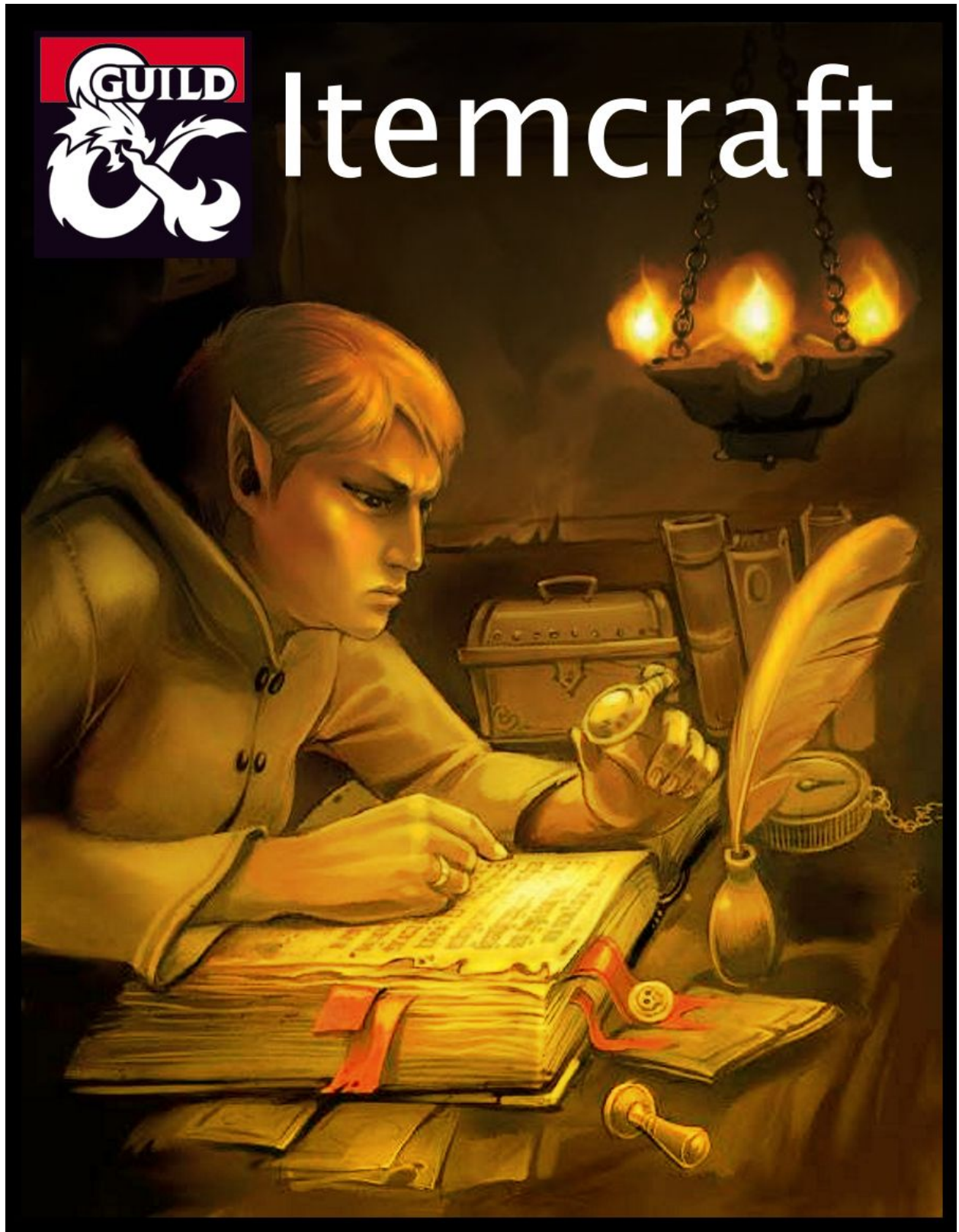




Itemcraft



ITEMCRAFT

Beyond the thrills of exploration and adventure, some skilled folk take pride in their craft and artisanship, and supplement the loot and purchases of their parties with handcrafted items. The rules below govern four forms of item creation: Blacksmithing, Clothcraft, Herbalism, and Enchanting, each responsible for a domain of items.

ITEMCRAFT TOOLS

There are a number of tools used in the four arts listed below. If you have proficiency in the use of those tools, you can attempt to perform itemcraft of the appropriate variety. The table below shows the tools needed for item synthesis.

TABLE: CRAFTS AND TOOLS

Craft	Tools
Blacksmithing	Smith's tools Carpenter's tools Leatherworker's tools
Clothcraft	Weaver's tools Leatherworker's tools
Enchanting	Enchanter's supplies Calligraphers supplies
Herbalism	Herbalism kit Poisoner's kit

Enchanter's supplies are an item not present in the Player's Handbook. A set of enchanter's supplies costs 45gp and weighs 6lbs. Alternately, your DM may substitute enchanter's supplies for alchemist's supplies if it suits your table better.

COMPETENCY

Your level of skill in a set of tools is called "competency". This value increases as you level up, in accordance with your proficiency bonus. The table below shows your level of competence, as dictated by your proficiency bonus.

TABLE: COMPETENCY

Proficiency Bonus	Competence level
+2	Novice
+3	Practiced
+4	Skilled
+5	Expert
+6	Master

When you enter a competence level, you can attempt any recipe available to that level or the levels below it.

BLACKSMITHING

Blacksmithing is the art of forging metal into instruments of war and exploration.

CRAFTING WEAPONS, METAL ARMOR, AND ITEMS

By spending the cost in resources and time, you can make a Strength (Smith's tools) check to attempt to craft a recipe you know. On a successful check, your resources are expended and you create the item. On a failed check, you create nothing of any particular use, and half the material resources are lost. If the recipe names a specific material component with a cost, you must make a Strength (Smith's tools) check

to salvage it (DC equal to the recipe's difficulty).

You can craft a number of items at once equal to your proficiency bonus. You must have the required material components for each recipe at the beginning of the crafting process. If you require a material component for multiple recipes, you must finish one recipe before using the component for another, provided the material isn't consumed in the process.

THE FORGE

To craft an item with your smith's tools, you need access to heat, an anvil and a quench tank. Heat is necessary to make your metal workable. An anvil is a large metal table used as a striking surface for your hammer, often with a curved horn on one side for shaping metal more easily. A quench tank is a trench of oil or brine used to quench hot metal. A quench tank is sometimes vertical, like a tall, narrow barrel, rather than horizontal.

Although the most obvious way to acquire these tools is to find a blacksmith's shop or forge, sometimes necessity will require you to improvise with what you have. You might use an unusually flat boulder for an anvil, or a modified campfire for heat, or a calm lake as a quench tank. In these cases, your DM might allow you to smith, under the condition that the difficulty of the recipes you're attempting will increase at their discretion.

RECIPES

The recipes you know are dictated by your competence level with Smithing tools. Certain recipes are available immediately to Novice blacksmiths. As you increase your competence in smithing, you will gain access to more recipes.

Certain recipes will require proficiency in different tools as well. In the case of blacksmithing, wooden weapons and components require proficiency in carpenter's tools, and leather weapons and components require proficiency in leatherworker's tools. These proficiencies can be ignored by cooperating with another artisan with the required proficiency.

WEIGHT

There is no imposed limit to the number of items you can craft and store, but each item has a weight listed in pounds in its recipe, and upon completion it contributes to your carrying capacity. It is inadvisable, but not impossible, to craft items while heavily encumbered.

COST

The cost listed in each recipe represents the metals, components, and catalysts used in the process of synthesis. If the cost is in terms of coin, it is generic, and requires no particular action to seek out and purchase or forage. If the cost names a specific material component, such as a precious gem or the trimmings of a creature, you must be in possession of the component before you can craft the recipe. Specific components with a cost listed next to them are consumed by the crafting process, while components with no cost are reusable and aren't consumed.

For instance, if a recipe names 50gp worth of iron filings and a silver hammer, you lose the filings in the process of crafting, but not the hammer.

