

Crafting

The great thing about RPGs is that it often attracts creative people. Traditionally, those of us who play RPGs use this creativity to create characters, new monsters or spells, or even entire adventures. It's also great fun to find unusual treasures and magical items in which to empower your characters to achieve greater acts of heroism.

But what if you combine the two things? This section will cover all things crafting, from mundane common items, to exceptionally rare and exotic items. These rules are intentionally designed to be fairly simple in presentation; there are enough rules to learn, that an entire crafting section could very well bloat into something unwieldy. Note that only characters with the *Artisan* heritage can craft masterwork items or items beyond *common* rated.

If your players have expressed interest in crafting, it is highly recommended that make some of the more exotic and rare items to replace treasure in certain points, or to be the item of a quest unto itself. For example, the players must find the very rare jade vine plant in order to craft a potion that will break the enchantment of a local lord.

As mentioned above, the categories of rarity for these items are broken down thus:

Common: These items are readily available, and can either be easily harvested by the PC themselves, or purchased for a few silver at most towns or villages.

Uncommon: Slightly more rare than common, these might take an entire day or longer to find, but most can be purchased for a gold or so in most decent sized towns and the occasional village.

Rare: Hard to find, these are only typically found in larger cities for purchase, and aren't cheap. They may be found out in the wilds, but unless you know where to look for them, it's pretty much random luck.

Very Rare: Even in larger cities these items are hard to come by, and most will command quite the price.

Epic: These items are rarely even seen in large cities. Often they are unique items that are highly guarded and protected by anyone who owns them. PCs will generally have to accomplish plenty of research before knowing where to find them in the wild.

Legendary: The rarest of items, these may have to be the goal of an entire quest to be able to find one, which may include travelling many miles and encountering many hazards. They are extremely highly sought after, and almost never for sale.

Note on Rarity and Value: It's nearly impossible to assign a value per rarity category due to the numerous factors that may be going on in your game, and the type of object. For example, gold is considered a rare metal, and so is a corpse flower, but gold will be more readily available than the corpse flower. This is entirely up to the GM in who to handle values and accessibility within their campaign.

Rarity is only the first half of the equation. The second half is the recipe of the item itself. Everything that is crafted will have a set of instructions on how to create it, which are also categorized by rarity. Thus a rare magical item would have a recipe that is also considered rare, and like the ingredients themselves, these recipes could be found/acquired in the same likelihood as the ingredients themselves as noted above.

Once you have the required ingredients, and the appropriate recipe, then you will also need to have the proper skill and tools in order to craft the item. Reference the following table to determine the modifier to the final ability check when attempting to craft the item:



Rarity of Item Crafted	Modifier to Ability Check
Common	0
Uncommon	-2
Rare	-5
Very Rare	-8
Epic	-11
Legendary	-15

After the typical cost in materials has been purchased or otherwise acquired, and the appropriate time has passed for the item (see below under each item category), an ability check is required. It's not unreasonable to think that depending on the item type, the ability type used may vary. A smith might need a strength check, an alchemist might use intelligence, etc. However, for simplicity of play, all crafting checks will use wisdom as the appropriate ability to make a check against, as wisdom is the ability best used to factor in the experience and the intuition needed to know how to best use the recipe and ingredients in the most effective way.

To determine if the check is successful, add your current level and apply the modifier from the table above to your roll. Like all ability checks, if it is at or below your wisdom score, the item will be crafted successfully. For example, if your PC is level 9 with a wisdom of 13, and they are attempting to craft a rare item, the final modifier would be +4 (plus 9, minus 5 = 4), meaning you would need to roll a 17 (wis 13 + 4) or less on the d20 in order to have successfully crafted the item. Failure means the item is broken in some way.

Clothing

Clothing items take 1 week to create, plus one day for every rarity level of the item. In addition to the normal thread and sewing kit/loom, an item of clothing would need one item from a creature or mineral that matches the rarity of the item to be created. Thus, crafting a rare clothing item might require embedded moonstones, or the hair of a sea hag, or dye made from the blood of a roper.

Jewelry

Jewelry takes 1d4 days plus one day per rarity level to craft. They require one mineral and one metal from the same rarity type of the item to be created.

Equipment

This category includes most items that don't fit well into the other categories, such as chests, ropes, tools,

etc. The type of the material will depend on the item, but all will require at least one item of a rarity equal to the rarity of the item to be crafted. For example, crafting a very rare chest would require to be made from ebony wood. Crafting time varies from one day to one week (depending on the size and complexity of the item) plus one day per rarity level of the item.

