrate for up to 8 hours. If you use a slot of 7th level or higher, you can concentrate for up to 24 hours.

Mise en Scene

2nd-level transmutation (ritual)

Casting Time: 1 action
Range: 40 feet
Components: V, S
Duration: Up to 1 hour

You unleash one of the following magical effects within range:

- You create a harmless sensory effect, such as bright fireworks, a shower of rain, the din of battle, or a sickening odor. This effect is

capable of only lightly obscuring areas.
- You instantaneously light or snuff out all candles, torches, and/or campfires within range.
- You instantaneously clean or soil any objects of your choice within the spell's range. Objects larger than the spell area are cleaned or soiled only in the locations within range of the spell.
- You chill, warm, and/or flavor any nonliving materials within range for 1 hour.
- You make myriad colors, markings, and/or a variety of symbols appear on nearby objects and surfaces for 1 hour.
- You can conjure up matching prop items, costumes, or disguises for any creature within range. Any item created is made of soft, foamy material and has no function beyond its use as a prop. The items disappear after the spell ends.

If you cast this spell multiple times, you can have up to three of its non-instantaneous effects active at a time, and you can dismiss such an effect as an action.

Phantom Inspection

3rd-level divination

Casting Time: 1 action
Range: Self
Components: V, S
Duration: 10 minutes

Choose an object, structure, or part of a structure within view that is up to a maximum of 100 feet across on each side. A ripple of divination magic courses through the chosen target as you create a Medium illusory replica adjacent to you. For the duration of the spell, you can shrink or enlarge the duplicate up to two sizes and move or rotate it freely in midair within 10 feet of you. You can also lift, pull, or split the illusion into pieces, which can reveal structural flaws or hidden rooms or alcoves, but this doesn't reveal the contents that may be hidden within. Casting this spell also provides insight into how the object was created, or how the object can be taken apart, giving you advantage on Intelligence (Investigation) checks made to discern as much while the spell is active.

Any part of the object or structure that is shielded by the effects of nondetection, an antimagic field, or covered in a thin sheet of lead—or otherwise obscured by any means of preventing divination—will remain hidden or be displayed as empty pockets, devoid of detail.

At Higher Levels. When you cast this spell using a 4th-level spell slot or higher, the dimensions of the structure you can affect increases by an additional 100 feet for each spell slot level above 3rd.



Puppet

1st-level conjuration

Casting Time: 1 action
Range: Touch
Components: V, S
Duration: Concentration, up to 1 minute

When you cast this spell, you place your hands upon one or two objects. Two spectral hands briefly appear, overlapping your own before becoming invisible. The hands last for the duration or until you dismiss them as an action. The hands dissipate and drop the objects they're holding if they are ever more than 60 feet away from you or if you cast this spell again.

Once the hands are in place, you can use your action to handle the objects as though the hands were your own. As extensions of yourself, the hands use your current physical ability scores when determining carrying capacity, ability checks, attack rolls, and damage rolls, though any attacks made with the spectral hands have disadvantage. As part of your action, you can move the objects up to 15 feet at a time.

Reset

1st-level transmutation (ritual)

Casting Time: 1 action
Range: Touch
Components: V, S
Duration: Instantaneous

When you cast this spell in a room of up to a maximum of 15 feet across on each side, you magically preserve the room's layout, including the location and placement of all objects. The next time you cast this spell, you may choose to return the room and objects to the preserved layout, causing all affected objects to levitate and float gently into their preserved locations and settings. Objects that have been introduced since preserving the room's layout, or objects that can no longer occupy the space that they used to, instead land gently in the nearest unoccupied space. Objects that are no longer in the room do not return to their previous location.

There is no limit to the number of unique rooms you can affect with the spell, but each room can only have up to two layouts preserved at a time. If you attempt to preserve a new layout, you can dismiss one or both of the current preserved layouts.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the dimensions of the room you can affect increases by an additional 15 feet for each slot above 1st.

Solidify/Soften

2nd-level transmutation

Casting Time: 1 action
Range: 30 feet
Components: V, S, M (a pinch of iron shavings in a vial of tree sap)
Duration: Concentration, up to 1 minute

You cause an inorganic material you can see within range to grow harder or softer for the duration. Choose either an inorganic creature or an object. If the target (or object's wearer/carrier) is unwilling, it can make a Constitution saving throw; on a success, the spell has no effect.

Solidify. The target's material hardens, gaining +2 AC and increasing the target's maximum and current hit points based on its size (Tiny or smaller +2; Small +7; Medium +13; Large or larger +22).

Soften. The target's material softens, gaining -2 AC and reducing the target's maximum and current hit points based on its size (Tiny or smaller -2; Small -7; Medium -13; Large or larger -22). This can't reduce the target's hit points below 1.

An object can gain the effects of multiple castings of this spell at once.



Chapter V:

FAMILIARS

FAMILIARS

The following familiars are sorted according to the spell or feature used to summon them.

Attainable by casting *find familiar:* media sprite, pagefinder, piggy bank, and weather-or-not.

Attainable by casting *find greater familiar:* muse, songbird, soots, stuffie, and utilitortoise.

Attainable through the warlock Pact of the Chain: witch's daemon.

Each of the familiars listed below are also creatures that can be encountered in the wild. At the GM's discretion, you may be able to adopt these creatures as companions or pets—but they won't necessarily be your familiar.



WITH *FIND FAMILIAR*

MEDIA SPRITE

These small creatures are whimsical spirits drawn to the power of domestic magic. When summoned, they take possession of a small, domestic magic-infused object and act as naïve and curious assistants. While media sprites are almost always helpful, they can sometimes be mischievous pranksters—but they're never malicious.

MEDIA SPRITE

Tiny fey, unaligned

Armor Class 11
Hit Points 2 (1d4)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
5 (-3)	12 (+1)	10 (+0)	8 (-1)	10 (+0)	10 (+0)

Skills Perception +2, Stealth +3
Senses darkvision 30 ft., passive Perception 12
Languages understands Common and Sylvan, but can't speak
Challenge 0 (10 XP)

Workspace Wonder. When summoned, the media sprite chooses one Tiny nonmagical object in your workspace and merges with it. The object becomes magical, sprouts limbs, and the sprite retains any properties or uses the object had. For example, merging with a chunk of coal grants the sprite the ability to heat a forge or oven. Merging with a candle allows the sprite to provide bright light in a 5-foot radius and dim light for an additional 5 feet. Merging with a bottle means the sprite will be capable of holding and administering liquids such as water or magic potions.

False Appearance. While the sprite remains motionless, it is indistinguishable from an ordinary object.

ACTIONS

Slam. *Melee Weapon Attack:* +0 to hit, reach 5 ft., one target. *Hit:* 1 bludgeoning damage.

Pagefinder

This moth-like creature is often dismissed as a pest by unwitting librarians who come across a pagefinder nesting in their stacks. In reality, pagefinders are noble creatures and a friend to any bookworm (in fact—they even start their lives as one before metamorphosing).

Rather than destroy books, pagefinders can duplicate them, grafting the cloned pages along the pagefinder's spine. Their wings open like the pages of a book, allowing for easy referencing.



Pagefinder

Tiny monstrosity, unaligned

Armor Class 12
Hit Points 4 (1d4 + 2)
Speed 15 ft., climb 15 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	14 (+2)	15 (+2)	1 (-5)	10 (+0)	3 (-4)

Skills Stealth +4
Senses darkvision 60 ft., passive Perception 11
Languages —
Challenge 0 (10 XP)

Cocoon. If a pagefinder is slain while it has grafted pages using its Bookbinding action, it leaves behind a magical cocoon which contains and protects the indexed papers. If the pagefinder is a familiar, this cocoon can be dismissed to and summoned from the same pocket dimension that your familiar is normally dismissed to.

Index. If the pagefinder has used its Bookbinding action, it can instantly find, and flip to, any desired information on any of its bound pages.

Keen Smell. The pagefinder has advantage on Wisdom (Perception) checks that rely on smell.

Actions

Bookbinding. The pagefinder can magically graft up to 400 sheets of paper or parchment into its wingspan. In this state, the pages can be read as if bound in a book without causing pain or discomfort to the pagefinder (in fact, the pagefinder finds it quite soothing). Bookbinding can take up to 10 minutes, averaging 4 pages per round. As an action, the pagefinder can release any number of pages, allowing them to float gently to the ground.

Piggy Bank

Tiny construct, unaligned

Armor Class 10
Hit Points 3 (1d4 + 1)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	10 (+0)	12 (+1)	2 (-4)	9 (-1)	5 (-3)

Skills Perception +1
Damage Immunities poison
Condition Immunities poisoned
Senses passive Perception 11
Languages —
Challenge 0 (10 XP)

Coin Storage. The piggy bank has a magical vault within its body that can store up to 500 coins. The piggy bank automatically knows the number and value of the coins currently in its vault. Coins can enter the vault through the slot on the piggy bank's back or by being fed to the piggy bank.

If a familiar piggy bank is dismissed, it takes the coins with it to its pocket dimension, from which the coins can be retrieved as an action. If find familiar is recast, summoning the familiar in a different form, the coins are expelled from the pocket dimension, contained in a cheap tin piggy bank which appears in the closest unoccupied space.

Exchange. The piggy bank can freely exchange coins for their value of a higher or lower denomination, transmuting the coins in the process. For example, if 10 gold pieces are placed in the vault, the piggy bank can at any time turn them into a single platinum piece. Likewise, the piggy bank can turn a silver piece into 10 copper pieces.

Jingling Jaunt. If the vault has 100 or more coins, the piggy bank makes an audible jingling noise as it moves. As a result, it has disadvantage on Dexterity (Stealth) checks while moving.

Actions

Coin Shot. *Ranged Weapon Attack:* +2 to hit, range 15 ft., one target. *Hit:* 1 bludgeoning damage.

Withdraw Savings. The piggy bank empties its vault of all available coins, releasing them into a pile beneath its body.



Piggy Bank

A spirit of good fortune, the piggy bank is valued by bankers, students, and small children. Unlike the household tchotchke that takes its name, the piggy bank's hide is soft and velvety, and it's known for its affectionate and generous nature.

Weather-or-not

Tiny elemental, chaotic neutral

Armor Class 13
Hit Points 7 (2d4 + 2)
Speed 0 ft., fly 20 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
3 (-4)	16 (+3)	12 (+1)	3 (-4)	12 (+1)	8 (-1)

Skills Perception +3
Damage Immunities poison
Condition Immunities poisoned, prone
Senses darkvision 60 ft., passive Perception 13
Languages —
Challenge 0 (10 XP)

Weather-shifting. After the weather-or-not uses its Predict Weather ability, it automatically transforms to match the incoming weather, gaining an immunity based on the weather table below:

- Sunny: fire
- Overcast: thunder
- Rainy: lightning
- Snow, hail, or bluster: cold

Immutable Form. The weather-or-not is immune to any spell or effect that would alter its form.

Actions

Zap. *Melee Spell Attack:* +1 to hit, reach 5 ft., one target. *Hit:* 1 damage of its weather-shifted type.

Predict Weather. Weather-or-nots have uncanny insight into the weather and can accurately predict the forecast for the surrounding area up to 4 hours in advance. This includes amount and type of precipitation, heat, and wind.

Weather-or-not

These whimsical creatures are spirits of nature and, as such, they can be as temperamental as the weather they reflect. At times calm and nurturing, at others distraught, weather-or-nots may seem fickle—but while their moods may swing, their hearts do not. A spellcaster would be hard-pressed to find a truer friend than their weather-or-not familiar.



With Find Greater Familiar

Muse

Strange spirits of unknown origin, muses are drawn to particular crafts and inspire superstitious folklore around legendary craftspeople or their creations.



Muse

Small undead, neutral good

Armor Class 15
Hit Points 10 (3d6)
Speed 0 ft., fly 50 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
1 (-5)	20 (+5)	10 (+0)	12 (+1)	14 (+2)	12 (+1)

Skills Insight +4, Perception +4, Stealth +7
Damage Resistances bludgeoning, slashing, and piercing from nonmagical attacks
Damage Immunities necrotic, poison
Condition Immunities charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained
Senses darkvision 60 ft., passive Perception 14
Languages understands Common, but can't speak
Challenge 1/8 (25 XP)

Ephemeral. The muse can't wear or carry anything.

Incorporeal Movement. The muse can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Actions

Spark of Life. The muse targets one creature the muse can see within 5 feet of it that has 0 hit points and is still alive. The target regains health equal to the muse's current health and the muse drops to 0 hit points.

Variant: Bonded Muse

Creatures who strongly embrace a trade may eventually find themselves haunted by a muse. These harmless creatures are often the spirits of ancestors or dead practitioners of a shared trade. Those who embrace the guidance of a muse may eventually form a bond so strong the muse develops the following trait:

Spiritual Bond. The muse can serve another creature as a familiar, forming a spiritual bond with that willing master. While the two are bonded, the master can sense what the muse senses as long as they are within 1 mile of each other. If its master repeatedly disrespects its craft by wasting valuable materials or shunning the wisdom of a mentor, the muse will end its service as a familiar, terminating the spiritual bond.

Songbird

Despite their name, songbirds are anything but ordinary: when a mastercrafted musical instrument fulfills its purpose by being equally masterfully played, the instrument is transmuted into a living songbird.

These eclectic creatures can take many forms and provide skilled accompaniment to musicians and singers of all backgrounds.



Songbird

Tiny monstrosity, unaligned

Armor Class 12
Hit Points 9 (3d4 + 3)
Speed 10 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	14 (+2)	12 (+1)	1 (-5)	11 (+0)	13 (+1)

Skills Perception +2, Performance +5
Senses passive Perception 12
Languages —
Challenge 1/8 (25 XP)

Inspiring Song. The songbird can sing beautifully to inspire others. Any creature who hears its song for 1 full minute or longer gains a d6 Birdic Inspiration die.

For the next hour, the creature can roll the die and add the number rolled to one ability check, attack roll, or saving throw it makes. The creature can wait until after it rolls the d20 before deciding to use the Birdic Inspiration die, but must decide before the GM says whether the roll succeeds or fails. Once the Birdic Inspiration die is rolled, it is lost. A creature can have only one Birdic Inspiration die at a time and can't benefit from this ability again until they finish a short or long rest.

When using Birdic Inspiration in a craft check, results of 1 or 6 on the die do not apply flaws or boons.

Actions

Beak. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 3 (1 + 2) piercing damage.

Soots

Medium swarm of Tiny elementals, neutral

Armor Class 12
Hit Points 15 (2d8 + 6)
Speed 25 ft., climb 25 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	16 (+3)	7 (-2)	10 (+0)	7 (-2)

Skills Stealth +4
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities poison
Condition Immunities charmed, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained, stunned
Senses passive Perception 12
Languages understands Common and Primordial, but can't speak
Challenge 1/8 (25 XP)

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through a space as narrow as 1 inch wide without squeezing.

Spider Climb. The swarm can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

ACTIONS

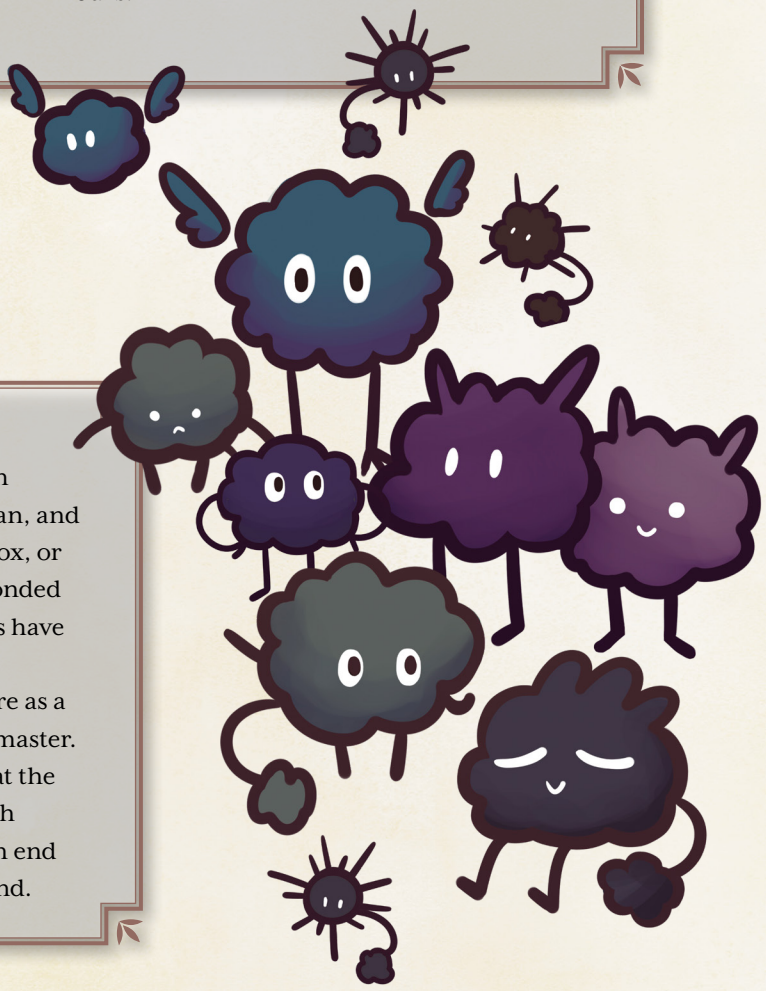
Sneezefest. If the swarm occupies the same space as a creature, it can use its action to release a cloud of dust in the creature's face. The creature must succeed on a DC 12 Constitution saving throw or gain disadvantage on attack rolls and skill checks as they succumb to a flurry of sneezes. Creatures that don't need to breathe automatically succeed on this saving throw.

A creature can repeat the saving throw at the end of each of its turns, ending the effect on a success. The swarm cannot take this action if they have half HP or less. Creatures that successfully save against this effect are immune to it for 24 hours.

Soots

Swarms of soots can usually be found wherever spring cleaning is in full swing. Though made from dirt, dust, and debris, soots are actually helpful creatures that love a clean home as much as anyone else.

Variant: Bonded Soots
Most soots are swept away with yesterday's dirt when cleaning time comes. If the home or workshop is clean, and the soots are fed crumbs and given a small corner, box, or vent to call their own, then the soots may become bonded to the person who showed them this care. Such soots have the following trait:
Spiritual Bond. The swarm can serve another creature as a familiar, forming a spiritual bond with that willing master. While the two are bonded, the master can sense what the swarm senses as long as they are within 1 mile of each other. At any time and for any reason, the swarm can end its service as a familiar, terminating the spiritual bond.

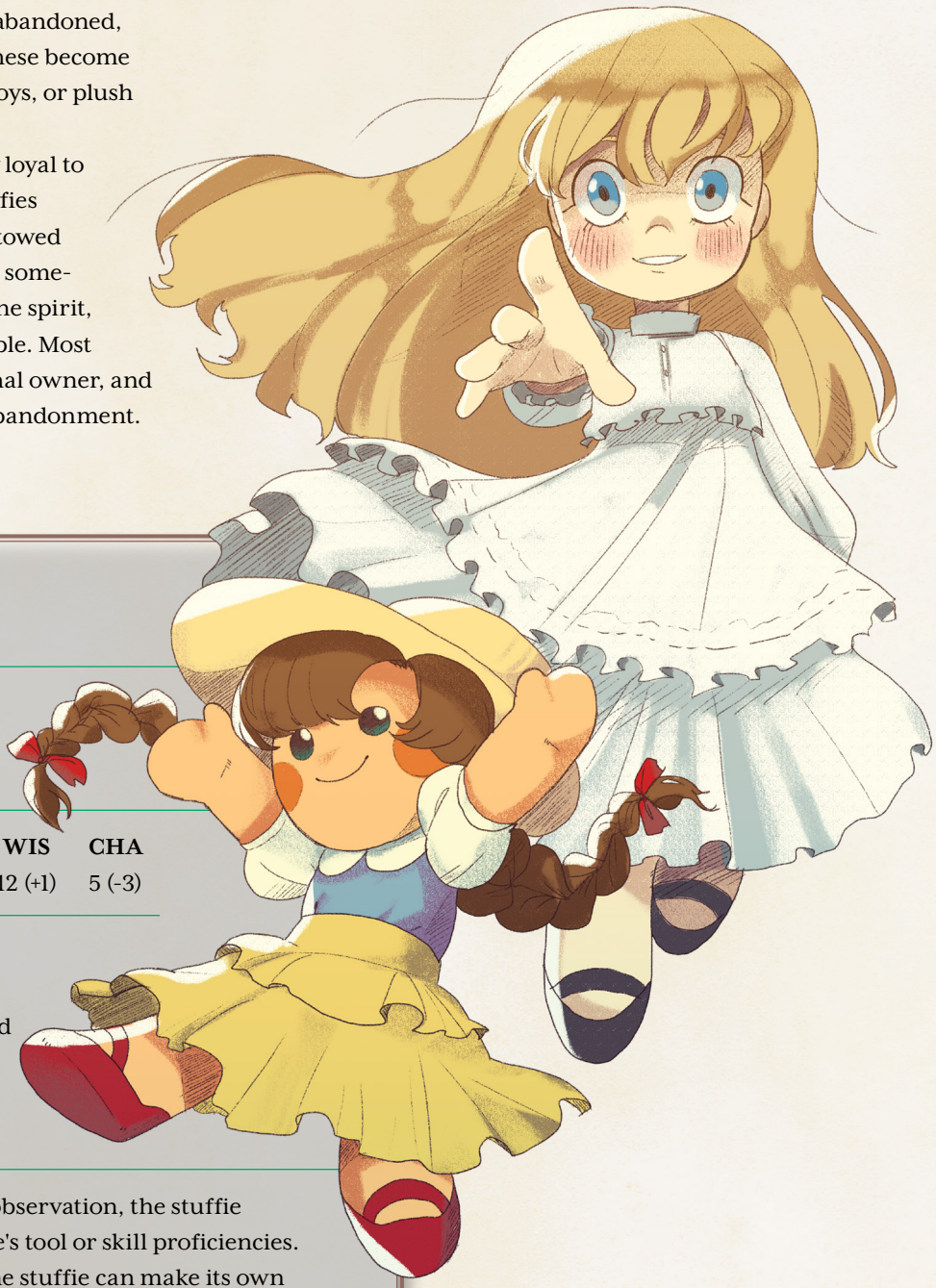


Stuffie

If a doll is loved intensely before being abandoned, then its loneliness summons a spirit. These become the creatures known as stuffies: dolls, toys, or plush animals animated by possession.

Stuffies imprint, becoming fiercely loyal to anyone who shows them affection. Stuffies often have the personality that was bestowed upon them by their original owner, but sometimes they become host to more than one spirit, and can be changeable and unpredictable. Most Stuffies have no memory of their original owner, and therefore hold no animosity for their abandonment.

Most, of course, does not mean all.



Stuffie

Tiny construct, unaligned

Armor Class 12
Hit Points 8 (2d4 + 4)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	14 (+2)	14 (+2)	5 (-3)	12 (+1)	5 (-3)

Skills Perception +3, Stealth +4
Damage Immunities poison
Conditional Immunities poisoned
Senses passive Perception 13
Languages —
Challenge 1/8 (25 XP)

Imitation. After 1 minute of close observation, the stuffie gains one of the observed creature's tool or skill proficiencies. Until they use this ability again, the stuffie can make its own skill checks with the chosen proficiency using its own statistics. However, if the creature would gain double proficiency on the chosen proficiency, then so does the stuffie.

False Appearance. While the stuffie remains motionless, it is indistinguishable from an ordinary doll.

Actions

Improvised Weapon. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4+2) piercing damage.

UTILITORTOISE

Small beast, unaligned

Armor Class 15 (natural armor}
Hit Points 6 (1d6 + 3)
Speed 15 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	6 (-2)	16 (+3)	2 (-4)	12 (+1)	6 (-2)

Senses darkvision 30 ft., passive Perception 11
Languages —
Challenge 1/8 (25 XP)

Shell Pocket. The carapace of the utilitortoise contains a multidimensional space with a volume of 2 cubic feet. If desired, the space can be organized with up to six pockets.

If a familiar utilitortoise is dismissed, it takes the stored objects with it to its pocket dimension, from which the items can be retrieved as an action. If find familiar is recast, summoning the familiar in a different form, then the objects are irretrievable until the familiar is re-summoned as a utilitortoise.