ATTUNEMENT

Some powerful types of items require attunement to use, and in particular cases,

attunement by only certain kinds of creatures. If an item requires attunement, it will be listed in the item's recipe.

SCRAPPING

You can convert metal objects, such as weapons, armor, instruments, tools, and other metal paraphernalia into scrap metal and components that lowers the cost of your recipes. One pound of weight in a predominately metal object converts into one pound of scrap metal. It's up to your DM's discretion what classifies as a predominately metal object.

At the beginning of the smithing process, you can expend up to half the recipe's weight in salvaged materials to halve the generic cost of the recipe. An item can't be composed of more than half salvaged materials without impacting the item's quality and reducing its value.

Magical items melted down in this way lose their properties, unless specified otherwise in the cost of a recipe.

REPAIRING SMITHING ITEMS

If you have access to a forge, you can also repair items with your smithing tools. To repair a metal item, such as a weapon or armor, make a Strength (Smith's tools) check. The difficulty of this check is equal to the difficulty of crafting an item of equal quality. If there's no recipe for the item you're attempting to repair, the DM will supply a value.

If a weapon or armor is seriously damaged, such as a snapped blade or a complete rend, it may be beyond salvaging. A good rule of thumb is that an item with multiple similarly-sized fragments is probably too damaged to repair.

A destroyed weapon loses its magical properties, and repairing it will not restore them.

CLOTHCRAFT

Clothcraft is the art of turning raw fabric into articles of clothing that stave off the elements, store possessions, and act as symbols of status. Clothcraft is commonly divided into two sub-crafts: leatherworking and sewing, each with its own uses and history.

CRAFTING CLOTHES AND LIGHT ARMOR

By spending the cost in resources and time, you can make a Dexterity (Sewing kit) check to attempt to craft a recipe you know. The difficulty of this check is listed in the item's recipe.

On a successful check, your resources are expended and you create the item. On a failed check, you create nothing, and half the material resources are lost.

If the recipe names a specific material component with a cost, you must make a Dexterity (Sewing kit) check to salvage it (DC equal to the recipe's difficulty).

You can craft a number of items at once equal to your proficiency bonus. You must have the required material components for each recipe at the beginning of the crafting process. If you require a material component for multiple recipes, you must finish one recipe before using the component for another, provided the material isn't consumed in the process.

RECIPES

The recipes you know are dictated by your competence level with Sewing kits. Certain

recipes are available immediately to Novice sewers. As you increase your competence in clothcraft, you will gain access to more recipes.

Certain recipes will require proficiency in different tools as well. In the case of clothcraft, light armor requires proficiency in leatherworker's tools.

COST

The cost listed in each recipe represents the thread, cloth, and other components used in the process of synthesis. If the cost is in terms of coin, it is generic, and requires no particular action to seek out and purchase or forage. If the cost names a specific material component, such as silver thread or the pelt of a particular creature, you must be in possession of the component before you can craft the recipe. Specific components with a cost listed next to them are consumed by the crafting process, while components with no cost are reusable and aren't consumed.

For instance, if a recipe names 50gp worth of silver thread and a mithril needle, you lose the thread in the process of crafting, but not the needle.

WEIGHT

There is no imposed limit to the number of items you can craft and store, but each item has a weight listed in pounds in its recipe, and upon completion it contributes to your carrying capacity. Although the weight of most clothcraft items is negligible, some light armors weigh enough that it is best to consider your carrying capacity before starting.

ATTUNEMENT

Some powerful types of items require attunement to use, and in particular cases, attunement by only certain kinds of creatures. If an item requires attunement, it will be listed in the item's recipe.

SALVAGING

You can convert clothes, cloaks, and other cloth items into raw material to use in your craft. One pound of weight in a predominately cloth object converts into half a pound of recycled cloth. It's up to your DM's discretion what classifies as a predominately cloth object.

At the beginning of the sewing process, you can expend up to the recipe's weight in salvaged materials to halve the generic cost of the recipe. An item composed of more than half recycled material has a patchwork appearance, and may be prone to tearing, as the fabric is already worn.

Magical clothes and cloth items recycled in this way lose their properties, unless specified otherwise in the cost of a recipe.

REPAIRING CLOTH ITEMS

You can also repair cloth items with your sewing tools. To repair a cloth item, make a Dexterity (Sewing kit) check. The difficulty of this check is equal to the difficulty of crafting an item of equal quality. If there's no recipe for the item you're attempting to repair, the DM will supply a value. Repairing light armor requires a Dexterity (Leatherworker's tools) check instead.

If the item is seriously damaged, it may be beyond salvaging. A good rule of thumb is that an item torn into multiple similarly-sized fragments is probably too damaged to repair, though it may be recycled into an item of the same value.

An enchanted piece of clothcraft loses its magical properties when seriously damaged, and repairing it will not restore them.

ENCHANTING

Enchanting is the art of imbuing mundane objects with arcane energy, enhancing the abilities of magic users and granting magic-like abilities to the non-arcane.

ENCHANTING ITEMS

By spending the cost in resources and time, you can make an Intelligence (Enchanter's supplies) check to attempt to craft a recipe you know. The difficulty of this check is listed in the item's recipe.

On a successful check, your resources are expended and you create the item. On a failed check, you create nothing, and half the material resources are lost.

If the recipe names a specific material component with a cost, you must make an Intelligence (Enchanter's supplies) check to salvage it (DC equal to the recipe's difficulty).

You can craft a number of items at once equal to your proficiency bonus. You must have the required material components for each recipe at the beginning of the crafting process. If you require a material component for multiple recipes, you must finish one recipe before using the component for another, provided the material isn't consumed in the process.

RECIPES

The recipes you know are dictated by your competence level with Enchanter's supplies. Certain recipes are available immediately to Novice enchanters. As you increase your

competence in enchanting, you will gain access to more recipes.

Certain recipes will require proficiency in different tools as well. In the case of enchanting, scrolls requires proficiency in calligrapher's supplies.

COST

The cost listed in each recipe represents the arcane catalysts and components used in the process of synthesis. If the cost is in terms of coin, it is generic, and requires no particular action to seek out and purchase or forage. If the cost names a specific material component, such as precious gem dust or the blood of a magical creature, you must be in possession of the component before you can craft the recipe. Specific components with a cost listed next to them are consumed by the crafting process, while components with no cost are reusable and aren't consumed.

For instance, if a recipe names 50gp worth of onyx dust and an ashwood wand, you lose the dust in the process of crafting, but not the wand.

ATTUNEMENT

Some powerful types of items require attunement to use, and in particular cases, attunement by only certain kinds of creatures. If an item requires attunement, it will be listed in the item's recipe.

DISENCHANTING AND REMOVING CURSES

Enchanting is a special art, in that its effects can be reversed by other enchanters, should the need arise. To remove the enchantment from an item, make an Intelligence (Enchanter's supplies) check. You are attempting to supersede the craft

and ingenuity of the original enchanter: if your check is higher than the Intelligence check of the item's original enchantment, the item becomes mundane. Otherwise, the removal fails, and the item retains its magical properties. Curses can also be removed from items in this fashion, retaining the magical properties of the item but removing the restrictions.

Certain items cannot be unenchanted, as their magic is innate to their construction. For instance, a mithril sword, the magical nature of which overcomes some resistances to non-magical damage, cannot be rendered mundane, as the mithril itself is magical by nature.

REPAIRING MAGIC ITEMS

Damaged magical items can be repaired only under certain conditions. The item must be whole, or its damages must be minor: a cracked magical sword can be restored, for example, but a fragment of a magical sword cannot. The enchanter must also have access to the school of magic that the enchantment belongs to. Finally, the enchanter must be of a proficiency level high enough to perform an enchantment of the same quality.

If these conditions are met, you can make an Intelligence (Enchanter's supplies) check to restore the item's enchantment. The difficulty of this check is the difficulty listed in an enchanting recipe of the same quality. If the enchantment has no recipe, the DM will provide a value.

Torn or illegible scrolls cannot be repaired in this way, as their paper composition is too fragile to be charged with arcane energy more than once.