Potions

Crafting potions works slightly different than other items. While each potion requires two ingredients from the creature or flower category matching the rarity of the potion in order to brew, the level of success or failure will impact the final results. If a natural 1 is rolled, then enough liquid to create two potions will have been created. If a natural 20 is rolled, then the mixture explodes in a 10ft radius, inflicting 2d10 points of damage to all within the area of effect. Each potion takes one day per level of rarity to brew.

Wands & Staves

Creating wands and staves would require the appropriate rarity of wood as a key ingredient. Wands take 1d4 days plus one day per rarity level, and staves require 2d4 plus 1 day per rarity of the staff to be created.

Weapons & Armor

Weapons and armor require three ingredients to craft: one metal and two of either one creature (leather) or one wood, or one mineral, depending on the type of item being created. Smaller items, such as daggers, arrows, or darts require one day plus one day per rarity category to create. Larger items such as a suit of plate armor will take a month plus one week per rarity category. Everything else in between will vary, depending on GM discretion and these guidelines.

Magical Items

All of the above is for crafting mundane, albeit exotic and valuable, items. The exception are potions. Having the proper ingredients and recipe and successful check will result in an appropriate magical potion. For all other items that intend to be magical, you will need to also meet the minimum level requirement as per below:

Uncommon:	3
Rare:	6
Very Rare:	10
Epic:	13
Legendary:	17

Ingredient List

Common

baboon	common	creature
badger, normal	common	creature
bat, giant	common	creature
bear, black	common	creature
bear, brown/polar	common	creature
boar, wild	common	creature
buffalo	common	creature
camel	common	creature
cat, domestic	common	creature
dog, domestic	common	creature
dog, war	common	creature
horse, draft	common	creature
horse, riding	common	creature
horse, war	common	creature
hyena, normal	common	creature
lion	common	creature
panther/cougar/jaguar	common	creature
pony	common	creature
rat, giant	common	creature
snake, giant constrictor	common	creature
snake, venomous	common	creature
wolf, normal	common	creature
crocus	common	flower
dahlia	common	flower
lavender	common	flower
marigold	common	flower
poppy	common	flower
rose	common	flower
tulip	common	flower
brass	common	metal
bronze	common	metal
copper	common	metal
iron	common	metal
steel	common	metal
coral	common	mineral
obsidian	common	mineral
onyx	common	mineral
raw quartz	common	mineral
thunder egg	common	mineral
fir	common	wood
oak	common	wood
pine	common	wood

Uncommon

ankheg	uncommon	creature
ant, giant	uncommon	creature
ape	uncommon	creature
badger, giant	uncommon	creature
barracuda	uncommon	creature
bear, cave	uncommon	creature
beetle, bombardier	uncommon	creature
boar, giant	uncommon	creature
brownie	uncommon	creature
burrower	uncommon	creature
cat, giant lynx	uncommon	creature
centaur	uncommon	creature
centipede, giant	uncommon	creature
crab, giant	uncommon	creature
crayfish, giant	uncommon	creature
crocodile	uncommon	creature
crocodile, giant	uncommon	creature
dark hunter	uncommon	creature
dretch	uncommon	creature
eel, giant electric	uncommon	creature
eel, giant moray	uncommon	creature
elephant	uncommon	creature
frog, giant	uncommon	creature
fungi, violet	uncommon	creature
gar, giant	uncommon	creature
gargoyle	uncommon	creature
gelatinous cube	uncommon	creature
ghoul	uncommon	creature
giant, hill	uncommon	creature
giant, stone	uncommon	creature
gnoll	uncommon	creature
grey ooze	uncommon	creature
griffon	uncommon	creature
grimlock	uncommon	creature
hippogriff	uncommon	creature
homonculus	uncommon	creature
hyena, giant	uncommon	creature
imp	uncommon	creature
jackal, giant	uncommon	creature
leech, giant	uncommon	creature
lemure	uncommon	creature
lion, saber tooth	uncommon	creature
lizard, giant	uncommon	creature
lizard, giant monitor	uncommon	creature
locathah	uncommon	creature
mammoth	uncommon	creature