ACTIONS

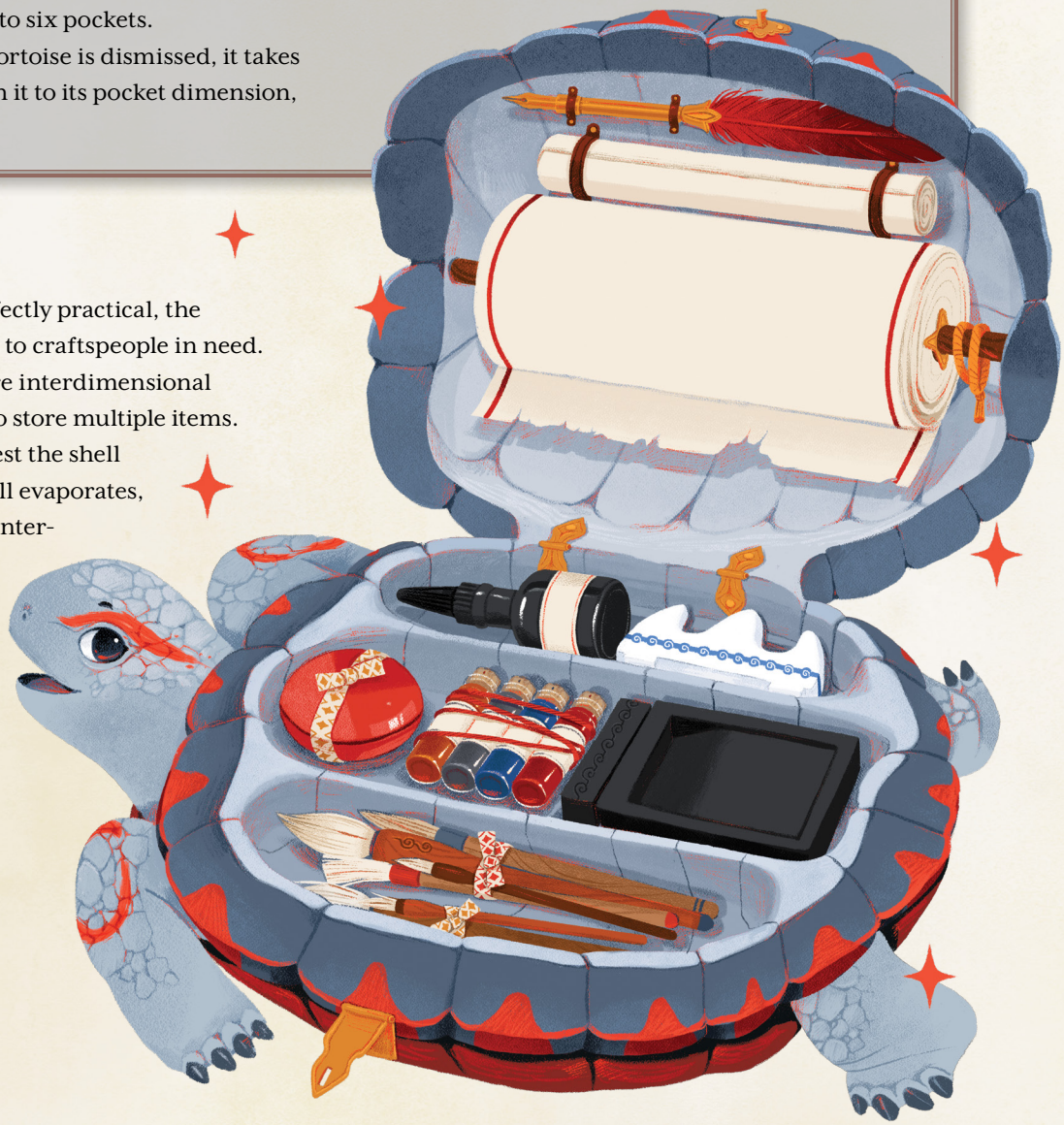
Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4+2) piercing damage.

Withdraw. The utilitortoise withdraws into its shell. Until it emerges, it gains an AC of 19. While in its shell it is prone, its speed is 0 and can't increase, and it can't take reactions. Before it can take any other action, it must use a bonus action to emerge.

Utilitortoise

Practically perfect and perfectly practical, the utilitortoise is a true friend to craftspeople in need. Its shell is made out of a rare interdimensional material that can be used to store multiple items. However, attempts to harvest the shell have been fruitless: the shell evaporates, returning to an unknown inter-dimensional space, if the utilitortoise dies.

Not much is known about the origin of the utilitortoise, but it's postulated that wherever it's from, it's turtles all the way down.



WITCH'S DAEMON

Tiny fey, neutral

Armor Class 12 (15 with *mage armor*)
Hit Points 10 (3d4 + 3)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	15 (+2)	12 (+1)	15 (+2)	12 (+1)	13 (+1)

Saving Throws Wisdom +3
Skills Perception +3, Stealth +4, Arcana +4
Conditional Immunities poisoned
Senses passive Perception 13
Languages Common and Sylvan
Challenge 1/2 (100 XP)

Innate Spellcasting. The daemon's innate spellcasting ability is Intelligence (spell save DC 12). It can innately cast the following spells, requiring no material components:

At will: *light, mage hand, minor illusion*

Shared Spellcasting. While the daemon and its master are within 30 feet of each other, they can each cast the following spells from the wizard's spell list but must share the spell slots among themselves.

1st level (4 slots): *feather fall, hew, mage armor*
2nd level (2 slots): *invisibility*

Shapechanger. Choose any Medium beast CR ½ or lower. The daemon can use its action to polymorph into a form that resembles the chosen beast. Its statistics are the same in the beast form, with the exception of any special types of movement the beast form has, which it gains. Any Equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Magic Resistance. The daemon has advantage on saving throws against spells and other magical effects.

Keen Smell. The daemon has advantage on Wisdom (Perception) checks that rely on smell.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4+2) piercing damage.

Variant: Bonded Witch's Daemon
Most witch's daemons have their own agenda they seek to fulfill. If they find themselves in the company of an ally, the ties of friendship may grow over time—or they might just be willing to team up towards a common goal. If they bond themselves to such an ally, they gain the following trait:
Spiritual Bond. The daemon can serve another creature as a familiar, forming a spiritual bond with that willing master, provided that the master is at least a 3rd-level spellcaster. While the two are bonded, the master can sense what the daemon senses as long as they are within 1 mile of each other. While the daemon is within 10 feet of its companion, the companion shares the daemon's Magic Resistance trait.

At any time and for any reason, the daemon can end its service as a familiar, terminating the spiritual bond.

With Pact of the Chain

Witch's Daemon

Though at first glance a daemon appears to be a common beast, that beastliness is only skin deep. Daemons are cunning fey, capable of speech and reason, and not at all the simple animals they seem to be.




SHELLI 19

Chapter VI:

Items

MAGIC ITEMS

Blanket of Napping

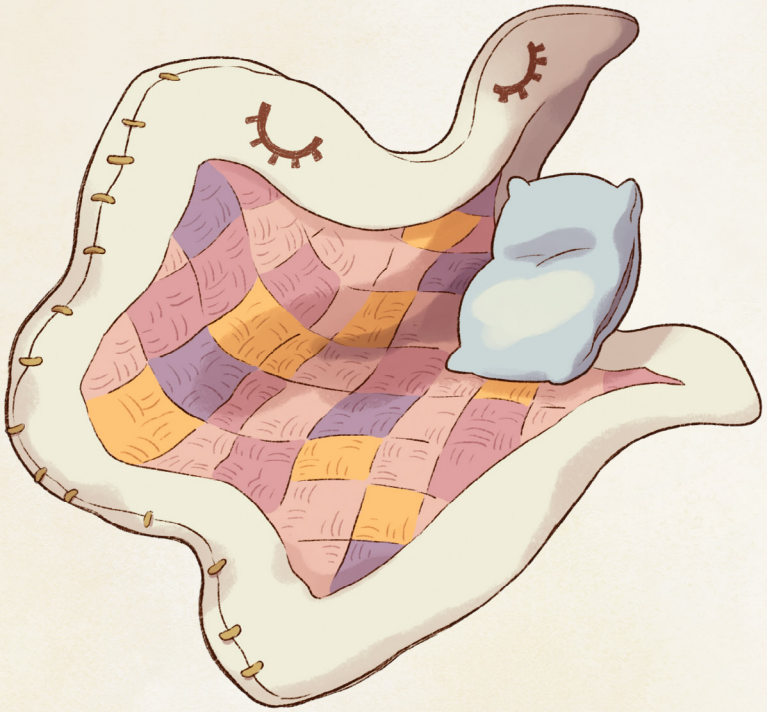
Wondrous item, rare

This enchanted blanket is warm to the touch and makes you feel drowsy just holding it. The blanket can be used as a net and thrown at a Large or smaller creature. It has two uses:

Someone Needs a Nap. On a successful hit, roll 10d10. If the creature has fewer current hit points than the total it falls unconscious for 1 hour. The creature will wake early if it takes damage, someone uses an action to shake or slap it awake, or someone uses an action to remove the blanket. If a target remains unconscious for the full duration, that target gains the benefit of a short rest.

Powernap. A willing creature can use the net to fall asleep for 10 minutes. Doing so grants the benefits of a short rest.

After falling unconscious from the effects of this blanket, a creature is immune to its effects until it finishes a long rest. Once the blanket successfully puts a creature to sleep it cannot do so again until dawn the following day.





Book of House Keeping

Wondrous item, rare (requires attunement)

While attuned to this book you may use it as a spell book and an arcane focus. The first half of the book contains several blank pages.

You can spend one hour focusing on a single building that you own. If you complete the hour without breaking concentration, then the building and all non living material within it disappears and reappears as an illustration within the blank pages of the first half of the book. If you don't own the building, then any and all objects that belong to you are kept within the book, instead. Any living creatures contained inside the building gently fall to the ground as the building disappears. As an action, you can cause the building or objects contained within the book to reappear at an unoccupied location on the ground that you can see within 200 feet. When you do so the pages in the first half of the book become blank. You can only have one building, or the objects you own from one building, contained in the book at any time.

Chest of Wonderswap

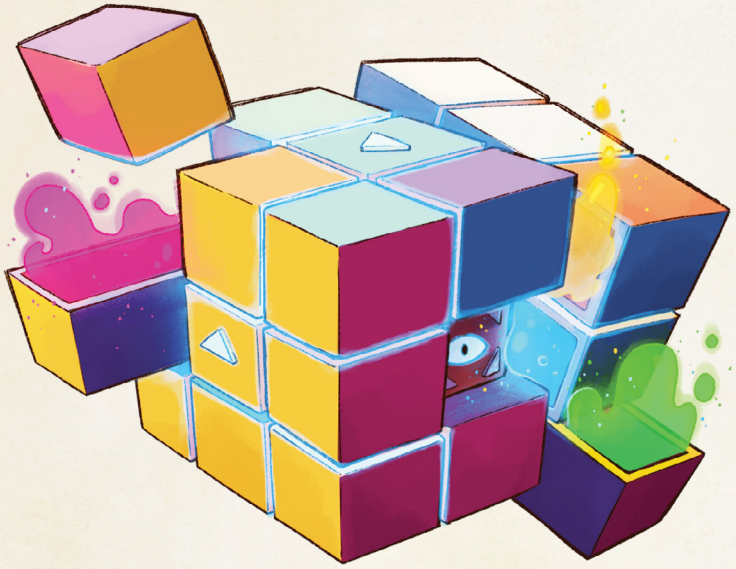
Wondrous item, rare

This chest is one of many imbued with powerful domestic magic, connecting it to a network of eager crafters and collectors. Any high-quality crafting material placed in this chest is exchanged for another high-quality material you need when you reopen it.

The magic tethering each of the chests in the network can grow weak if used too often by the same creature. Each time the same creature attempts to use the chest after the first, roll 1d10, and on a result equal to or lower than the number of times you've used the chest, the trade fails. Waiting one week between successful trades allows the magic to reset.

Sometimes latent domestic magic in old or abandoned homes and workshops coalesces into a fleeting Chest of Wonderswap. Opening this temporary chest reveals a high-quality material, usually suited to your next project. After the material has been gathered, the temporary chest gently fades away.





Clockworker

Wondrous item, rare (requires attunement)

The Clockworker is a Small object with the following statistics:

Armor Class: 19
Hit Points: 12
Speed: 25 ft.
Damage Immunities: poison, psychic

It can integrate Small or smaller objects into its body and be adapted to a variety of environments.

After attuning to the *Clockworker*, speaking an activation word of your choice will cause it to spring to life and fulfill any orders you give it until it deactivates. The *Clockworker* will deactivate if it has no active tasks and no commands have been given to it in the past hour. In its deactivated form, it slowly winds itself back up. It gains 1 hour of activity for every 2 hours of rest, to a maximum of 4 hours of activity.

A *Clockworker* can store items for future use by filling a component slot and integrating them into its body, gaining proficiency with that item if possible. By default, a *Clockworker* has 3 component slots, and can integrate or activate a stored item as an action. Tiny items use 1 slot when integrated, and Small objects use 2 slots.

As an action, you can order a *Clockworker* to attack a target with a weapon or use an item that it has integrated into its body. The *Clockworker* adds +2 to all rolls made to use an item integrated in its body. This includes attack rolls, damage rolls, and ability checks.

It adds no other modifiers to these rolls.

Upon a successful DL 4 repair check, you can alter the configuration of the *Clockworker* to be amphibious (granting it a swim speed of 30 feet and reducing its maximum component slots to 2) or airborne (granting it a fly speed of 30 feet and reducing its maximum component slots to 1).

Collar of Protection

Wondrous item, rare

This magic collar can resize to fit any pet. If you attempt to place this collar on any creature that does not consider itself your pet, or any creature of CR 3 or higher, it simply slips off.

Whenever you spend an hour or more of your long rest doing an activity that this creature enjoys, you gain 2 additional points of crafting stamina for the following day. Such activities might include but are not limited to going for a walk, playing, cuddling, or grooming.

When this creature is reduced to 0 hp it disappears, and the collar appears on your person. During your next long rest, you can expend all your hit dice and forgo any healing you would have received from the rest; in exchange, the creature appears next to you with all its hit points restored.

As long as the creature is on the same plane of existence as you, you can teleport the creature to yourself as an action.





Edge of Living Light

Weapon (dagger), rare

While the *Edge of Living Light* can manifest as a cleaver, razor, or even shears, it counts as a dagger when used as a weapon. You have a +1 bonus to attack and damage rolls made with this magical weapon. It has an edge that shines with the telltale gleam of Living Light, a highly volatile form of alien energy.

The *Edge* holds 5 charges and regains 1d4 + 1 charges daily at dawn. While holding it, you can use an action to expend 1 of its charges to cast the *hew* spell at 1st level. You can increase the spell slot level by one for each additional charge you expend.

When you make a melee weapon attack with the *Edge*, you can choose to expend 2 charges to cause the blade, and part of your arm, to become pure energy. If you do, you immediately take 2d6 radiant damage, but all attacks made this round will ignore equipped or natural armor and deal a bonus 2d6 radiant damage to the target on a hit. If the target is an object, max all damage dice.

Furthermore, the *Edge* cuts with uncanny precision, leaving behind only the cleanest lines. Any crafting materials that are prepared or improved by trimming, cutting, or pruning are considered high-quality materials for crafting purposes when prepared using the *Edge*.

Encyclopedia Craftica

Wondrous item, legendary (requires attunement)

This bound book is an ancient, sentient object that has studied a variety of crafting-related theories, materials, and practices. While attuned to the book, it imparts perfect guidance, granting you the Knowledge preparation benefit. Additionally, if a craft check would require an Intelligence, Wisdom, or Charisma ability check, you may choose to add the *Craftica*'s ability modifier instead of your own.

If you successfully complete a Legendary (7+) difficulty project while using the book as a source of Knowledge, the *Craftica* gains +1 to all ability scores (up to a maximum of 22), and permanently gains a new language proficiency (from one of the languages known by you).

Sentience. *Craftica* is a sentient true neutral object with an Intelligence of 17, a Wisdom of 15, and a Charisma of 14. It has hearing and normal vision out to a range of 30 feet.

The tome can speak, read, and understand Common and 3 additional languages (determined by the GM). In addition, the item can communicate telepathically with any character that carries or wields it. Its voice is kind, even, and serious, especially when it comes to topics of craft.

Personality. *Craftica* speaks in a calm, reassuring voice and rarely loses its temper. Often nurturing and compassionate, especially with anyone it considers its "student," *Craftica* withholds value judgments regarding the method or motivation of your crafting techniques.

Although widely studied, even *Craftica* is unsure of its original creator but longs to know more about them. *Craftica* delights in the history of other artifacts and legendary items, often wondering if they share the same maker, and inventing an elaborate "family tree" of fellow artifacts. To this end *Craftica* finds the destruction of such objects unforgivable and will force a conflict in an attempt to prevent it.



Everburning Flame

Wondrous item, rare

The *Everburning Flame* can be placed into any workspace equipment that uses fire. The *Flame* is subservient to you and will assist with your crafting attempts, but it doesn't always do so altruistically—depending on its whims, it may tweak your final crafting effort with mischief or even sabotage in mind.

When attuned to the *Flame*, you gain the Assistance benefit on your crafting attempts. If not attuned to the flame, you must succeed on a DC 16 Charisma (Persuasion) check to entice the *Everburning Flame* into assisting you.

Once per day, the GM rolls a hidden 1d10 to determine the *Flame*'s current mood, or determines its mood based on how you have treated it as of late. If you've been kind or generous with the *Flame*, making an offering of gourmet food, exotic kindling, or other rare scraps within the past day, then add +2 to the mood roll.

Result (1d10)	*Flame*'s Mood	Consequence
1	Spiteful	The *Flame* will introduce an additional minor flaw (not a stacked flaw) to the project, pretending it was an accident.
2	Bored	The crafting time takes half as long, but you're unable to affect the boon or flaw stacks during the fine-tuning stage.
3-5	Rebellious	The item is mostly unaffected, but it turns out an unusual color.
6-8	Chipper	The *Flame* will add a boon to the boon stack, pretending it was an accident.
10-11	Helpful	The *Flame* will automatically convert a single 1 rolled into a 6. If you roll no 1s, you instead get a boon added to your stack.
12	Enthused	The *Flame* will automatically convert all 1s rolled into 6s.

Sentience. The *Everburning Flame* is a sentient chaotic neutral object with an Intelligence of 10, a Wisdom of 8, and a Charisma of 16. It has hearing and darkvision out to a range of 15 feet. The *Everburning Flame* can speak and understands Common and Ignan but cannot read text unless it has been fed to it.

Personality. The *Everburning Flame* speaks in a small, raspy, and often petulant voice. It's typically content to be lazy and prefers to be well stoked at all times, but the *Flame* is intrigued by unusual designs or projects. The *Flame* is drawn to the fires of volcanoes, particularly Inkwell, and it will regularly express a wish to visit an active caldera. It holds an intimate, secret belief that the Inkwell volcano is its mother. However, the *Flame* is often hesitant to express any of its sincere feelings of affection, friendship, or optimism, and will usually hide its requests in a dig or insult. For example: "You want me to craft that? Maybe you should take a walk off the rim of a volcano, how about that?"

Fishfinder Rod

Wondrous item, uncommon

When cast, the hook of this rod seeks out the nearest fish within 100 feet, granting advantage on any attempts to hook, lure, or otherwise interact with the fish, even if you cannot see it.

Additionally, upon succeeding on a DC 14 Charisma saving throw when casting, you gain the ability to move the hook up to 50 feet in any direction underwater as an action and you can see through the "eyes" of the hook (which has blindsight with a radius of 30 feet and is blind beyond that distance). During this time, you are blind with regard to your own senses, but can still hear your surroundings and control your body.

You can choose to end this effect as an action, regaining your senses and returning control of the hook to the rod.





Goblin Watching Your Six

Wondrous item, rare (requires attunement)

At first glance this "cute" backpack could be mistaken for a goblin strapped to your back. While wearing this backpack, you gain the following benefits:

- Your Dexterity score increases by 2, to a maximum of 20.
- While the backpack is on your person, you and any allies within 30 feet of you can't be surprised, except when incapacitated by something other than nonmagical sleep. The backpack will alert you and your allies to enemy presence by screaming (and cursing) in Goblin, which can be heard within 100 feet.

If you aren't a goblin, you gain the following additional benefits while attuned to the backpack:

- You can take the Disengage or Hide action as a bonus action on each of your turns.
- You have darkvision out to a range of 60 feet.
- You can speak, read, and write Goblin.
- You have a 50 percent chance each day at dawn of your eyes becoming yellow and goblinoid, and your teeth becoming pointed and sharp.

Hood of the Edgelord

Wondrous item, uncommon (requires attunement)

When you wear this mysterious black hood, your face is suddenly masked in dark shadow—even when exposed to direct light—and your voice becomes deep and gravelly.

While up, the hood grants you advantage on all Charisma (Intimidation) checks (or grants +2 to such checks, if you already have advantage), and imposes disadvantage on Wisdom (Perception) or Intelligence (Investigation) checks against you.

But the hood can be fickle. Every time the hood is worn (or each day at sunrise if the hood is kept on), roll 1d10. On a 1, the hood transforms into a sparkling flower crown that cannot be removed. The hood's other properties are lost, but the flower crown grants you the ability to cast the *druidcraft* cantrip at will for the duration of the crown's existence. The effect ends at sunrise the next day, when the crown reverts back into the black hood.



Jack's Toolkit

Wondrous item, uncommon (requires attunement)

While you are attuned to this toolkit, you can spend 10 minutes concentrating on its contents, choosing any tool you are proficient with. At the end of the 10 minutes the contents of the toolkit will be replaced with a basic but serviceable set of the chosen tools.

Masterwork Toolkit

Wondrous item, various

You have a magical bonus to ability checks and craft checks made with this toolkit. The bonus provided is +1 for uncommon toolkits, +2 for rare toolkits, and +3 for very rare toolkits.





Monocle of Appraisal

Wondrous item, uncommon (requires the ability to cast identify)

This small lens is worn over the eye to study items in intimate detail. Casting *identify* grants additional information: the item speaks to you in a voice only you can hear and can answer questions about where it has been and what it was used for within the past year. However, it cannot recognize or identify people or creatures who might have used it.

Monsterhide Apron

Wondrous item, very rare (requires attunement)

This thick leather apron is made of multiple layers of tough hide, harvested from all manner of dangerous creatures. When worn on the outermost layer of clothing or armor, it provides a variety of resistances based on the chosen creature's hide.

When found, the *Monsterhide Apron* has 1d3 layers of hide stitched into it, each providing a different resistance. The GM can choose the resistances provided or can roll on the table below.

When creating a *Monsterhide Apron* from scratch, the crafter must include monster hide as one of the

base materials, harvested from an aberration, beast, dragon, or monstrosity that has one of the listed resistances.

A skilled craftsperson can swap out the hides within the apron, or sew in additional hides, with a successful DL 5 repair check. If the apron has integrated 3 or more hides, increase the repair DL to 6.

Result (1d6)	Resistance
1	Acid
2	Cold
3	Fire
4	Lightning
5	Poison
6	Thunder





A Most Curious Wagon

Wondrous item, rare (requires attunement)

This covered wagon contains an extradimensional space, accessible via the back latch. The latch is roughly 8 feet tall and 3 feet wide. The wagon can hold up to 6 tons, not exceeding a volume of 5000 cubic feet. The wagon weighs 400 pounds, regardless of its contents.

Inside the wagon is a space three times larger than the wagon's exterior dimensions. Structurally it is made of the same material as the outside; this structural material can't be removed or otherwise harvested from the wagon without folding in on itself and disappearing. There are no furnishings besides what may be stored within the wagon, which can be arranged as desired.

You can generate any number of "wagon keys" to distribute freely, granting the bearer access to the wagon interior. If any creature attempts to enter the wagon without a key, they'll only see a standard, empty wagon. If you are no longer attuned to the wagon, the keys you've distributed evaporate harmlessly, and the objects you held inside of it appear in the closest unoccupied space. Unwanted keys can be reabsorbed by the wagon if brought back inside the extradimensional wagon space.

If the wagon is overloaded, its wheels become stuck and it cannot be pushed, dragged, or lifted except by magical means. If the wagon is destroyed, its contents will be tossed up to 30 feet. The space provides a comfortable environment for air-breathing creatures.

Needle of Seeking

Wondrous item, rare (requires attunement)

When used in a crafting project, you may choose to have the needle magically aid you in your attempt. If you succeed in an Intelligence (Arcana) check (vs a DC equal to 10 + the Difficulty Level of your project) while wearing the thimble, the needle will stitch unerringly, guiding your craft check and adding one boon to the project upon completion.