IDENTIFYING MAGIC ITEMS

An enchanter of a certain caliber can recognize the marks of their trade in magic items enchanted by other craftsmen. To identify the effects of a particular enchantment, make an Intelligence (Enchanter's supplies) check. If the check exceeds the difficulty of enchanting the item, you learn the item's magical properties, restrictions, and curses, if any are present.

Scrolls do not need to be identified in this way. Their meaning is made plain as a part of their construction so that non-magical folks can utilize them.

HERBALISM

Herbalism is the art of synthesizing plants and natural components to create potions, salves, and poisons.

CRAFTING POTIONS AND POISONS

By spending the cost in resources and time, you can make a Wisdom (Herbalism kit) check to attempt to craft a recipe you know. The difficulty of this check is listed in the item's recipe.

On a successful check, your resources are expended and you create the item. On a failed check, you create nothing, and half the material resources are lost.

If the recipe names a specific material component with a cost, you must make a Wisdom (Herbalism kit) check to salvage it (DC equal to the recipe's difficulty).

You can craft a number of items at once equal to your proficiency bonus. You must have the required material components for each recipe at the beginning of the crafting process. If you require a material component for multiple recipes, you must

finish one recipe before using the component for another, provided the material isn't consumed in the process.

RECIPES

The recipes you know are dictated by your competence level with Herbalism kits. Certain recipes are available immediately to Novice herbalists. As you increase your competence in herbalism, you will gain access to more recipes.

Certain recipes will require proficiency in different tools as well. In the case of herbalism, advanced poisons require proficiency in Poisoner's kits.

COST

The cost listed in each recipe represents the herbs, components, and catalysts used in the process of synthesis. If the cost is in terms of coin, it is generic, and requires no particular action to seek out and purchase or forage. If the cost names a specific material component, such as a precious gem or the trimmings of a creature, you must be in possession of the component before you can craft the recipe. Specific components with a cost listed next to them are consumed by the crafting process, while components with no cost are reusable and aren't consumed.

For instance, if a recipe names 50gp worth of iron filings and a limestone mortar, you lose the filings in the process of crafting, but not the mortar.

TYPE

Herbalism recipes come in four basic types: contact, ingested, inhaled, and injury. These types refer to the delivery method of the item. **Contact** items need to make contact with skin in order to confer their effects,

while **ingested** items need to be consumed, and **inhaled** items must be breathed in. If a recipe has multiple types, it can be delivered through any of the listed means.

Injury items are special, in that they must be applied to a weapon that deals piercing or slashing damage, then delivered by a successful melee attack. An injury-type item can be applied as an action in combat and lasts until used. After the effects of the item are delivered, whether resisted or not, the application fades and the weapon returns to normal.

Partial delivery of an item is grounds for partial effects. For instance, if a creature only consumes half a phial of a potion, the duration or potency might be halved; if a creature holds their breath, they might get advantage on an Endurance check made to resist an inhaled poison.

POTENCY

Some of your recipes will require a creature to make an Endurance check against your potency DC. This refers to the strength of your creations, and uses your Wisdom modifier to determine how difficult it is to resist a recipe's effects. Your potency DC is calculated below.

Potency DC = 8 + your competence bonus
+ your Wisdom modifier

FORAGING

When making the decision to synthesize an item, you can add a day to the item's crafting time to account for time spent foraging for the appropriate supplies. Make an Intelligence (Nature) or Wisdom (Survival) check (your choice), and if the result is higher than the item's crafting difficulty, you find enough materials to halve

the item's generic cost. If the result is lower, you are unable to find any of the appropriate components in nature, and the cost remains the same. You may choose to abandon crafting the item at this stage without expending any material resources.

This feature can only be used when surrounded by an appropriate environment, the nature of which is at the DM's discretion. For instance, if you're salvaging for a Potion of Water Breathing, the DM might rule that you need herbs from the bed of a river or lake, and disallow the use of this feature while you're in a particularly dry environment like a desert or open plains.

RECIPES

Each form of itemcraft draws on a repertoire of recipes to craft items. These items are organized and described below.

RECIPE LISTS

Each recipe belongs to a different discipline of itemcraft, as shown below.

BLACKSMITHING

NOVICE

- Ammunition
- Common Armor
- Common Shields
- Common Weapons
- Nonmetal Weapons

PRACTICED

- Improved Ammunition
- Improved Weapons
- Improved Nonmetal Weapons
- Silvered Weapons
- Strange Weapons

SKILLED

- Mithril Armor
- Quick-Release Armor
- Shield of Deflection
- Walloping Ammunition

EXPERT

- Elegant Ammunition
- Elegant Weapons
- Elegant Nonmetal Weapons
- Improved Armor
- Improved Shields
- Vicious Edge

MASTER

- Adamantine Armor
- Adamantine Weapons
- Elegant Armor
- Elegant Shields

CLOTHCRAFT

NOVICE

- Common Clothes
- Common Light Armor
- Hewn Items

PRACTICED

- Mage Robes
- Traveller's Clothes

SKILLED

- Costume Clothes
- Fine Clothes
- Improved Light Armor
- Improved Mage Robes

EXPERT

- Improved Traveller's Clothes

MASTER

- Elegant Light Armor
- Elegant Mage Robes

ENCHANTING

NOVICE

- Ever-Handy Charm
- Minor Elemental Touch
- Scroll of Minor Spellcraft

PRACTICED

Elemental Ammunition
Mending Touch
Radiant Weapons
Scroll of Lesser Spellcraft

SKILLED

Extra-Ordinary Touch
Lesser Elemental Touch
Resistant Touch
Soulbound Weapons
Scroll of Spellcraft

EXPERT

Divine Weapons
Greater Elemental Touch
Spatial Imbalance
Scroll of Greater Spellcraft

MASTER

Immune Touch
Scroll of Master Spellcraft

HERBALISM

NOVICE

Antidote
Antitoxin
Common Poison
Potion of Healing

PRACTICED

Balm of Barkskin
Elixir of Focus
Paralytic Venom
Potion of Resistance
Potion of Water Breathing
Powder of Blindness
Powder of Fear
Rogue Poison

SKILLED

Balm of Stoneskin
Drought of Sustenance
Drought of Vitality
Greater Antidote
Philter of Invisibility
Potion of Diminution

Potion of Growth
Potion of Healing
Powder of Fire Breath
Sting of the Dark
Truth Dust
Venomous Dust

EXPERT

Assassin Poison
Balm of Steelskin
Dragon Philter
Ichor of Life
Ointment of Arcane Sight
Philter of Greater Invisibility
Potion of Flying
Potion of Healing

MASTER

Elixir of Longevity
Kingkiller Poison

RECIPE

DESCRIPTIONS

Recipes are divided by section, then listed alphabetically.

BLACKSMITHING

ADAMANTINE ARMOR

Prerequisite: Smith's Tools (Master)

Time: 14 days

Cost: Ten times the chosen armor's cost, 500gp worth of adamantine

Weight: The chosen armor's weight

Difficulty: 18

A set of armor forged from rare adamantine, the hardest mineral in the known world. Choose one set of medium or heavy armor, excluding hide armor. The result is an adamantine version of the chosen armor, with the following property:

while you're wearing this armor, any critical hits made against you become normal hits.

Light armors and hide armor are excluded from this recipe, as they're made mostly of leather or cloth, and therefore cannot be made of adamantine.

ADAMANTINE WEAPONS

Prerequisite: Smith's tools (Master)

Time: 14 days

Cost: Ten times the chosen weapon's cost, 500gp worth of adamantine

Weight: The chosen weapon's weight

Difficulty: 17

A weapon made from adamantine, the hardest mineral in the known world. Choose one simple or martial weapon, excluding clubs, greatclubs, quarterstaves, slings, whips, and nets. The weapons listed above are excluded because they are made mostly of wood (or leather, for the whip and sling, and rope, for the net), and therefore cannot be made of adamantine.

