RECIPE CRAFTING FOR CONSUMABLES

OR A REASON TO CHOOSE A TOOL PROFICIENCY

Introduction:
This guide introduces new mechanics and options to give purposes to why a character might choose a tool proficiency. By spending some time, effort, and gold, they can gain new abilities, items, or trinkets that will help them on their adventures without breaking the current AC and damage bounding. In addition, it can serve as a place to put extra gold into when you find your players are walking around with heavy pockets.

A MECHANIC FOR ALL LEVELS OF CHARACTERS

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Crafting Difficulty Table

Crafting Level	Title	Proficiency Req./ Crafting Slots	Known Recipes Difficulty Class	Experimentation Difficulty Class
1st	Novice	2	DC11	DC12
2nd	Intermediate	3	DC12	DC14
3rd	Advanced	4	DC13	DC16
4th	Master	5	DC14	DC18
5th	Grand Master	6	DC15	DC20

When a character gains proficiency with the Alchemist, Brewer, Calligrapher, Tinker tools or the Herbalist or Poison kits, they learn a selection of new recipes to create consumables to aid them on their adventures. While the knowledge as an apprentice is limited, growing experienced through trade and adventuring, the character becomes a skilled artisan. Begin by choosing 3 recipes from the starter list of 5 and adding them to a recipe book. The character can further develop their skills by studying recipes that they find or by experimentation.

Consumables and their effects can be broken down as follows:

Craft	Effects
Alchemy	Potions that mimic magic and magical effects
Brewery	Teas and spirits that modify the bodies defenses and senses.
Calligraphy	Scrolls that modify magic, and identify and detect dangerous threats.
Tinkering	Mechanical and magical creations of utility.
Herbalism	Herbs that modify and mimic class and skill features.
Poisons	A catch all for venom, oils, and poisons that are typically use offensively

Once per day during a long rest, a character may wish to craft a known recipe or experiment to discover new recipes. A character's crafting level is tied to its proficiency bonus. When a character gains experience and levels, their proficiency in crafting also increases.

In order to create a product, a number of crafting slots are required equal to the crafting level. The maximum number of crafting slots a character has available is equal to the

character's proficiency bonus. (A 1st level crafting requires one slot, a 2nd level crafting requires two slots, and so on.) These crafting slots are locked until the product is consumed or destroyed. A character cannot create product above their crafting level.

Example: A level 2 Gnome Fighter has proficiency with the Brewer's Supplies. He can craft two 1st level recipes and cannot craft anything above his crafting level. His two crafting slots are locked until he consumes or destroys his brews. A level 6 Dwarf Cleric has proficiency with the Brewer's Supplies. He can craft one 2nd level recipe and one 1st level recipe or three 1st level. His three crafting slots are locked until he consumes or destroys his brews.

CRAFTING CHECK RULES

To craft recipes, a character begins by stating whether they are using a known recipe or experimenting. *(Example: the DC of a known Novice difficulty recipe is 11).* Reference the *Crafting Difficulty Class* table to determine the appropriate DC for recipe. A character then uses the necessary tool or kit to make a *Crafting Skill* check by rolling a d20 and adding their proficiency bonus against the DC of the recipe. If a known recipe was successful, the character produces an amount indicated by the recipe and the required crafting slots are locked.

Spell, Class and race features such as lucky or inspiration do not affect a *Crafting Skill* check, however if an ally with proficiency in the respective tool offers help, the character may roll the *Crafting Skill* check at advantage. A character that assists a *Crafting Skill* check must spend the entire duration helping.

LEARNING NEW RECIPES

Unique recipes are often developed through experimentation and refining technique. Often times, recipes and methods by two different people can look completely different but still result in the same effect. As a result, you cannot learn recipes from another player character without the DM's approval. As your crafting levels increases, you unlock the potential to learn new recipes or enhance existing recipes. You can choose to experiment when crafting to see what combinations and mixtures of components yield.

TRAINERS AND RARE RECIPES

The DM may decide that certain cities or locations may have knowledge of some recipes you can learn. Additionally, some recipes may be found on scrolls or texts that you come across. The cost to learn these is equal to crafting cost.

SUCCESSFUL EXPERIMENTATION

When a character succeeds on an experiment, the DM may choose a specific result or may roll a d100 on the Experimentation tables for the corresponding craft. If the recipe is unknown, the character learns the new recipe and add it to their recipe book. Some recipes cannot be learned and they will indicated so. Some recipes will require have additional requirements in order to properly learn through experimentation. Anybody can mix a few things together and get lucky with their results, but it takes a dedicated craftsman to document and develop their findings. With experience comes intuition and if a character experiments to create recipes lower than their current level, the DM rolls twice on the d100 Experimentation tables and the player chooses between the two results.