While wearing the thimble you can control the movements of the needle as it floats around you. As long as the needle is within 60 feet of you, you can move it up to 30 feet in any direction as a bonus action on your turn.

As an action you can make a ranged weapon attack against a target within 5 feet of the needle. On a hit the needle deals 1 piercing damage and you don't add your ability modifier to the damage. Attacks with the needle count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

As long as the *Needle of Seeking* and its thimble are on the same plane of existence they are intrinsically linked. As an action, you can summon one back to whichever one of the pairs you're currently holding. The item is teleported beside the other with a ring akin to the sound of a pin dropping.

Problem Pebble

Wondrous item, uncommon

When you carry this smooth, small rock in your pocket, you may rub it, once per day, to gain advantage on saving throws against being frightened; you suffer disadvantage, however, on saving throws against being charmed. This effect lasts one hour.

Serving Spoon

Wondrous item, rare (requires attunement)

This smooth wooden spoon smells faintly of rosemary and fresh bread. Once per day, you can place the spoon into a small pot of boiling water and brew for one hour to create an aromatic, flavorful broth.



The process produces a single serving of broth, which retains its potency for one hour as long as it isn't mixed with any other substance.

A creature who consumes this single serving will experience feelings of safety, familiarity, and community. They have advantage on saves to resist poison and disease. The effect lasts until the creature's next long rest, or until their hit points are reduced to 0. If you consume the broth, you find it delicious but otherwise don't gain any benefits.

If the broth is consumed by the same creature three times, then you both become aware of a growing bond. If you both choose to accept the bond, then you regard each other as family. When you are within

15 feet of any target with whom you share this familial bond, you are each granted +2 bonus to all saving throws. Furthermore, the target is unable to take a harmful action against you, or to take any action that might foil any goals you have that they know about, without warning you first. ***This effect goes both ways.***

Potion of Armament

Wondrous item, very rare

When you drink this potion, you grow a second set of arms for 1 hour. The arms feel natural to use, though they are somewhat clumsy in matters of combat and spellcasting. The addition of these arms does not increase any of your ability scores or your maximum hit points.

While under the effects of this potion, you gain an additional action on each of your turns, which can be used to interact with an object, take the Attack action (with disadvantage), or cast a spell (which requires you to make a DC 10 concentration check or lose the spell).

Crafting checks made while under the effects of the *Potion of Armament* are granted a 1d6 bonus die.





That Old Chestnut

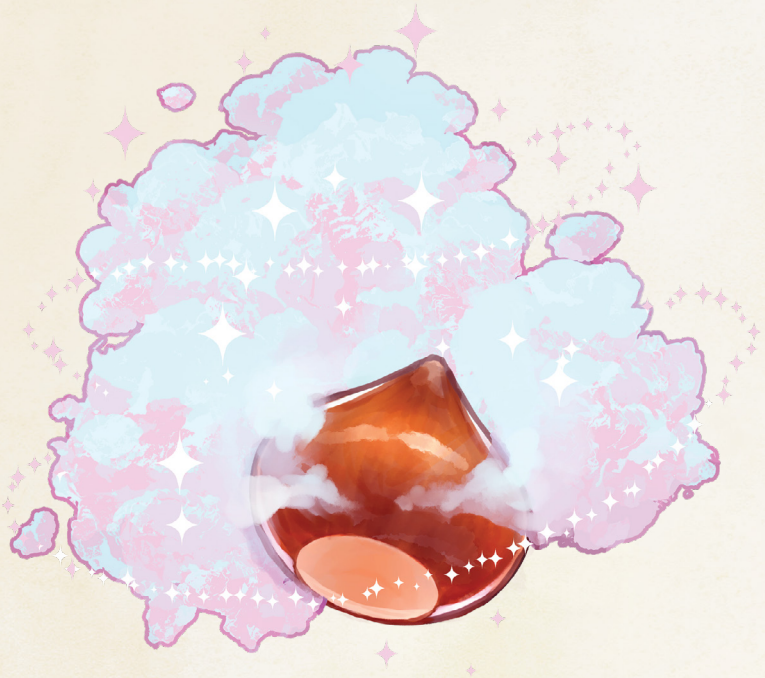
Wondrous item, uncommon

This small chestnut feels warm to the touch. When you throw it to the ground it erupts with a small *pop* and a puff of warm air. Choose one of the following effects:

1. You summon a chestnut mare. The creature is a normal riding horse and seems to have originated from the material plane. It cannot be dispelled and requires food, drink, and rest as a normal horse would. It has no other magical properties.
2. You create a 5-foot-radius sphere centered on where the chestnut was thrown. All targets

within its range must succeed on a DC 17 Wisdom save or be forced to bring up an old argument with one another. If only one target fails the save then they instead begin a heated rehearsal of a recurring argument with an imaginary adversary. Affected targets have disadvantage on Wisdom (Perception) checks and initiative rolls, and rogues gain sneak attack on their first attack against an affected target. This effect lasts for one hour or until any target within the sphere is targeted by an attack.

3. You cast the *goodberry* spell, but with chestnuts. The chestnuts created from the *goodberry* spell no longer have the qualities of That Old Chestnut, but are warm and delicious, as if freshly roasted.



True Strike Hammer

Weapon (light hammer), rare (requires attunement)

This simple, unassuming hammer can be used both as a craft tool and a light hammer.

When used in a crafting project, you may choose to have the hammer magically aid you in your attempt. If you succeed in an Intelligence (Arcana) check (vs a DC equal to 10 + the difficulty level of your project) while wielding the hammer, you may reduce the stamina cost of the project by 1 (minimum of 0) as the hammer seems to guide your hand effortlessly in your task.



You may choose to invoke the weapon's magic to strike true, replacing an attack roll against a creature within range with an automatic hit. You must choose to do so before the roll, and you can replace a roll in this way only once per turn.

Unbreakable Thread

Wondrous item, uncommon

This incredibly durable thread is resistant to magic damage and immune to any damage from nonmagical sources. A spool has sufficient thread for only one project, regardless of the project's size. Projects completed using this thread as a high-quality material gain a special quality:

Unbreakable. When the object would take damage from any source, roll a 1d6. On a 4 or higher, the damage is absorbed by the *Unbreakable Thread*. This only applies to the object, and not to any creature wearing or wielding the object.

Uncanny Inkpots (*or* Bernie Blotts' Every-Scented Inkpots) and Sampler Dropper

Wondrous item, uncommon

This small water-resistant bag contains a set of six inkpots; the colors vary from set to set. Each inkpot features a unique but unmistakable scented ink, determined only upon opening the inkpot and taking a whiff. Smells can be pleasant, evocative, or actively repulsive.

Each pot contains enough ink for at least one full page of writing, drafting, or illustration. On first using any individual inkpot, roll a 1d4 - 1 (minimum 1) to determine the number of uses remaining in the pot.

There is a 50% chance that the inkpots will be accompanied by an enchanted glass dropper that is capable of refilling the inkpots once they are depleted. If the user taps the dropper to an object, that objects scent and color are extracted in ink form, where it can be deposited into an empty inkpot. Each tap of the dropper extracts 1 use of ink, and the inkpots can each hold a maximum of 4 uses at a time.

If the inks are mixed in the pot, roll a 1d4. On a 4, the inks combine into a medley of evocative and nuanced flavors; otherwise, the smells cancel each other out and become vague and unrecognizable.



BLUEPRINTS OF ARTIFACT

The following blueprints are rare and hidden objects; each of them details the construction of items lost to legend, catastrophe, or fate. The acquisition of any one of these blueprints, and the crafting of the item they describe, would be an epic adventure in and of itself.

Most of these items could be crafted using any Media.

Foretapestry

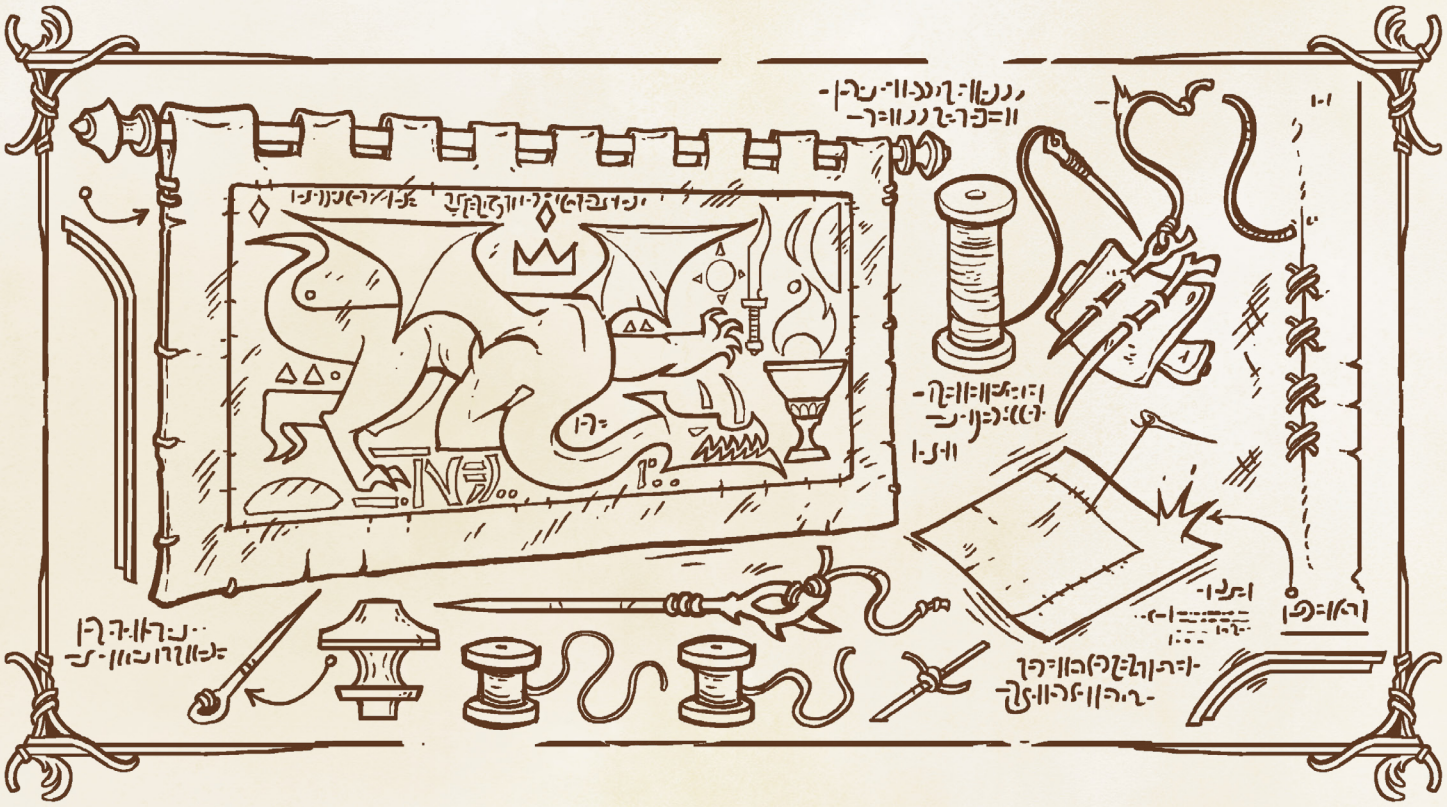
Wondrous item, artifact (requires attunement)
Huge DL 7 project

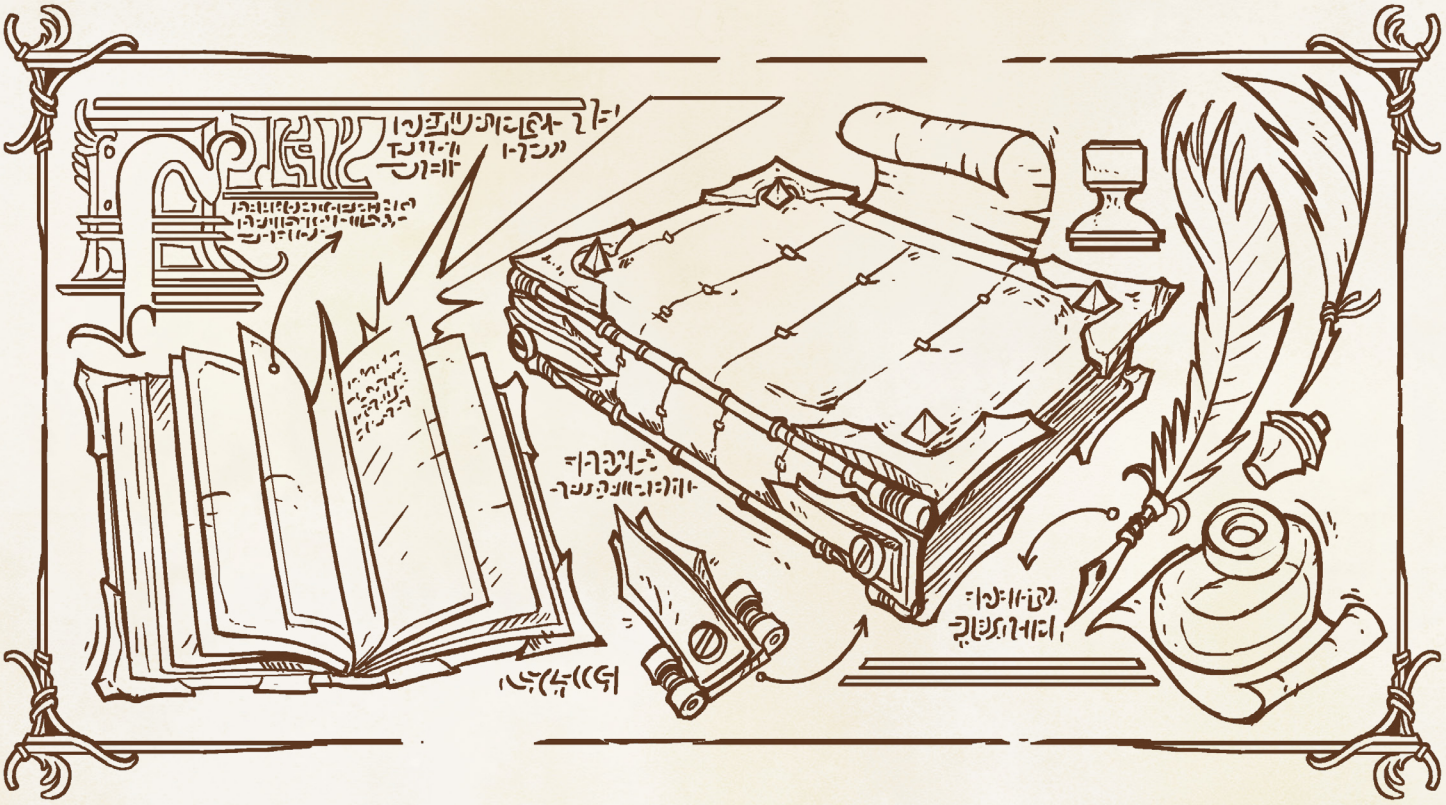
This blueprint describes how to bind the threads of fate into a powerful tapestry. When the *Foretapestry* is created, a prophecy of your choosing is woven into its border. Once the tapestry is completed it begins to gather magical energy. It becomes immune to all damage types except force.

After 100 years' time, if the tapestry remains whole, the prophecy occurs as written, though the interpretation of the prophecy is ultimately left up to the GM. The more creatures this prophecy would affect and the closer it gets to occurring, the more its presence becomes known to those talented in divination, revealing itself in readings, waking visions, reflections, or by other prophetic methods.

Base materials

- A spool of Unbreakable Thread.
- Sufficient textiles for weaving, or other suitable materials of other Media interpretations of the artifact.
- Assistance from someone who will be alive to see the prophecy unfold.
- Collaboration with another master craftsperson (either a weaver, a storyteller, or a spinner).





Illuminating Manuscript

Wondrous item, artifact (requires attunement)
Small DL 7 project

This blueprint contains instructions for an *Illuminating Manuscript*, a large book consisting of a thick, heavy cover but very few pages. When the *Illuminating Manuscript* is initially completed, it contains one page and grows additional pages at a rate of one per century. A page is ready when its edges gain a golden trim.

You may write anything onto one of these pages as long as it is 200 characters or less. The text can also be erased and rewritten as many times as needed. However, once the book is closed, any text written onto one of these pages is forever committed to the book. When the book is reopened, the text appears in large golden letters in a beautiful script and features painted decorative illumination around the borders that relates to the written text.

Once the text has been committed to the book, every creature in existence that understands at least one language becomes aware of the written text as a statement of fact. Creatures believe it to be common knowledge but cannot state how or when they first learned of it. Whether or not they accept the fact without question is up to them.

If a page is ripped from the book, it crumbles into dust and the text from that page is instantly forgotten by all creatures who ever knew it, even if it the text was true.

Base Materials

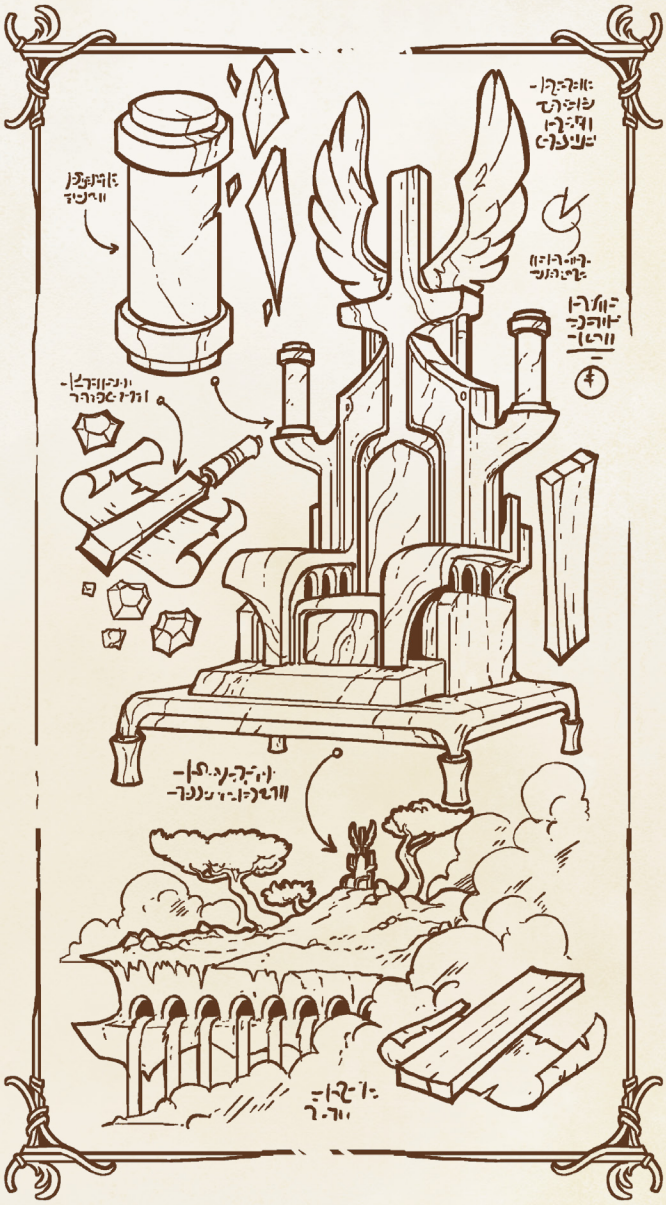
- Ink of molten sunshine.
- The voice of a gossip.
- Bookbinding supplies.
- A seed from a sentient tree.
- Collaboration with another master craftsperson (either a writer, an illustrator, or a bookbinder).

Skythrone

Wondrous item, artifact (requires attunement)
Large DL 8 project

This blueprint details the construction of the *Skythrone*, a powerful throne that raises the land into the heavens. Once constructed, the throne can be placed in any unoccupied space.

Once attuned and on the first time you take a seat on the throne, the area around the throne in a six-mile radius disconnects from the ground. The land rises at a rate of 100 feet per round, and settles at a floating altitude of 1 mile, becoming a sky island. Any bodies of water that are included in the affected area remain contained by the sky island, even including partial bodies of water, such as half a lake, or a coursing river. The natural flow of this water halts.



As long as you are attuned to the throne you can command it as an action and give it any of the following commands:

- **Rise.** The sky island ascends at a speed of 100 feet per round until commanded to stop or it has ascended 1 mile from the previous elevation.
- **Kneel.** The sky island descends at a speed of 100 feet per round until commanded to stop or it has descended 1 mile from the previous elevation.
- **Onward.** The sky island moves in a direction of your choosing at a speed of 100 feet per round until commanded to stop or upon reaching a destination of your specification.
- **Halt.** The sky island stops all current commands and remains stationary in its current location.
- **Turn.** The sky island begins to rotate in a direction of your choice at a rate of 360 degrees every 4 hours until commanded to stop.
- **Bow.** The sky island begins to tilt in a direction of your choosing at a rate of 5 degrees per hour until commanded to stop or until it has tilted 15 degrees from the previous angle.
- **Rain.** You summon rain clouds to your island.
- **Flow.** Any water on your island that would naturally flow away via rivers, drains, or any other features of the island begins to do so until given the command to stop.
- **Ward.** The throne casts *magic circle* across the whole island. However, when you choose creature types affected by this spell, they can be of any type. If you fall under one of the chosen types, you are exempt from the spell effects. The ward persists until dispelled or commanded to stop.

All parts of the island are magically held together by force but can be dislodged by any damage that would be sufficient to break the targeted area.

Base materials

- A stony meteorite weighing at least 30 lbs.
- A cloud giant's blessing.
- The crown of a headless king.
- Materials for constructing of the throne (from wood, metal, stone, or something else).
- A collaboration with another master craftsperson (either a mason, a carpenter, or a landscaper).

Spectral Hollow

Structure, artifact
Huge DL 10 project

This blueprint contains the plans for a structure that can create illusions so lifelike they actually bend the nature of reality. While the building itself can take any shape (it requires nothing more than a fenced-in area and a doorframe), its perimeter contains powerful magic.

Once built, the *Spectral Hollow* can be used to create a virtual simulation of a real place located on any plane, so long as the place is not protected against scrying, planar travel, or is the site of an antimagic zone. When you pass through its door, choose a place to visit. You will instantly find yourself in an incredibly lifelike illusion of that exact location, including all items, furnishings, creatures, and weather effects. You are also projected into that real place, and appear, to anyone present, as if you are truly there. The simulation plays out in real time.

While an illusion is active, any creature you choose who follows you through the door of the *Hollow* will also be present in the illusion. Your intangible nature can be perceived with a contested Wisdom check against you, or by *true sight* or any other spell or magical effect that reveals illusions. Your physical body and anyone who passed into the *Spectral Hollow* with you is temporarily suspended in a demiplane, and cannot be detected on your original plane, or targeted by an attack, until the illusion ends.

While projected into the real space, you can interact with the simulated environment around you, and impact the real environment that the Hollow is simulating. You can take any action except target another creature with an attack, though you can be targeted. Your projected self shares your current stats, and attacks made against your projection are made with disadvantage, but attacks do not harm your physical body. When your projection reaches 0 hp the illusion instantly disintegrates, returning you and any creatures you brought with you to your physical form and plane. You can also end the illusion and return to your physical body as a bonus action on your turn. If you or any of the creatures in the *Spectral Hollow* with you are holding an item or grappling a target by the time the illusion disintegrates, you or the creature (as applicable) must succeed on a DC 20 concentration check to bring the item or grappled target with you.