The result is a +1 version of the chosen weapon, with the following additional properties:

- This weapon counts as magical for the purposes of overcoming damage resistance and immunity.
- This weapon cannot be destroyed except in magical forges and flames.
- This weapon overcomes the critical hit resistance of adamantine armor.

AMMUNITION

Prerequisite: Smith's tools (Novice), Carpenter's tools (Novice)*

Time: 3 days

Cost: Half the chosen bundle's cost

Weight: The chosen bundle's weight

Difficulty: 12

A bundle of ammunition, made from light metals and common wood. Choose one of the following forms of ammunition: arrows (20), blowgun needles (50), crossbow bolts (20), and sling bullets (20).

You must have competency in carpenter's tools to make arrows and crossbow bolts.

COMMON ARMOR

Prerequisite: Smith's tools (Novice)

Time: 7 days

Cost: Half the chosen armor's cost

Weight: The chosen armor's weight

Difficulty: 12

A simple set of armor, made from common metals. Choose one set of medium or heavy armor, excluding hide armor. A competent creature wearing this armor has an Armor Class equal to the chosen armor.

Light armors and hide armor are excluded from this recipe, as they're made mostly of leather or cloth.

COMMON SHIELDS

Prerequisite: Smith's tools (Novice)

Time: 2 days

Cost: 5gp

Weight: 6 lbs.

Difficulty: 10

A simple shield, made from common metals. Holding this shield gives a competent creature a +2 bonus to AC.

COMMON WEAPONS

Prerequisite: Smith's tools (Novice)

Time: 4 days

Cost: Half the chosen weapon's cost

Weight: The chosen weapon's weight

Difficulty: 12

A plain weapon, made from common metals and in traditional shapes. Choose one simple or martial weapon, excluding

clubs, greatclubs, quarterstaves, slings, whips, and nets. A competent creature wielding this weapon uses the statistics of the chosen weapon.

The weapons listed above are excluded because they are made mostly of wood (or leather, for the whip and sling, and rope, for the net).

ELEGANT AMMUNITION

Prerequisite: Smith's Tools (Expert), Carpenter's tools (Expert)*

Time: 5 days

Cost: Half the chosen bundle's cost, 1000gp worth of rare metals and ancient wood

Weight: The chosen bundle's weight

Difficulty: 16

A bundle of ammunition, made from shining chiselled alloys and embossed wood. Choose one of the following forms of ammunition: arrows (20), blowgun needles (50), crossbow bolts (20), and sling bullets (20). The result is a +2 version of a bundle of the chosen ammunition.

You must have competency in carpenter's tools to make arrows and crossbow bolts.

ELEGANT ARMOR

Prerequisite: Smith's tools (Master)

Time: 14 days

Cost: Half the chosen armor's cost, 2000gp worth of rare metals or tough scales

Weight: The chosen armor's weight

Difficulty: 16

An elegant set of armor with sophisticated interlocking designs. Choose one set of medium or heavy armor, excluding hide armor. The result is a +2 version of the chosen armor.

Light armors and hide armor are excluded from this recipe, as they're made mostly of leather or cloth.

ELEGANT NONMETAL WEAPONS

Prerequisite: Carpenter's tools (Expert) or Leatherworker's tools (Expert)

Time: 5 days

Cost: Half the chosen weapon's cost, 2000gp of ancient wood or rare leathers

Weight: The chosen weapon's weight

Difficulty: 16

An elegant wooden weapon with careful curves and lines, and intricate gold shapes embossed on its handle. Choose one of the following weapons: club, greatclub, quarterstaff, sling, whip, or net. The result is a +2 version of the chosen weapon.

You must have competency in carpenter's tools to craft a club, greatclub, or quarterstaff, and competency in leatherworker's tools to make a sling or a whip. A net requires no additional tools, but is notably not metalwork and so is part of a separate recipe.

ELEGANT SHIELD

Prerequisite: Smith's tools (Master)

Time: 8 days

Cost: 2200gp worth of rare metals or hard scales

Weight: 6 lbs.

Difficulty: 16

An elegant shield with deceptively simple curves and plates. Holding this shield gives a competent creature a +4 bonus to AC.

ELEGANT WEAPONS

Prerequisite: Smith's tools (Expert)

Time: 10 days

Cost: Half the cost of the chosen weapon, 2000gp worth of rare metals

Weight: The chosen weapon's weight

Difficulty: 16

An elegant weapon, embellished with intricate design. Choose one simple or martial weapon, excluding clubs, greatclubs, quarterstaves, slings, whips, and nets. The result is a +2 version of the chosen weapon.

The weapons listed above are excluded because they are made mostly of wood (or leather, for the whip and sling, and rope, for the net).

IMPROVED AMMUNITION

Prerequisite: Smith's tools (Practiced), Carpenter's tools (Practiced)*

Time: 4 days

Cost: Half the chosen bundle's cost, 250gp

Weight: The chosen bundle's weight

Difficulty: 14

A bundle of ammunition, made from alloys and sleek, carved wood. Choose one of the following forms of ammunition: arrows (20), blowgun needles (50), crossbow bolts (20), and sling bullets (20). The result is a +1 version of a bundle of the chosen ammunition.

You must have competency in carpenter's tools to make arrows and crossbow bolts.

IMPROVED ARMOR

Prerequisite: Smith's tools (Expert)

Time: 10 days

Cost: Half the chosen armor's cost, 500gp

Weight: The chosen armor's weight

Difficulty: 14

A more competent set of armor with interesting layers and shapes. Choose one set of medium or heavy armor, excluding hide armor. The result is a +1 version of the chosen armor.

Light armors and hide armor are excluded from this recipe, as they're made mostly of leather or cloth.

IMPROVED NONMETAL WEAPONS

Prerequisite: Carpenter's tools (Practiced) or Leatherworker's tools (Practiced)

Time: 5 days

Cost: Half the chosen weapon's cost, 500gp

Weight: The chosen weapon's weight

Difficulty: 14

A wooden weapon with solid shapes and metal embossing that lends a note of grace. Choose one of the following weapons: club, greatclub, quarterstaff, sling, whip, or net. The result is a +1 version of the chosen weapon.

You must have competency in carpenter's tools to craft a club, greatclub, or quarterstaff, and competency in leatherworker's tools to make a sling or a whip. A net requires no additional tools, but is notably not metalwork and so is part of a separate recipe.

IMPROVED SHIELDS

Prerequisite: Smith's tools (Expert)

Time: 5 days

Cost: 550gp

Weight: 6 lbs.

Difficulty: 13

A polished shield with swirling inset designs. Holding this shield gives a competent creature a +3 bonus to AC.

IMPROVED WEAPONS

Prerequisite: Smith's tools (Practiced)

Time: 7 days

Cost: Half the cost of the chosen weapon, 500gp

Weight: The chosen weapon's weight

Difficulty: 14

A balanced weapon, decorated with simple embellishments. Choose one simple or martial weapon, excluding clubs, greatclubs, quarterstaves, slings, whips, and nets. The result is a +1 version of the chosen weapon.

The weapons listed above are excluded because they are made mostly of wood (or leather, for the whip and sling, and rope, for the net).

MITHRIL ARMOR

Prerequisite: Smith's tools (Practiced)

Time: 8 days

Cost: Half the cost of the chosen armor, 500gp, 100gp worth of mithril

Weight: Half the weight of the chosen armor

Difficulty: 15

A suit of armor composed of mithril, the magic metal used in all sorts of arcane artifacts. Choose a medium or heavy armor, excluding hide. The result is a mithril version of this armor, which has the following additional properties:

- Mithril armor is extremely light and flexible, and can be concealed under normal clothes.
- If this type of armor normally has a Strength requirement or imposes disadvantage on Dexterity (Stealth) checks, the mithril version doesn't.

NONMETAL WEAPONS

Prerequisite: Carpenter's tools (Novice) or Leatherworker's tools (Novice)

Time: 3 days

Cost: Half the chosen weapon's cost

Weight: The chosen weapon's weight

Difficulty: 12

A wooden weapon with simple but solid shapes. Choose one of the following weapons: club, greatclub, quarterstaff, sling, whip, or net. A competent creature wielding this weapon uses the statistics of the chosen weapon.