merman	uncommon	creature
minotaur	uncommon	creature
mushropod	uncommon	creature
ogre	uncommon	creature
piercer	uncommon	creature
pike, giant	uncommon	creature
portuguese man o'war, giant	uncommon	creature
rhinoceros	uncommon	creature
rust monster	uncommon	creature
sahuagin	uncommon	creature
satyr	uncommon	creature
scorpion, giant	uncommon	creature
shark, great white	uncommon	creature
shark, tiger	uncommon	creature
skeleton	uncommon	creature
slug, giant	uncommon	creature
spider, giant	uncommon	creature
spider, huge	uncommon	creature
stirge	uncommon	creature
tick, giant	uncommon	creature
toad, giant	uncommon	creature
toad, giant poisonous	uncommon	creature
triton	uncommon	creature
troglydte	uncommon	creature
troll	uncommon	creature
velociraptor	uncommon	creature
walrus	uncommon	creature
wasp, giant	uncommon	creature
weasel, giant	uncommon	creature
whale, orca	uncommon	creature
wolf, dire	uncommon	creature
wolverine, giant	uncommon	creature
worg	uncommon	creature
yeti	uncommon	creature
zombie	uncommon	creature
zombie, monster	uncommon	creature
black bat flower	uncommon	flower
blue passion flower	uncommon	flower
flame lilly	uncommon	flower
grevillea	uncommon	flower
orchid	uncommon	flower
parrot's beak	uncommon	flower
aluminium	uncommon	metal
silver	uncommon	metal
agate	uncommon	mineral
lapis lazuli	uncommon	mineral
malachite	uncommon	mineral
quartz	uncommon	mineral
turquoise	uncommon	mineral
black walnut	uncommon	wood
curly maple	uncommon	wood

Rare

allosaurus	rare	creature
ankylosaurus	rare	creature
axe beak	rare	creature
barbed devil	rare	creature
basilisk	rare	creature
beetle, fire	rare	creature
beetle, giant rhinoceros	rare	creature
black slime	rare	creature
brontosaur	rare	creature
bulette	rare	creature
canopy dog	rare	creature
cockatrice	rare	creature
coffer corpse	rare	creature
Creeping Vine	rare	creature
cyclops	rare	creature
dimetrodon	rare	creature
dryad	rare	creature
ettercap	rare	creature
ettin	rare	creature
ghost	rare	creature
giant, cloud	rare	creature
giant, fire	rare	creature
giant, frost	rare	creature
harpy	rare	creature
hippopotamus	rare	creature
jackalwere	rare	creature
lizard, giant fire	rare	creature
lurker above	rare	creature
manticore	rare	creature
mephit, fire	rare	creature
mephit, lava	rare	creature
mephit, smoke	rare	creature
mephit, steam	rare	creature
mi-go	rare	creature
mimic	rare	creature
neriid	rare	creature
oni	rare	creature
otyugh	rare	creature
owlbear	rare	creature
phantom	rare	creature
pixie	rare	creature
plesiosaurus	rare	creature
pseudo-dragon	rare	creature
pteradon	rare	creature
pterodactyl	rare	creature
quasit	rare	creature
quickling	rare	creature
rakshasa	rare	creature

CRAFTING

roper	rare	creature
sea hag	rare	creature
shadow	rare	creature
spider, colossal	rare	creature
squid, giant	rare	creature
stegosaurus	rare	creature
sylph	rare	creature
treat	rare	creature
tricerotops	rare	creature
troll, ice	rare	creature
troll, two-headed	rare	creature
turtle, giant snapping	rare	creature
tyrannosaurus	rare	creature
werebear	rare	creature
wereboar	rare	creature
wererat	rare	creature
weretiger	rare	creature
werewolf	rare	creature
whale, sperm	rare	creature
wight	rare	creature
wraith	rare	creature
wyvern	rare	creature
chocolate Cosmos	rare	flower
corpse flower	rare	flower
kadapul flower	rare	flower
lady slipper orchid	rare	flower
gold	rare	metal
aquamarine	rare	mineral
garnet	rare	mineral
moonstone	rare	mineral
pearl	rare	mineral
troumaline	rare	mineral
ziercon	rare	mineral
blackwood	rare	wood