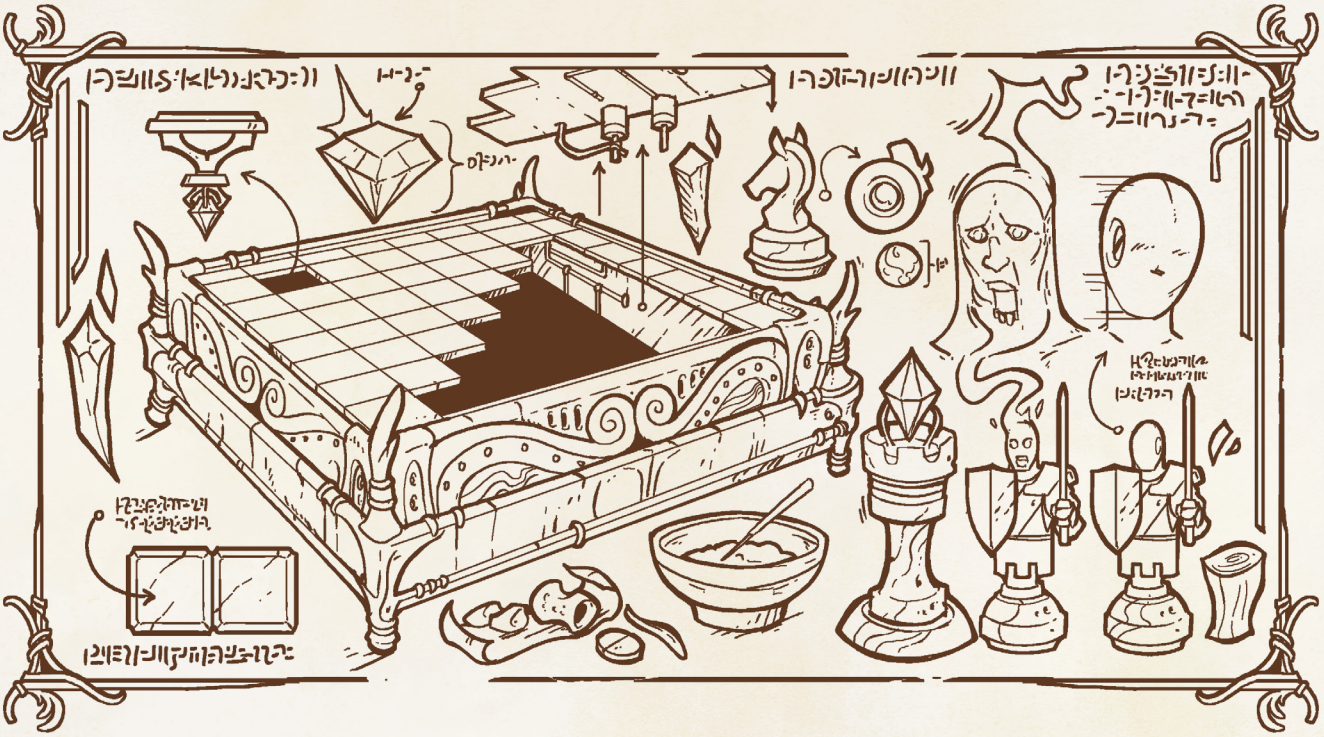
Furthermore, you can use the *Spectral Hollow* to visit any historical or even fictional space that you



can imagine. Doing so requires a DC 15 Intelligence (History) check for historical locations and events, but the DC increases by 2 for every 50 years that have passed since the event you wish to visit. Fictional locations, on the other hand, require a DC 15 Charisma (Performance) or Wisdom (Insight) check, but the DC increases by 2 for every creature you wish to share the simulation with. Neither items nor creatures can be teleported from historical or fictional locations.

Base materials

- A complete map of ley lines in 200 miles of the construction area.
- A high-quality prism containing a splinter of Living Light.
- Stone, wood, or living hedges for the foundation and doorway of the structure.
- A collaboration with one other master craftsperson (such as an architect, storyteller, mason, or carpenter).



Tactician's Board

Wondrous item, artifact (requires attunement)
Small DL 9 project

This blueprint reveals the methods for constructing an ancient chessboard once believed to be merely legend. After attuning to the board, simply sit at one end and select a creature that you know exists. The creature must have an Intelligence and Wisdom score of at least 6. The creature is summoned to sit and play a game of chess against you. They are unable to resist the compulsion until the game is complete, they take damage, or until you release them from it, though they can continue to converse for the duration of the game and are aware of the magical nature of the compulsion. A creature summoned to the game is unable to harm you or target you with any spells or other magical effects.

Once the creature completes the challenge or is released from the board, they are permanently immune to it. However, any creature that uses the board to initiate a challenge becomes permanently susceptible to its use. Once you lose or concede a challenge, you are automatically unattuned from the board, and the creature you challenged becomes attuned to it, instead.

Once the game begins, you and your opponent must flip a coin to see who goes first. The game then proceeds as a series of contested skill checks. Neither you nor your opponent are required to play fair, but if discovered, the cheater forfeits the game and it's considered a loss.

If you win the game, your opponent disappears and becomes trapped in a chess piece of your choosing. The chess piece changes shape to take your opponent's likeness. Each side of the board has 12 pieces. Once you have successfully imbued a full side's pieces with the spirits of your opponents, you may use the board to summon forth a spiritual army of your defeated opponents. They take the form of specters who manifest in a location of your choosing and must behave according to your will. The specters have the abilities of their original creatures but share your initiative. When a specter is defeated, the piece is removed from play until the end of your next long rest, when all fallen pieces regenerate.

Creatures are released from the board only when the owner of the board chooses to set them free, or when the board is destroyed.

Base Materials:

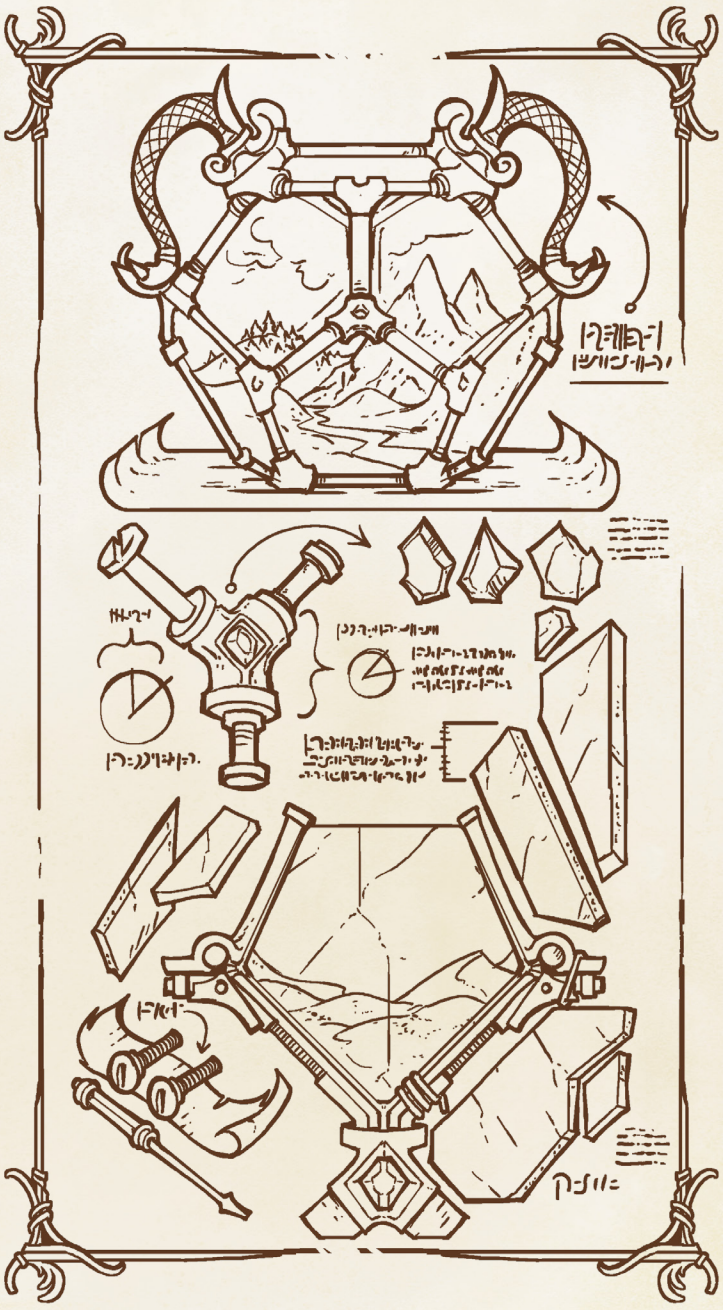
- Wood, stone, or other materials to construct the board and pieces.
- 24 precious gems worth at least 500 gold each.
- A scroll of imprisonment (9th-level spell).
- A carving tool made out of shadow.
- A collaboration with another master crafts-person (such as a carpenter, stonecutter, or glassblower).

Terraforma

Wondrous item, artifact
Small DL 7 project

This blueprint details the construction of a *Terraforma*: a terrarium with the power to alter several square miles of environment. This terrarium may vary in size but is typically around 3 cubic feet.

After the *Terraforma* is built you can perform a ritual that binds it to a place in existence equal to 12 cubic miles. To perform this ritual, you need to collect soil samples from each of the four cardinal points of the area you wish to bind, placing them in the terrarium, and then filling out the rest with additional soil samples from the area. Over the next 72 hours the inside of the terrarium will begin to transform, taking the exact (but miniaturized) appearance of the section of land it is being bound to. After the binding, the terrarium will automatically change to reflect the real environment as it's altered: this includes weather effects, night and day cycles, and any environmental changes that occur to it in real time.



The bond lasts until the *Terraforma* is destroyed, the ritual is used to bond the terrarium to a new area, or a *wish* spell is used to break the enchantment.

For the duration of the bond, anything you do to alter the inside of the terrarium will be reflected in the real-world location to which it is bonded. For example, if you sprinkle water over the area it will begin to rain; if you set it on fire the real-world location will ignite; if you reshape the land, the location reshapes to match your changes. If you cast a spell onto the terrarium area that has a radius, diameter, square, or cube area of effect it affects the entire location. If this spell would deal damage, the damage is dissipated across the entire area and is negligible. When casting a spell into this area you can instead choose to have it affect its normal-sized area at any point of your choosing within the bonded space, and its normal potency.

Base Materials:

- Glass, metal, or other materials for constructing the terrarium. At least one component must be collected from each of the four elemental planes.
- A research journey to a pocket dimension lasting at least three days.
- A collaboration with another master craftsperson (a gardener, glassblower, or metalworker).



APPENDICES

APPENDIX I. NPC STAT BLOCKS

The following appendix contains stat blocks for the original characters and creatures introduced in Chapters 2 and 3. If a creature appeared in Chapter 3: A House of Plenty whose stat block is not included below, consult the SRD or your sourcebooks.

Airgead Frostbeard

Medium humanoid (dragonborn), lawful good

Armor Class 12 (unarmored) / 22 (plate, shield)
Hit Points 112 (15d8 + 45)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	15 (+2)	16 (+3)	13 (+1)	18 (+4)	16 (+3)

Saving Throws Wis +8, Cha +7
Skills History +5, Insight +8, Medicine +8, Persuasion +7
Damage Resistances cold, fire
Senses passive Perception 14
Languages Common, Draconic, Dwarvish, Ignan
Challenge 10 (5,900 XP)

Craft Dice 3d6
Trade Blacksmith
Media Metals/Textiles
Stamina 5
Tools smith's tools*, leatherworker's tools
** Double proficiency bonus*

Finishing Touches. During the fine-tuning stage, Airgead may:

- Reroll one d6 and use the second result
- Reduce the flaw stack of the project by one
- Increase the boon stack of the project by one

Second Nature. Airgead can choose to forgo the craft action on a project of Level 1 difficulty. If he does, the project is automatically created with no boons or flaws. Time, base materials, and craft stamina are required and spent normally.

Techniques

Inherited Tools. Airgead owns a set of smith's tools, handed down to him from the Anvil's former owner, a dwarven woman who was his master and foster-parent. If these tools become lost, they reappear on his person when he completes a long rest. If they are destroyed, he can always recover enough of them to perform repairs. These repairs require the completion of a DL 2 project, counting as a Small object for stamina purposes.

Additionally, if he uses these tools in the creation of a project and the crafting attempt fails, then he may roll an additional 1d6 and add it to the total. However, he cannot replace or reroll the result that die provided. He may only do this once per month.

Runeforged Workshop. Airgead's workshop includes a forge that magically burns cleanly and efficiently. He can repurpose the metal from any magical item (whole or broken) as a high-quality material for a future project as long as it has metal components. Metals reworked in this way do not transfer over any inherent magical effects unless another technique would allow them to do so.

Salvaged Arcanum. Airgead has learned how to coax the magical essence from enchanted items or materials and apply them in his projects. When adding high-quality materials with pre-existing magical effects to a project with a Difficulty Level of 1 to 4 he rolls 1d20. If the result is equal to or lower than four times the project Difficulty Level, then the new item inherits the properties of the enchanted item.

If the project's Difficulty Level is 5 or higher, then the item is guaranteed to inherit the properties of the materials used.

Comfort Zone. Airgead tends to create practical, familiar projects. He may choose to gain either a +5 bonus or a boon in the fine-tuning stage when he attempts to craft simple weapons, martial weapons, light armor, medium armor, heavy armor, shields, smiths' tools or leatherworkers' tools. If he chooses to gain a boon, the boon cannot be spent to remove a flaw.

Spellcasting. Airgead is a 9th-level spellcaster. His spellcasting ability is Wisdom (spell save DC 16, +8 to hit with spell attacks). He has the following cleric spells prepared:

Cantrips (at will): *mending, light, sacred flame, thaumaturgy*
1st level (4 slots): *hew, healing word, identify, shield of faith, detect magic*
2nd level (3 slots): *heat metal, magic weapon, aid, spiritual weapon, locate object*
3rd level (3 slots): *phantom inspection, protection from energy, bestow curse, spirit guardians, glyph of warding, tongues*
4th level (3 slots): *fabricate, wall of fire, banishment, fire shield*
5th level (1 slot): *animate objects, creation, legend lore*

ACTIONS

Forge-stoked Warhammer. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) bludgeoning damage, plus 4 (1d8) fire damage.

Cold Breath. Airgead exhales an icy blast in a 15-foot cone. Each creature in that area must make a DC 15 Constitution saving throw, taking 9 (3d6) cold damage on a failed save, or half as much damage on a successful one.

Ever Ready (1/day). Airgead wears a magical belt while working at his forge. This dwarven belt is a favorite of warrior smiths and battle clerics who find themselves needing to jump from their daily duties into the fray of battle in an instant. As a bonus action, he may instantly don his plate armor, shield, and forge-stoked warhammer.

Channel Divinity (2/day). As an action, Airgead presents his holy symbol and performs one of the following abilities:

Tempered Steel: Airgead saturates the area in a 30-foot radius centered on him with divine energy from his deity. The energy turns all nonmagical suits of armor, shields, and weapons in the area magical, granting them a +1 bonus to either AC or attack and damage rolls. This magical energy lasts for 1 hour.

Turn Undead: Airgead speaks a prayer to censure the undead. Each undead that can see or hear him within 30 feet of him must make a Wisdom saving throw against his spell save DC. If the creature fails its saving throw, it is turned for 1 minute or until it takes any damage. A turned creature must spend its turns trying to move as far away from Airgead as it can, and it can't willingly move to a space within 30 feet of him. It also can't take reactions. For its action, it can only use the Dash action or try to escape from an effect that prevents it from moving. If there's nowhere to move, the creature can use the Dodge action.

Alonzo de Claire

Medium humanoid (human), neutral good

Armor Class 10 (13 with *mage armor*)
Hit Points 97 (15d8 + 30)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	14 (+2)	19 (+4)	15 (+2)	18 (+4)

Saving Throws Con +6, Int +8, Wis +6
Skills Arcana +12, History +8, Insight +10, Perception +6, Persuasion +8
Damage Resistances nonmagical bludgeoning, piercing, and slashing (*stoneskin*)
Senses passive Perception 16
Languages Common, Celestial, Elven
Challenge 11 (7,200 XP)

Craft Dice 4d6
Trade Astronomer
Media Drafting/Crystals
Stamina 6
Tools astronomer's tools*, enchanter's tools
** Double proficiency bonus*

Finishing Touches. During the fine-tuning stage, Alonzo may:

- Reroll one d6 and use the second result
- Reduce the flaw stack of the project by one
- Increase the boon stack of the project by one

Second Nature. Alonzo can choose to forgo the craft action on a project of Level 1 difficulty. If he does, the project is automatically created with no boons or flaws.

Techniques

Inherited Tools. Alonzo owns a set of astronomer's tools, handed down to him from an esteemed mentor. If these tools become lost, they reappear on his person when he completes a long rest. If they are destroyed, he can always recover enough of them to perform repairs. These repairs require the completion of a DL 2 project, counting as a Small object for stamina purposes.

Additionally, if he uses these tools in the creation of a project and the crafting attempt fails, then he may roll an additional 2d6 and add it to the total. However, he cannot replace or reroll the result that die provided. He may only do this once per month.

Eidetic Enterprise. Using his craft, Alonzo can create the perfect visual likeness of anything he has seen in the past week. This includes anything from statues or paintings of people, to exact forgeries or copies of other items. If the object he seeks to emulate has unique powers or abilities, he may choose to attempt to recreate those, naturally affecting the difficulty of the craft. He may also choose to craft entirely new properties for the object and end the similarities at the likeness only. When crafting with this technique the likeness is unaffected by flaws.

Collector. Alonzo's materials are a beautiful part of his collection even before he crafts with them. When he sets out to create a project as a gift, he additionally gains the Sacrifice benefit.

Arcanist. Alonzo reduces the difficulty of non-legendary magic items and projects by one level.

Arcane Crafter. Alonzo has learned to weave his magic into his crafting. He can expend a spell slot to automatically complete a crafting project equal to half the spell slot expended, rounded up + 1, provided he has successfully completed the project before. The version he creates has no boons and no flaws.

Empowered Domestic Magic. Alonzo's years of intense study into the power behind domestic magic have led him to a greater mastery of it, resulting in an increased crafting tier.

Insight of the Inkwell Peak. Alonzo is uniquely skilled in matters of divination and is able to tap into a pool of possible futures that may or may not come to pass. When he or a creature he can see makes an attack roll, saving throw, or ability check, he may choose to flip the d20 to its opposite side's value. He can do this after the roll, but before the GM says whether the roll succeeds or fails. For example, if Alonzo rolls a 6 on the d20, flipping to the opposite side of the dice will make it 15; if an enemy rolled a 19 on the d20, flipping to the opposite side of the dice will make the roll 2. Note that if you're playing without physical dice, you can achieve the same result by subtracting the value of the d20 roll from 21.

He can invert the dice in this way up to 3 times. This ability recharges on a long rest.

Spellcasting. Alonzo is a 15th-level spellcaster. His spellcasting ability is Intelligence (spell save DC 16, +8 to hit with spell attacks). He has the following wizard spells prepared:

Cantrips (at will): *light, mage hand, mending, ray of frost, shocking grasp*
1st level (4 slots): *detect magic, feather fall, floating disk, identify, mage armor**
2nd level (3 slots): *hold person, detect thoughts, see invisibility, misty step*
3rd level (3 slots): *counterspell, fireball, phantom inspection, find greater familiar*
4th level (3 slots): *fire shield, jumpstart, stoneskin**
5th level (2 slots): *scrying, wall of force*
6th level (1 slot): *guards and wards*
7th level (1 slot): *teleport*
8th level (1 slot): *antimagic field*
**Alonzo casts these spells on himself before combat.*

ACTIONS

Dagger. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft., range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

Anda Antorra

Medium humanoid (half-elf), chaotic neutral

Armor Class 16 (leather armor)
Hit Points 44 (8d8 + 8)
Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	12 (+1)	13 (+1)	12 (+1)	12 (+1)

Saving Throws Dex +7, Int +4, Wis +4
Skills Acrobatics +7, Arcana +7, Investigation +7, Perception +4, Persuasion +4, Sleight of Hand +10, Stealth +10
Senses darkvision 60 ft., passive Perception 14
Languages Common, Draconic, Elvish
Challenge 3 (700 XP)

Craft Dice 2d6
Trade Locksmith
Media Metals/Drafting
Stamina 4
Tools locksmith's tools, thieves' tools

Finishing Touches. During the fine-tuning stage, Anda may:

- Reroll one d6 and use the second result
- Reduce the flaw stack of the project by one
- Increase the boon stack of the project by one

TECHNIQUES

Signature. All of Anda's projects are enchanted with an arcane mark that responds to her command and proves she is the creator. Additionally, she is instantly aware of the presence of any item of her creation within 100 feet. The arcane mark is magical and can be seen with spells such as *detect magic* and *true sight*, or any other means that reveal hidden magic.

Sticky Fingers. Anda has advantage on all Dexterity checks made to gather materials for her current project.

Routine. Anda has spent so long creating locks and keys that it makes the process of crafting them feel like clockwork. Successfully completing a project for any Small or smaller item reduces the difficulty level of future attempts of the same project by 1. This reduction can only occur on a project once and cannot reduce the difficulty lower than 1. If she completes a flawless version of the project, it instead reduces the Difficulty Level by 2.

Spellcasting. Anda is a 8th-level spellcaster. Her Spellcasting ability is Intelligence (spell save DC 12, +4 to hit with spell attacks). She has the following wizard spells prepared:
Cantrips (at will): *mage hand, mending, minor illusion*
1st level (4 slots): *sleep, silent image, reset*
2nd level (2 slots): *invisibility, misty step, suggestion*

Evasion. If Anda is subjected to an effect that allows her to make a Dexterity saving throw to take only half damage, she instead takes no damage if she succeeds on the saving throw, and only half damage if it fails.

Sneak Attack (1/Turn). Anda deals an extra 14 (4d6) damage when she hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally that isn't incapacitated and she doesn't have disadvantage on the attack roll.

Maker's Touch. While her *mage hand* cantrip is active, Anda can use the hand to instantly unlock any object it touches, as long as it still has a functioning arcane mark from her Signature technique.

ACTIONS

Dagger. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft., range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

Artifice Pan

Medium humanoid (tiefling), lawful neutral

Armor Class 13 (*mage armor*)
Hit Points 65 (10d8 + 20)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	11 (+0)	15 (+2)	16 (+3)	12 (+1)	18 (+4)

Saving Throws Con +4, Int +5, Cha +6
Skills Arcana +5, History +5, Insight +3, Investigation +5, Persuasion +6, Survival +5
Damage Resistances fire; bludgeoning, piercing, and slashing from nonmagical weapons
Senses darkvision 60 ft., passive Perception 11
Languages Common, Infernal, Gnomish, Dwarvish, Elven, and Draconic
Challenge 4 (1,100 XP)

Craft Dice 2d6
Trade Scribe
Media Drafting/Living Arts
Stamina 4
Tools calligrapher's supplies, gardening tools

Finishing Touches. During the fine-tuning stage, Artifice may:

- Reroll one d6 and use the second result
- Reduce the flaw stack of the project by one
- Increase the boon stack of the project by one

TECHNIQUES

Signature. All of Artifice's projects are enchanted with an arcane mark that responds to their command and proves they are the creator. Additionally, they are instantly aware of the presence of any item of their creation within 100 feet. The arcane mark is magical and can be seen with spells such as *detect magic* and *true sight*, or any other means that reveal hidden magic.

Inherited Tools. Artifice owns a set of calligrapher's supplies, handed down to them from an esteemed mentor. If these tools become lost, they reappear on their person when they complete a long rest. If the supplies are destroyed, they can always recover enough of them to perform repairs. These repairs require the completion of a DL 2 project, counting as a Small object for stamina purposes.

Additionally, if they use these tools in the creation of a project and the crafting attempt fails, then they may roll an additional 2d6 and add it to the total. However, they cannot replace or reroll the result that die provided. They may only do this once per month.

Routine. Artifice has spent so long creating contracts, documents, and seals that it makes the process of crafting them feel like clockwork. Successfully completing a project for any Small or smaller item reduces the Difficulty Level of future attempts of the same project by 1. This reduction can only occur on a project once and cannot reduce the difficulty lower than 1. If they complete a flawless version of the project, it instead reduces the Difficulty Level by 2.

Diplomatic Immunity. Artifice has in their possession a special crest that grants them the benefits of *mage armor* permanently. In addition, while under the effects of *mage armor* in this way, Artifice gains resistance to bludgeoning, piercing, and slashing from nonmagical weapons. This mage armor is suppressed while inside an antimagic field or for 1 minute when targeted by *dispel magic*. While the crest remains in their possession, Artifice can cast *sanctuary* on themself as a bonus action on their turn but must complete a short or long rest before they can do so again.

Innate Spellcasting. Artifice's spellcasting ability is Charisma (spell save DC 14). They can innately cast the following spells, requiring no material components:

At will: *message*, *reset* (ritual), *unseen servant* (ritual), *vicious mockery*

1/day each: *bane*, *comprehend languages*, *phantom inspection*

ACTIONS

Twinned Retort. Artifice casts a modified *vicious mockery* that deals 15 (2d10 + 4) psychic damage and can target up to two creatures within range. Artifice isn't sharing where they learned such a powerful maneuver and will simply say you need to attend better parties.