You must have competency in carpenter's tools to craft a club, greatclub, or quarterstaff, and competency in leatherworker's tools to make a sling or a whip. A net requires no additional tools, but is notably not metalwork and so is part of a separate recipe.

QUICK-RELEASE ARMOR

Prerequisite: Smith's tools (Skilled)

Time: 4 days

Cost: 200gp

Weight: None

Difficulty: 15

A modification that places snaps and buttons in strategic places. A suit of armor modified in this way can be donned in 1 minute and doffed in 1 minute, regardless of the armor's type.

SHIELD OF DEFLECTION

Prerequisite: Smith's tools (Skilled)

Time: 3 days

Cost: 125gp

Weight: 8 lbs.

Difficulty: 13

A round shield, curved in such a way that it deflects projectiles with ease. Holding this shield gives a competent creature a +2 bonus to AC. Also, the wielder gains a further +1 bonus to AC when made the target of attacks with ranged weapons.

SILVERED WEAPONS

Prerequisite: Smith's tools (Practiced)

Time: 2 days

Cost: 50gp worth of silver

Weight: None

Difficulty: 14

A special technique that imbues a melee weapon or bundle of ammunition with silver, overcoming the resistances of certain creatures.

STRANGE WEAPONS

Prerequisite: Smith's tools (Practiced), Carpenter's tools (Practiced)*, Leatherworker's tools (Practiced)*

Time: 4 days

Cost: Half the chosen weapon's cost

Weight: The chosen weapon's weight

Difficulty: 14

A form of weapon modification in which you alter the purpose of a weapon. Choose one of the following damage types: bludgeoning, piercing, and slashing. This weapon deals the chosen damage type instead of its regular type. This feature is good for creating weapons that don't exist in the game. For instance, you might turn a dagger into a cleaver, or a shortsword into a baton.

You must have competency in carpenter's tools to modify clubs, greatclubs, and quarterstaves, and ranged weapons in this way, and competency in leatherworker's tools to modify whips, slings, and nets in this way.

VICIOUS EDGE

Prerequisite: Smith's tools (Expert)

Time: 2 days

Cost: 500gp, a whetstone made from adamantine

Weight: None

Difficulty: 15

A special sharpening technique for bladed weapons. When you roll a 20 with this

weapon, you deal an additional 2d6 damage.

This improvement can only be applied to weapons that deal slashing or piercing damage.

WALLOPING AMMUNITION

Prerequisite: Smith's tools (Skilled)

Time: 1 day

Cost: 75gp

Weight: None

Difficulty: 13

A weighted head that makes a bundle of ammunition pack a punch. A creature hit by this ammunition must succeed on a DC10 Strength saving throw or be knocked prone.

For the purposes of this enchantment, the following projectiles are considered one bundle: arrows (5), blowgun needles (10), crossbow bolts (5), and sling bullets (5).

CLOTHCRAFT

COSTUME CLOTHES

Prerequisite: Sewing kit (Skilled)

Time: 5 days

Cost: 3gp

Weight: 4 lbs.

Difficulty: 15

A set of clothes with wildly variable appearances, designed to be bright and eye-catching. Mostly worn by entertainers.

COMMON CLOTHES

Prerequisite: Sewing kit (Novice)

Time: 3 days

Cost: 4sp

Weight: 3 lbs.

Difficulty: 10

A simple set of clothes, including a coat, jacket or cloak, good for time at home and for a day's labour. Nothing special.

COMMON LIGHT ARMOR

Prerequisite: Leatherworker's tools (Novice)

Time: 5 days

Cost: Half the chosen armor's cost

Weight: The chosen armor's weight

Difficulty: 12

A simple set of armor, made from a blend of leather and metal components. Choose one set of light armor or hide armor. A competent creature wearing this armor has an Armor Class equal to the chosen armor.

ELEGANT MAGE ROBES

Prerequisite: Sewing kit (Master)

Time: 14 days

Cost: 2000gp, an enchanted needle

Weight: 7 lbs.

Difficulty: 17

A set of robes and a trailing cloak, designed specially for spellcasters. The robes are layered in such a way that they resemble shifting tides of magical energy.

A creature wearing these robes and no other armor has a +2 bonus to AC. The robes grant no resistances to damage, but they cannot be torn, burned, or otherwise destroyed by spell damage or non-magical weaponry.

ELEGANT LIGHT ARMOR

Prerequisite: Leatherworker's tools (Master)

Time: 14 days

Cost: Half the chosen armor's cost, 2000gp worth of rare leathers and furs

Weight: The chosen armor's weight

Difficulty: 16

An elegant set of armor, with leather and metal blending almost imperceptibly. Choose one set of light armor or hide armor. The result is a +2 version of the chosen armor.

FINE CLOTHES

Prerequisite: Sewing kit (Skilled)

Time: 5 days

Cost: 7gp

Weight: 6 lbs.

Difficulty: 14

A set of ornate layered clothes lined with metal and shimmering patterns, designed to show wealth and status.

HEWN ITEMS

Prerequisite: Sewing kit (Novice)

Time: 1 day

Cost: Variable

Weight: Variable

Difficulty: 10

A handful of common items, hewn from cloth, thread, or rope.

Net.

Cost: 5sp. *Weight:* 3 lbs.

Rope (hempen), 50ft.

Cost: 5sp. *Weight:* 10 lbs.

Rope (silk), 50ft.

Cost: 5gp. *Weight:* 5 lbs.

Rope ladder (hempen), 10ft.

Cost: 1gp. *Weight:* 10 lbs.

Snare.

Cost: 3gp. *Weight:* 25 lbs.

IMPROVED LIGHT ARMOR

Prerequisite: Leatherworker's tools (Skilled)

Time: 10 days

Cost: Half the chosen armor's cost, 500gp

Weight: The chosen armor's weight

Difficulty: 14

A charming set of armor, made from interlocking layers of leather and metal. Choose one set of light armor or hide armor. The result is a +1 version of the chosen armor.

IMPROVED MAGE ROBES

Prerequisite: Sewing kit (Skilled)

Time: 10 days

Cost: 500gp, an enchanted needle

Weight: 6 lbs.

Difficulty: 14

A set of robes and a trailing cloak, designed specially for spellcasters. The robes are lined with simple runes that make it impervious to arcane damage.

A creature wearing these robes and no other armor has a +1 bonus to AC. The robes grant no resistances to damage, but they cannot be torn, burned, or otherwise destroyed by spell damage.

IMPROVED TRAVELLER'S CLOTHES

Prerequisite: Sewing kit (Skilled) or Leatherworker's tools (Skilled)

Time: 5 days

Cost: 100gp

Weight: 6 lbs.

Difficulty: 15

A set of sturdy clothes and an ample cloak, suited for staving off the harsh elements of travel. Lots of pockets and layers.

A creature wearing traveller's clothes has advantage on Constitution saving throws made to resist the effects of inclement weather.

MAGE ROBES

Prerequisite: Sewing kit (Practiced)

Time: 5 days

Cost: 30gp

Weight: 6 lbs.

Difficulty: 14

A set of robes and a trailing cloak, designed specially for spellcasters. The robes have a holster for a wand or small arcane focus, and the cloak has a pocket in its liner big enough for a spellbook or a few scrolls.

TRAVELLER'S CLOTHES

Prerequisite: Sewing kit (Practiced) or Leatherworker's tools (Practiced)

Time: 4 days

Cost: 1gp

Weight: 4 lbs.

Difficulty: 12

A set of sturdy clothes, suited for staving off the harsh elements of travel.

A creature wearing traveller's clothes has a +2 bonus to Constitution saving throws made to resist the effects of inclement weather.

ENCHANTING

DIVINE WEAPONS

Prerequisite: Enchanter's supplies (Expert)

Time: 4 days

Cost: 500gp, a holy symbol

Difficulty: 16

Attunement: Yes

A technique kept secret by the blacksmiths of legendary paladins and clerics. As a bonus action, you can speak a command word chosen as the item is crafted to activate the weapon's radiant properties. An activated weapon deals an additional 2d6 radiant damage, and gives off bright light in a 15-foot radius and dim light in a 30-foot radius. Only non-magical

weapons or radiant weapons can be enchanted in this way.