Variant: Critical Success and Devastating Failure

On a result of 20, a character yields an additional experimental product. For example: If a character has a critical success on a roll for a known recipe they also roll on the Experimentation tables. If a character has a critical success on an experimentation, they roll on the Experimentation tables for the initial result and then immediately rolls for the second result.

On a critical failure, the recipe has gone horrendously awry causing disastrous, if not explosive, results. The character receives 1 level of exhaustion and may not attempt to craft recipe again for 1d4 days.

CRAFTING IN POOR ENVIRONMENTS

Sometimes the environmental conditions are not appropriate for crafting. If the DM determines a character is unable to craft in a suitable environment such as an inn or respective place of business, the character must roll their *Crafting Skill* check as disadvantage.

OVERLAPPING EFFECTS

Consumables also have very potent and distinct effects that often do not work well when mixed with products of the same craft. In these cases the new crafting overwrites the older one.

DOWNTIME EXPERIMENTS

Downtime is an excellent time for experimenting on new and unique recipes. If a character spends 1 hour every day for two consecutive days experimenting, they are able to roll on a d100 table 1 time. As long as any prerequisites are satisfied, the characters learns each recipe. Downtime experiments do not yield any usable products and materials and gold are not consumed.

PROPERTIES, YIELD, AND THE MARKET

Recipes can produce all manner of strange and exotic affects and the quality of components can range from common to exceptionally rare. Some of the results produced by the recipes have limited shelf lives or multiple uses. Consult the recipe list for properties, crafting costs, yield, and other information. Products made by crafting are not capable of being sold on the market. Most shops are aware of the limitation of crafting locks and will not purchase a consumable crafted in this fashion.

ALCHEMY

Alchemy is the art of distilling and capturing magical essence for use at a later time. This essence is stored as major and minor potions. Minor potions tend to be weaker effects that a craftsman can harness from natural components. Major potions are have been infused with magical essence to heighten the power and effect of the potion. When you learn a minor or major potion recipe, you also learn it's counterpart.

When you make a *Crafting skill* check for Alchemy, you must subtract gold from your inventory representing the components necessary for crafting. A DM may also require the components be purchased in advance of the check.

Potion Type	Minor Potion Component Cost	Major Potion Component Cost
Basic	25gp	50gp +1st level spell-slot
Greater	50gp	100gp +2nd level spell-slot
Exceptional	150gp	300gp +3rd level spell-slot
Superior	250gp	500gp +4th level spell-slot
Supreme	500gp	1500gp +5th level spell-slot

When you first learn to use the alchemist's supplies, choose three of the five starting potions, representing the crafting recipes you learned to develop as you practiced your skills to novice level. You will learn additional potions as you develop your techniques and hone your recipes. For a complete list of Poisons Descriptions, reference Appendix A.

Alchemy Starting Recipes

Drop of Healing
Bracelet of Burning Unity
Bracelet of Earthen Unity
Bracelet of Gusting Unity
Bracelet of Watery Unity

MAJOR POTIONS AND SPELL SLOTS

While minor potions contain a small degree of a craftsman's essence, major potions also require spell slots of various levels. Any class may contribute a spell slot as a requirement to craft major potions. The spell slot replenishes as normal, however the craftsman's required crafting slots will be locked until the potion is used.

POTION USAGE AND CONCENTRATION

Potions are meant to be stored or shared for a time of need. Unless otherwise noted, potions require an action to use or activate. Unlike Spell Scrolls or calligraphy scripts, anyone can use potions. Potions also do not require verbal, somatic, or material components. Potions do not require concentration.

Alchemy Experimentation Table: Novice

	– Recipe Result –	
d100	Minor Potion Form	Major Potion Form
1-14	Drops of Healing	Potion of Healing
15-28	Bottled Fingers	Phantom Fingers
29-42	Bracelet of Earthen Unity	Bracelet of Tremors
33-56	Bracelet of Burning Unity	Wisp of Fire
57-70	Bracelet of Watery Unity	Bracelet of Icy Embrace
90-84	Bracelet of Gusting Unity	Bracelet of Turbulence
85-89	Unusable Results	
90-92	Basic Potion of Wyvern's Breath	Basic Potion of Dragon's Breath
93-95	Basic Amulet of Prismatic Light	Basic Necklace of Prismatic Light
96-100	Roll d100 on Alchemy Experimentation Table: Intermediate	