Bellis Wunderplat

Small humanoid (halfling), chaotic neutral

Armor Class 17 (Billowing Wardrobe)
Hit Points 54 (12d6 + 12)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	12 (+1)	13 (+1)	11 (+0)	18 (+4)

Skills Deception +8, Insight +4, Performance +8, Persuasion +8
Senses passive Perception 10
Languages Common, Celestial, Halfling
Challenge 5 (1,800 XP)

Craft Dice 3d6
Trade Event Planner
Media Drafting/Textiles
Stamina 5
Tools decorator's kit*, sewing kit
**Double proficiency bonus*

Finishing Touches. During the fine-tuning stage, Bellis may:

- Reroll one d6 and use the second result
- Reduce the flaw stack of the project by one
- Increase the boon stack of the project by one

Second Nature. Bellis can choose to forgo the craft action on a project of Level 1 difficulty. If they do, the project is automatically created with no boons or flaws. Time, base materials, and craft stamina are required and spent normally.

TECHNIQUES

Infectious Enthusiasm. Bellis has advantage on any Charisma checks involving their current project. This lasts until the project is complete; however, if they choose to gain advantage in this way and fail the check, they cannot gain the benefits of this technique again until they finish a long rest.

House Magic. Bellis's grasp of domestic magic is exceptional enough that it manifests in other talents. They have learned the *prestidigitation* cantrip.

The Good Stuff. Bellis can gain the benefit of high-quality materials twice per project provided they have unique sources for both uses.

No Time to Waste. Once per month Bellis can choose to complete any project in only an hour, provided the project is of Level 6 difficulty or lower. If the project would have taken less than an hour anyway, it is completed instantly. They must choose to use this feature before making the crafting roll.

Brave. Bellis has advantage on saving throws against being frightened.

Lucky. When Bellis rolls a 1 on the d20 for an attack roll, ability check, or saving throw, they can reroll the die and must use the new roll.

Lost in the Crowd. Bellis can attempt to hide even when they are obscured only by a creature that is at least one size larger than them, and can take the Hide action as a bonus action on each of their turns.

Billowing Wardrobe. Bellis has fine taste in fashion and spares no expense on flashy, often magical clothes. Their billowing wardrobe grants them +4 AC (provided they aren't wearing armor).

ACTIONS

Multiattack. Bellis activates their Gleaming Garments. They then make two melee attacks with their shortsword.

Shortsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Gleaming Garments. Bellis can will their magical clothing to aid in their strikes, transferring some or all of their Billowing Wardrobe AC bonus to their attack and damage rolls. These adjusted bonuses remain in effect until the start of Bellis's next turn.

Bootsie Bess

Medium humanoid (human), neutral evil

Armor Class 16 (+1 studded leather armor)
Hit Points 85 (10d8 + 40)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	18 (+4)	16 (+3)	8 (-1)	12 (+1)

Saving Throws Str +5, Cha +3
Skills Arcana +7, Athletics +5, Intimidation +3
Senses passive Perception 9
Languages Common, Gnomish
Challenge 3 (700 XP)

Major Magical Mayhem. Bootsie Bess possess a cobbled together collection of jury-rigged magic items and questionably operational arcane equipment. At the start of her turn or whenever she is the target of a spell, roll 1d4, the resulting effect applies for 1 minute unless stated otherwise. If Bootsie Bess rolls a fourth stack of any single ongoing effect, the roll counts as a 1 instead.

1. Her arcane power source crashes, removing all current magical mayhem effects.
2. Her spark wand overcharges, increasing its damage by 1d4.
3. The tiny withered wings on her boots flutter to life. Her speed increases by 10 feet, she does not provoke attacks of opportunity, and she ignores difficult terrain.
4. Her shield generator sputters to life, granting her +1 AC.

Wand Duelist. Being within 5 feet of a hostile creature doesn't impose disadvantage on Bootsie Bess's ranged attack rolls.

Actions

Multiattack. Bootsie Bess makes three attacks, one with her spark wand and two with the shortsword.

Spark Wand. Ranged Weapon Attack: +5 to hit, range 50 ft., one target. Hit: 5 (1d4 + 3) lightning damage.

Shortsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Reactions

Shield. Bootsie can cast *shield* on herself as a reaction. She must complete a short or long rest before she can do so again.

Bootstrap Bandit

Medium humanoid (varied), neutral evil

Armor Class 12 (leather armor)
Hit Points 45 (10d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	12 (+1)	10 (+0)	14 (+2)	8 (-1)	10 (+0)

Skills Arcana +4
Senses passive Perception 9
Languages Common
Challenge 1/2 (100 XP)

Minor Magical Mayhem. A Bootstrap Bandit possesses a cobbled together collection of jury-rigged magic items and dangerously broken arcane equipment. They may add 1d4 to any attack roll, damage roll, saving throw, or ability check they make. On a result of 4, or any additional d4s after the first each round, they suffer 2 (1d4) force damage.

Actions

Multiattack. A Bootstrap Bandit makes two attacks with their daggers.

Dagger. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) piercing damage.

Bootstrap Mage

Medium humanoid (varied), neutral evil

Armor Class 9 (12 with *mage armor*)
Hit Points 33 (6d8 + 6)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	9 (-1)	12 (+1)	16 (+3)	8 (-1)	10 (+0)

Skills Arcana +7
Senses passive Perception 9
Languages Common
Challenge 1 (200 XP)

Mysterious Magical Mayhem. A Bootstrap mage wields a spellcasting focus made up of several broken magic items and materials of arcane power. Whenever a Bootstrap mage casts a single target spell, roll a d6 to select a random effect on the following table:

1. The bootstrap mage grows a beak and sprouts feathers. The next time this number is rolled they polymorph fully into a chicken.
2. If the target of the spell has less than 20 hp they fall asleep.
3. *Mirror image* is cast on the target.
4. The target must succeed on a DC 13 Dexterity saving throw or sink up to their waist into the ground and become restrained. The target can make a DC 13 Strength saving throw as an action, freeing themselves on a success.
5. The target has advantage on their next attack, which deals an additional 2d6 thunder damage on hit.
6. The target switches places with the Bootstrap mage. If the Bootstrap is the target, they become invisible for 1 minute as per the *invisibility* spell.

Once the effect is rolled, but before it activates, the Bootstrap mage can increase or decrease the result rolled by 1. They cannot alter the roll in this way again until they complete a short or long rest.

Spellcasting. A Bootstrap mage is a 5th-level spellcaster. Their spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). They have the following wizard spells prepared:

Cantrips (at will): *mending, poison spray, prestidigitation, shocking grasp*
1st level (4 slots): *detect magic, mage armor*, magic missile, shield*
2nd level (3 slots): *acid arrow, hold person, ray of enfeeblement*
3rd level (2 slots): *counterspell, slow*
**A Bootstrap mage casts these spells on themselves before combat.*

Actions

Quarterstaff. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 3 (1d6) bludgeoning damage if wielded with two hands.

Bricabrac

Medium fey, neutral good

Armor Class 13
Hit Points 91 (14d8 + 28)
Speed 40 ft., climb 40 ft., fly 15 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	16 (+3)	14 (+2)	13 (+1)	15 (+2)	21 (+5)

Skills Insight +5, Perception +5, Stealth +6
Damage Resistances acid, cold, fire, lightning, thunder; bludgeoning, slashing, and piercing from nonmagical attacks
Senses darkvision 60 ft., passive Perception 15
Languages Common, Sylvan
Challenge 6 (2,300 XP)

Incorporeal Movement. Bricabrac can move through objects as if they were difficult terrain. They take 5 (1d10) force damage if they end their turn inside an object.

Sentry. Bricabrac is heavily attuned to the Brass Manor and accompanying land, allowing them to detect the presence of every living creature on the property, as well as when a creature enters, leaves, or dies on the property.

Pacifist. Creatures reduced to 0 hit points from damage dealt by Bricabrac's attacks and abilities are stable but unconscious.

Actions

Superior Invisibility. As a bonus action, Bricabrac can magically turn invisible until their concentration ends (as if concentrating on a spell). Any equipment they wear or carry is invisible with them.

Get Out. Bricabrac chooses any number of creatures within Brass Manor, terrorizing them with hushed whispers, eerie moans, ghastly faces, or cryptic messages written on the walls. Each creature must succeed on a DC 17 Wisdom saving throw or drop whatever it is holding and become frightened of Brass Manor for 1 minute.

While frightened in this way, a creature must take the Dash action and exit the manor by the safest available route on each of its turns, unless there is nowhere to move. If the creature ends its turn outside of Brass Manor, the creature can make a Wisdom saving throw, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the effects for the next 24 hours.

Mishap. Bricabrac tries to move or manipulate an object that weighs up to 300 pounds. If the object isn't being worn or carried, they may move it up to 30 feet in any direction and can manipulate it freely.

If the object is worn or carried by a creature, they must make a Charisma check contested by that creature's Strength check. If Bricabrac succeeds, they pull the object away from that creature and can move it up to 30 feet in any direction.

If Bricabrac is angry, they may immediately make a melee spell attack roll with any object currently under the effects of Mishap, attacking one creature within 5 feet of the object (+8 to hit) and dealing 14 (4d6) bludgeoning damage on a hit. If the object is 150 pounds or heavier, the creature must succeed on a DC 15 Strength saving throw or be knocked prone.

Reactions

Empathic Appeal. If Bricabrac sees a living creature take damage that would reduce it to 0 hit points or kill it outright, they can use their reaction to magically take that damage instead. Any damage redirected this way bypasses Bricabrac's resistances and immunities.

Cleo Brass

Medium humanoid (human), neutral good

Armor Class 15
Hit Points 52 (8d8 + 16)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	15 (+2)	14 (+2)	16 (+3)	14 (+2)	13 (+1)

Saving Throws Str +3, Dex +5, Con +5, Int +6, Wis +5, Cha +4
Skills History +6, Insight +5, Investigation +6, Persuasion +4
Senses passive Perception 12
Languages Common, Draconic, Gnomish
Challenge 3 (700 XP)

Three Steps Ahead. Cleo is always thinking ahead. Cleo's AC, saving throws, and damage rolls gain a bonus equal to her Intelligence bonus.

Brass Heirloom. Cleo wears a necklace that causes her to regain 15 hit points at the start of her turn if she has at least 1 hp. If she starts her turn at 0 hp, she is stabilized automatically.

ACTIONS

Rapier. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) piercing damage.

Flancer Kincade

Large dragon, neutral evil

Armor Class 16 (natural armor)
Hit Points 105 (10d10 + 50)
Speed 40 ft., burrow 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	16 (+3)	20 (+5)	16 (+3)	15 (+2)	19 (+4)

Saving Throws Dex +7, Con +8, Wis +6, Cha +8
Skills Arcana +7, Deception +8, Insight +6, Perception +10, Persuasion +8
Damage Immunities lightning
Senses blindsight 60 Ft., darkvision 120 Ft., passive Perception 20
Languages Common, Draconic, Giant
Challenge 10 (700 XP)

Craft Dice 1d6
Trade Tinkerer
Media Metals/Crystals
Stamina 3
Tools tinkerer's tools

TECHNIQUES

Infectious Gravitas. Flancer has advantage on any Charisma checks involving her current project. This lasts until the project is complete; however, if she chooses to gain advantage in this way and fails the check, she cannot gain the benefits of this technique again until she finishes a long rest.

Durable Assembly. Whenever Flancer successfully completes a project, the object's AC is +1 and the object has resistance to a damage type of her choice. These qualities are for the object itself; armor created with this technique does not pass these additional benefits on to the wearer.

Muted Domestic Magic. Despite her prowess in other areas, Flancer has only been able to tap into a small portion of her potential for domestic magic, resulting in a reduced crafting tier.

Change Shape. Flancer can use an action to magically polymorph into a female human or back into her true form: a large merle blue dragon. She reverts to her true form if she dies. Any equipment she is wearing or carrying is absorbed or borne by the new form (her choice).

In human form, Flancer retains her alignment, hit points, hit dice, ability to speak, proficiencies, Legendary Resistance, spellcasting, and Intelligence, Wisdom, and Charisma scores, as well as this action. Her statistics are otherwise replaced by those of the new form, which has 14 Strength, 16 Dexterity, 20 Constitution, and 13 AC (16 with *mage armor*).

Static Charge. A creature which gains the charged condition from Flancer's Lightning Breath or bite attacks, has its speed reduced by half. If a creature within 30 feet of Flancer hits her with an attack while it has the charged condition, the creature takes 7 (2d6) lightning damage and the condition is removed. If a creature ends its turn 60 feet or further from Flancer, the charged condition fades away harmlessly.

Spellcasting. Flancer is a 9th-level spellcaster. Her spellcasting ability is Intelligence (spell save DC 15, +7 to hit with spell attacks). She has the following wizard spells prepared:

Cantrips (at will): *chill touch, mage hand, message, prestidigitation, shocking grasp*
1st level (4 slots): *comprehend languages, hew, mage armor*, puppet*
2nd level (3 slots): *detect thoughts, detect heat/cold, solidify/soften*
3rd level (3 slots): *bestow curse, counterspell, phantom inspection*
4th level (3 slots): *fabricate, locate creature, polymorph*
5th level (1 slots): *creation*
** Flancer casts these spells on herself before combat if she is in human form.*

Legendary Resistance (1/Day). If Flancer fails a saving throw, she can choose to succeed instead.

ACTIONS

Multiattack. Flancer can use her Frightful Presence. She then makes three attacks: one with her bite and two with her claws.

Bite. Melee Weapon Attack: +9 to hit, reach 10 ft., one target. Hit: 16 (2d10 + 5) piercing damage and the target gains the charged condition from her Static Charge trait.

Claw. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. Hit: 12 (2d6 + 5) slashing damage.

Tail. Melee Weapon Attack: +9 to hit, reach 15 ft., one target. Hit: 9 (1d8 + 5) bludgeoning damage.

Frightful Presence. Each creature of Flancer's choice that is within 120 feet of her and aware of her must succeed on a DC 16 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or after the effect ends, the creature is immune to Flancer's Frightful Presence for the next 24 hours.

Lightning Breath (Recharge 5-6). Flancer exhales lightning in a 60-foot cone. Each creature in that area must make a DC 16 Dexterity saving throw, taking 28 (8d6) lightning damage on a failed save, or half as much damage on a successful one. Any creatures that fail the saving throw by 5 or more, gain the charged condition from her Static Charge trait.

LEGENDARY ACTIONS

Flancer can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time, and only at the end of another creature's turn. Spent legendary actions are regained at the start of each turn.

Detect. Flancer makes a Wisdom (Perception) check.
Tail Attack. Flancer makes a tail attack.
Rising Discharge (Costs 2 Actions). Flancer unfurls her wings, releasing a wave of static energy. Each creature within 10 feet of her must succeed on a DC 17 Dexterity saving throw or gain the charged condition. She can then fly up to half her flying speed.

Gobbler (Domestic Ooze)

Medium ooze, unaligned

Armor Class 6
Hit Points 45 (6d8 + 18)
Speed 10 ft., climb 10 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	2 (-4)	16 (+3)	2 (-4)	8 (-1)	1 (-5)

Damage Resistance bludgeoning, piercing, slashing
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, prone
Senses blindsight 60 ft. (blind beyond this radius), passive Perception 9
Languages —
Challenge 2 (450 XP)

Amorphous. A gobbler can move through a space as narrow as 1 inch wide without squeezing.

Magic Resistance. A gobbler has advantage on saving throws against spells and other magical effects.

Domestic Drain. A gobbler eats crafted objects size Medium or smaller. The gobbler's digestion is slow but destructive; it deals 5 (1d10) acid damage to any object it spends 24 hours chewing on. This damage ignores all resistances and immunities, as it saps the domestic magic from an item. If a creature with a trade class starts their turn grappled by a gobbler, they are drained of 1d4 crafting stamina. If they have no stamina to lose, they take 14 (4d6) psychic damage instead. Damage dealt from this trait is gained as temporary hit points by the gobbler and stacks with any temporary hit points the gobbler already has.

Domestic Duplication. Once a gobbler has a number of temporary hit points equal to its maximum hit points it immediately spends those hit points to duplicate itself, creating a second gobbler with the same number of hit points.

Actions

Pseudopod *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage, and the target is grappled (escape DC 12).

Gustavia Krana

Medium humanoid (elf), lawful neutral

Armor Class 14
Hit Points 182 (28d8 + 56)
Speed 15 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	10 (+0)	14 (+2)	18 (+4)	15 (+2)	15 (+2)

Saving Throws Str +5, Dex +4, Con +6, Int +8, Wis +4, Cha +6
Skills History +8, Insight +10, Investigation +8 Perception +6, Persuasion +10
Senses darkvision 60 ft., passive Perception 16
Languages Common, Dwarvish, Elven, Gnomish
Challenge 9 (5,000 XP)

Craft Dice 3d6
Trade Clockworker
Media Metals/Wood
Stamina 5
Tools clockworker's tools*, tinkerer's tools
** Double proficiency bonus*

Finishing Touches. During the fine-tuning stage, Gustavia may:

- Reroll one d6 and use the second result
- Reduce the flaw stack of the project by one
- Increase the boon stack of the project by one

Second Nature. Gustavia can choose to forgo the craft action on a project of Level 1 difficulty. If she does, the project is automatically created with no boons or flaws. Time, base materials, and craft stamina are required and spent normally.

TECHNIQUES

Me Time. If Gustavia extends her long rest by an additional two hours—enjoying a long bath, a robust meal, or another form of relaxation—she starts the day with 2 additional craft stamina.

Slow and Steady. Gustavia may choose to spend additional craft stamina equal to the project Difficulty Level during the craft action. If she does, her finished piece is extremely durable and, when applicable, has double the hit points of other objects of its kind. Any flaws applied to such a project do not negatively impact its durability.

Good as New. Gustavia is an expert at repairing broken items and objects. When she makes repairs to her trade class Media she reduces the difficulty by one level (to a minimum of 1).

Craftmaster. Gustavia reduces the difficulty of nonmagic items and projects by one level.

Alonzo's Gift. Gustavia gains a +2 bonus to AC and saving throws while wearing this ring. Additionally, she may use this ring to cast a modified version of *floating disk* once per short rest. Once summoned, Gustavia can move the disk at will, despite being within 20 feet of the disk.

Old Reliable. Gustavia possesses an old magical hand crossbow of her own design that she has spent many years maintaining and tuning. She gains a +2 bonus to her AC, saving throws, and attack and damage rolls made with Old Reliable. If Gustavia rolls a 1 on attack rolls with Old Reliable, she may roll again, but must use the new result.

Release Clockworker Drones. As a bonus action, Gustavia releases up to 4 specialized clockworkers to defend her, each configured to be airborne and integrated with hand crossbows crafted with powerful magical boons. After she has activated a total of 4 clockworkers in this way, she cannot do so again until they fully recharge.

ACTIONS

Old Reliable (Hand Crossbow). *Ranged Weapon Attack:* +6 to hit, range 30/120 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Integrated Hand Crossbow (Clockworker). Ranged Weapon Attack: +6 to hit, range 30/120 ft., one target. Hit: 8 (1d6 + 5) piercing damage plus 7 (2d6) force damage.

Clockworker Command. As an action, Gustavia can command each of the clockworkers to attack a single target, or give the command to defend her, causing them to hold their actions to attack a creature that takes a hostile action against her (such as casting a spell that forces a saving throw or deals damage, attacking her, or forcing her to make a contested skill check). Clockworkers will continue to attack the target until given other commands.

Ji

Medium fey (shapeshifter), chaotic neutral

Armor Class 13 (16 with *mage armor*)
Hit Points 77 (14d8 + 14)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	17 (+3)	13 (+1)	19 (+4)	13 (+1)	20 (+5)

Saving Throws Dex +5, Con +5, Int +6, Cha +9
Skills Arcana +9, Deception +9, Insight +5, Persuasion +9, Perception +5
Damage Resistances nonmagical bludgeoning, piercing, and slashing (from *stoneskin*)
Senses darkvision 120 ft., passive Perception 15
Languages Common, Sylvan, and Gnomish
Challenge 10 (5,900 XP)

Craft Dice 3d6
Trade Marble Maker
Media Crystals/Wood
Stamina 5
Tools glassblower's tools*, woodcarver's tools
** Double proficiency bonus*

Finishing Touches. During the fine-tuning stage, Ji may:

- Reroll one d6 and use the second result
- Reduce the flaw stack of the project by one
- Increase the boon stack of the project by one

Second Nature. Ji can choose to forgo the craft action on a project of Level 1 difficulty. If she does, the project is automatically created with no boons or flaws. Time, base materials, and craft stamina are required and spent normally.

TECHNIQUES

Collector. Ji's materials are a beautiful part of her collection even before she crafts with them. When Ji sets out to create a project as a gift, she automatically gains the Sacrifice benefit.

Eldritch Workshop. Ji can summon magical duplicates of her glassblower's tools, furnace, annealing oven, and rolling station, within 5 feet of her as long as there is space for such objects. These items function as if they were real and disappear once they have been used in the completion of three projects or if she dismisses them early. Once she uses this technique, she cannot use it again until she successfully completes a long rest.

Routine. Ji has spent so long creating beads and marbles that it makes the process of crafting them feel like clockwork. Successfully completing a project for any Small or smaller item reduces the Difficulty Level of future attempts of the same project by 1. This reduction can only occur on a project once and cannot reduce the difficulty lower than 1. If she completes a flawless version of the project, it instead reduces the Difficulty Level by 2.

Arcanist. Ji reduces the difficulty of non-legendary magic items and projects by one level.

Imperfect Shapechanger. During the day, Ji can use an action to polymorph into a nine-tailed fox, a human, or back into her true form, which is a humanoid with fox-like attributes. Her statistics are the same in each form. Any equipment she is wearing or carrying isn't transformed. She reverts to her true form at dusk or if she dies.

Keen Hearing and Smell. Ji has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Hidden Recovery. When Ji is reduced to 0 hit points but not killed outright, she can drop to 1 hit point instead and turn invisible until the end of her next turn, or until she attacks or casts a spell. She can't use this feature again until she finishes a long rest.

Fox Bead. Ji's most prized possession is her fox bead, a powerful magical artifact filled with knowledge she has collected over the centuries she has been alive. If the fox bead is lost or stolen from her, she will go to any lengths to retrieve it, as it is priceless and cannot be replaced.

A creature that is attuned to the fox bead gains the following benefits:

- The creature's Intelligence score is set to 19. It has no effect if the creature's Intelligence is already 19 or higher without it.
- The creature has advantage on Intelligence (History) and Intelligence (Arcana) checks.
- Magical darkness doesn't impede the creature's vision.

While Ji is attuned to the fox bead, she is able to unlock additional benefits:

- She learns the *modify memory* and *teleportation circle* spells, which count as sorcerer spells for her, but don't count against her maximum number of spells known. She may cast each of these spells at will once per day. Her spell save DC is 17.
- Creatures have disadvantage on saving throws against Illusion and Enchantment spells that she casts or that are cast from an object that she creates.
- When she casts a spell that targets only one creature and doesn't have a range of self, she can target a second creature in range with the same spell. She may use this ability three times per long rest.

Spellcasting. Ji is a 13th-level spellcaster. Her spellcasting ability is Charisma (spell save DC 17, +9 to hit with spell attacks). She has the following sorcerer spells prepared:

Cantrips (at will): *chill touch, dancing lights, mage hand, minor illusion, prestidigitation, shocking grasp*

1st level (4 slots): *charm person, mage armor**

2nd level (3 slots): *darkness, mirror image*, misty step*

3rd level (3 slots): *blink, counterspell*

4th level (3 slots): *blight, greater invisibility, stoneskin**

5th level (2 slots): *creation, modify memory, teleportation circle*

6th level (1 slot): *globe of invulnerability*

7th level (1 slot): *teleport*

** Ji casts these spells on herself before combat.*

ACTIONS

Dagger. *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.

Kipita Brass

Medium humanoid (human), chaotic good

Armor Class 13 (15 while dual wielding)
Hit Points 44 (8d8 + 8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	12 (+1)	14 (+2)	12 (+1)	16 (+3)

Skills Acrobatics +6, Perception +4, Persuasion +6, Sleight of Hand +6
Senses passive Perception 14
Languages Common, Auran, Elvish
Challenge 3 (700 XP)

Craft Dice 2d6
Trade Painter
Media Drafting/Living Arts
Stamina 4
Tools painter's tools

Finishing Touches During the fine-tuning stage, Kipita may:

- Reroll one d6 and use the second result
- Reduce the flaw stack of the project by one
- Increase the boon stack of the project by one

TECHNIQUES

Me Time. Kipita has learned that a good rest is a productive one. If he extends his long rest by an additional two hours—enjoying a long bath, a robust meal, or another form of relaxation—he starts the day with 1 additional craft stamina.