ELEMENTAL AMMUNITION

Prerequisite: Enchanter's supplies (Practiced)

Time: 2 days

Cost: 300gp, a chisel made from the bone or scale of an element-associated creature

Difficulty: 14

An elemental enchantment for bundles of mundane projectiles. Choose one of the following elements: fire, cold, acid, lightning, or thunder. The bundle of projectiles deal the chosen damage type instead of their normal damage type.

For the purposes of this enchantment, the following projectiles are considered one bundle: arrows (5), blowgun needles (10), crossbow bolts (5), and sling bullets (5).

This recipe has a special cost: to choose an element, you must possess a chisel made from the bone or scale of a creature associated with that element, such as a dragon, elemental, giant, or fiend.

EXTRA-ORDINARY TOUCH

Prerequisite: Enchanter's supplies (Skilled)

Time: 3 days

Cost: 250gp, an ashwood wand

Difficulty: 13

An enchant that makes cloaks and other simple articles of clothing appear extremely plain, so much so that your eye naturally glides past them.

A creature wearing a piece of clothcraft enchanted in this way have advantage on checks made to hide in plain sight.

GREATER ELEMENTAL TOUCH

Prerequisite: Enchanter's supplies (Expert)

Time: 3 days

Cost: 750gp, a chisel made from the bone or scale of an element-associated creature

Difficulty: 17

An elemental enchantment for an existing weapon. Choose one of the following elements: fire, cold, acid, lightning, or thunder. As a bonus action, you can speak a command word chosen as the item is crafted to activate the weapon's elemental properties. An activated weapon deals an additional 2d6 damage of the chosen type, and gives off bright light in a 15-foot radius and dim light in a 30-foot radius. Only non-magical melee weapons can be enchanted in this way.

This recipe has a special cost: to choose an element, you must possess a chisel made from the bone or scale of a creature associated with that element, such as a dragon, elemental, giant, or fiend.

EVER-HANDY CHARM

Prerequisite: Enchanter's supplies (Novice)

Time: 1 day

Cost: 50gp

Difficulty: 11

An enchantment designed to for the convenience of travellers. An item enchanted in this way always rises to the top of any bag or container it is inside, if possible.

IMMUNE TOUCH

Prerequisite: Enchanter's supplies (Master)

Time: 6 days

Cost: 2000gp, a chisel made from the bone or scale of an element-associated creature

Difficulty: 17

Attunement: Yes

An elemental enchantment for an existing piece of armor. Choose one of the following elements: fire, cold, acid, lightning, or

thunder. While wearing the suit of armor, a creature has immunity to the chosen element. Only non-magical suits of armor can be enchanted in this way.

This recipe has a special cost: to choose an element, you must possess a chisel made from the bone or scale of a creature associated with that element, such as a dragon, elemental, giant, or fiend.

LESSER ELEMENTAL TOUCH

Prerequisite: Enchanter's supplies (Skilled)

Time: 2 days

Cost: 400gp, a chisel made from the bone or scale of an element-associated creature

Difficulty: 15

A strong elemental enchantment for an existing weapon. Choose one of the following elements: fire, cold, acid, lightning, or thunder. As a bonus action, you can speak a command word chosen as the item is crafted to activate the weapon's elemental properties. An activated weapon deals an additional 1d6 damage of the chosen damage type, and gives off dim light in a 10-foot radius. Only non-magical melee weapons can be enchanted in this way.

This recipe has a special cost: to choose an element, you must possess a chisel made from the bone or scale of a creature associated with that element, such as a dragon, elemental, giant, or fiend.

MENDING TOUCH

Prerequisite: Enchanter's supplies (Practiced)

Time: 2 days

Cost: 250gp, a birch wand

Difficulty: 13

A mending enchantment for cloaks and other simple articles of clothing. A piece of clothcraft with this enchantment slowly

mends any cuts, burns, gashes, or other damages less than a square foot in size.

MINOR ELEMENTAL TOUCH

Prerequisite: Enchanter's supplies (Novice)

Time: 1 day

Cost: 200gp, a chisel made from the bone or scale of an element-associated creature

Difficulty: 13

An elemental enchantment for an existing weapon. Choose one of the following elements: fire, cold, acid, lightning, or thunder. As a bonus action, you can speak a command word chosen as the item is crafted to activate the weapon's elemental properties. An activated weapon deals damage of the chosen element instead of its normal damage type. Only non-magical melee weapons can be enchanted in this way.

This recipe has a special cost: to choose an element, you must possess a chisel made from the bone or scale of a creature associated with that element, such as a dragon, elemental, giant, or fiend.

RADIANT WEAPONS

Prerequisite: Enchanter's supplies (Practiced)

Time: 2 days

Cost: 200gp, a holy symbol

Difficulty: 13

A technique passed down by the blacksmiths of paladins for eons. As a bonus action, you can speak a command word chosen as the item is crafted to activate the weapon's radiant properties. An activated weapon deals radiant damage instead of its normal damage type, and gives off dim light in a 10-foot radius. Only non-magical weapons can be enchanted in this way.

RESISTANT TOUCH

Prerequisite: Enchanter's supplies (Skilled)

Time: 3 days

Cost: 500gp, a chisel made from the bone or scale of an element-associated creature

Difficulty: 14

Attunement: Yes

An elemental enchantment for an existing piece of armor. Choose one of the following elements: fire, cold, acid, lightning, or thunder. While wearing the suit of armor, a creature has resistance to the chosen element. Only non-magical suits of armor can be enchanted in this way.

This recipe has a special cost: to choose an element, you must possess a chisel made from the bone or scale of a creature associated with that element, such as a dragon, elemental, giant, or fiend.

SCROLL OF GREATER SPELLCRAFT

Prerequisite: Enchanter's supplies (Expert), Calligrapher's supplies (Expert)

Time: 4 days

Cost: 1000gp, an arcane focus

Difficulty: 15

An enchantment that traps the essence of a spell inside a scroll, to be summoned at will. Choose a spell of 4th level, then expend the appropriate spell slot. The scroll is filled with arcane glyphs that contain the spell.

As an action, a creature can hold up the scroll and release the spell, choosing a target as appropriate for the spell. The spell uses your statistics in its casting.

SCROLL OF LESSER SPELLCRAFT

Prerequisite: Enchanter's supplies (Practiced), Calligrapher's supplies (Practiced)

Time: 2 days

Cost: 250gp, an arcane focus

Difficulty: 12

An enchantment that traps the essence of a spell inside a scroll, to be summoned at will. Choose a spell of 2nd-level, then expend the appropriate spell slot. The scroll is filled with arcane glyphs that contain the spell.

As an action, a creature can hold up the scroll and release the spell, choosing a target as appropriate for the spell. The spell uses your statistics in its casting.

SCROLL OF MASTER SPELLCRAFT

Prerequisite: Enchanter's supplies (Master), Calligrapher's supplies (Master)

Time: 5 days

Cost: 2000gp, an arcane focus

Difficulty: 18

An enchantment that traps the essence of a spell inside a scroll, to be summoned at will. Choose a spell of 5th level, then expend the appropriate spell slot. The scroll is filled with arcane glyphs that contain the spell.

As an action, a creature can hold up the scroll and release the spell, choosing a target as appropriate for the spell. The spell uses your statistics in its casting.

SCROLL OF MINOR SPELLCRAFT

Prerequisite: Enchanter's supplies (Novice), Calligrapher's supplies (Novice)

Time: 1 day

Cost: 25gp, an arcane focus

Difficulty: 10

An enchantment that traps the essence of a spell inside a scroll, to be summoned at will. Choose a spell of 1st level or lower, and expend the appropriate spell slot. The scroll is filled with arcane glyphs that contain the spell.

As an action, a creature can hold up the scroll and release the spell, choosing a target as appropriate for the spell. The spell uses your statistics in its casting.