Very Rare

annis	very rare	creature
banshee	very rare	creature
behir	very rare	creature
blink dog	very rare	creature
caterwaul	very rare	creature
chimera	very rare	creature
couatl	very rare	creature
demon, class A	very rare	creature
demon, class B	very rare	creature
demon, class C	very rare	creature
demon, class D	very rare	creature
doppelganger	very rare	creature
dragon turtle	very rare	creature
dragon, black	very rare	creature

dragon, blue	very rare	creature
dragon, brass	very rare	creature
dragon, bronze	very rare	creature
dragon, copper	very rare	creature
dragon, gold	very rare	creature
dragon, green	very rare	creature
dragon, red	very rare	creature
dragon, silver	very rare	creature
dragon, white	very rare	creature
elemental, air	very rare	creature
elemental, earth	very rare	creature
elemental, fire	very rare	creature
elemental, water	very rare	creature
erinyes	very rare	creature
genie	very rare	creature
ghost	very rare	creature
giant, storm	very rare	creature
golem, clay	very rare	creature
golem, flesh	very rare	creature
golem, iron	very rare	creature
golem, stone	very rare	creature
gorgon	very rare	creature
hell hound	very rare	creature
horned devil	very rare	creature
hydra	very rare	creature
ice devil	very rare	creature
lamia	very rare	creature
lammasu	very rare	creature
medusa	very rare	creature
mummy	very rare	creature
naga, guardian	very rare	creature
naga, spirit	very rare	creature
naga, water	very rare	creature
night hag	very rare	creature
nightmare	very rare	creature
nixie	very rare	creature
nymph	very rare	creature
octopus, giant	very rare	creature
pegasus	very rare	creature
purple worm	very rare	creature
remorhaz	very rare	creature
roc	very rare	creature
sea serpent	very rare	creature
shambling mound	very rare	creature
specter	very rare	creature
sphinx, andro	very rare	creature
sphinx, gyno	very rare	creature
spider, phase	very rare	creature
spiked devil	very rare	creature
succubus/incubus	very rare	creature
unicorn	very rare	creature
vampire	very rare	creature
will-o-the-wisp	very rare	creature

xorn	very rare	creature
jade vine	very rare	flower
juliet rose	very rare	flower
platinum	very rare	metal
titanium	very rare	metal
emerald	very rare	mineral
jade	very rare	mineral
opal	very rare	mineral
peridot	very rare	mineral
spinel	very rare	mineral
tanzanite	very rare	mineral
topaz	very rare	mineral
ebony	very rare	wood
sandalwood	very rare	wood

Epic

aerial servant	epic	creature
Afarit	epic	creature
barghest	epic	creature
bearded devil	epic	creature
bone devil	epic	creature
demon, class E	epic	creature
demon, class F	epic	creature
dracolisk	epic	creature
invisible stalker	epic	creature
kraken	epic	creature
leviathan	epic	creature
lich	epic	creature
phoenix	epic	creature
pit fiend	epic	creature
shark, megalodon	epic	creature
titan	epic	creature
campion	epic	flower
ghost orchid	epic	flower
night blooming cereus	epic	flower
mithril	epic	metal
alexandrite	epic	mineral
padparadscha sapphire	epic	mineral
ruby	epic	mineral
sapphire	epic	mineral
white diamond	epic	mineral
pink ivory	epic	wood

Legendary

middlemist red camellia	legendary	flower
adamantine	legendary	metal
black opal	legendary	mineral
rare diamond	legendary	mineral
dalbergia	legendary	wood

Ingredient Descriptions

Most of the ingredients are self explanatory. For flowers, you would need the flower head (petals, pollen, etc). However, for creatures, you don't need the entire creature. As the GM, decide which part of the creature makes the most sense for the recipe. For example, to make a potion, you'll probably need something that is soluble, like blood, or fat. For an item of clothing, you'd need the skin or hair.

Example Recipes

Masterwork Longsword (common)

1 part oak
2 parts steel

Potion of Dexterity (uncommon)

1 part blood of an imp
1 part orchid flower

Gauntlets of Hill Giant Strength (rare)

2 parts leather of an owlbear
1 part hair of a hill giant as thread

Flaming Mace (very rare)

2 parts titanium
quenched in 1 part blood of a hell hound
1 part ebony wood

Robe of the Magi (very rare)

2 parts hair of a naga for thread
1 part dye created from a corpse flower

Shield+4 (epic)

2 parts mithril
1 part leather of a barghest
1 part ruby

Dwarven Hammer (legendary)

1 part adamantite
1 part dalbergia
1 part leather of a pit fiend