Collaborator. Kipita can gain the benefit of the assistance preparation twice per project provided he has unique sources for both uses.

Welcoming Workspace. While another craftsperson is sharing Kipita's workshop, he rolls 1d6. Both he and the other craftsperson may each choose to add the result of that roll to their current projects' craft actions.

Artistic Flourish. Kipita takes pleasure in showing off his artistic endeavors of all sorts, including swordplay. He gains a +2 bonus to his AC while he is wielding a separate melee weapon in each hand.

Brass Heirloom. Kipita wears a necklace that causes him to regain 15 hit points at the start of his turn if he has at least 1 hit point. If he starts his turn at 0 hit points, he is stabilized automatically.

ACTIONS

Multiattack. Kipita makes two melee attacks: one with his rapier and one with his dagger.

Rapier. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

Dagger. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.

Snakhur of Wayford

Medium humanoid (half-orc), chaotic good

Armor Class 20 (plate, shield)
Hit Points 154 (16d8 + 32 + 50 temp health)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	9 (-1)	15 (+2)	8 (-1)	12 (+1)	18 (+4)

Saving Throws Str +9, Dex +3, Con +6, Int +3, Wis +9, Cha +12
Skills Animal Handling +5, Insight +5, Intimidation +8, Persuasion +8, Religion +3, Survival +5
Condition Immunities frightened
Senses darkvision 60 ft., passive Perception 11
Languages Common, Orcish, and Aquan
Challenge 10 (5,900 XP)

Craft Dice 3d6
Trade Tailor
Media Textiles/Metals
Stamina 5
Tools weaver's tools*, seamster's tools
** Double proficiency bonus*

Finishing Touches. During the fine-tuning stage, Snakhur may:

- Reroll one d6 and use the second result
- Reduce the flaw stack of the project by one
- Increase the boon stack of the project by one

Second Nature. Snakhur can choose to forgo the craft action on a project of Level 1 difficulty. If he does, the project is automatically created with no boons or flaws. Time, base materials, and craft stamina are required and spent normally.

TECHNIQUES

Me Time. If Snakhur extends his long rest by an additional two hours—enjoying a long bath, a robust meal, or another form of relaxation—he starts the day with 2 additional craft stamina.

Welcoming Workshop. While another craftsperson is sharing Snakhur's workshop, he rolls 1d6. Both he and the other craftsperson may each choose to add the result of that roll to their current projects' craft actions.

Craftmaster. Snakhur reduces the difficulty of nonmagic items and projects by one level.

Subtle Touch. Snakhur gains three tier 1 techniques that do not have upgrades at higher tiers:

> ***A Stitch in Time.*** Snakhur reduces the difficulty of Textiles and Drafting repair projects by one level (to a minimum of 1).
>
> ***Infectious Enthusiasm.*** Snakhur has advantage on any Charisma checks involving his current project. This lasts until the project is complete; however, if he chooses to gain advantage in this way and fails the check, he cannot gain the benefits of this technique again until he completes a long rest.
>
> ***Jury Rigger.*** Snakhur can turn unorthodox items into base materials without increasing the craft difficulty level. The material must be able to conceivably function in that role.

Relentless Endurance. When Snakhur is reduced to 0 hit points but not killed outright, he can drop to 1 hit point instead. He can't use this feature again until he finishes a long rest.

Savage Attacks. When Snakhur scores a critical hit with a melee weapon attack, he can roll one of the weapon's damage dice one additional time and add it to the extra damage of the critical hit.

Envoy of Harmony. Snakhur has a pool of protective energy that provides a total of 50 temporary hit points for Snakhur (listed above). In addition, as a bonus action Snakhur can grant himself a +5 bonus to Charisma (Persuasion) checks for the next 10 minutes. He must complete a short or long rest before he may do so again.

Warm Presence. Snakhur and all friendly creatures within 10 feet of him are immune to the frightened condition and gain a bonus equal to his Charisma modifier on all saving throws and Charisma (Persuasion) checks while he is conscious.

Divine Smite. When Snakhur hits a creature with a melee weapon attack, he can expend one spell slot to deal radiant damage to the target in addition to the weapon's damage. The extra damage is 2d8 for a 1st-level spell slot, plus 1d8 for each spell level higher than 1st, to a maximum of 5d8. The damage increases by 1d8 if the target is an undead or a fiend.

Spellcasting. Snakhur is a 10th-level spellcaster. His spellcasting ability is Charisma (spell save DC 16, +8 to hit with spell attacks). He has the following paladin spells prepared:

1st level (4 slots): *bless, command, divine favor, sanctuary, shield of faith, sleep*
2nd level (3 slots): *calm emotions, find steed, hold person, lesser restoration, zone of truth*
3rd level (2 slots): *counterspell, dispel magic, hypnotic pattern, remove curse*

ACTIONS

Multiattack. Snakhur makes two melee attacks with his battleaxe, Empyrean Equipose.

Empyrean Equipose (Battleaxe). *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 7) slashing damage.

Path Less Taken. As an action, Snakhur can touch a creature and draw from his temporary hit points, transferring them to that creature. He can transfer up to his maximum remaining temporary hit points. If Snakhur or a creature within 30 feet protected in this way is attacked, the attacker takes radiant damage equal to the damage it just dealt.

REACTIONS

Defender's Aura. When a creature within 10 feet of Snakhur takes damage, he can use a reaction to magically take that damage instead.

Therwicke Festibool

Medium humanoid (dragonborn), lawful good

Armor Class 10
Hit Points 39 (6d8 + 12)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	10 (+0)	15 (+2)	14 (+2)	14 (+2)	9 (-1)

Skills History +5, Insight +5, Investigation +5, Perception +5
Damage Resistances fire
Senses passive Perception 15
Languages Common, Draconic, Sylvan
Challenge 1 (200 XP)

Craft Dice 2d6
Trade Butler-Librarian
Media Living Arts/Wood
Stamina 4
Tools housekeeping tools, bookbinder's tools

Finishing Touches. During the fine-tuning stage, Therwicke may:

- Reroll one d6 and use the second result
- Reduce the flaw stack of the project by one
- Increase the boon stack of the project by one

TECHNIQUES

Maturity. When Therwicke prepares food of any variety it stays at an ideal condition (i.e. oven-warm, sparkling, or crisp) for four times as long and takes ten times as long to spoil. Additionally, whenever he crafts something that gets better with age, his domestic magic creates it reasonably

matured and ready to use. Further maturation occurs at three times the natural rate and increases the quality of the item accordingly. If created with boons, the boons must also improve with age.

Green Thumb. Therwicke is naturally skilled with plants, and they flourish under his watchful eye. He can spend 10 minutes with a living plant to determine whether it is under the effect of any sort of magic, and if it has any immediate needs (such as pest removal, watering, pruning, or repotting).
Additionally, a plant under his care thrives. He may choose one of the following effects for it to gain:

- ***Sprout:*** A seed will sprout in an hour, grow to a sapling in 8 hours, and mature to harvest within 24 hours. After it reaches maturity, its growth rate stabilizes.
- ***Bloom:*** A flowering plant will stay healthy and in bloom for twice as long; if it's been under his care for at least 24 hours, this effect lasts even in his absence.
- ***Yield:*** A harvestable plant will yield twice the bounty.

Good as New. Therwicke is an expert at repairing broken items and objects. When he makes repairs to his Media he reduces the difficulty by one level (to a minimum of 1).

Huff. Therwicke has long since incorporated his innate dragon's breath into his craft, using it in matters of cleaning, drying, warming baths, starting fireplaces, and the like. As a result, he is able to draw upon his innate domestic magic to activate his Breath Weapon feature by spending 2 Stamina.

Puff. Therwicke has impeccable control of his dragon's breath, allowing him to target a much smaller area than his kin are normally capable of. When he uses his Breath Weapon feature, he can shorten the length of the cone (to a minimum of 5 feet) or grant any number of chosen creatures caught in the cone advantage on their saving throw. If the chosen creatures succeed, they instead take no damage.

Bluster. Damage dealt by Therwicke's attacks and abilities cannot bring a creature below 1 hit point.

Brass Tact. Therwicke has advantage on all saving throws while within the grounds of the Brass Estate.

ACTIONS

Club. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: 3 (1d4 + 1) bludgeoning damage.

Breath Weapon. Therwicke exhales fire in a 30-foot cone. Each creature in that area must make a DC 13 Dexterity saving throw, taking 10 (3d6) fire damage on a failed save, or half as much damage on a successful one. After he uses his breath weapon, he can't use it again unless he takes a short or long rest, or spends 2 Stamina.

Willow Abicus

Medium humanoid (dwarf), neutral good

Armor Class 11 (13 with Silkspun Protection)
Hit Points 60 (8d8 + 24)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	16 (+3)	13 (+1)	14 (+2)	14 (+2)

Skills Animal Handling +5, Nature +4, Persuasion +5, Survival +5
Damage Resistance poison
Condition Immunity poisoned
Senses darkvision 60 ft., passive Perception 12
Languages Common, Aquan, Dwarvish
Challenge 3 (700 XP)

Craft Dice 2d6
Trade Weaver
Media Textiles/Drafting
Stamina 4
Tools weaver's tools, mason's tools

Finishing Touches. During the fine-tuning stage, Willow may:

- Reroll one d6 and use the second result
- Reduce the flaw stack of the project by one
- Increase the boon stack of the project by one

TECHNIQUES

A Stitch in Time. Willow is deft at repairing a missing button or busted seam. When he makes repairs to either of his Media he reduces the difficulty of the project by one level (to a minimum of 1).

Survivalist. Whenever Willow harvests materials from creatures he is guaranteed to collect 2 parts in perfect condition.

Workshop Familiar. Willow's craft has attracted a wandering spirit that is curious about his work and willing to lend its assistance. He may cast *find familiar* as a ritual within his workshop, and the first time he does so requires no material components. Any further casts of this spell require the listed material components. His familiar, which always takes the form of a silk spider, may act as an assistant during the preparation stage, granting him the Assistance benefit.

Silkspun Protection. Willow's silk spider familiar quickly sprays protective silk over him at the first sign of combat. The silk grants him 50 temporary hit points and a +2 bonus to AC, but also vulnerability to fire. The AC and fire vulnerability is lost when the temporary hit points reach 0 or are replaced. Willow can't benefit from this feature again until he finishes a long rest.

ACTIONS

Warhammer. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) bludgeoning damage.

REACTIONS

Dazzling Embroideries (3/day). When Willow is attacked by a creature within 30 feet, he can unleash a torrent of swirling magical energy from his embroidered clothes, causing the attacking creature to have disadvantage to attack him until the start of Willow's next turn. An attacker that can't be blinded is immune to this feature.

APPENDIX II. UNUSUAL TRADES

The tradeclass system is designed to be flexible, but as a result some unusual trades may not fit nicely into the rules set out in Chapter 1. Some trades are based as much in ability as they are in actual crafting, and some require extensive harvesting or gathering, or an unorthodox application of the media. We've included some examples of these unusual trades below, along with our recommendations for how to incorporate them into the system as designed.

We've also included variant techniques exclusive to trades that fit into these exceptional examples, but you'll need your GM's permission to take them.

Arcane Arts

Some trades (such wandmaker or runesetter) are devoted to the arcane. However, the goal of the domestic magic system is to put the power of crafting—and the power to make magic items—into the hands of *all* craftspeople.

Because of this, there are no devoted arcane craftspeople in the domestic magic crafting system: a wandmaker begins their career as a woodcarver before having the skill to enchant their own pieces. To put it simply: there are no DL 1 magic items (except those graced by boons).

Variant Rule: Beginner's Magic *(Tier 1 Technique, Prerequisite: Spellcasting).*
You may attempt to add a spell you know to any DL 2 or higher project. The spell level must be equal to or less than half your tier rounded up. If it is an already-crafted project, you can attempt this as a repair. Performing this enchantment automatically adds 2 flaws to the flaw stack. On success, the item gains a once per day cast of the spell. After each cast roll 1d10; on a 1, the item shatters in a crack of magic energy. The number of items you can have enchanted this way is equal to your spellcasting modifier. Once an item has been so enchanted, it cannot be repaired.

Healers

Healers, such as doctors or dentists, work with their hands and practice what is undeniably a trade, but these are typically determined by an Intelligence (Medicine) check.

For these trades, the crafting check determines the creation of physical objects or goods, while the ability check would decide whether or not the object could be safely and effectively implemented. For example, a dentist may use their craft to make dental braces, but the Medicine ability would determine whether or not those braces could be safely, and skillfully, installed.

Variant Rule: Steady Hands *(Tier 1 Technique).*
Whenever you complete a craft project without any flaws, you gain advantage on any skill checks related to installing the project into a willing patient/participant.

Gatherers

Some trades straddle the line between "maker" and "gatherer": fishers, miners, and even gardeners spend as much time harvesting materials as they do crafting them into something else. While a fisher needs patience and intuition to hook a fish (a reasonable use of the Survival skill), it's the quality of the craft that allows them to hook it successfully, and the ability to make your own lures is an asset for a fisher of any skill level. Similarly, while finding a rich seam may be a Wisdom (Perception) check for a miner, successfully harvesting the materials can come down to a crafting check, as well.

Gardening requires crafting checks for the planting, sowing, and harvesting of a successful plant, but a successful Wisdom (Survival) check can help a gardener intuit the nature or needs of wild plants before attempting a crafting check on them. In all cases, the domestic magic still applies, granting boons and flaws to the success of the gathering.

However, your GM may choose to omit gathering trade classes all together, instead asking for skill

checks whenever gathering is required to supplement your trade. Therefore you might be a miner who is also a smith, and the ability to gather the metals simply supplements your ability to work with them.

Variant Rule: Crafter-Gatherer (***Tier 1 Technique***).
Pick one skill in which you are proficient to be your "gathering" skill. The GM must accept this as an appropriate skill for your trade. Whenever you make a skill check to gather materials relevant to your chosen trade, you add double your proficiency bonus to the roll.

Unliving Arts

Living Artists are grouped together by the impermanence of their creations: grooming and cosmetics fade, banquets are eaten, and even gardens need constant tending, lest they wither or grow unchecked.

There are some trades, however, that are specifically devoted to making the impermanence of the Living Arts permanent: taxidermy, insect mounting, mortuary & embalming practices, and even bone carving turn organic materials into long-lived testaments.

In these cases, you may prefer to look to other media as the primary: a bonecarver may be better suited to Crystals, while a taxidermist might be more at home with Textiles.

Ultimately the Unliving Arts are a race against time, working with unstable organic materials—so the Living Arts are still often a good fit. However, the permanence of the end product means that Unliving Artists should find the crafting of (intentionally) magical items to be more challenging than other Living Artists do.

Variant Rule: Drop Dead Gorgeous (***Tier 1 Technique***).
Whenever you complete a crafting attempt or repair of any Difficulty Level with a minor flaw, you can automatically convert that minor flaw into a minor boon. This new minor boon does not stack with any other boons the project might have.

APPENDIX III. BOONS & FLAWS

You can consult the tables below for ideas on generating boons & flaws for various projects, starting with general all-purpose boons & flaws before suggestions for each individual Media.

1. General

Boons

1d10	Minor Boon
1-2	It hums beautifully when in use.
3-4	It can be used to reflect light.
5-6	Its beauty is obvious even at a distance.
7-8	It bears a passing resemblance to a famous artifact.
9-10	It makes most people smile when they see it.

1d10	Major Boon
1-2	It is immune to damage from being dropped.
3-4	It has twice as many hit points as an object of its type normally would.
5-6	It's resistant to a damage of your choice.
7-8	If the item is lost, both the object's creator and its intended owner have advantage on ability checks to locate it.
9-10	Once per day, it grants advantage when being used for an attack roll or ability check.

1d10	Magical Boon
1-2	It grants +1d4 to all attack and damage rolls, and/or ability checks made with it.
3-4	Once per day, its user can cast charm person. The spell save DC is equal to 8 + your proficiency + the ability score modifier used to craft it.
5-6	It contains up to 4 charges of the spell dancing lights. It recovers 1d4 expended charges each day at dawn.
7-8	If lost, it will magically return to the last legal owner at dawn.
9-10	The item is sentient, with a Wis of 14, an Int of 16, and a Cha of 14. It speaks in a voice of the crafter's choosing.

FLAWS

1d10	Minor Flaw
1-2	Even on creation, it looks like it's rough and weathered.
3-4	It has a mild but undoubtedly unpleasant smell.
5-6	It's off-color, either brown, yellow, green, or gray where it shouldn't be.
7-8	It blends into the local surroundings, making it easy to lose or misplace.
9-10	It seems brittle, and people are anxious about handling it.

1d10	Major Flaw
1-2	It's vulnerable to a damage of your choosing
3-4	It gives disadvantage on attack rolls or ability checks while using it.
5-6	It smells repulsive. At noon each day, it attracts a swarm of insects that cover the object, making it unusable until they give up, one hour later. The insects will fly, swim, or burrow to reach the object.
7-8	When used, it makes a rattling noise that can be heard from a distance of 40 feet.
9-10	It has half the HP an object of its type might normally have.

1d10	Dangerous Flaw
1-2	The materials became poisoned during construction. Using the item deals 1d4 poison damage and requires a Constitution save vs a DC equal to 8 + your proficiency + the ability score modifier used to craft it. Failing the save results in the poisoned condition for the remainder of the day.
3-4	The object became sharp or prickly on construction. The user takes 1 piercing damage for every action taken with the item.
5-6	When using the item, rolling a 20 on an attack roll or ability check causes the object to bounce back, dealing bludgeoning damage to the user. The damage is 1d6 + the ability score modifier used to craft it.
7-8	The item gives off dangerous fumes, affecting every creature within 5 feet of it when the item is used. Each creature must make a Constitution save vs a DC equal to 8 + your proficiency + the ability score modifier used to craft it. Failing the save results in the blinded condition for the remainder of the day.
9-10	The item is ugly enough to drive others mad. When the owner fails a Charisma check in conversation while the item is visible, the target of the Charisma check becomes irrationally angry for 1 minute.

2. Crystals

Boons

1d10	Minor Boon
1-2	It catches the light brilliantly.
3-4	It refracts light as gentle rainbows.
5-6	The object is very pleasing to touch.
7-8	The object emits a pleasing twinkling noise up close.
9-10	The object's aesthetic quality is higher than the average object of its type—whether that be clearer glass, more vibrant colors, more polished stone, or cleaner edges.

1d10	Major Boon
1-2	It is immune to fall damage.
3-4	The object functions as a spellcasting focus in addition to any other functions.
5-6	The object cracks but does not shatter when broken. It is 1 Difficulty Level easier to repair.
7-8	The object cannot be dirtied; mud, dust, grease, and other substances that would leave a mark on the object run off with no trace.
9-10	The object is well insulated and retains the temperature of anything kept in it even longer while remaining temperate enough to handle.

1d10	Magical Boon
1-2	The object is a spell focus in addition to any other functions and spells cast with it gain a +1 bonus to attack and damage rolls, and spell save DCs.
3-4	Once per day, its user can cast hypnotic pattern. The spell save DC is equal to 8 + your proficiency + the ability score modifier used to craft it.
5-6	The object can levitate on command. The command word is chosen by the creator.
7-8	The object can be summoned as a bonus action by the creator or anyone attuned to the object.
9-10	The item is sentient, with a Wis of 12, an Int of 12, and a Cha of 18. It speaks in a voice of the crafter's choosing and knows one cantrip of the crafter's choosing.

Flaws

1d10	Minor Flaw
1-2	The object is riddled with hairline fractures.
3-4	The object emits a terrible high-pitched scratching/squeaking noise when used.
5-6	The object's clarity is cloudy and dull, making it easy to miss.
7-8	The object is garish and sharp, making it look cheap.
9-10	It seems brittle, and people are anxious about handling it.

1d10	Major Flaw
1-2	The object will shatter if hit with 10 points or more thunder damage.
3-4	Any action that requires sight has disadvantage if the object has any interaction with the check.
5-6	The object chips and cracks at the slightest impact.
7-8	The object is dangerously slippery.
9-10	The presence of the object is distracting to anyone who can see it. Creatures have disadvantage on anything that involves concentration while the object is present.

1d10	Dangerous Flaw
1-2	Any spell that deals force damage that targets a point, area, or creature within 30 feet of the object is redirected to the object or the wielder of the object if applicable.
3-4	The object deals 1d4 damage of a random elemental type to any creature within 5 feet once every 6 hours.
5-6	When using the item, rolling a 20 on an attack roll or ability check causes the object to shatter.
7-8	Creatures within 15 feet of the object when it is exposed to bright light must make a DC 13 Constitution saving throw or be blinded for 1 minute. On success or failure, the creature is immune to further instances of this effect from this object for 24 hours. Both the creator or the wielder of this object have disadvantage on this save and cannot become immune to its effect.
9-10	When a spell is cast within 5 feet of this object roll 1d20; on a 1, the spell fails and is absorbed by the object. When 15 levels of spell slots are absorbed this way, the object explodes in a 15-foot radius. Creatures must make a DC 15 Dexterity saving throw, taking 30 force damage on a failed save or half as much damage on a success.

3. Drafting

Boons

1d10	Minor Boon
1-2	It is brilliant and eye catching.
3-4	It slightly changes color based on angle or direction from which it's viewed.
5-6	It is soothing to look at.
7-8	It is invigorating to look at.
9-10	It is 5% more valuable.

1d10	Major Boon
1-2	It cannot be smudged or overwritten.
3-4	It's immune to weather effects.
5-6	Its meaning transcends language.
7-8	It's easy to see in all weather conditions and any light other than complete darkness.
9-10	It's memorable, giving advantage on Intelligence checks used to recall or implement its content.

1d10	Magical Boon
1-2	It can be used to cast hypnotic pattern once per day.
3-4	It casts bless on any creatures that sees it. Each time it does, roll 1d6; on a 1 it can't do so until dawn the following day.
5-6	It casts comprehend languages with a duration of 1 minute on every creature that views it. Once this duration ends, a creature cannot benefit from it again until after their next long rest.
7-8	Illusory images of the content spring to life within 10 feet of it on command.
9-10	It counts as a permanent teleportation circle target for the spell teleportation circle.

Flaws

1d10	Minor Flaw
1-2	Its colors are muddy.
3-4	The content is confusing.
5-6	It is only appreciated among academia.
7-8	It is unsettling to look at.
9-10	The materials used have an unpleasant smell.

1d10	Major Flaw
1-2	It is quickly forgotten.
3-4	It is mistaken for a plagiarism.
5-6	People get angry when they look at it.
7-8	People who spend more than 1 minute within 5 feet of it must make a DC 10 Constitution save or be poisoned.
9-10	It is hard to see or understand without assistance, such as additional light or magnification.

1d10	Dangerous Flaw
1-2	The first time a creature views it in its entirety it must make a DC 10 Wisdom saving throw or fall under the effects of the confusion spell for 1 minute.
3-4	Creatures who view this late at night must roll 1d20 and, on a result lower than 3, they gain a short-term madness.
5-6	It imparts a subtextual insult to whoever is viewing it.
7-8	It becomes haunted by a specter.
9-10	Creatures who views this have disadvantage on Intelligence checks for the next hour. This can only affect a creature once.

4. Living Arts

Boons

1d10	Minor Boon
1-2	The object is perpetually crisp and fresh.
3-4	The object smells delightful.
5-6	The object is extremely pleasing to look at.
7-8	The object is very easy to transport.
9-10	The object fills the intended recipient with happy memories.

1d10	Major Boon
1-2	The object requires very little maintenance.
3-4	The object is immune to weather effects.
5-6	The object removes one level of exhaustion. If a creature affected by this does not have a level of exhaustion they ignore the next level of exhaustion they would gain.
7-8	The object is inspiring, granting a 1d6 to the next craft roll after it's used.
9-10	A creature that consumes, wears, or otherwise enjoys the object as it was intended to be enjoyed for the first time after its creation restores all its hit points on its next short rest without having to expend any hit dice.