SCROLL OF SPELLCRAFT

Prerequisite: Enchanter's supplies (Skilled), Calligrapher's supplies (Skilled)

Time: 3 days

Cost: 500gp, an arcane focus

Difficulty: 14

An enchantment that traps the essence of a spell inside a scroll, to be summoned at will. Choose a spell of 3rd-level, then expend the appropriate spell slot. The scroll is filled with arcane glyphs that contain the spell.

As an action, a creature can hold up the scroll and release the spell, choosing a target as appropriate for the spell. The spell uses your statistics in its casting.

SPATIAL IMBALANCE

Prerequisite: Enchanter's supplies (Expert)

Time: 4 days

Cost: 1000gp, a wand with a gold tip

Difficulty: 16

An enchantment that causes the balance of internal and external space to shift. A bag, jar, box, or closeable container enchanted in this way has its internal space increased fivefold while its external dimensions stay the same. Regardless of how full it is, the enchanted object always weighs as much as if its original internal space were half-full of water.

Only containers less than two cubic feet in size can be enchanted in this way.

SOULBOUND WEAPONS

Prerequisite: Enchanter's supplies (Skilled)

Time: 1 day

Cost: 100gp, 1sp worth of the bound creature's blood

Difficulty: 16

Attunement: Yes

A special arcane technique in which a weapon is bound to a creature's soul. The bound creature, whose blood is used in the enchantment of this weapon, can cause the weapon to appear in their hand as a bonus action.

A magical weapon can be enchanted in this way, but if a magical weapon is sentient, it must agree to be soulbound or the enchantment will fail.

HERBALISM

ANTIDOTE

Prerequisite: Herbalism kit (Novice)

Time: 8 hours

Cost: 20gp

Difficulty: 10

Type: Contact, ingested (two uses)

A minty green salve that can be ingested to cure poisonous food and drink, or applied to the wound of a venomous weapon. A creature that takes this antidote is cured of the poisoned condition, and heals 2 (1d4) hit points.

ANTITOXIN

Prerequisite: Herbalism kit (Novice)

Time: 2 days

Cost: 25gp

Difficulty: 12

Type: Ingested

A serum of bitter green fluid. A creature that drinks this serum has advantage on Constitution saving throws to resist poison for 1 hour.

ASSASSIN POISON

Prerequisite: Poisoner's kit (Expert)

Time: 4 days

Cost: 200gp

Difficulty: 14

Type: Ingested, injury (three uses)

A rosy pink liquor, favored among assassins. A creature subjected to this poison must make a Constitution saving throw against your potency DC. On a failed check, the creature takes 24 (4d10) poison damage and is poisoned for 24 hours. On a failed check, the creature takes half as much damage and isn't poisoned.

BALM OF BARKSKIN

Prerequisite: Herbalism kit (Practiced)

Time: 3 days

Cost: 50gp, 5cp worth of oak bark

Difficulty: 11

Type: Contact

An earthy brown balm that steams slightly. A creature that applies this balm cannot have an AC lower than 16, regardless of the armour they're wearing.

This effect lasts 1 hour, or until the creature takes fire damage.

BALM OF STEELSKIN

Prerequisite: Herbalism kit (Expert)

Time: 5 days

Cost: 200gp, 1gp worth of iron filings

Difficulty: 15

Type: Contact

A steely grey balm that steams profusely. A creature that applies this balm cannot

have an AC lower than 16, regardless of what armour they're wearing. The creature also has resistance to non-magical bludgeoning, piercing, and slashing damage.

This effect lasts 1 hour, or until the creature takes lightning damage.

BALM OF STONESKIN

Prerequisite: Herbalism kit (Skilled)

Time: 4 days

Cost: 100gp, 1sp worth of shiny stones

Difficulty: 13

Type: Contact

A rough grey balm that steams openly. A creature that applies this balm has resistance to non-magical bludgeoning, piercing, and slashing damage.

This effect lasts 1 hour, or until the creature takes thunder damage.

COMMON POISON

Prerequisite: Poisoner's kit (Novice)

Time: 2 days

Cost: 25gp

Difficulty: 10

Type: Ingested, injury (three uses)

An unassuming yellow syrup, often mixed into drinks or applied to cutlery by vengeful commoners with bones to pick. A creature subjected to this poison must make a Constitution saving throw against your potency DC. On a failed check, the creature takes 6 (1d10) poison damage and is poisoned for 24 hours. On a successful check, the creature takes half as much damage and isn't poisoned.

DRAGON PHILTER

Prerequisite: Herbalism kit (Expert)

Time: 5 days

Cost: 150gp, a large dragon scale

Difficulty: 15

Type: Ingested

A frothing philter that's constantly at risk of boiling over. A creature that drinks this philter gains resistance to being frightened, as well as benefits dependent on the colour of scale used in crafting.

Red or Gold. You are immune to the effects of extremely hot environments.

Blue or Bronze. You have advantage on checks made to perceive illusions.

Green or Brass. Difficult land terrain costs you no additional movement speed.

Black or Copper. Your swimming speed is double your walking speed.

White or Silver. You are immune to the effects of extremely cold environments.

DROUGHT OF SUSTENANCE

Prerequisite: Herbalism kit (Skilled)

Time: 2 days

Cost: 25gp, 1sp of green tea leaves

Difficulty: 13

Type: Ingested

A white fluid with a leafy smell and a surprising fruity taste. A creature that drinks this drought ignores the effects of hunger and dehydration for 24 hours.

This drought provides no real sustenance, and the creature accrues hunger and dehydration as normal during the duration, but the symptoms do not appear until the end of the duration.

DROUGHT OF VITALITY

Prerequisite: Herbalism kit (Skilled)

Time: 2 days

Cost: 25gp, 1sp of black tea leaves

Difficulty: 11

Type: Ingested

A dark fluid with an earthy smell and a bitter taste. A creature that consumes this

draught does not suffer from the effects of exhaustion for 24 hours. If a creature is currently suffering from exhaustion, its symptoms are suppressed for the duration.

A creature under the influence of this draught is not immune to gaining a level of exhaustion, and makes Constitution saving throws to resist exhaustion as normal, but the symptoms do not appear until the duration ends.

ELIXIR OF FOCUS

Prerequisite: Herbalism kit (Practiced)

Time: 3 days

Cost: 50gp, a precious gem

Difficulty: 13

Type: Ingested (three uses)

A bubbling elixir that's strangely calming to watch froth and churn. A creature that drinks this elixir has a +2 bonus to attack rolls for the next 10 minutes. However, following the end of this duration, the creature suffers from a -2 penalty to attack rolls for 1 minute.

ELIXIR OF LONGEVITY

Prerequisite: Herbalism kit (Master)

Time: 7 days

Cost: 3000gp, 100gp worth of powdered scorpion, adder scales, and spider venom each

Difficulty: 17

Type: Ingested

An amber liquid that seems to glow from within. A creature subjected to this potion has their physical age reduced by 1d6 + 6 years. A creature cannot be aged below adolescence by drinking this potion.

Additionally, each time a creature drinks this potion, there's a 1/10 cumulative chance that they will instead age by 1d6 + 6 years.

GREATER ANTIDOTE

Prerequisite: Herbalism kit (Skilled)

Time: 2 days

Cost: 75gp

Difficulty: 13

Type: Contact, ingested (two uses)

A dark green salve that smells strongly of mint and incense, and burns slightly to touch. A creature that takes this antidote is cured of the poisoned, blinded, deafened, and paralyzed conditions, and heals 5 (1d8) hit points.

ICHOR OF LIFE

Prerequisite: Herbalism kit (Expert)

Time: 7 days

Cost: 100gp, 500gp worth of diamonds

Difficulty: 15

Type: Contact, ingested, inhaled, injury

A thick fluid that gently hums and changes colour depending on the light it's viewed in. A dead creature subjected to this ichor returns to life, provided it has been dead for no longer than 7 days.

KINGKILLER POISON

Prerequisite: Poisoner's kit (Master)

Time: 7 days

Cost: 500gp, 25p worth of nightshade

Difficulty: 16

Type: Contact, ingested, injury

An infamous poison whispered about among revolutionaries. A creature subjected to this poison must make a Constitution saving throw against your potency DC. On a failed check, the creature takes 36 (6d10) poison damage and is poisoned for 1 week. On a successful check, the creature takes half as much damage and isn't poisoned.

OINTMENT OF ARCANESIGHT

Prerequisite: Herbalism kit (Expert)

Time: 5 days

Cost: 200gp, 5cp worth of powdered mushroom and saffron

Difficulty: 16

Type: Contact (three uses)

A clear ointment that glows with a faint magical aura. A creature that applies this ointment to their eyes has true sight for 1 hour, as if under the effects of the *true seeing* spell.

PARALYTIC VENOM

Prerequisite: Poisoner's kit (Practiced)

Time: 4 days

Cost: 250gp, 10gp worth of spider venom

Difficulty: 15

Type: Ingested, contact, injury (two uses)

A foul grey paste with a horrifying odor. A creature subjected to this poison must succeed on a Constitution saving throw against your potency DC. On a failed check, the creature is paralyzed for 10 minutes.

PHILTER OF GREATER INVISIBILITY

Prerequisite: Herbalism kit (Expert)

Time: 5 days

Cost: 150gp

Difficulty: 15

Type: Contact, ingested

A thick black syrup that's lighter than it looks. A creature subjected to this potion is invisible for 1 minute.

PHILTER OF INVISIBILITY

Prerequisite: Herbalism kit (Skilled)

Time: 3 days

Cost: 90gp

Difficulty: 12

Type: Contact, ingested

A black fluid that hardly touches your tongue. A creature subjected to this potion is invisible for 1 hour. If the invisible creature attacks another creature or casts a spell, the invisibility is dispelled.

POTION OF DIMINUTION

Prerequisite: Herbalism kit (Skilled)

Time: 4 days

Cost: 135gp, 5sp worth of powdered copper

Difficulty: 14

Type: Ingested, contact

An oddly dense red fluid that feels heavy in your stomach. A creature subjected to this potion is halved in size for 1 hour.

POTION OF FLYING

Prerequisite: Herbalism kit (Expert)

Time: 3 days

Cost: 250gp, a giant red feather

Difficulty: 14

Type: Ingested

A briny potion with a blue tint, like the colour of the sky. A creature that drinks this potion gains a flying speed equal to their walking speed for 1 hour, and takes no damage from falling great distances.

POTION OF GROWTH

Prerequisite: Herbalism kit (Skilled)

Time: 4 days

Cost: 135gp, 5sp worth of powdered iron

Difficulty: 14

Type: Ingested, contact

A curiously light and foamy white potion. A creature subjected to this potion is doubled in size for 1 hour.

POTION OF HEALING

Prerequisite: Variable

Time: Variable

Cost: Variable

Difficulty: Variable

Type: Ingested

A shimmering red potion with a sweet taste and a thin golden foam on its surface. A creature that drinks this potion recovers hit points. This potion comes in a variety of potencies, as described below. Learning this recipe is sufficient to craft each version.

Potion of Minor Healing.

Prerequisite: Herbalism kit (Novice). **Time:** 3 days. **Cost:** 25gp. **DC:** 10. Heals 2d4 + 2 hit points.

Potion of Greater Healing.

Prerequisite: Herbalism kit (Practiced). **Time:** 4 days. **Cost:** 50gp. **DC:** 12. Heals 4d4 + 4 hit points.

Potion of Superior Healing.

Prerequisite: Herbalism kit (Skilled). **Time:** 5 days. **Cost:** 250gp. **DC:** 15. Heals 8d4 + 8 hit points.

Potion of Supreme Healing.

Prerequisite: Herbalism kit (Expert). **Time:** 7 days. **Cost:** 675gp. **DC:** 17. Heals 10d4 + 20 hit points.

POTION OF RESISTANCE

Prerequisite: Herbalism kit (Practiced)

Time: 2 days

Cost: 50gp, variable

Difficulty: 13

Type: Ingested

An umbrella term for a variety of potions, with a barrage of colours, tastes, textures, and smells. A creature that drinks this potion gains resistance to the associated damage type for 1 hour.

Potions of Resistance have an additional cost: the blood, essence, or other bodily salvage of a creature with resistance or immunity to the element of your choice. These unique components aren't consumed in the process of crafting.

POTION OF WATER BREATHING

Prerequisite: Herbalism kit (Practiced)

Time: 3 days

Cost: 90gp

Difficulty: 13

Type: Ingested

A cloudy green fluid that smells strongly of the sea. A creature that drinks this potion can breathe underwater for 1 hour.

POWDER OF BLINDNESS

Prerequisite: Herbalism kit (Practiced)

Time: 4 days

Cost: 75gp, 5cp worth of charcoal

Difficulty: 12

Type: Inhaled (two uses)

A fine black dust that smudges everything it touches. As an action, you can blow Powder of Blindness in a 10 foot radius. All creatures in the radius must make a Constitution saving throw against your potency DC. On a failed check, a creature is blinded for 1 minute.

POWDER OF FEAR

Prerequisite: Poisoner's kit (Practiced)

Time: 3 days

Cost: 50gp

Difficulty: 13

Type: Inhaled (three uses)

A purple-ish powder that tingles on your skin. As an action, you can blow Powder of Fear in a 10 foot radius. All creatures in the radius must make a Constitution saving throw against your potency DC. On a failed check, a creature is frightened of the first creature they see for 1 minute.

POWDER OF FIRE BREATH

Prerequisite: Herbalism kit (Skilled)

Time: 4 days

Cost: 75gp, fire sac of a fire-breathing creature

Difficulty: 14

Type: Inhaled (three uses)

A coarse, hot dust that burns as it fills your lungs. A creature that inhales this powder gains the ability to breath fire.

As a bonus action, the creature can exhale fire breath at a target within 30 feet of it. The target must make a Dexterity check (DC13), taking 16 (4d6) fire damage on a failed check, or half as much on a successful one.

This effect ends after exhaling three times, or after 1 hour.

ROGUE POISON

Prerequisite: Poisoner's kit (Practiced)

Time: 3 days

Cost: 75gp

Difficulty: 12

Type: Ingested, injury (three uses)

A colorless poison common among rogues and thieves. A creature subjected to this poison must make a Constitution saving throw against your potency DC. On a failed check, the creature takes 12 (2d10) poison damage and is poisoned for 24 hours. On a successful check, the creature takes half as much damage and isn't poisoned.

STING OF THE DARK

Prerequisite: Poisoner's kit (Skilled)

Time: 2 days

Cost: 100gp, 2gp worth of powdered spider chitin

Difficulty: 14

Type: Injury (three uses)

A venom common among Darkborne assassins. A creature subjected to this

poison must make a Constitution saving throw against your potency DC. On a failed check, the creature is poisoned for 1 hour. If the creature fails this check by 5 or more, the creature is unconscious while poisoned in this way. The creature wakes up early if it takes damage or if another creature takes its action to shake it awake.

TRUTH DUST

Prerequisite: Herbalism kit (Skilled)

Time: 1 day

Cost: 75gp

Difficulty: 11

Type: Inhaled (two uses)

A white powder with a vaguely smoky smell. As an action, you can blow Truth Dust in a 10 foot radius. All creatures in the radius must make a Constitution saving throw against your potency DC. On a failed check, a creature cannot knowingly speak a lie for 10 minutes.

VENOMOUS DUST

Prerequisite: Poisoner's kit (Skilled)

Time: 3 days

Cost: 100gp

Difficulty: 14

Type: Inhaled (two uses)

A sickly green dust that fumes at the slightest breeze. As an action, you can blow Venomous Dust in a 10 foot radius. All creatures in the radius must make a Constitution saving throw against your potency DC. On a failed check, a creature takes 18 (3d10) poison damage and is poisoned for 1 hour. On a successful check, a creature takes half as much damage and isn't poisoned.