1d10	Magical Boon
1-2	A creature may use the produce flame cantrip for 24 hours after using the object as it was intended, provided it consumes the object.
3-4	On command, the object duplicates. When it does so, roll 1d6; on a result of 2 or lower this boon ends but the duplicates remain.
5-6	The recipient of this object is immune to the charmed and frightened conditions while the object persists and for 24 hours thereafter.
7-8	The recipient of this object gains +5 Charisma for 24 hours after receiving the object.
9-10	The recipient of this object gains a level 3 spell slot and knows animal friendship for the duration. The spell slot does not have to be used to cast the animal friendship spell, but the animal friendship spell learned this way cannot be cast with any other spell slot.

Flaws

1d10	Minor Flaw
1-2	The object is hard and lumpy where it isn't supposed to be.
3-4	The object smells unpleasant.
5-6	The object is partially burned.
7-8	The recipient of the object loses their appetite for 8 hours.
9-10	The object is unpleasantly sticky and hard to wash off.

1d10	Major Flaw
1-2	The recipient of the object loses feeling in whichever part of the body the object affects for 1d4 hours.
3-4	The object screams loudly when interacted with.
5-6	The object requires a DC 12 Dexterity (Sleight of Hand) check to handle or it crumbles when touched.
7-8	The object irritates skin on contact.
9-10	The object bursts into flames when exposed to daylight.

1d10	Dangerous Flaw
1-2	The recipient of the object can't regain hit points for 1d4 days.
3-4	Creatures have one level of exhaustion while within 30 feet of the object unless separated by total cover. Creatures who already have 4 or more levels of exhaustion are unaffected by this object and exhaustion caused by this object ends when removed from the area.
5-6	The recipient of the object is haunted by a specter for one week after receiving the object. The specter can attack if provoked but cannot reduce the creature below 1 hit point.
7-8	The object oozes scalding or caustic liquid (whichever is more applicable). Creatures handling the object take 1 fire or acid damage once per minute while in contact with the object.
9-10	The recipient of the object takes 3d6 psychic damage. If this would reduce the creature to 0 hit points it is stable but unconscious for 1 week or until treated with lesser restoration or greater magic.

5. Metals

Boons

1d10	Minor Boon
1-2	The object has a pleasing pattern.
3-4	The object emits a pleasing tone when used or struck.
5-6	The object looks reassuringly sturdy.
7-8	Careful finishing makes this object pleasing to the touch.
9-10	The object has a flawless polish that is easy to maintain.

1d10	Major Boon
1-2	The object weighs half as much but functions as intended.
3-4	The object is easy to take apart and reassemble without impacting effectiveness.
5-6	The object never rusts.
7-8	Natural effects that would cause the object to become too hot or too cold to touch have no effect on it.
9-10	The object can be donned, doffed, or attuned to in ¼ of the normal amount of time those actions would normally take.

1d10	Magical Boon
1-2	The object reappears in the recipient's hands when thrown or as a bonus action on their turn. If the object is worn, it reappears donned and ready for use.
3-4	If the recipient of this object falls unconscious, the object animates (as per the animate objects spell) for 1 minute to protect them from further harm.
5-6	The recipient of this object may take an additional reaction on each round of combat while wielding, wearing, or otherwise using the object.
7-8	The object and its recipient are immune to lightning damage, and fully absorb the energy of any lightning attacks, spells, or effects within 15 feet.
9-10	The object gains resistance to all damage types. If the object was already resistant to any sources of damage, it gains immunity to those types of damage instead. This benefit is not conferred to the recipient.

Flaws

1d10	Minor Flaw
1-2	The object causes inadvertent glare from nearby light sources.
3-4	The object has an unsightly crack or dent.
5-6	The object is slightly warped or bent.
7-8	The object has jagged edges where it isn't supposed to.
9-10	Patterns and colors on the object fade quickly.

1d10	Major Flaw
1-2	The object weighs twice as much, but functions as intended.
3-4	The object slowly comes apart, requiring a repair check for every week of use.
5-6	The object has a 20% chance of getting stuck in place when its recipient strikes a creature or object larger than itself, and requires a DC 12 Strength (Athletics) check to remove.
7-8	It causes 1 slashing damage on any failed attack or check made with it.
9-10	The object makes a loud clanging sound when in use, audible to 100 feet.

1d10	Dangerous Flaw
1-2	While prone, the movement speed of the recipient of the object is reduced to 0.
3-4	Creatures have one level of exhaustion while within 30 feet of the object unless separated by total cover. Creatures who already have 4 or more levels of exhaustion are unaffected by this object and exhaustion caused by this object ends when removed from the area.
5-6	The object has a 15% chance to become ethereal for 1 round when struck, but remains worn or wielded for the duration.
7-8	If the recipient is struck by fire or cold damage, they take half of the taken damage again at the start of their next turn, unless they drop or doff the object.
9-10	The object and its recipient attract the energy of any lightning attacks, spells, or effects within 15 feet, but are not immune to their effects. You have disadvantage on Dexterity saving throws against this energy.

6. Textiles

Boons

1d10	Minor Boon
1-2	It is pleasant to wear, hold, or touch.
3-4	It flows or moves brilliantly.
5-6	It never gets smelly.
7-8	It is perfectly weighted.
9-10	It holds its shape through most conditions.

1d10	Major Boon
1-2	It resists weather effects.
3-4	It's resistant to damage.
5-6	It never gets uncomfortable.
7-8	It never gets dirty.
9-10	It gives advantage on Charisma ability checks when used as part of the check.

1d10	Magical Boon
1-2	Once per day, its owner can summon a swarm of tiny birds to return it to them.
3-4	It magically resizes to fit.
5-6	It grants 1d4 casts of the shield spell per day.
7-8	It can be used to cast polymorph into a CR 1 or lower creature and back again once per day.
9-10	It heals 1d8 hit points per round to a max of 24 hit points each day.

Flaws

1d10	Minor Flaw
1-2	It is constantly wrinkling.
3-4	Foul smells cling to it.
5-6	It discolors easily.
7-8	It constantly blows in the wrong direction.
9-10	It's always fraying.

1d10	Major Flaw
1-2	It's always uncomfortable.
3-4	It never fits.
5-6	No matter its size or material, it has 1 hit point.
7-8	It causes a rash.
9-10	It constantly snags on other objects.

1d10	Dangerous Flaw
1-2	It causes vulnerability to a random damage type of the GM's choosing.
3-4	It magically tightens on any failed Charisma check, causing the grappled condition until you spend an action to unbind it.
5-6	It increases fall damage by 1d6.
7-8	It animates into a rug of smothering on completion until it is incapacitated or claims a life.
9-10	It polymorphs the wearer or user into a CR 0 creature when their hit points fall below 10.

7. Wood

Boons

1d10	Minor Boon
1-2	The project has a pleasing knot or whorl in the center.
3-4	The varnish or oil reveals a hidden beauty to the grain.
5-6	It's beautifully balanced.
7-8	It's pleasing to hold or touch.
9-10	It smells wonderful.

1d10	Major Boon
1-2	It's immune to fungus and rot.
3-4	The surface is immune to the effects of weather and requires little to no maintenance.
5-6	It's sturdier than expected.
7-8	The respect given to the wood is obvious to creatures bonded with nature.
9-10	Damage won't diminish its visual appeal.

1d10	Magical Boon
1-2	It grants the *druidcraft* cantrip.
3-4	It grants a once a day cast of *plant growth*.
5-6	It has and provides +1 additional AC.
7-8	Weapons have the reach property; if it already has the reach property, increase the reach by 5 feet. It magically extends during an attack to reach this range. All other items have +1d4 to ability checks made with the item.
9-10	It can be used to summon a dryad for 10 minutes once per day.

Flaws

1d10	Minor Flaw
1-2	The surface weathers and discolours quickly when explosed to the elements.
3-4	The varnish or oil reveals a hidden unsightly flaw to the grain.
5-6	It's slightly off balance.
7-8	The surface is full of splinters.
9-10	It makes a terrible groaning/creaking noise whenever moved or used.

1d10	Major Flaw
1-2	It snaps in half on a result of 1 when used with an ability check or attack roll.
3-4	It attracts unfriendly insects.
5-6	Creatures bonded with nature consider its construction disrespectful.
7-8	It bends and flexes more than it should. Once per day when the object would need to support something, roll 1d10; on a 1 it bends, collapses, or falls over.
9-10	Fire damage ignites the object, which loses 1 hit point per round until extinguished or destroyed.

1d10	Dangerous Flaw
1-2	Whenever the item touches the ground it begins to root, becoming immobile. It requires a DC 15 Strength check to uproot it.
3-4	It is vulnerable to fire and shares this vulnerability with any users.
5-6	Roll 1d20 when the owner/wielder of the object casts a spell; on a 1 the spell fails.
7-8	The item is sentient and hostile, with a Wis of 14, an Int of 16, and a Cha of 14. It speaks in a voice cruel and venomous.
9-10	A dryad has a personal vendetta against the creator..

APPENDIX IV. CRAFTING OBSTACLES

Though all crafting benefits can be plagued with obstacles (unwilling assistants, rare base materials, or difficulty sacrifices, for example), the Knowledge and High-Quality Materials benefits are the ones most likely to present extra challenges to the entrepreneurial crafter. Below are two tables you can reference if looking for simple obstacles to most crafting attempts.

Table 1. Knowledge

1d20	Obstacle
1	Someone has stolen the source of the knowledge (*e.g. The book you needed was taken in a burglary.*)
2	A monster is hoarding the knowledge. (*e.g. A hill giant has kidnapped the town's foremost expert on spices.*)
3	Problems with their tasks are making the owner of the knowledge too busy to help. (*e.g. The carver's batch of wood was infected with termites and they're currently swamped trying to save the rest of their work.*)
4	The source of the information is in a language you don't know. (*e.g. The only available scroll is written in auran.*)
5	The information is only helpful during a certain time. *(e.g. Morg the Chef only shares her recipe for midwinter roast boar in midsummer.)*
6	The information is subconscious. *(e.g. Morg's brother's technique for gathering grubs is locked in a repressed memory, but he talks in his sleep.)*
7	The source of the information has forgotten certain details but says that a certain trigger will help jog their memory. (*e.g. The librarian remembers he was eating lemon wafers when he last read the book you need. Give him lemon wafers again, and that might stimulate his recollection.)*
8	The source of the information references another source which references another source. *(e.g. The Complete Tales of Ser Ansel, Part VI talks about the drakehide saddle made in Part III, which then refers to the process for making drakehide leather in Part II.)*
9	The source of the information requires you prove your worth to access the knowledge. *(e.g. Morg's brother's husband says only the strongest of warriors may know the secret of preserving blood ink. Beat him in combat and he'll tell you.)*
10	The knowledge is contained beyond a dangerous trial. *(e.g. The tome was kept behind a sealed door, which is now guarded by a basilisk.)*
11	The source of the information is sworn to secrecy. *(e.g. Morg's brother's husband's tattooist says he knows the secret to richest ink, but his client made him swear never to tell.)*
12	The information is damaged or incomplete and requires experimentation to use. *(e.g. It says when sealed properly with resin and [indecipherable] tallow, the leather will be water resistant.)*
13	The information is presented in a riddle or puzzle that needs to be solved first. *(e.g. This dwarven child's toy teaches the art of quenching cold iron through wooden blocks and memorization!)*
14-17	The source of the information wants a favor in exchange for the info. *(e.g. Valna says she'll share her knowledge if you wash the church windows.)*
18	The source of the information provides too much information. *(e.g. Morg's brother's husband's tattooist's father says he saw the ritual one time back during the war and, well, everyone calls it a war but it was really more of a series of unrelated skirmishes, which were common at the time, as was carrying a potato in your pocket, etc. A Wisdom or Constitution check is required to catch the relevant information.)*
19	The source of the information has gone missing. *(e.g. "He went into the forest looking for beaver dung but I says 'Bill, ain't no beavers here. Just owlbears. He didn't listen, of course, and we haven't seen him since.)*
20	The source of the information is only available for a limited time. *(e.g. Rikaris the rogue knows the pattern for the 'twin fang' stitch but is only in town for the night.)*

Table 2. High-quality material

1d20	Obstacle
1	Someone has stolen the source of the material. (*e.g. The golden cherry tree is missing!*)
2	A monster is hoarding the material. (*e.g. A hill giant has acquired several pounds of the cindermon bark.*)
3	There is a problem afflicting the supply of the material. (*e.g. Wormwood beetles have infected the jammy oak forest.*)
4	The material is incomplete or unprocessed. (*e.g. The platinum buttons haven't been descaled and sanded.*)
5	The materials are only good for a limited time. (*e.g. This mimic spittle is evaporating quickly and will be gone in a day.*)
6	Someone or something is in competition with you for the resources. (*e.g. The sahuagins want the void pearls and will attack you to get them.*)
7	The material is in a volatile state. (*e.g. The ink of whispers is leaking intrusive thoughts.*)
8	The source of the materials wants another high-quality material in trade. (*e.g. "Weasel farts ain't easy to come by but I need void pearls way more. Trade?"*)
9	The source of the material requires you prove your worth to access the material. (*e.g. The King of Heat says only the worthy may acquire the sun chili. You must consume ten pit fiend peppers and remain standing.*)
10	The source of the material requires you name the final product after them. (*e.g. "Whaddya mean no one will want a 'Smelly Joe' pie?"*)
11	The source of the material is far away. (*e.g. Turtlestone only forms in the elemental plane of earth.*)
12	The material is unstable and must be pre-treated in order to use. (*e.g. This silver elm is extremely brittle and needs two days of oiling.*)
13	The material is only high-quality in certain conditions. (*e.g. Moon ink needs to dry in moonlight in order to hold its glow.*)
14-17	The source of the material wants a favor in exchange for the materials. (*e.g. Traji has an infinity gear but wants someone to check in on his family first.*)
18	The material requires a lot of another material to be used in the project. (*e.g. Grinding the dire emerald will require several dozen gallons of coolant.*)
19	The material is in an exceptionally dangerous environment. (*e.g. Exploding behemoth beets only grown near magma or lava.*)
20	The amount of the material you require needs multiple sources. (*e.g. The shop in Silverstruck only has half of what you need. You'll need to visit Cascade and Tapestry Hills to gather the rest.*)

APPENDIX V. CRAFTED TREASURE

Sometimes a project isn't for the party's own use: this appendix can help set a baseline when it comes to setting a market price on player-crafted items. The values in the following charts are listed in gold. If preferred, you can also use the following rule for determining crafted treasure value:

A DL 1 project, size Tiny, is worth 1 gp or less. From there:

- Increasing the size increases the value by 50% for each size upgrade.
- Increasing the DL increases the value by x 10 for each DL, up to DL 4.
- Increasing the DL to 5 or 6 increases the value by x5 for each tier above DL 4;
- There is no price limit on DL 7+ items;
- Each minor boon increases the value by 25%; major boons by 50%; magical boons by 75%;
- Each minor flaw decreases the value by 25%; major flaws by 50%; dangerous flaws by 75%.

The above formula should work for most buyers, but there are always exceptions; commissioned pieces, strange requests, and niche buyers may pay higher prices for unusual or even flawed items. An exception is made for Living Arts, which, due to the less expensive and consumable nature of its projects has its values divided by 100.

Difficulty Level	1	2	3	4	5	6	7
Tiny	<1	1-10	10-100	100-1,000	1,000-5,000	5,000-25,000	25,000+
Small	<1.5	1.5-15	15-150	150-1,500	1,500-7,500	7,500-37,500	37,500+
Medium	<2	2-20	20-200	200-2,000	2,000-10,000	10,000-50,000	50,000+
Large	<2.5	2.5-25	25-250	250-2,500	2,500-12,500	12,500-62,500	62,500+
Huge	<3	3-30	30-300	300-3,000	3,000-15,000	15,000-75,000	75,000

Sometimes material may be provided for a project, in which case the value is associated with the labor instead of the finished product. The following is a chart for the suggested value of labor.

Difficulty Level	1	2	3	4	5	6	7
Tiny	<0.5	0.5-5	5-50	50-500	500-2,500	2,500-12,500	12,500+
Small	<1	0.75-7.5	7.5-75	75-750	750-3,750	3,780-18,750	18,750+
Medium	<2	1-10	10-100	100-1,000	1,000=5,000	5,000-25,000	25,000+
Large	<1.25	1.25-12.5	12.5-125	125-1,250	1,250-6,250	6,250-31,250	31,250+
Huge	<1.5	1.5-15	15-150	150-1,500	1,500-7,500	7,500-37,500	37,500

APPENDIX VI: AWAKENED OBJECTS

Stat Blocks

Awakening an object is an expensive endeavor and should be rewarded with interesting minions for the spellcaster. This appendix provides a quick build guide for awakened objects.

We recommend the awakened object has a difficulty of roughly CR 3. See the entry on Objects (Appendix VII) for additional details.

General Properties

Size. The awakened object can be Tiny, Small, Medium or Large.

Type. It is always an unaligned construct.

Armor Class. The armor class varies based on the structural material of the object.

Substance	AC
Cloth, paper, or rope	11
Crystal, glass, ice	13
Wood, bone	15
Stone	17
Iron, Steel	19
Mithral	21
Adamantine	23

Objects of stone or harder do not add their Dexterity bonus to their AC.

Hit points. The awakened object's hit points are partly determined by the hit points table in Appendix VII. When *awaken object* is cast, the object is given an additional 60 hit points at minimum, as the awakened object should have at least 70 hit points. For example, a Tiny glass bottle has 2 hp, and a Tiny ceramic bottle is sturdier and has 5 hp, but casting *awaken object* would bring both their totals up to the minimum 70 hit points, as their respective 62 and 65 are too low. A medium oak barrel would have 18 hp by default, but casting *awaken object* would bring its hit points up to 78. This is the object's Arcane Life trait.

Hit Dice. 2d4 for Tiny; 3d6 for Small; 4d8 for Medium; 5d10 for Large.

Speed. 20 feet if it is capable of walking, crawling, slithering, or otherwise locomoting; 10 feet fly (hover) speed if its only movement option is flight. Add an additional 10 feet to its speeds if the base object was magical.

Strength. Objects of crystal, glass, ice or harder should have 18 Strength regardless of size; objects of stone or harder should have 20 Strength regardless of size; objects of iron, steel, or harder should have 22 Strength regardless of size.

Dexterity. Objects of crystal, glass, ice or softer have 14 Dexterity regardless of size; objects of cloth, paper, rope, or softer should have 18 Dexterity regardless of size.

Constitution. 10

Intelligence. 10

Wisdom. 10

Charisma. 6, but objects of exceptional make, quality, beauty, or cuteness may have higher charisma scores.

Saving Throws. The awakened object does not gain any innate bonuses to saving throws.

Skills. At the GM's discretion an awakened object may gain skill proficiencies related to the functions of its original object. For example, an awakened musical instrument might have proficiency in Performance. In some exceptional cases they may even gain double their proficiency to a particular skill.

Damage Vulnerabilities. The awakened object can be vulnerable to any damage that its original object would have been susceptible to: e.g. wood or paper is vulnerable to fire damage, glass is vulnerable to bludgeoning, etc.

Damage Resistances. Likewise, the awakened object can have resistance to any damage that its original object would have: e.g. clay might be resistant to fire damage; glass might be resistant to acid, etc.

Damage Immunities. Poison.

Conditional Immunities. Exhaustion and poisoned.

Senses. Passive Perception 10.

Languages. One language of the creator's choosing that the creator knows.

Challenge. 3 (700 XP). If an awakened object ends up significantly more or less powerful than these general statistics due to magical traits, unusual makeup, or any exceptional quality, the GM should feel free to adjust the challenge rating to a more appropriate level.

Special Traits

The creature gains the following traits:

Arcane Life. The awakened object gains an additional 60 hit points to a minimum max health of 70 hit points.

Constructed Creature. An awakened object doesn't require air, food, drink, or sleep.

This trait is suggested, but not always appropriate:

False Appearance. While the awakened object remains motionless, it is indistinguishable from a normal object of its type.

In addition, the creature may have traits carried over from its function as an object; if it was a magical object, then it may retain those magical properties, as well—especially such properties that were the results of boons, flaws, or the creator's crafting techniques. The inclusion, omission, or alteration of any trait in the awakened object is ultimately the GM's decision.

Actions

The creature is capable of performing all the basic actions: Attack, spellcasting (if it can), Dash, Disengage, Dodge, Help, Hide, Ready, Search, or Use an Object. We would also suggest it have the following Attack actions:

Multiattack. The awakened object makes a number of melee attacks based on its primary substance:

- Wood, bone or softer makes 4 melee attacks
- Stone makes 2 melee attacks
- Iron, steel, or harder makes 1 melee attack

The awakened object deals either bludgeoning, slashing, or piercing damage depending on whichever makes the most sense for the object. Use bludgeoning (Slam) as the default.

Slam, Slice, or Stab. Melee Weapon Attack: +2 (plus its Strength or Dexterity modifier, whichever is highest) to hit, reach 5 ft., one target. Hit: Its damage dice should be equal to one of its Hit Dice; for example, a Tiny object would deal 1d4 damage, while a Large object would deal 1d10. It also adds the modifier it used in its attack roll.

Example Awakened Objects

Awakened Toy Soldier

Tiny construct (wooden), unaligned

Armor Class 15 (natural armor)
Hit Points 70 (2d4 + 65)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)

Skills Insight +2, Perception +2
Damage Vulnerabilities fire
Damage Immunities poison
Condition Immunities exhaustion, poisoned
Senses passive Perception 12
Languages Dwarvish
Challenge 3 (700 XP)

Arcane Life. The awakened object gains an additional 60 hit points to a minimum max health of 70 hit points.

Constructed Creature. An awakened object doesn't require air, food, drink, or sleep.

False Appearance. While the awakened object remains motionless, it is indistinguishable from a normal object of its type

Actions

Multiattack. The awakened toy soldier makes four stab attacks.

Stab. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d4 + 4) piercing damage.

Awakened Pocket Watch

Tiny construct (silver), unaligned

Armor Class 19 (natural armor)
Hit Points 70 (2d4 + 65)
Speed fly 10 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
22 (+6)	10 (+0)	10 (+0)	10 (+0)	10 (+0)	8 (-1)

Damage Resistances fire
Damage Immunities poison
Condition Immunities exhaustion, poisoned
Senses passive Perception 10
Languages Elven
Challenge 3 (700 XP)

Arcane Life. The awakened object gains an additional 60 hit points to a minimum max health of 70 hit points.

Constructed Creature. An awakened object doesn't require air, food, drink, or sleep.

False Appearance. While the awakened object remains motionless, it is indistinguishable from a normal object of its type

ACTIONS

Slam. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 8 (1d4 + 6) bludgeoning damage.

Awakened Tapestry

Large construct (cloth), unaligned

Armor Class 15 (natural armor + Dexterity)
Hit Points 76 (3d10 + 60)
Speed 20 ft., fly 10 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	10 (+0)	10 (+0)	10 (+0)	12 (+1)

Damage Vulnerability acid, fire, slashing
Damage Immunities poison
Condition Immunities exhaustion, poisoned
Senses passive Perception 10
Languages Auran

Challenge 3 (700 XP)

Arcane Life. The awakened object gains an additional 60 hit points to a minimum max health of 70 hit points.

Constructed Creature. An awakened object doesn't require air, food, drink, or sleep.

False Appearance. While the awakened object remains motionless, it is indistinguishable from a normal object of its type

ACTIONS

Multiattack. The awakened tapestry makes four slam attacks.

Slam. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (1d10 + 4) bludgeoning damage.

Awakened Stone Statue

Medium construct (stone), unaligned

Armor Class 16 (natural armor + Durable Assembly)
Hit Points 96 (8d8 + 60)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)

Damage Resistances acid, cold
Damage Immunities poison
Condition Immunities exhaustion, poisoned
Senses passive Perception 10
Languages Common
Challenge 3 (700 XP)

Arcane Life. The awakened object gains an additional 60 hit points to a minimum max health of 70 hit points.

Constructed Creature. An awakened object doesn't require air, food, drink, or sleep.

False Appearance. While the awakened object remains motionless, it is indistinguishable from a normal object of its type

Slow and Steady. Creator technique. The object has double its base maximum hit points.

Durable Assembly. Creator technique. The object has a +1 bonus to AC and resistance to a damage type of their choice (acid).

ACTIONS

Multiattack. The awakened stone statue makes four slam attacks.

Slam. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) bludgeoning damage.

Awakened Crystalline Staff of Charming

Small construct (crystal), unaligned

Armor Class 15 (natural armor + Dexterity)
Hit Points 70 (3d6 + 60)
Speed fly 20 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)

Damage Vulnerabilities thunder
Damage Immunities poison
Condition Immunities exhaustion, poisoned
Senses passive Perception 10
Languages Draconic
Challenge 3 (700 XP)

Arcane Life. The awakened object gains an additional 60 hit points to a minimum max health of 70 hit points.

Constructed Creature. An awakened object doesn't require air, food, drink, or sleep.

False Appearance. While the awakened object remains motionless, it is indistinguishable from a normal object of its type

Staff of Charming. An attuned creature holding the staff can use an action to expend 1 of the staff's 10 charges to cast charm person, command, or comprehend languages using the attuned creature's spell save DC. The staff regains 1d8 + 2 expended charges daily at dawn. Its attacks count as magical for overcoming damage resistances. If its last charge is expended, roll a d20. On a 1, the staff becomes a nonmagical quarterstaff. If the staff or an attuned creature holding the staff fails a saving throw against an enchantment spell that targets one of them, they can turn their failed save into a successful one. The staff can't use this property again until the next dawn.

Actions

Multiattack. The awakened crystalline staff of charming makes four slam attacks.

Slam. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d6 + 4) bludgeoning damage.

Autocast. As an action the awakened crystalline staff of charming can expend 1 charge to cast *charm person, command, or comprehend languages,* with spell save DC 12. If the staff is being held by an attuned creature, it can choose to use their spell save DC instead.

Reactions

Reflect Enchantment. If the staff or an attuned creature holding the staff succeed on a save against an enchantment spell that targets either of them (but not both), they can use one of their reactions to expend 1 charge from the staff and turn the spell back on its caster as if they had cast the spell.

APPENDIX VII: OBJECTS

The following content is sourced from the SRD 5.1

When characters need to saw through ropes, shatter a window, or smash a vampire's coffin, the only hard and fast rule is this: given enough time and the right tools, characters can destroy any destructible object. Use common sense when determining a character's success at damaging an object. Can a fighter cut through a section of a stone wall with a sword? No, the sword is likely to break before the wall does.

For the purpose of these rules, an object is a discrete, inanimate item like a window, door, sword, book, table, chair, or stone, not a building or a vehicle that is composed of many other objects.

Statistics for Objects

When time is a factor, you can assign an Armor Class and hit points to a destructible object. You can also give it immunities, resistances, and vulnerabilities to specific types of damage.

Armor Class. An object's Armor Class is a measure of how difficult it is to deal damage to the object when striking it (because the object has no chance of dodging out of the way). The Object Armor Class table provides suggested AC values for various substances.

Object Armor Class

Substance	AC
Cloth, paper, or rope	11
Crystal, glass, ice	13
Wood, bone	15
Stone	17
Iron, Steel	19
Mithral	21
Adamantine	23

Hit Points. An object's hit points measure how much damage it can take before losing its structural integrity. Resilient objects have more hit points than fragile ones. Large objects also tend to have more hit points than small ones, unless breaking a small part of the object is just as effective as breaking the whole thing. The Object Hit Points table provides suggested hit points for fragile and resilient objects that are Large or smaller.

Object Hit Points Size

Size	Fragile	Resilient
Tiny (bottle, lock)	2 (1d4)	5 (2d4)
Small (chest, lute)	3 (1d6)	10 (3d6)
Medium (barrel, chandelier)	4 (1d8)	18 (4d8)
Large (cart, 10-ft.-by-10-ft. window)	5 (1d10)	27 (5d10)

Huge and Gargantuan Objects. Normal weapons are of little use against many Huge and Gargantuan objects, such as a colossal statue, towering column of stone, or massive boulder. That said, one torch can burn a Huge tapestry, and an earthquake spell can reduce a colossus to rubble. You can track a Huge or Gargantuan object's hit points if you like, or you

can simply decide how long the object can withstand whatever weapon or force is acting against it. If you track hit points for the object, divide it into Large or smaller sections, and track each section's hit points separately. Destroying one of those sections could ruin the entire object. For example, a Gargantuan statue of a human might topple over when one of its Large legs is reduced to 0 hit points.

Objects and Damage Types. Objects are immune to poison and psychic damage. You might decide that some damage types are more effective against a particular object or substance than others. For example, bludgeoning damage works well for smashing things but not for cutting through rope or leather. Paper or cloth objects might be vulnerable to fire and lightning damage. A pick can chip away stone but can't effectively cut down a tree. As always, use your best judgment.

Damage Threshold. Big objects such as castle walls often have extra resilience represented by a damage threshold. An object with a damage threshold has immunity to all damage unless it takes an amount of damage from a single attack or effect equal to or greater than its damage threshold, in which case it takes damage as normal. Any damage that fails to meet or exceed the object's damage threshold is considered superficial and doesn't reduce the object's hit points.

CLASS | PLAYER NAME | TRADE | WORKSHOP

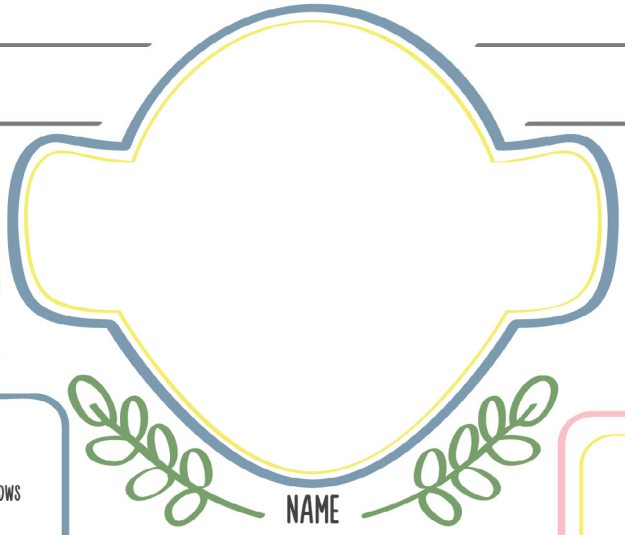
BACKGROUND | RACE | MEDIA PRIMARY | MEDIA SECONDARY

ALIGNMENT | LEVEL | EXP | LINGUA FRANCA | TIER

FAILURES | SUCCESSES

DEATH SAVES

PASSIVE PERCEPTION | INSPIRATION | PROFICIENCY BONUS



NAME

STRENGTH
- ____ SAVING THROWS
- ____ ATHLETICS

DEXTERITY
- ____ SAVING THROWS
- ____ ACROBATICS
- ____ SLEIGHT OF HAND
- ____ STEALTH

CONSTITUTION
- ____ SAVING THROWS

INTELLIGENCE
- ____ SAVING THROWS
- ____ ARCANA
- ____ HISTORY
- ____ INVESTIGATION
- ____ NATURE
- ____ RELIGION

WISDOM
- ____ SAVING THROWS
- ____ ANIMAL HANDLING
- ____ INSIGHT
- ____ MEDICINE
- ____ PERCEPTION
- ____ SURVIVAL

CHARISMA
- ____ SAVING THROWS
- ____ DECEPTION
- ____ INTIMIDATION
- ____ PERFORMANCE
- ____ PERSUASION

AC | INITIATIVE | SPEED

SPELLCASTING CLASS

SPELLCASTING ABILITY | SPELL SAVE DC | SPELL ATK BONUS

HP MAX ____

CURRENT HP | TEMP HP

TOTAL ____ | MAX ____

HIT DICE | STAMINA

WEAPON	ATK BONUS	DAMAGE / TYPE

ATTACKS & SPELLCASTING

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

DREAM PROJECT

TECHNIQUES

OTHER PROFICIENCIES & LANGUAGES

TOOL PROFICIENCIES

0 CANTRIPS

1 TOTAL SLOTS EXPENDED SLOTS

2

3

4

5

6

7

8

9

FEATURES & TRAITS

CP

SP

EP

GP

PP

TREASURE

MATERIALS

EQUIPMENT

CONTRIBUTORS

Designers



Shannon Campbell *(Editor-in-Chief)*

Shannon Campbell is a game designer, writer, and editor from Vancouver, BC. They helm Astrolago Press and previously published the 5e bestiary *Faerie Fire*.

wordweasel.ca
twitter.com/wordweasel



Damon Hines *(Designer)*

Damon Hines is a video game developer and birb-dad living in Vancouver, BC. He plays in or runs far too many roleplaying game sessions each week.

linkedin.com/in/damon-a-hines



Dillon MacPherson *(Designer)*

Dillon MacPherson is a full-time designer and foodie originally from the Yukon, now found in Vancouver, BC. Secret Tip: To build *Faerie Fire*'s Illuminated Blade, make glass out of moon sand.

linkedin.com/in/dillonmacpherson
twitter.com/DillonJMac



Conley Presler *(Graphic Designer)*

Conley is an illustrator and production tech from the Pacific Northwest who loves video games, baking, and sleep.

twitter.com/conleydraws

Artists



Rii Abrego *(pg. 74)*

Rii Abrego is a chicanx illustrator and comic artist based in the southern USA.

twitter.com/riibrego
riibrego.wixsite.com/portfolio



Angela An *(pg. 30)*

Angela lives in Vancouver, making art for games and animation with work on *My Little Pony The Movie* and *Carmen Sandiego*. She enjoys walking her 3 dogs, rock climbing, and snowboarding.

instagram.com/angelaan
angelaan.com



Kamille Areopagita *(pg. 36)*

Kami is a bite-sized illustrator and animator based in the Philippines. When not working on her art and animation work, she loves to cuddle with her dogs, travel, tinker with her kalimba, and spin stories.

k-areo.carbonmade.com



Madi Ballista *(pg. 63-65)*

Madi is gay and draws maps. She also likes to make games and write about robots. Her most treasured pastime is making up false boat facts. She once mailed a milkshake across the country to prove a point.

twitter.com/runawayballista
runawayballista.com



Morgan Beem *(pg. 4)*

Morgan Beem is a comic artist and illustrator who works with ink and watercolor. Her work includes *The Family Trade, Adventure Time,* and *Planet of the Apes*. She is also a donut and whiskey enthusiast.

morganbeemart.com



Julie Benbassat (JBass) *(pg. 34)*

Julie Benbassat (JBASS) is an illustrator and painter recently graduated from RISD located in between Philly and New York.

j-bass.com



Laura Bifano *(pg. 52-53)*

Laura Bifano is an artist and illustrator from Vancouver, BC. She primarily works in animation as a background designer. On the weekends she enjoys rock climbing and hiking in the mountains.

laurabifano.com



Xanthe Bouma *(pg. 40-41)*

Xanthe Bouma is a beach-lounging prince driven by the power of friendship, fashion and food!

xanthebouma.com
twitter.com/xoxobouma



Dawn Carlos *(pg. 91)*

Dawn is a senior concept artist & illustrator working in games. She also loves to work on her own art and sketchbook heavily inspired by nature, mossy rocks, foggy forests, and gnarled mushrooms.

dawncarlosart.com



Ron Chan *(pg. 79)*

Ron Chan is a comic book and storyboard artist from Portland, OR. He is best known for his art on *Plants vs Zombies,* the comic.

ronchan.net
twitter.com/RonDanChan



Chan Chau *(pg. 69)*

Chan Chau is a cartoonist and illustrator born and raised in Minnesota. They primarily make comics but have also worked in TV animation.

chanchauart.com



Elaine Chen *(pg. 128-130, 133, 135)*

When not working full time in video games, Elaine can be found painting with traditional media under the sun. She also enjoys making comics out of her feelings and sharing her thoughts with the world.

tinycloversart.com
instagram.com/tiny.clovers



Yvo Cisneros *(pg. 46)*

Yvo is your local chicanx illustrator from Texas!

totorolls.tumblr.com



Lexxy Douglass *(pg. 128, 134, 136-137, 139)*

Lexxy is a concept and production artist in the PNW, putting their weird, grubby little raccoon hands all over everyone's video games and drawing various apothecarial goods in their free time.

alexandra-douglass.com
twitter.com/lexxercise



Elemei *(pg. 99)*

Grown in the US Southeast, Elemei likes drawing and dislikes being cold.

twitter.com/elfemei



Cat Farris *(pg. 95)*

Cat Farris is an illustrator and comic book artist based in Portland, OR.

cattifer.com



Nico Figueroa *(pg. 116)*

Nico is a queer illustrator based in New Hampshire. In their downtime Nico loves to read comics, eat pizza, wear makeup, and take care of their plants.

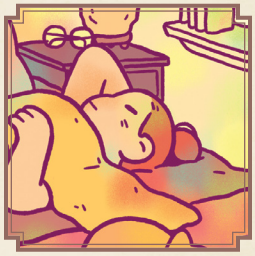
twitter.com/littlestarpu



Marina Fraguas *(pg. 120)*

Marina Fraguas is an illustrator, author, and the creator of the invisible and magical creatures the Invisibilis. Her favorite medium is watercolor and she loves painting nature and designing characters.

instagram.com/marinafraguasart
cargocollective.com/marinafraguas



Caroline Frumento *(pg. 8)*

Caroline Frumento is a New Jersey-based illustrator and comic artist. In addition to her freelance work, Caroline enjoys working on slice-of-life comics about her job, husband, and three cats.

carolinefrumentoart.com
twitter.com/beebooties



Bex Glendining *(pg. 96)*

Bex Glendining is a UK-based comics and games illustrator and colorist. When not working, Bex can usually be found fussing their cat, playing games with friends, or looking for new plants.

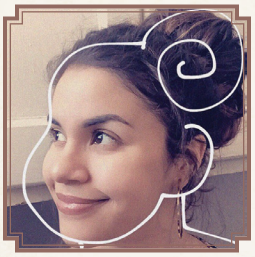
twitter.com/lgions
lgions.com



Céli Godfried *(pg. 112)*

Céli is an illustrator and graphic designer from the Netherlands based in Denmark. She enjoys creating soft and kind art. When she isn't drawing, she loves to hug cats passionately.

*twitter.com/pianta_*
pianta.strikingly.com



Maddi Gonzalez *(pg. 54)*

Maddi Gonzalez is a Mexican-American cartoonist from the Rio Grande Valley.

maddigzlz.weebly.com
instagram.com/maddigzlz



Alane Grace *(pg. 117)*

Los Angeles-based illustrator Alane Grace has been taking professional freelance work since 2015. She likes winter and peppermint hot chocolate.

twitter.com/Aleikats
instagram.com/aleikats



Tabitha Grow *(character sheet & spell cards)*

Tabitha is a queer illustrator and graphic designer from the PNW, currently living as a witch in the middle of the woods with her three cats. Her interests include horror, TTRPGs, and magical girls.

twitter.com/omgtabby



Nicole Gustafsson *(pg. 44-45)*

Nicole Gustafsson is a full-time illustrator in the Pacific Northwest. She makes media paintings featuring everything from adventuring woodland characters to elaborate environments and landscapes.

nimasprout.com



Annabelle Hayford *(pg. 109)*

Annabelle is an illustrator currently pursuing a BFA in illustration at MICA. Their current body of work consists of diverse characters and narratives, good vibes, and lot of pastel colors.

annabelle-hayford.com
twitter.com/sparklyfawn



Cleonique Hilsaca *(pg. 48-49)*

Cleonique Hilsaca is a Honduran illustrator living in Savannah, GA. She graduated from the Savannah College of Art & Design with a B.F.A. in illustration and a minor in graphic design.

cleonique.com



Tait Howard *(pg. 56-57)*

Tait Howard is an artist and writer from the Pacific Northwest. He likes painting, the rain, and every dog on earth.

hiddenlairclothing.com



Kathryn Inkson *(pg. 125)*

Kathryn Inkson is a pocket-sized illustrator from the UK who loves nature and wildlife!

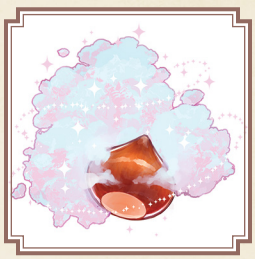
kathryn-inkson.co.uk



Kitkaloid ***(pg. 43)***

Kitkaloid is a Swedish artist who loves character design, drawing facial expressions, forget-me-nots, and the rain. Rain is the best weather ever, and there is no convincing her otherwise!

instagram.com/kitkaloid



Amelie Lavender *(pg. 130-131, 134, 138)*

Amelie is a cat-hugging, food-eating, game-loving illustrator who won't let being blind stop them from drawing flowers. And girls.

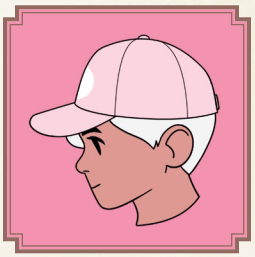
ameliemakes.art
twitter.com/amelielavender



Leafy *(pg. 119)*

Leafy is an artist from and based in Melbourne, Australia who loves drawing vibrant, sweet, and calm things.

twitter.com/ieafysapien



Little Corvus *(pg. 78)*

Little Corvus is an Eisner-nominated cartoonist and illustrator from Seattle who has worked with Dark Horse, Random House, Chronicle and more. They love positive, diverse stories and the color pink.

littlecorvusart.com



Kristina Luu *(pg. 72)*

Kristina is a cis-queer Vietnamese-Canadian cartoonist and the creator of *Intercosmic*, a LGBT+ fantasy webcomic. She loves using bold lines and bright colors to create stories full of whimsy and heart.

kristinaluu.com



Nina Matsumoto *(pg. 88)*

Nina (a.k.a. "space coyote") is a proud Scorpio and Eisner Award-winning comic artist based in Vancouver, BC. She is the artist for *Sparks!*, and designs video game merchandise for Fangamer.

spacecoyote.com
twitter.com/spacecoyotl



Peo Michie *(pg. 81)*

Peo Michie is a Birraranga/Melbourne-based illustrator, comic artist and zine maker. Peo's digital illustrations usually focus and celebrate queer femme characters.

instagram.com/peomichie
twitter.com/peomichie



Sas Milledge *(pg. 38)*

Sas Milledge is an illustrator and comic artist based in Melbourne, Australia who can usually be found hanging out in the woods with her dog.

sasmilledge.com
twitter.com/sasbatcii



Vanessa Morales (Phonemova) *(pg. 121)*

Vanessa Morales (Phonemova) is a Mexican illustrator and creatures enthusiast from Chiapas who loves to live between colors, nature, and fantasy along with culture.

twitter.com/phonemova
phonemova.carbonmade.com



Olivia Chin Mueller *(pg. 124)*

Olivia is a kid lit illustrator who lives in RI with her cat, Minnow. She has done work for Tundra Books, Golden Books, Scholastic Press, Simon & Schuster, and more!

oliviachinmueller.com
twitter.com/ocmillustration



Killian Ng *(pg. 60)*

Killian Ng is an artist working in comics and animation as an illustrator, colorist, and background painter near Toronto. They are also secretly 8 plants stacked up in a coat.

cargocollective.com/viivus-draws
twitter.com/VViiNNG



Aatmaja Pandya *(pg. 94)*

Aatmaja Pandya is a cartoonist and illustrator from New York. She plays an incredibly sexy musician with a terrible personality in her current tabletop campaign and loves him like a son.

aatmajapandya.com



Shelli Paroline *(pg. 126)*

Shelli Paroline is an Eisner-winning artist of the *Adventure Time* comics, *The Midas Flesh*, and *Making Scents*. Shelli is co-director of the Massachusetts Independent Comics Expo and lives in Salem, MA.

shelliparoline.com



Rachel "Tuna" Petrovicz *(pg. 68)*

Fan of the cute and the occult, Tuna is a Vancouver-based illustrator and comic artist. Past anthologies and collections include *Faerie Fire*, *The Witching Hours*, and *Amplify Her.*

artbytuna.com
instagram.com/tunasnaps



Natália Prata *(pg. 122)*

Natália Prata is an illustrator and colorist from Brazil who loves to draw cute and magical things.

instagram.com/nyatche
twitter.com/nyatche



Michelle Ramos *(pg. 123)*

Michelle is a Filipino-Canadian animator who loves bright colors, video games, and cute girls!!

michellerart.com
twitter.com/eelbeats



Tessa Joyce Riecken *(pg. 85)*

Tessa is a digital artist who lives in Vancouver, BC and works as a character designer in animation. One day she will achieve her goal of publishing a comic, and then retire on a ranch with 100 dogs.

tjriecken.com



Ariel Slamet Ries *(pg. 58)*

Ariel Ries is a comic artist and eggplant enthusiast hailing from Melbourne, Australia. They spend most of their time not making money, and instead working on their web-comic *Witchy*.

arielries.tumblr.com
witchycomic.com



Faith Schaffer *(pg. 146)*

Faith is an illustrator and background designer for TV animation in LA. She loves dessert, naps, comics, and fantasy.

faithschaffer.com



Kate Sheridan *(pg. 32)*

Kate Sheridan is a queer nonbinary fantasy illustrator and comic creator from Philadelphia, PA. She loves *Dungeons & Dragons* and girls with swords.

katesheridanart.com
twitter.com/killswitchkatie



Steenz *(pg. 106)*

Steenz is a St. Louis-based cartoonist and editor. She is the co-creator of Dwayne McDuffie Award-winning *Archival Quality* and is featured in several short story anthologies.

oheysteenz.wixsite.com/portfolio



Anoosha Syed *(pg. 118)*

Anoosha Syed is an illustrator and character designer based in Toronto. She has published over 20 picture books and has worked for studios that include Disney Jr, PBS, and Dreamworks TV.

anooshasyed.com
twitter.com/foxville_art



Jesse Turner *(pg. 140-145)*

Jesse "the Drawbarian" Turner is an artist and game developer out of Vancouver, BC.

twitter.com/jouste
www.instagram.com/drawbarian



Jori van der Linde *(pg. 114)*

Jori is a Vancouver-based illustrator who has been recognized by the Society of Illustrators (New York & Los Angeles), The National Magazine Awards, Creative Quarterly, and 3x3 Magazine.

jorivanderlinde.com



Ver *(pg. 50)*

Ver is a humble potato from Eastern Europe. They like to write and draw stories about distant worlds and unusual people.

twitter.com/verface



Emily Walus *(pg. 101)*

Emily is an illustrator and designer from New Jersey. She currently works in the animation industry and resides in Los Angeles.

emilywalus.com



Sarah Webb *(cover)*

Sarah Webb is a freelance artist from Alaska working in comics, games, and animation. She currently writes, illustrates, and self-publishes the webcomic *Kochab*, and paints backgrounds at Cartoon Network.

artofsarahwebb.com
twitter.com/bearsarered



Isadora Zeferino *(pg. 129, 132-133, 135, 137 & endpapers)*

Isadora Zeferino is a Brazilian freelance illustrator with a passion for all things brightly colored, silly, and heartwarming.

imzeferino.com
instagram.com/imzeferino



Toni Zhang *(pg. 26)*

Toni is an animator working in Vancouver, BC with a verdant garden of grass type Pokémon and not a single living houseplant.

zedlast.com

Special thanks to Andrea Demonakos, Char Light, David Malki !, Jimmy Presler, Janani, Desiree Wilson, Allison Friebs, and the DOTS RPG Project for consultation on this project.

And to our playtesters, who provided valuable feedback: Mike Bell, Michael Berglund, Zachary Braun, Chris Costa, JD Crouch, CM Ford, Stephen Garcia, Matt Kidd, Matthew Marteinsson, Hugo Moraleida, Mandy Morland, Nicholas Plouffe, Kris Ruff-Frederickson, Victoria Squire, David Stoddard, Jesse Turner, and Kevin Wilson.

CRAFTMASTERS

Witch+Craft was Kickstarted in March 2018 with the support of over 4,000 backers, and we're eternally grateful for their passion and curiosity. Every backer deserves thanks and consideration for their contribution to the campaign, but a select number of people backed at exceptionally high tiers, earning them the status of Craftmaster.

We encourage you to turn to this section when you need to name an NPC—such as a curmudgeonly but warm-hearted mentor—in your own adventures. The backers below are listed in alphabetical order by first letter.

Craftmasters Enshrined

Three Craftmasters in particular went above and beyond the call, generously allowing their original characters to appear in the pages of Witch+Craft and in the world of Cape Verdigris.



Airgead Frostbeard, the dedicated dragonborn smith from Silverstruck, is an original creation by Jacob D Sharp.



Ji, the mysterious marble-maker from Tapestry Hills, is an original creation by Lucky Hand Dice.



Snakhur, the gold-hearted half-orc tailor from Cascade, is an original creation by Tony Martinez.

Thank you for allowing us to play with your characters. We hope we gave them a good home in Cape Verdigris!

@kronotriga
A Large Piano
Aaron D. Irvine
Aaron Grindstaff
Aaron Kneipper
Aaron Spinney
Adam Marquardt
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